

1h00



12h45



12h30



12h15



12h00



1h15



1h30



1h45



2h



2h15



2h30



2h45



3h00



3h15



3h30



3h45



4h00



4h15

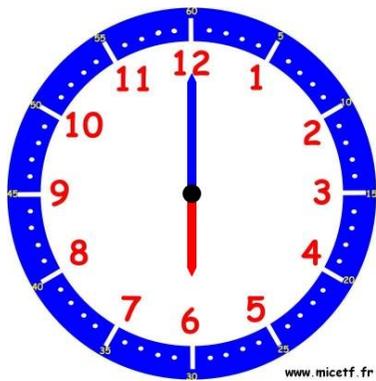


4h30

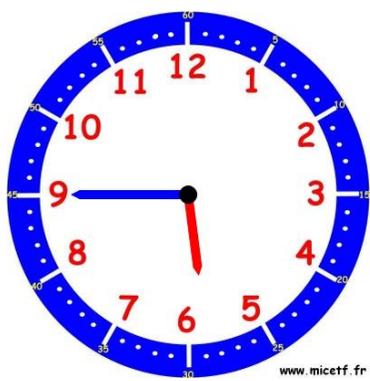


4h45

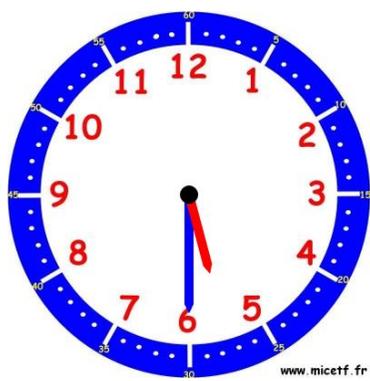




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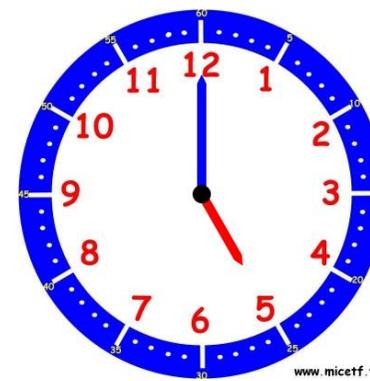
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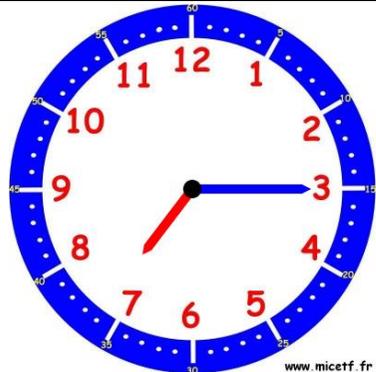
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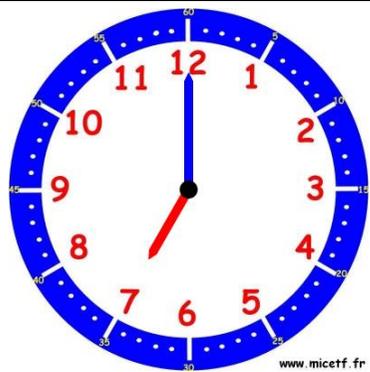
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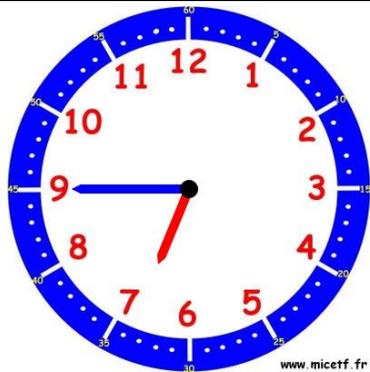
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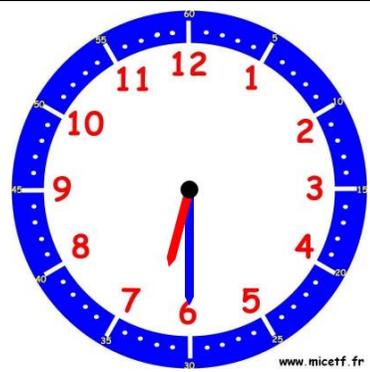
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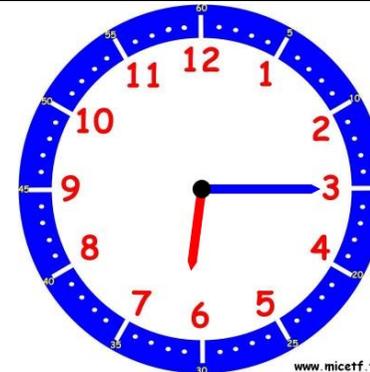
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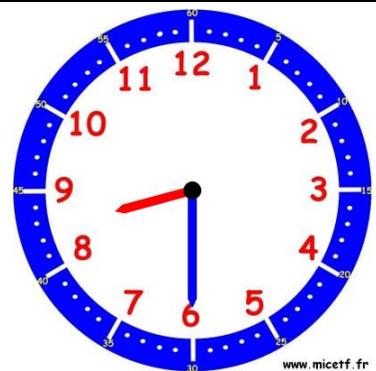
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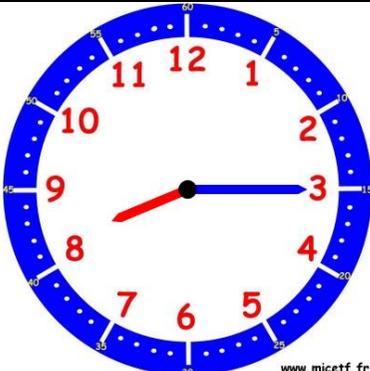
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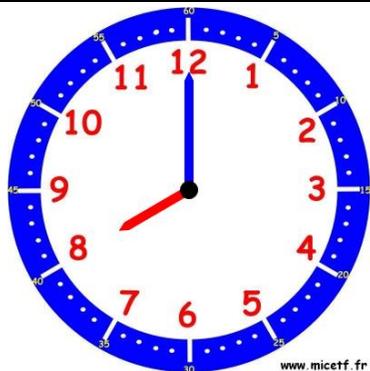
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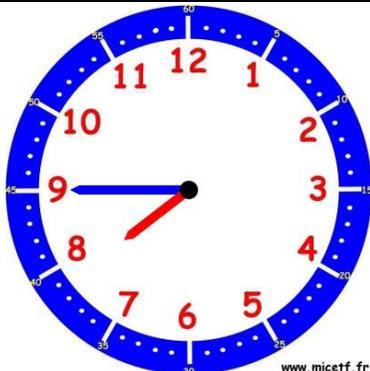
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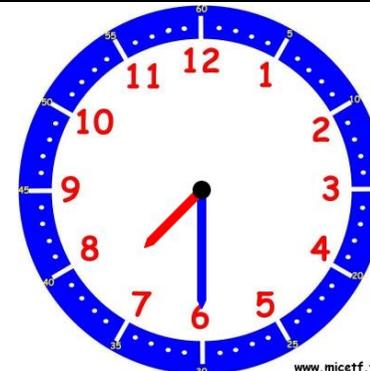
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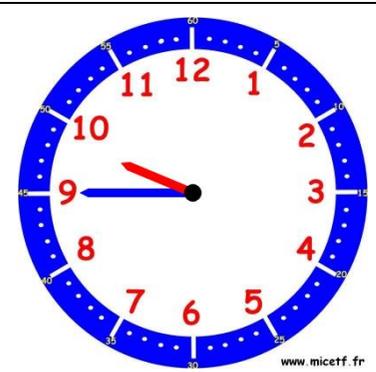
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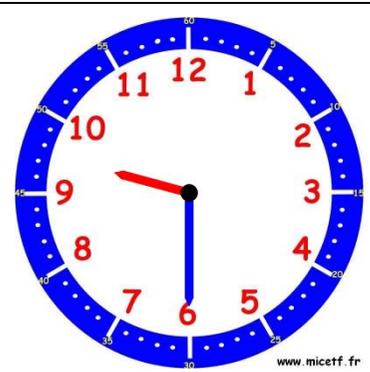
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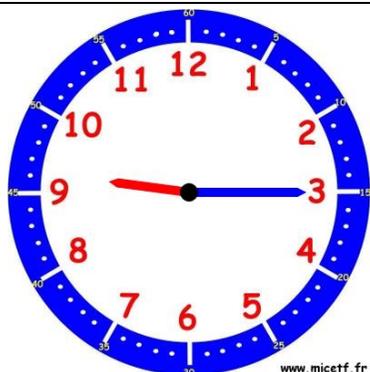
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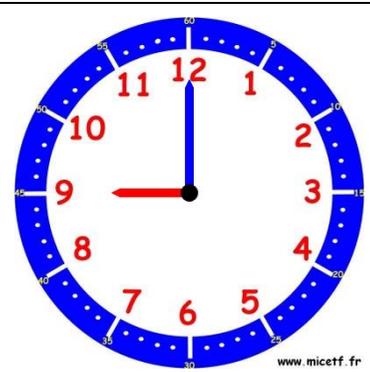
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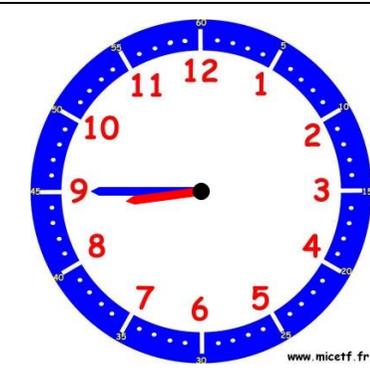
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5h00



5h15



5h30



5h45



6h00



6h15



6h30



6h45



7h00



7h15



7h30



7h45



8h00



8h15



8h30



8h45



9h00



9h15

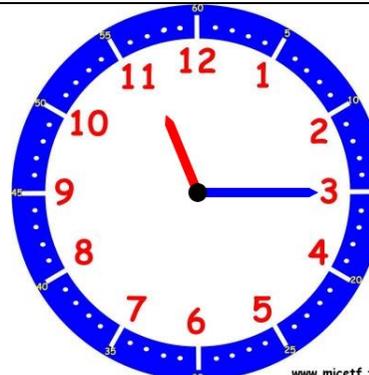
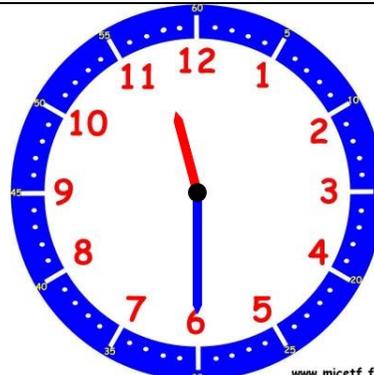
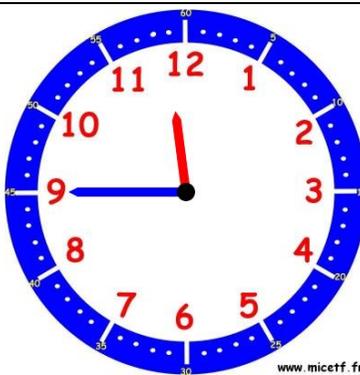
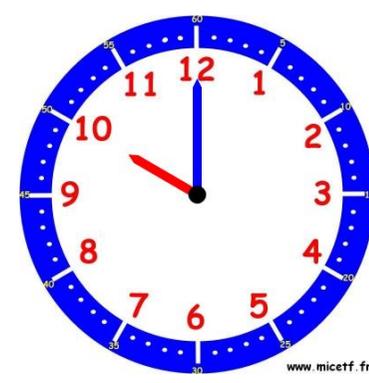
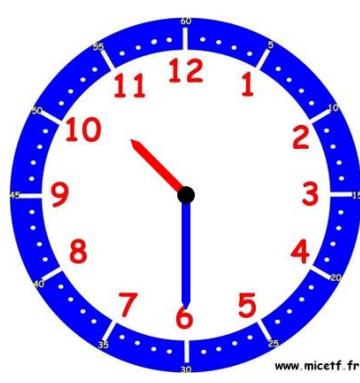
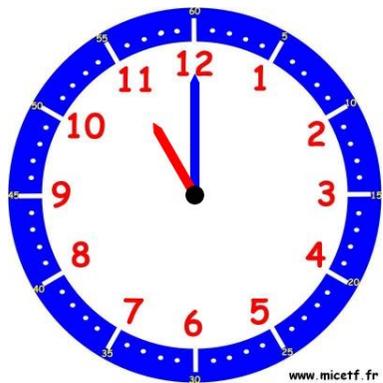


9h30



9h45





10h



10h15



10h30



10h45



11h00



11h15



11h30



11h45



Lundi, nous avons réveillé \_\_\_\_ hiboux.

Jeudi, nous avons réveillé \_\_\_\_ hiboux.

Mardi, nous avons réveillé \_\_\_\_ hiboux.

Vendredi, nous avons réveillé \_\_\_\_ hiboux.

# L'heure des hiboux

## Objectifs :

- ✓ Lire l'heure : heures pleines, demi-heures et quart d'heures

## Règle du jeu :

Les élèves choisissent s'ils doivent lire l'heure sur les petites cartes ou s'ils doivent composer l'heure sur une horloge mobile. Ensuite, la partie se déroule en tirant les cartes à tour de rôle. Chaque carte correcte permet de cocher un petit hibou (cela le réveille). L'équipe gagnante est celle qui a réveillé le plus de hiboux.

## Pour l'impression du jeu :

Imprimer les pages en recto-verso

## A quel moment faire ce jeu ?

Lors de l'étude de la lecture de l'heure