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Tanguy DE LAMOTTE  
INITIATIVES COEUR

FICHE DU SKIPPER



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Morgan LAGRAVIÈRE  
SAFRAN

FICHE DU SKIPPER



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Armel LE CLÉAC'H  
BANQUE POPULAIRE VIII

FICHE DU SKIPPER



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Paul MEILHAT  
SMA

FICHE DU SKIPPER



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Sébastien DESTREMAU  
TechnoFirst - faceOcean

FICHE DU SKIPPER



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Fabrice AMEDEO  
NEWREST - MATMUT

FICHE DU SKIPPER



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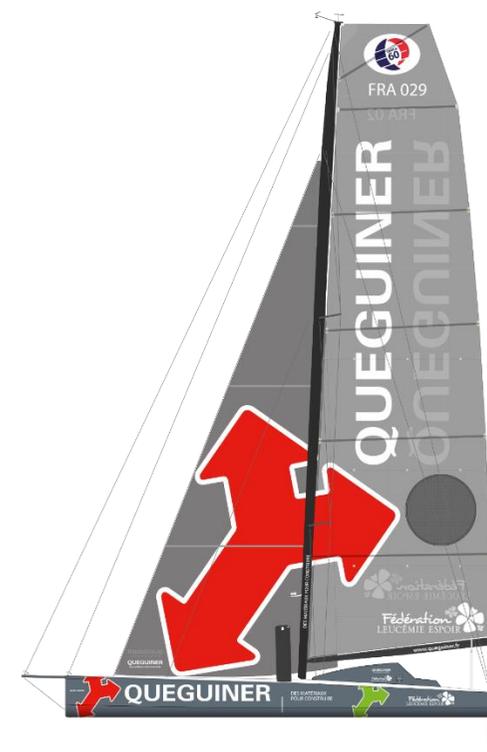
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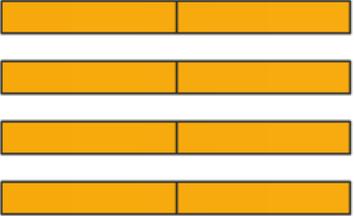
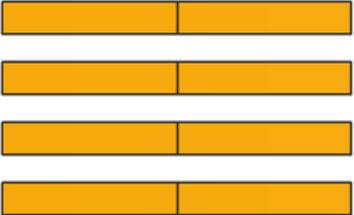
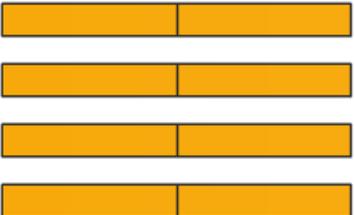
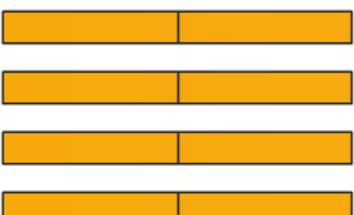
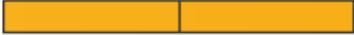
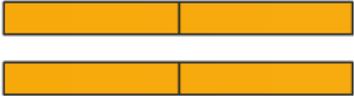
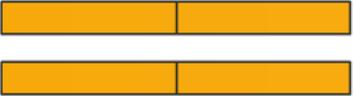
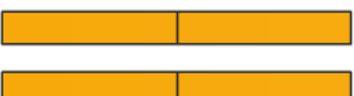
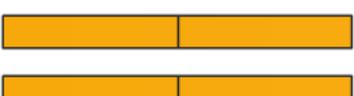


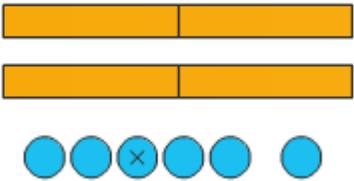
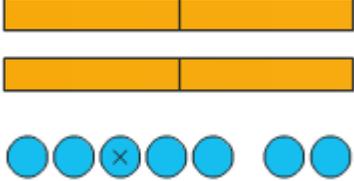
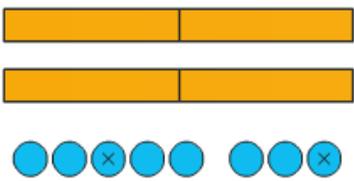
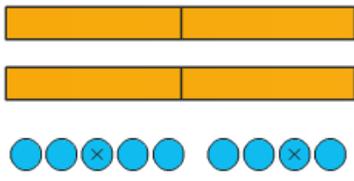
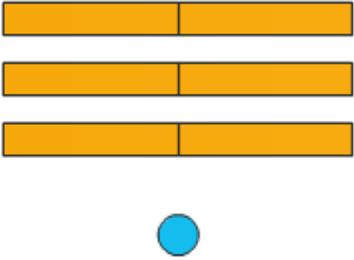
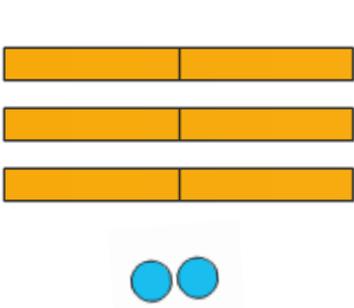
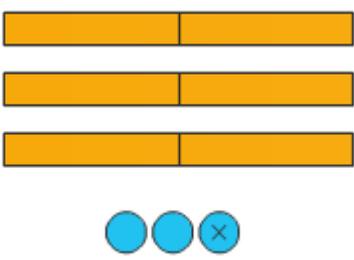
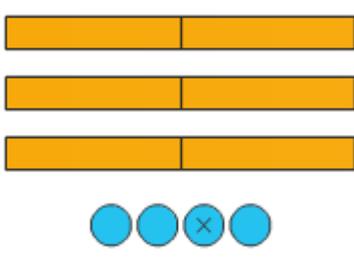
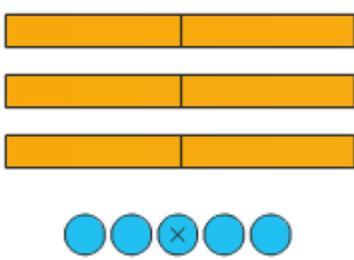
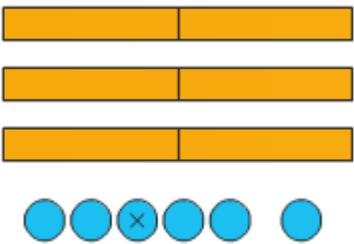
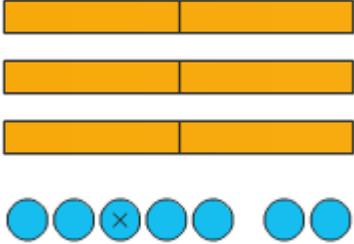
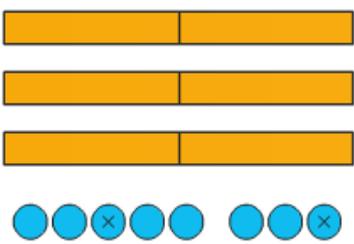
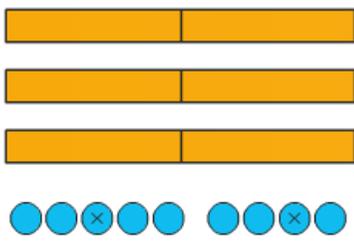
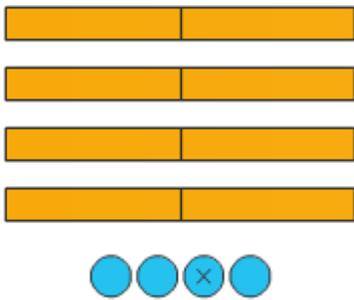
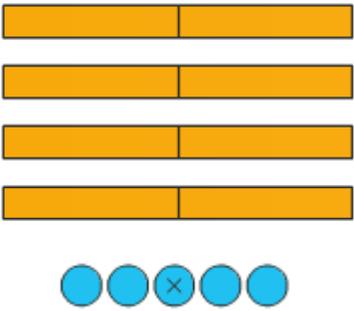
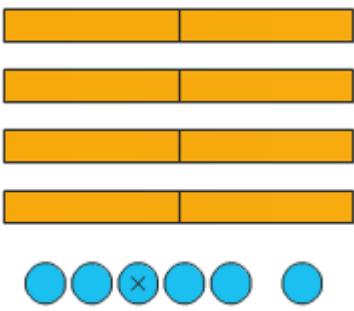
Yann ELIES

QUÉGUINER - LEUCÉMIE  
ESPOIR

FICHE DU SKIPPER



Imprimer les cartes nombres en plusieurs exemplaires

# Le loto des skippers

## Objectifs :

- ✓ Décomposer les nombres en dizaines et unités
- ✓ Asseoir la notion de dizaine et son rôle dans l'écriture des nombres
- ✓ Asseoir la notion d'unité et son rôle dans l'écriture des nombres

## Règle du jeu :

Les élèves disposent d'une carte avec un skipper et un bateau. A tour de rôle, ils piochent une carte (boites et jetons de Picbille) et annoncent le nombre à voix haute. S'ils possèdent ce nombre sur leur carte, ils le posent dessus. Sinon, la carte est remise sous le tas.

## Pour l'impression du jeu :

Imprimer le tout de façon normale. Imprimer plusieurs versions des cartes de Picbille.

## A quel moment faire ce jeu ?

A partir de la séquence 52 de Picbille.