

LES CHENILLES (jeu Bugsy)

Cycle 1

Ateliers autonomes

Construire les premiers outils pour structurer sa pensée

Découvrir les nombres et leurs utilisations

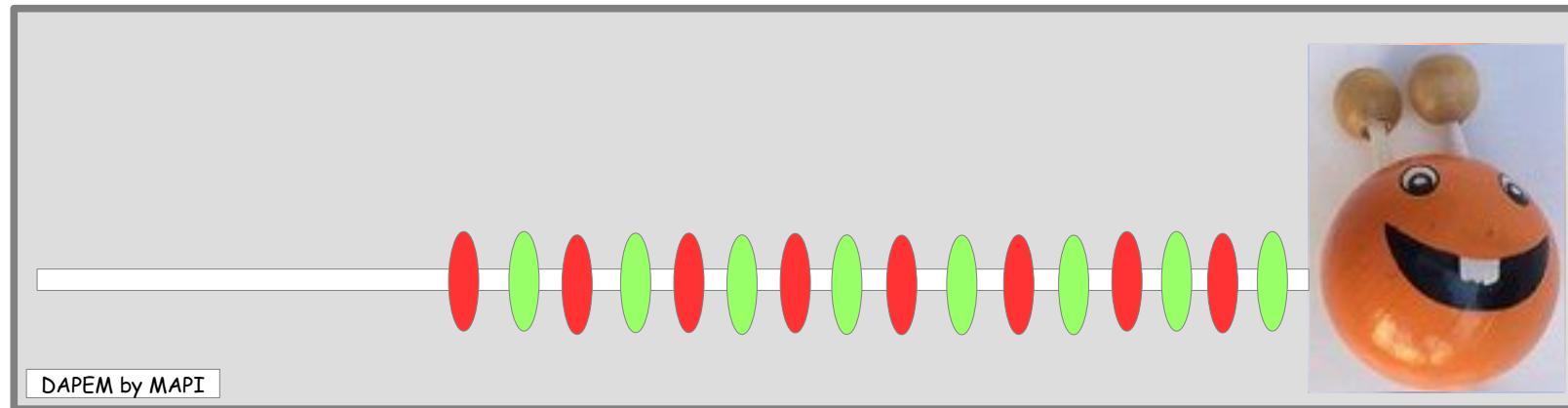
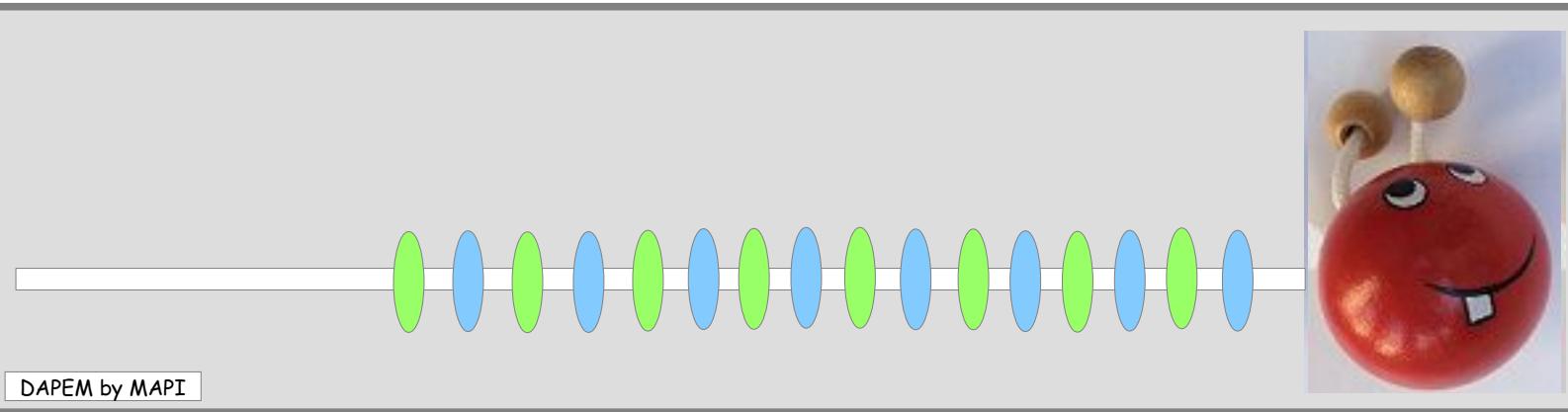
→ Evaluer et comparer des collections d'objets avec des procédures numériques ou non.

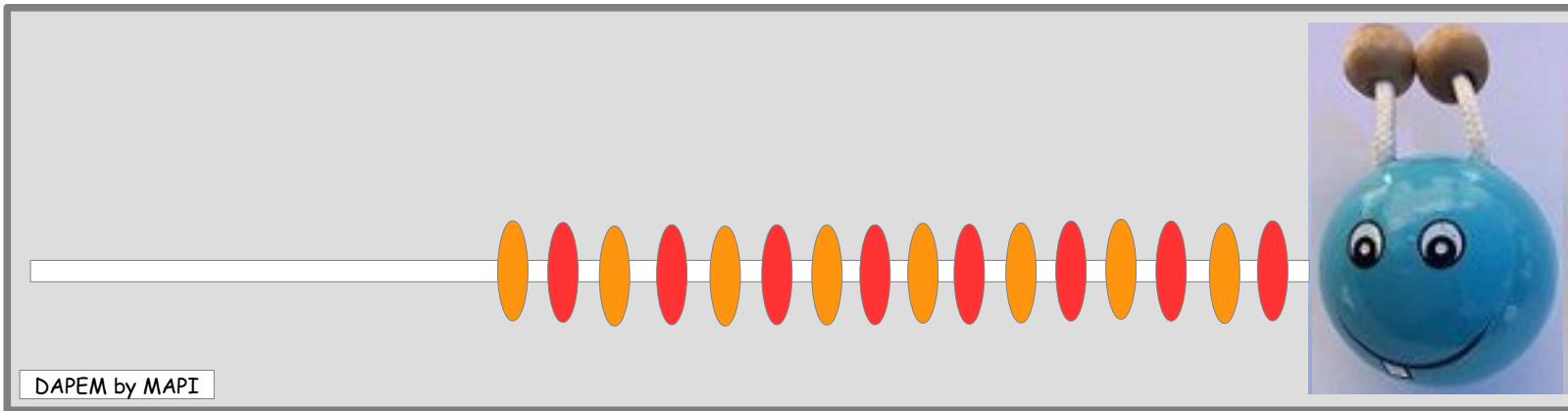
Utiliser la suite des nombres pour dénombrer

Comprendre l'écriture chiffrée comme représentation d'une quantité

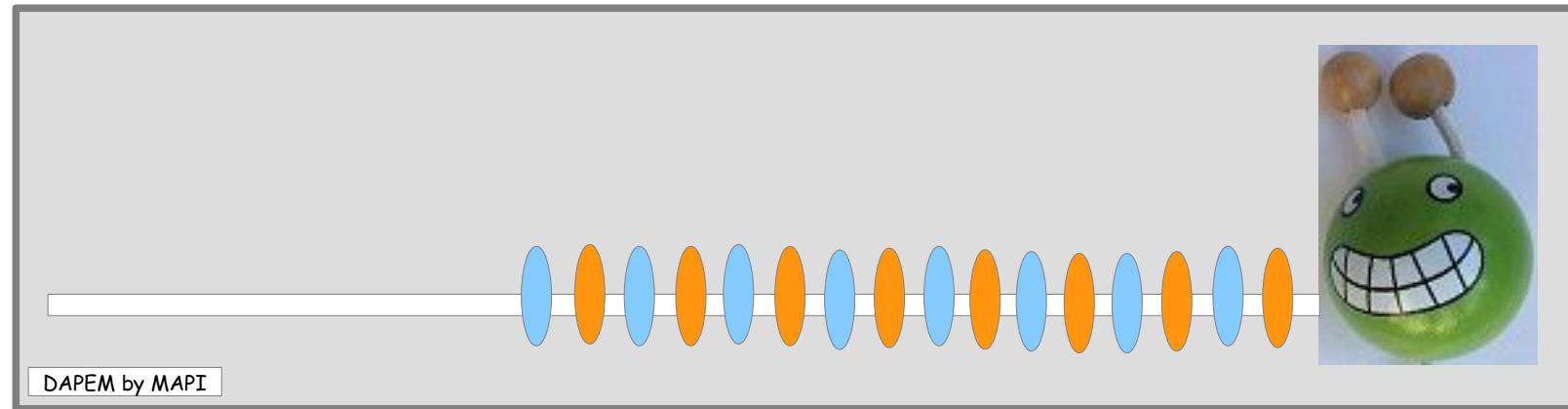
Règle du premier jeu : reproduis la chenille proposée.

Chenilles avec alternance simple

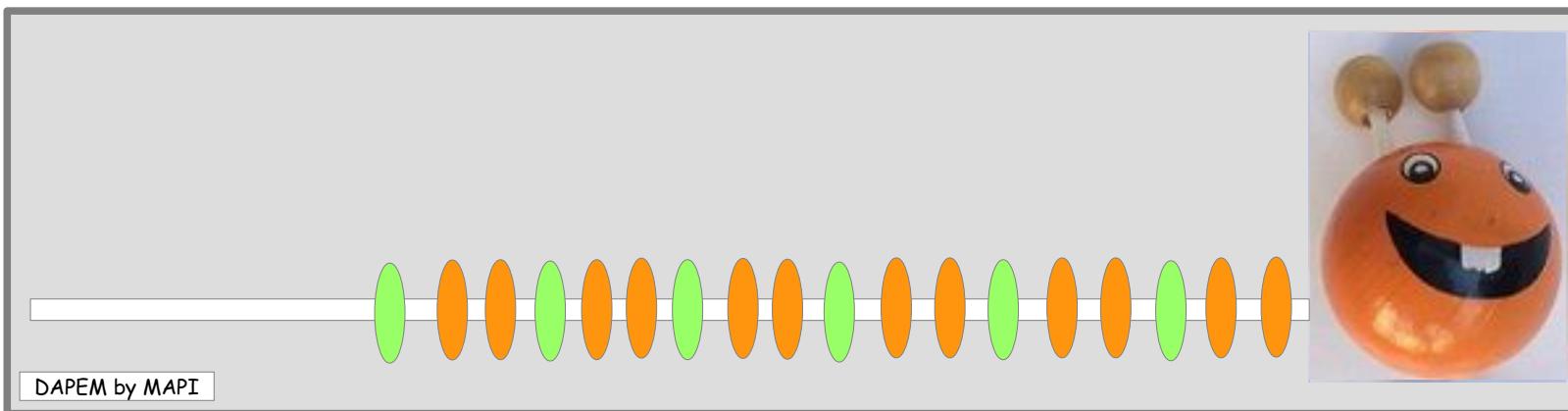
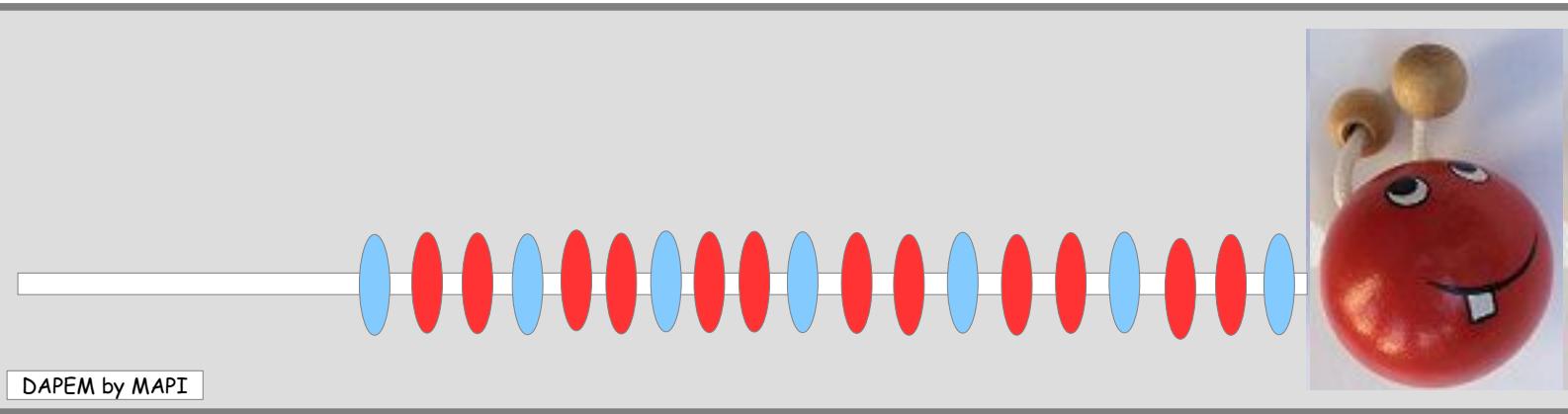


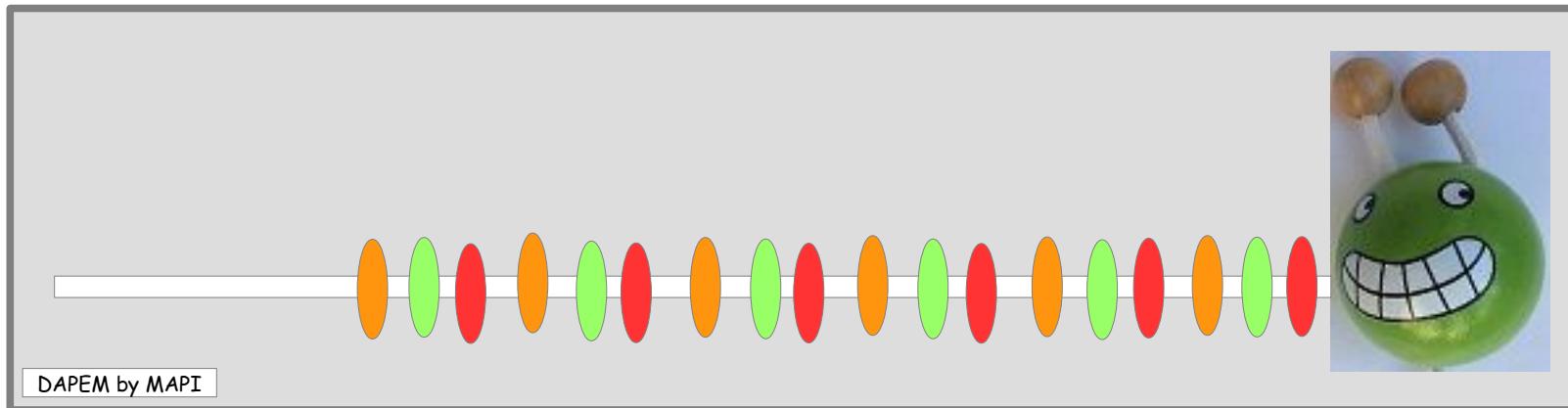
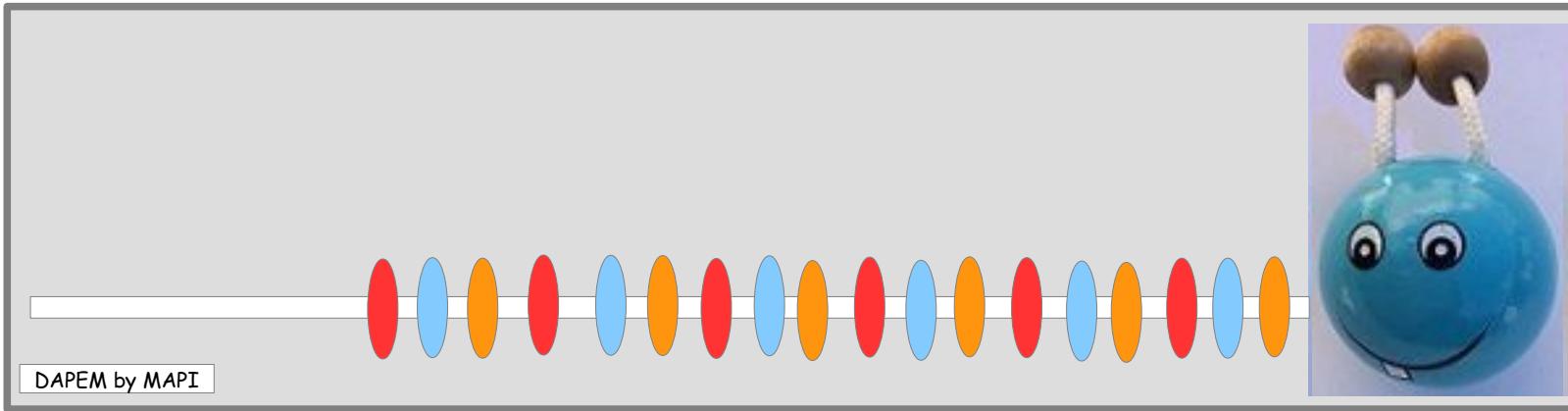


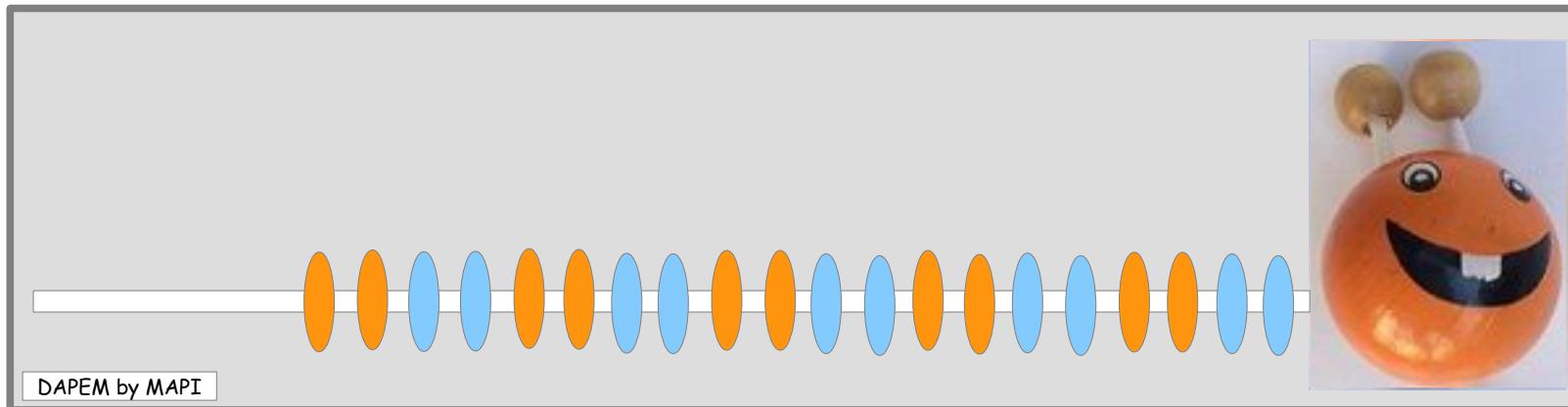
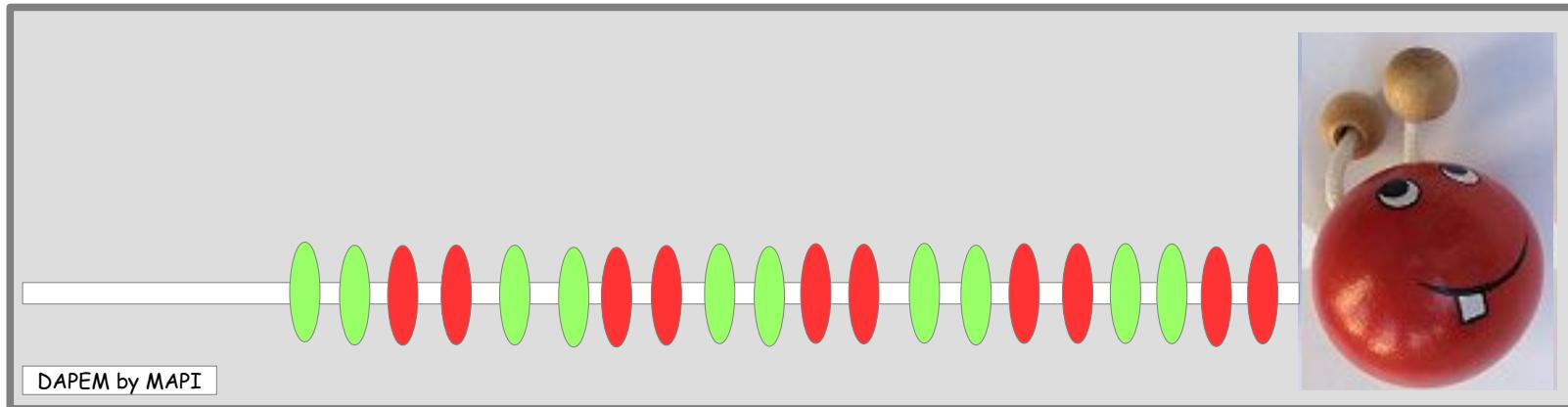
DAPEM by MAPI

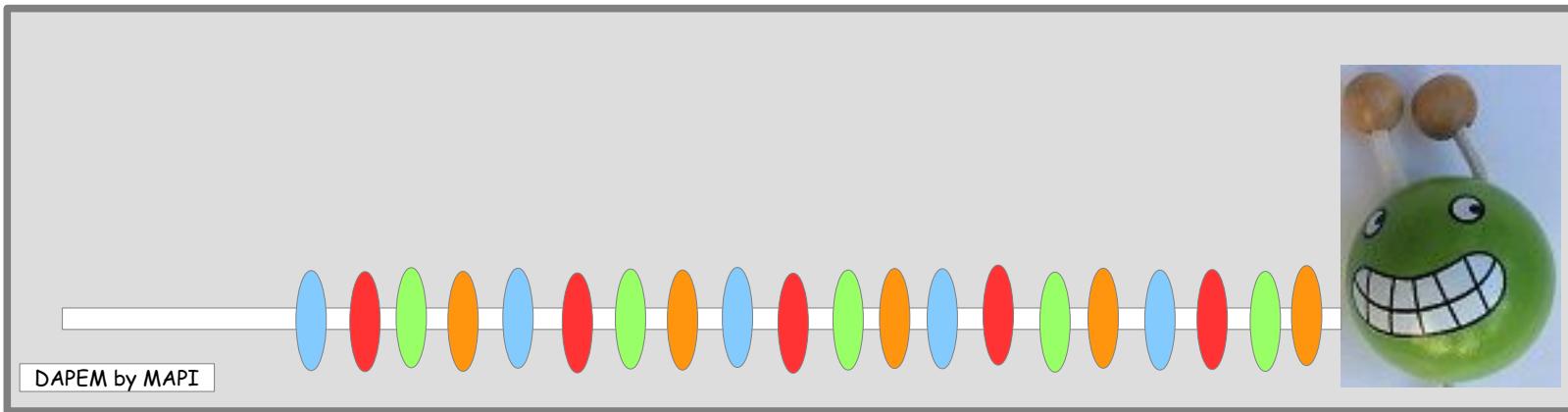
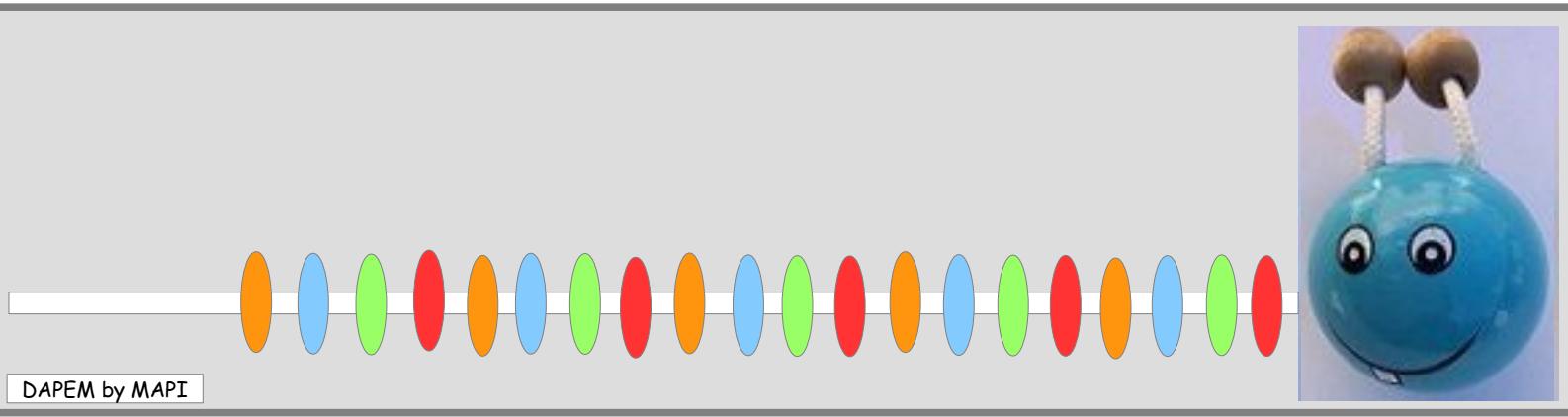


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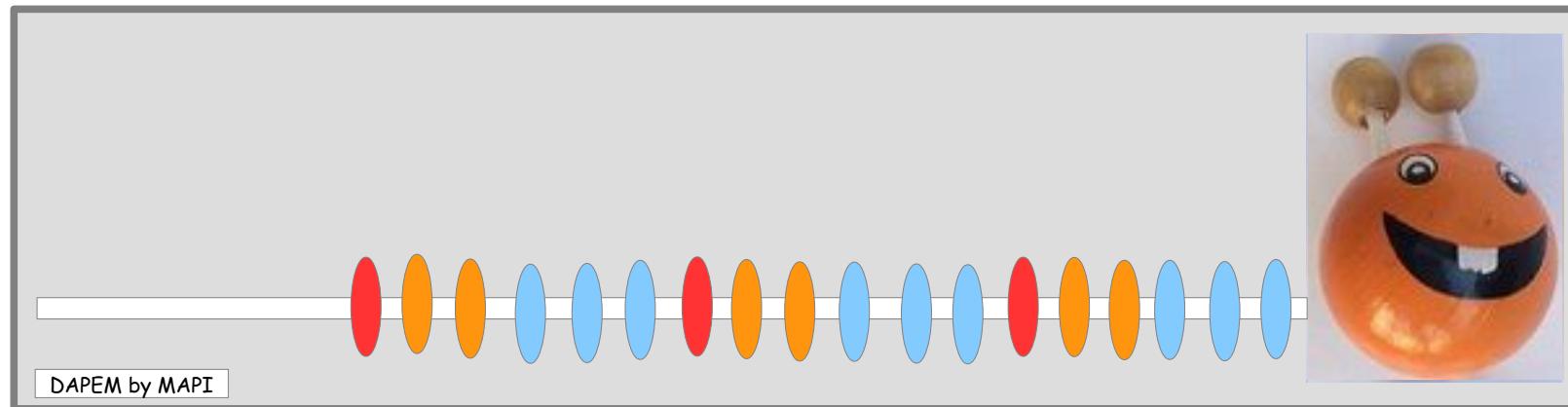
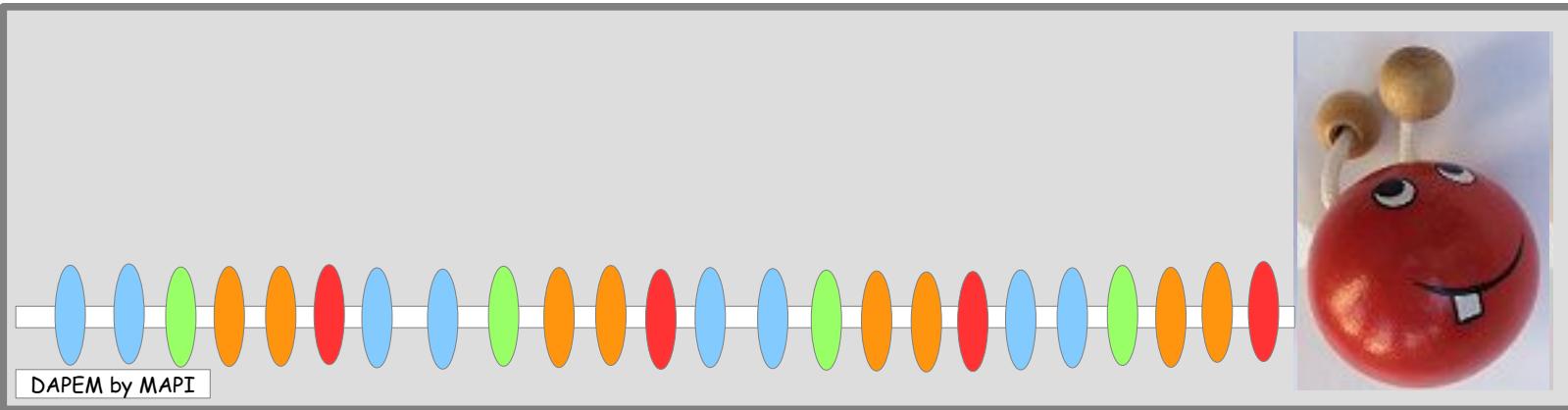


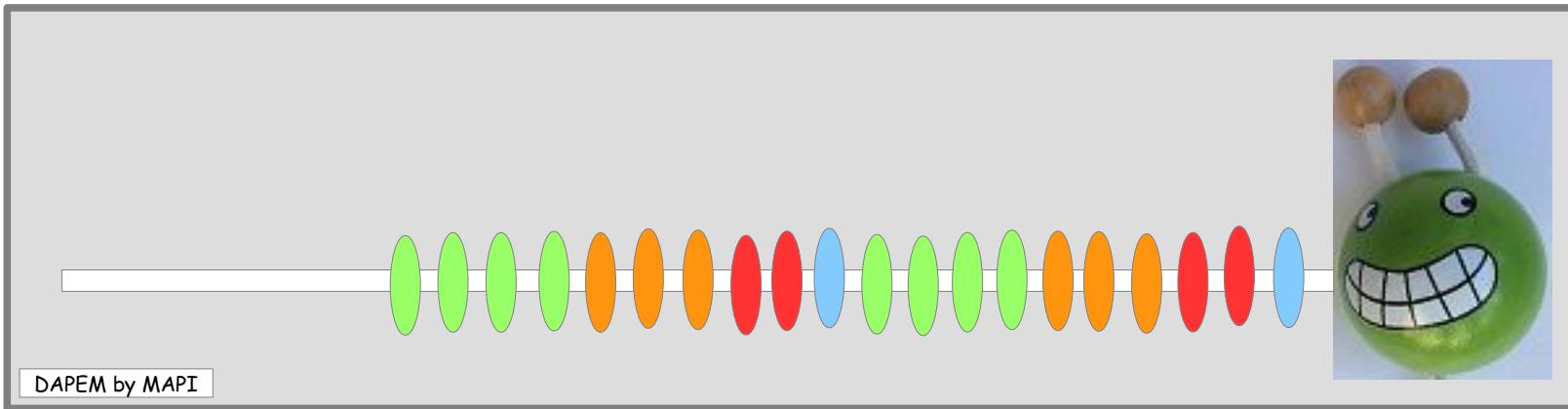
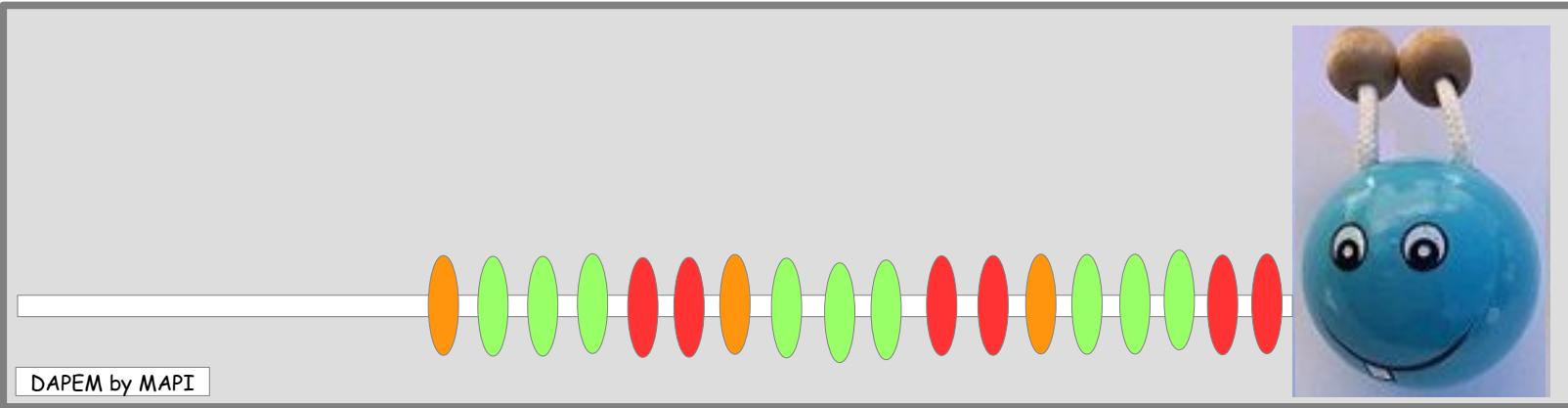


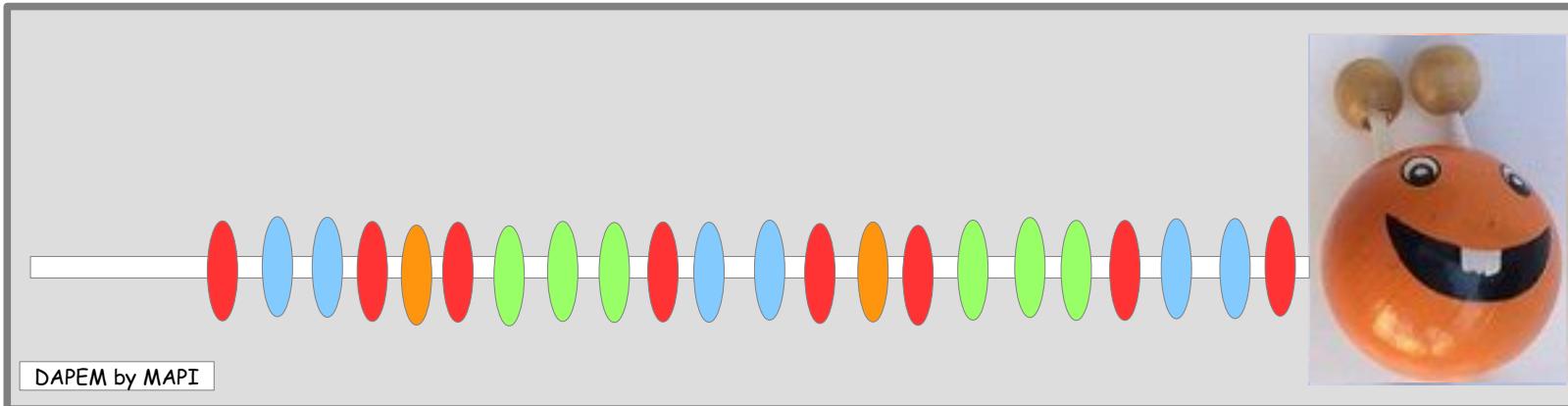
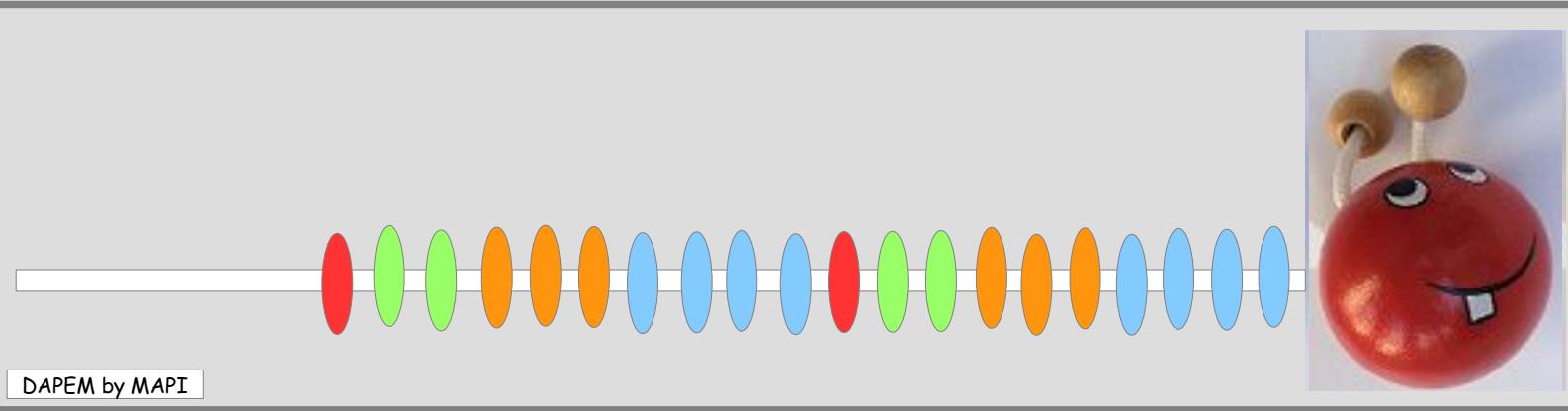


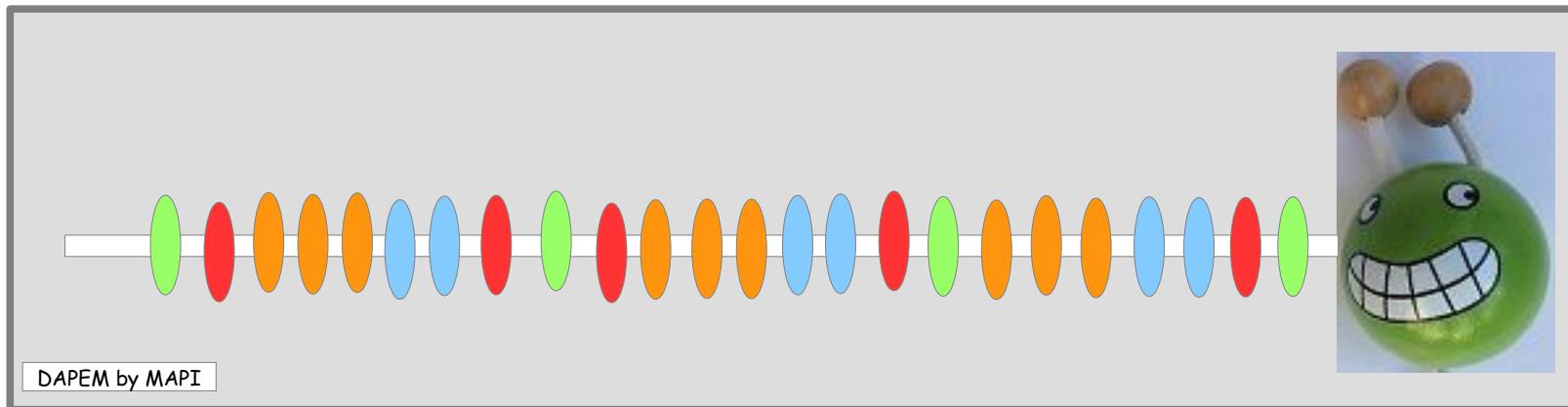
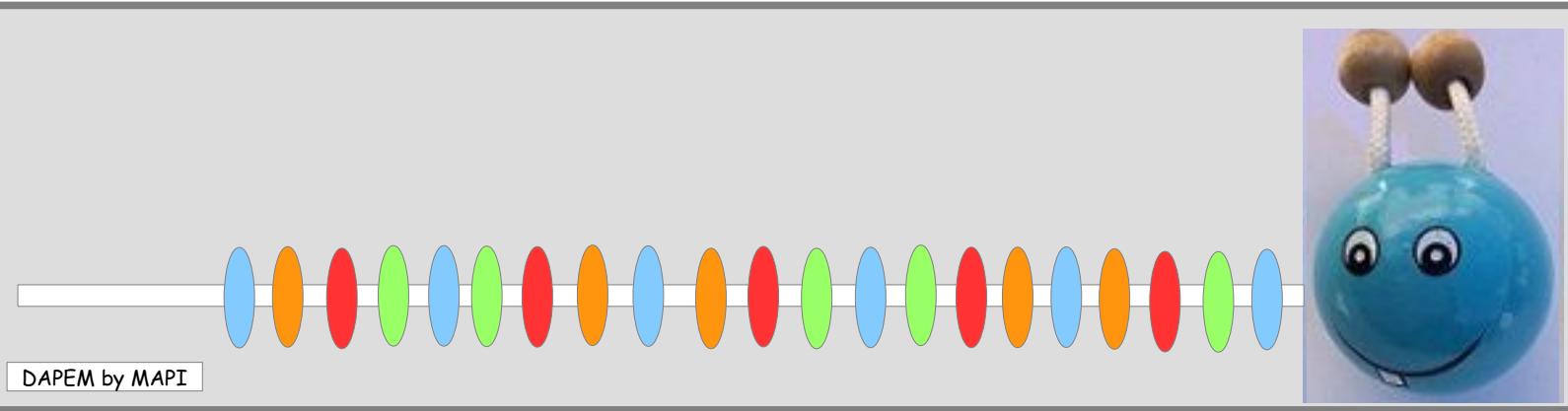


Chenilles avec alternances complexes

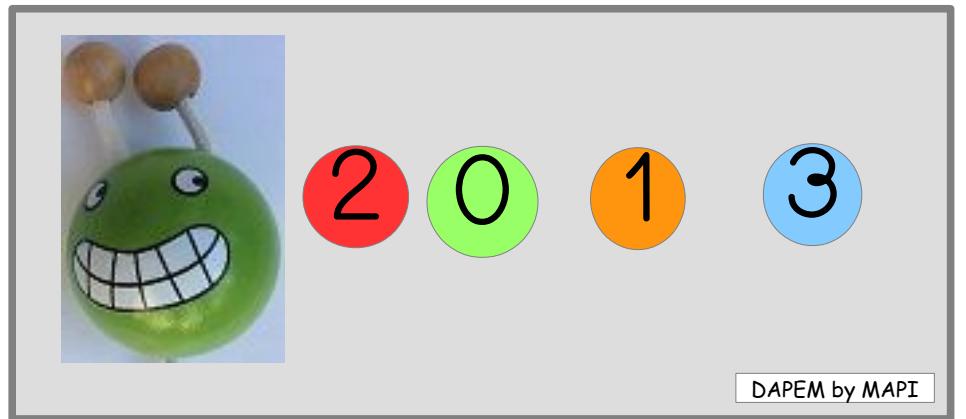
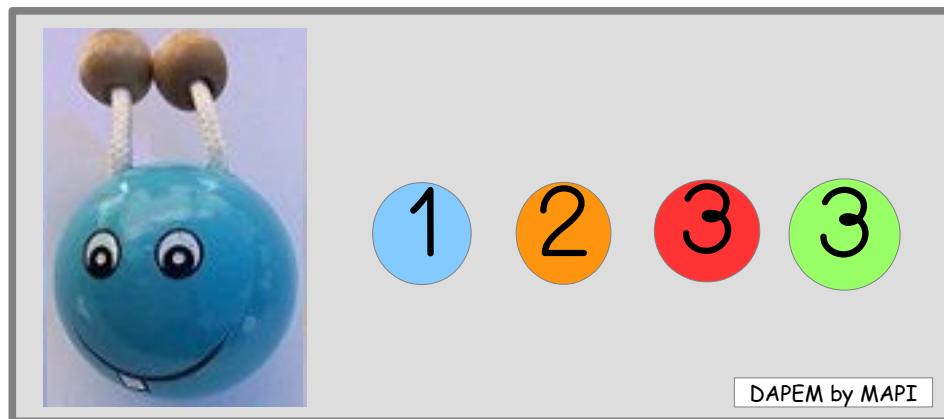
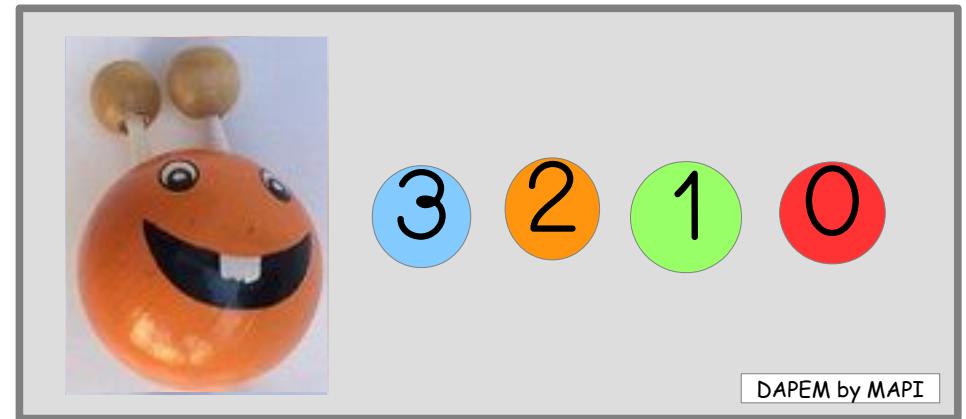
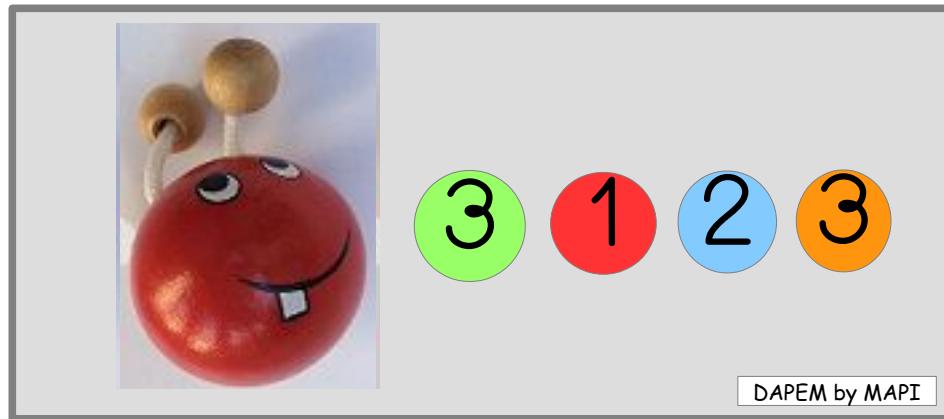








Règle du second jeu : construis ta chenille avec les pièces demandées.





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DAPEM by MAPI



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DAPEM by MAPI



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DAPEM by MAPI



0 4 4 4

DAPEM by MAPI



2 5 4 3

DAPEM by MAPI



1 5 2 4

DAPEM by MAPI



5 4 3 2

DAPEM by MAPI



3 0 5 5

DAPEM by MAPI



4 3 6 5

DAPEM by MAPI



5 6 4 2

DAPEM by MAPI



6 4 3 5

DAPEM by MAPI



7 5 6 4

DAPEM by MAPI



4 7 6 6

DAPEM by MAPI



3 5 6 7

DAPEM by MAPI



8 7 6 5

DAPEM by MAPI



4 6 8 7

DAPEM by MAPI