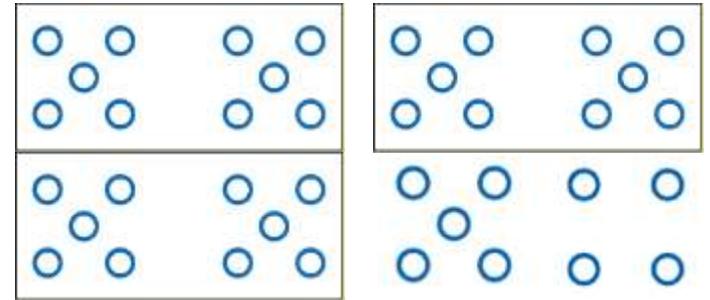
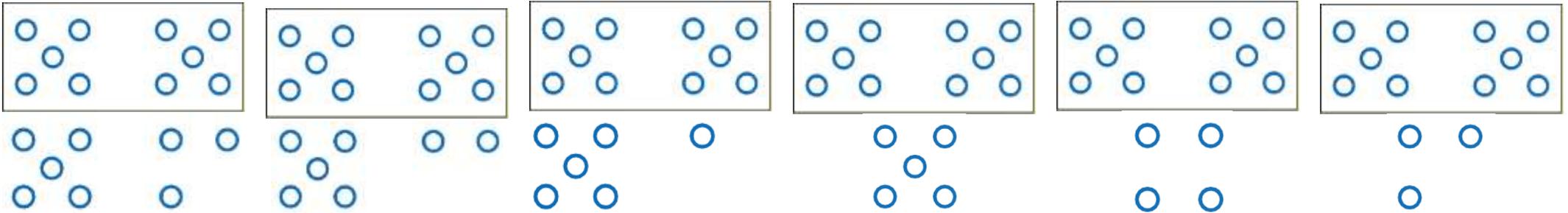
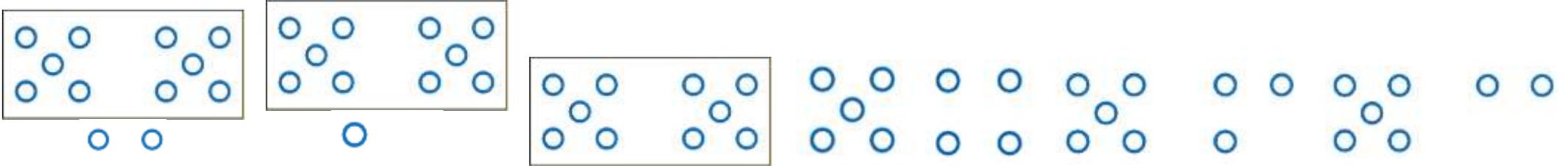
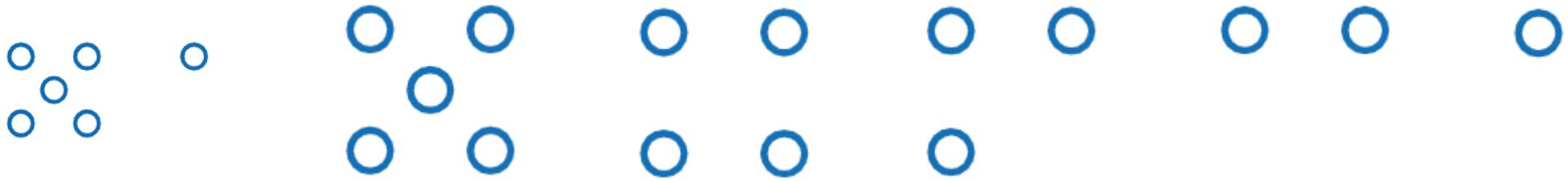


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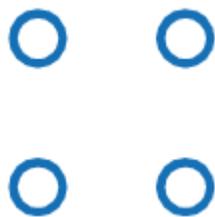
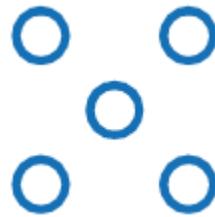
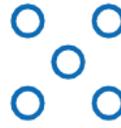
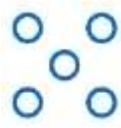
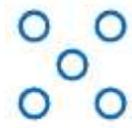
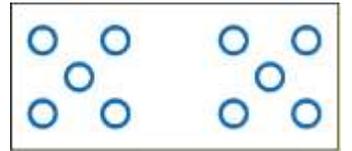
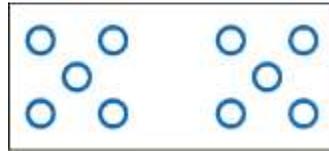
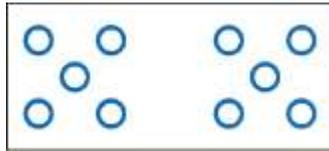
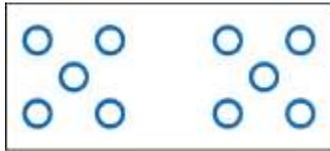
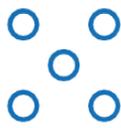
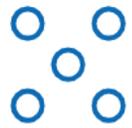
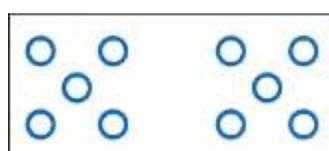
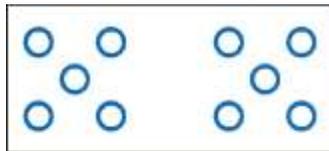
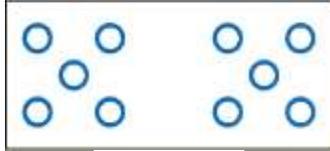
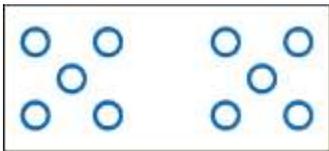
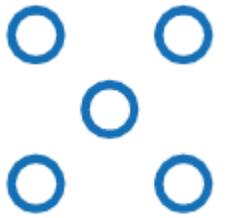
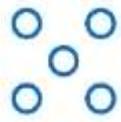
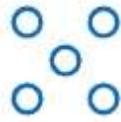
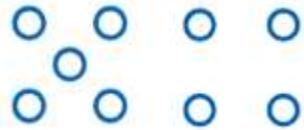
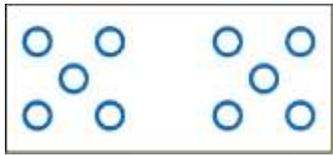
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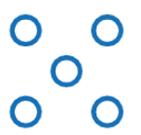
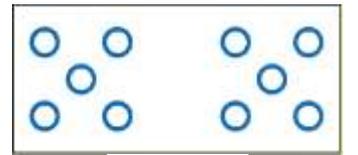
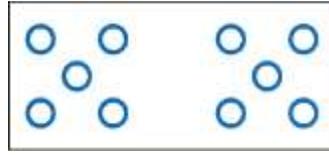
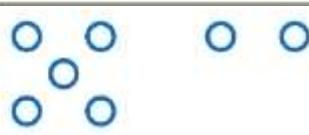
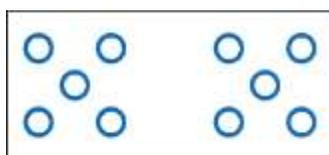
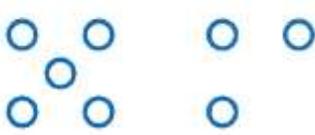
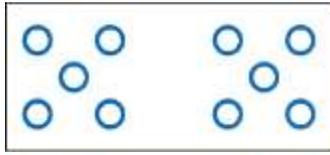
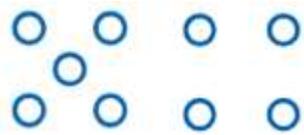
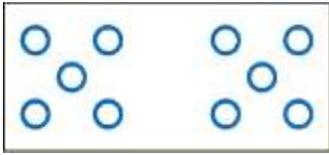
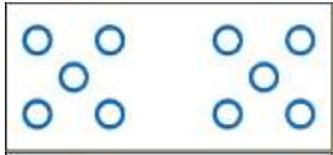
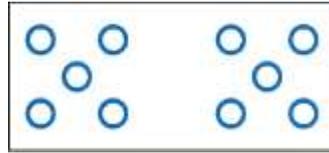
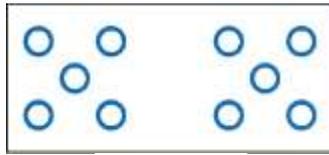
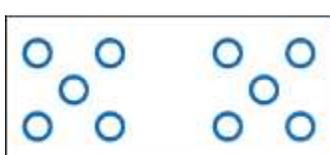
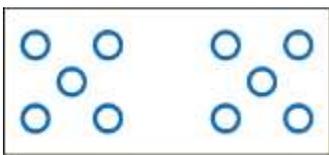
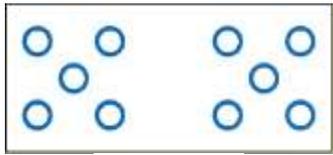
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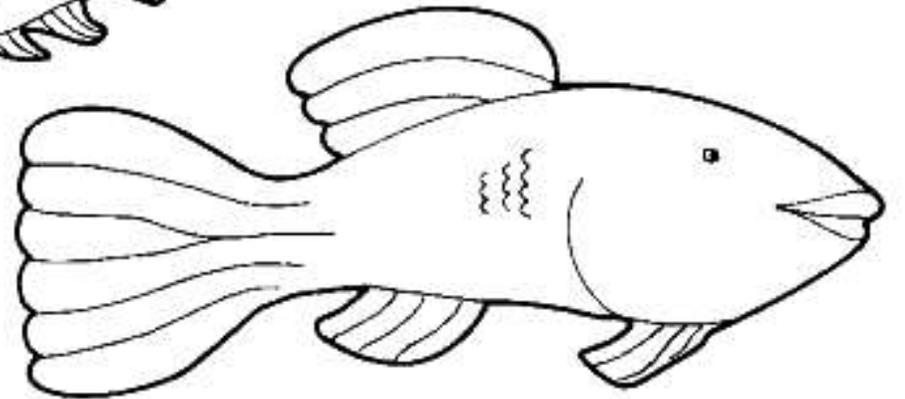
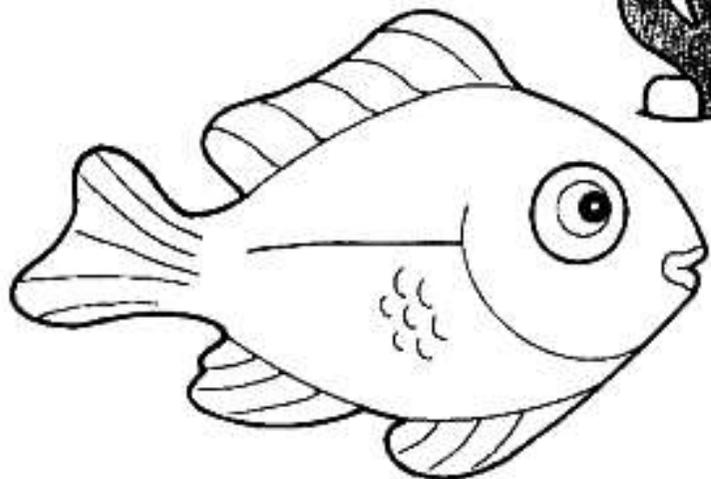
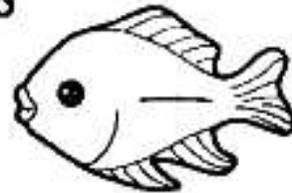
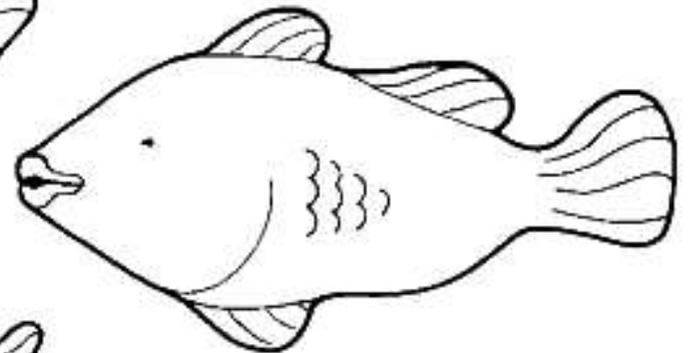
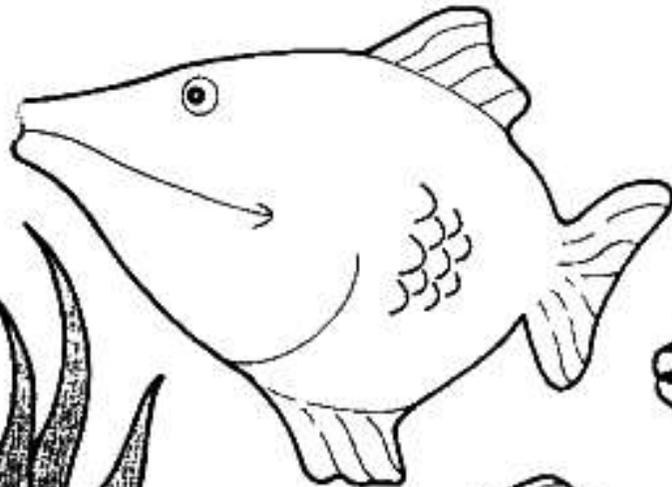
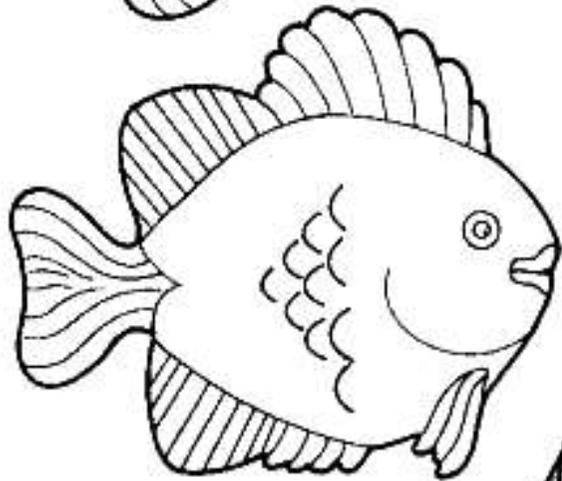
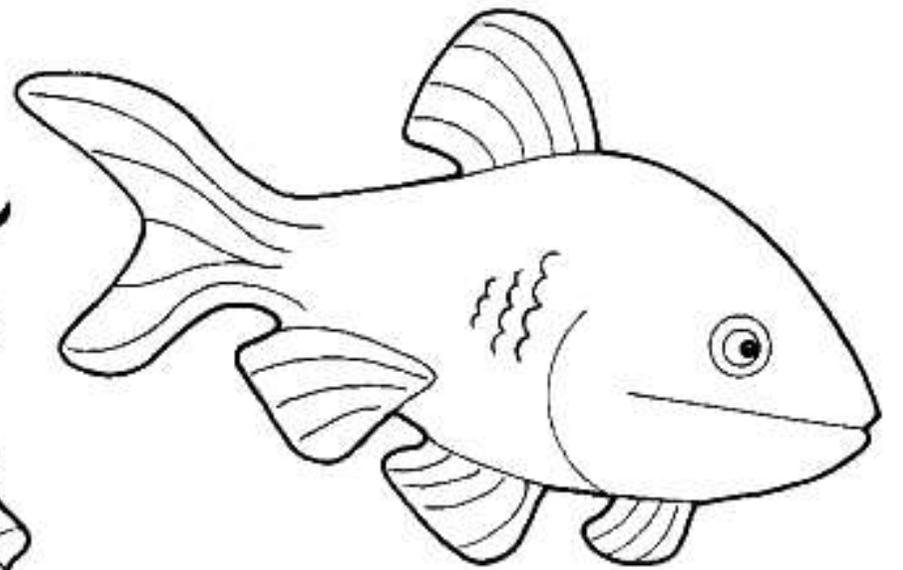
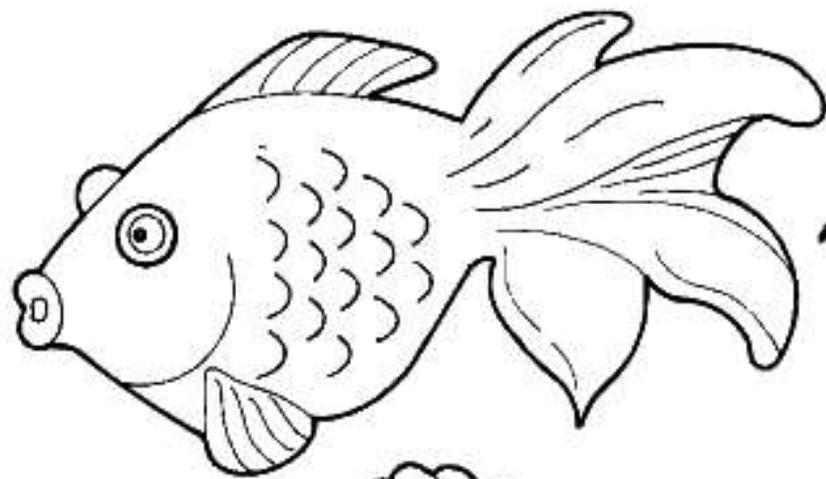
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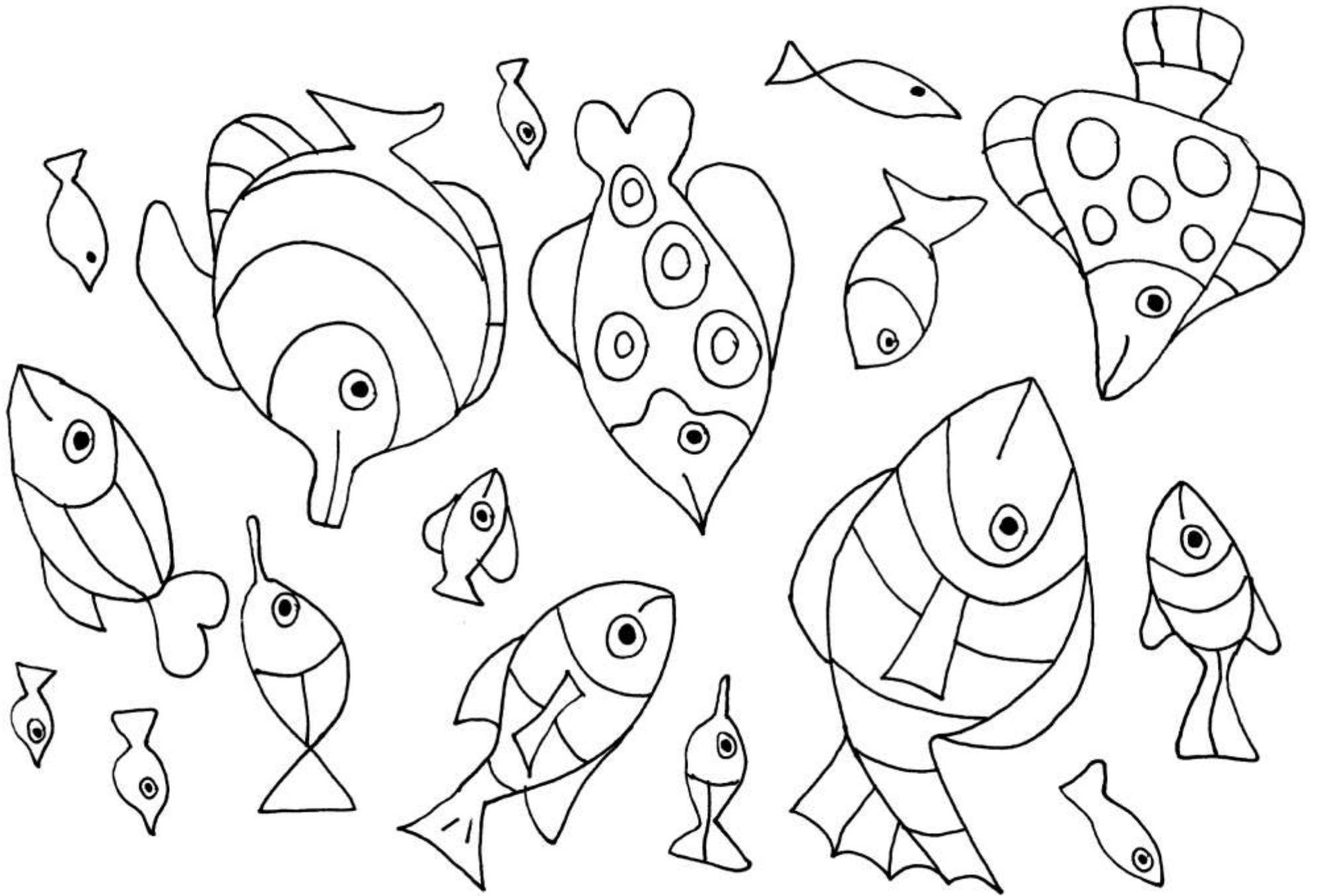
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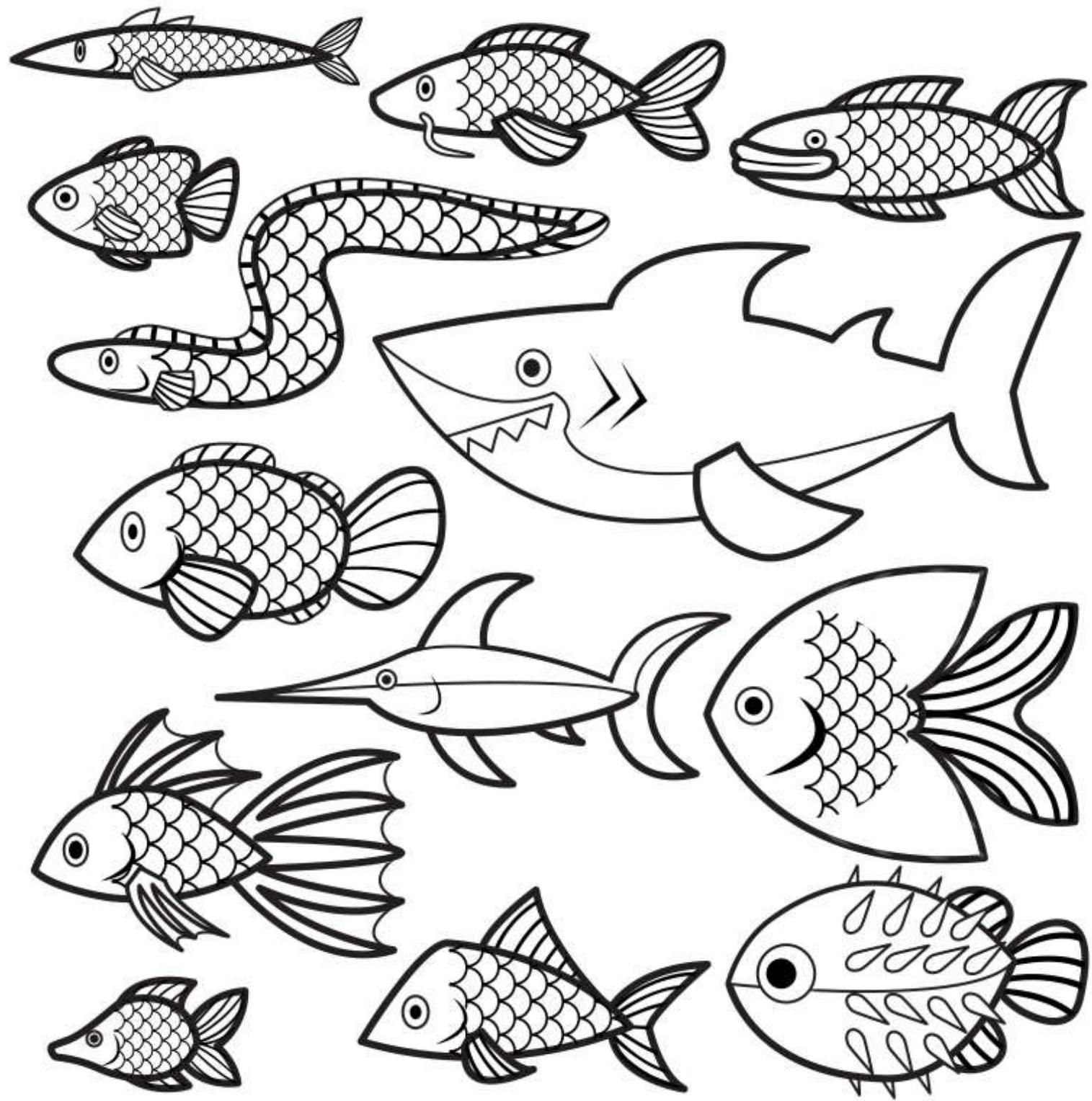


An underwater photograph showing a vibrant coral reef. Sunlight filters through the clear blue water, creating shimmering patterns on the coral and the seabed. The scene is rich in blue and green tones, with some darker patches of coral and rocks visible in the lower half.

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.