Loto sonore des Alphas

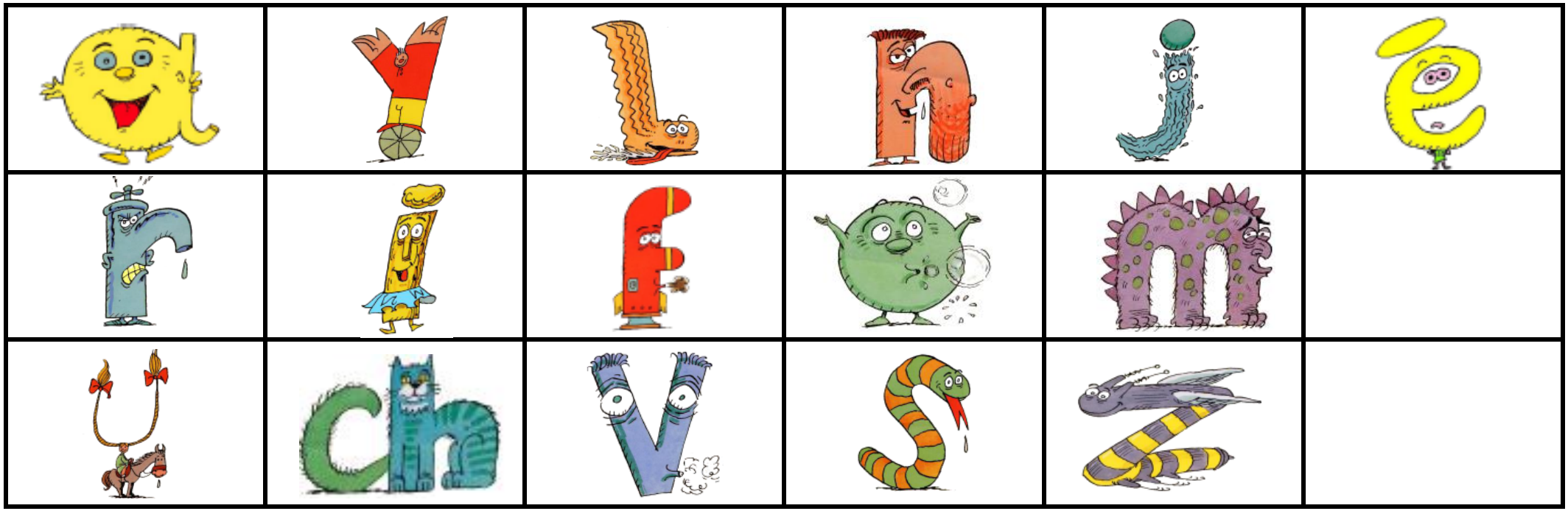
Pour 8 joueurs.

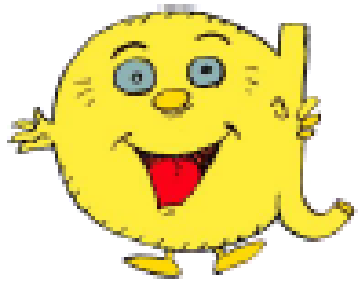
Imprimer, plastifier et découper les planches. Placer une boîte de jetons au milieu de la table.

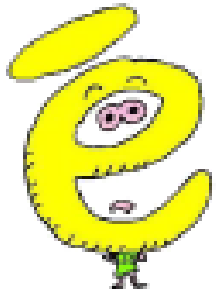
Chaque joueur reçoit une planche de jeu. Faire nommer les Alphas présents sur chaque planche avant de commencer à jouer.

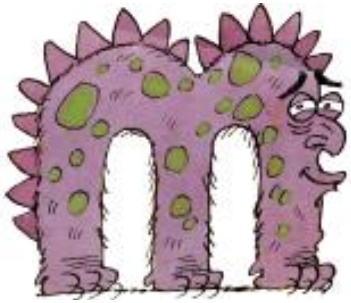
Le meneur de jeu choisit un Alpha parmi ceux de la famille voyelle ou consonne et imite son chant. Les joueurs qui ont l'Alpha sur leur planche mettent un jeton dessus. Le premier à avoir recouvert sa planche a gagné.

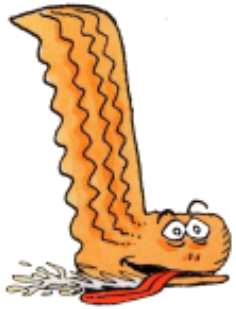
Variante : Si on veut travailler sur le nom des Alphas, utiliser les cartes ci-dessous. Chaque joueur pioche à son tour une carte, nomme l'Alpha. Les joueurs qui ont l'Alpha sur leur planche gagnent un jeton. Le premier à avoir recouvert sa planche a gagné.

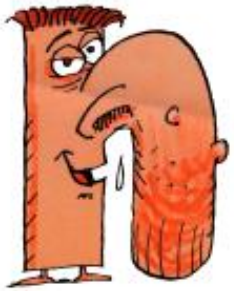


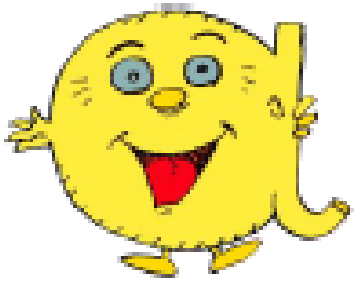


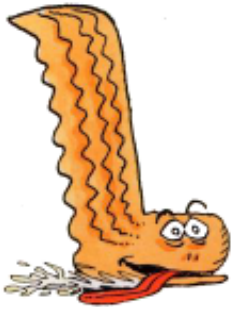


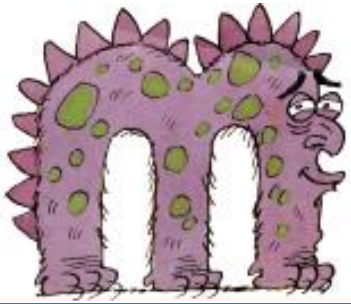
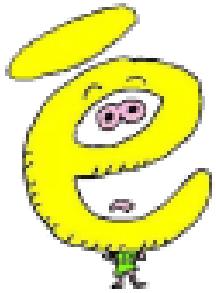


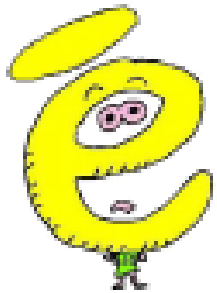


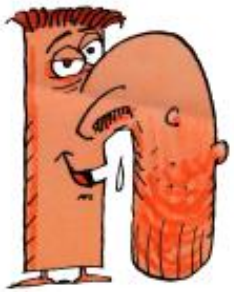


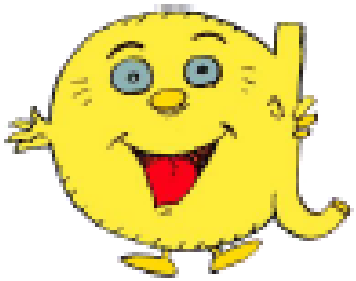


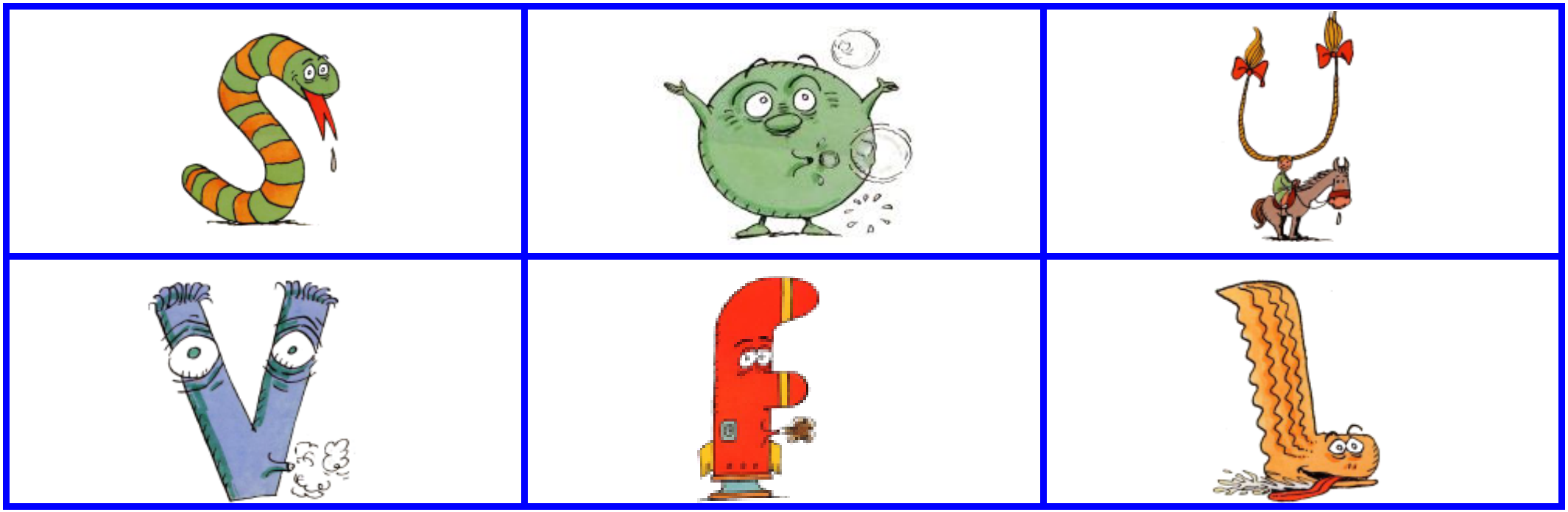
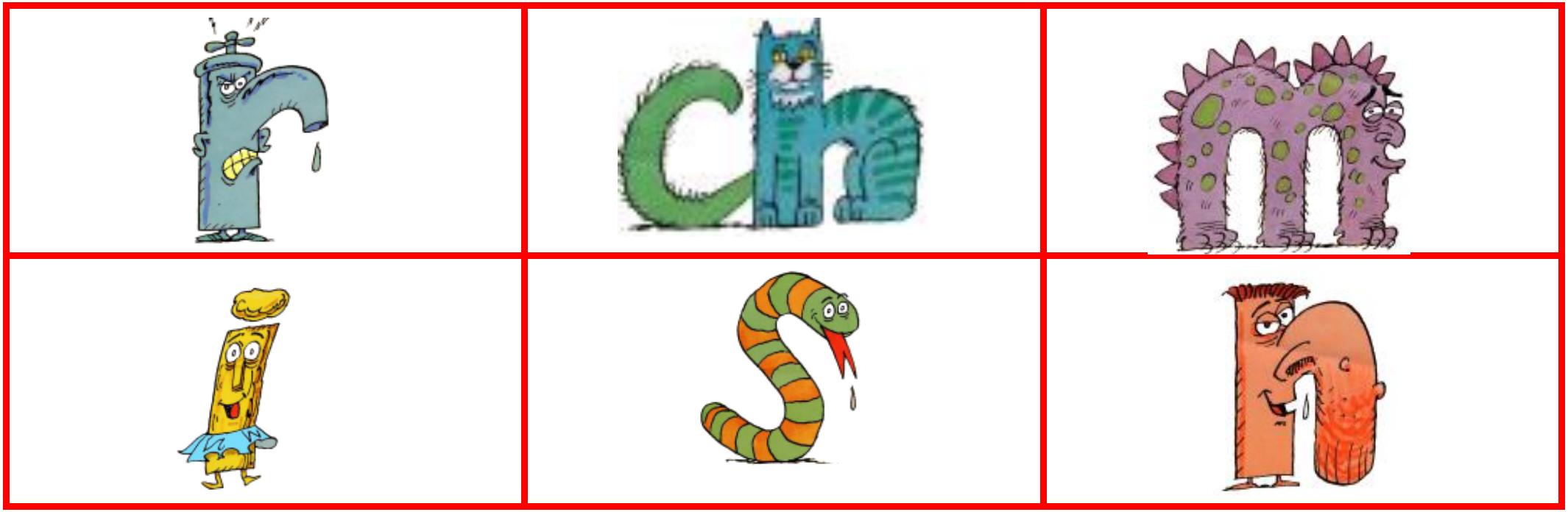






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