

Départ	1	2	3	4	5	6	7	8	9	10	
Arrivée !	<p>Le maitre du jeu tire une carte et lit le nombre inscrit sur la carte.  Le joueur constitue le nombre avec les boites et les jetons de Picbille.  Le maitre du jeu vérifie la réponse sur la carte.</p> 										11
30											12
29											13
28											14
27											15
26	25	24	23	22	21	20	19	18	17	16	

1



2



3



4



5



6



7



8



9



10



11



12



13



14



15



16



17



18



19



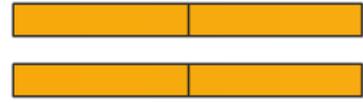
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21



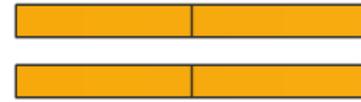
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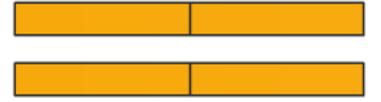
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24



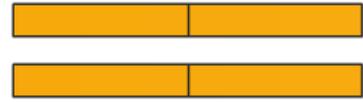
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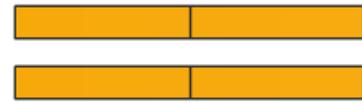
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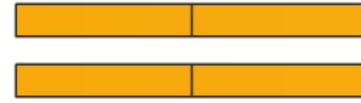
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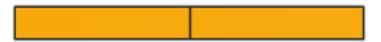
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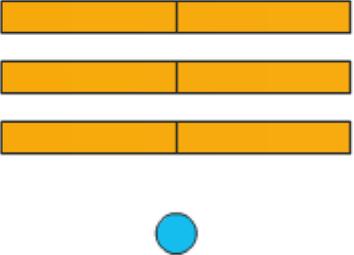
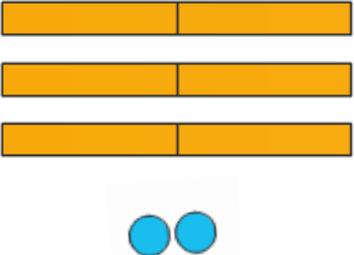
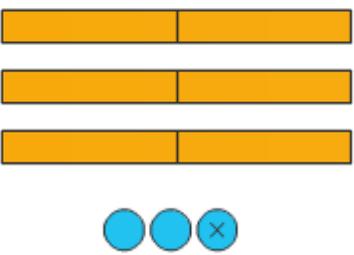
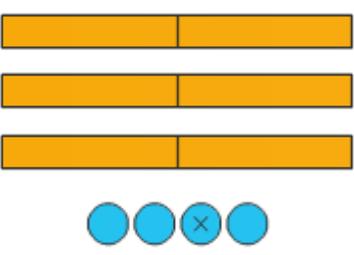
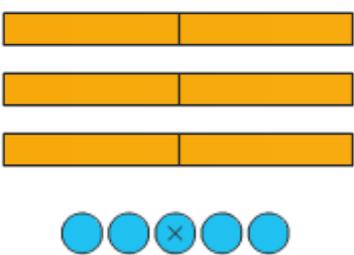
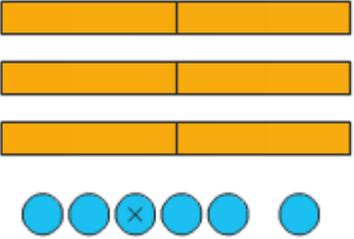
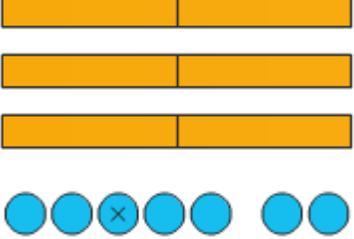
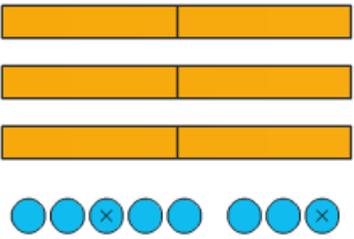
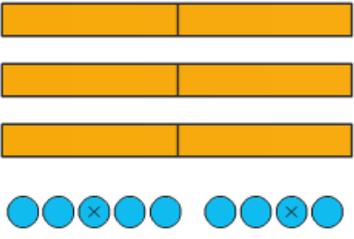


29



30



<p>31</p> 	<p>32</p> 	<p>33</p> 	<p>34</p> 	<p>35</p> 
<p>36</p> 	<p>37</p> 	<p>38</p> 	<p>39</p> 	

A imprimer en 2 ou 3 exemplaires pour que les élèves aient un nombre suffisant de cartes.