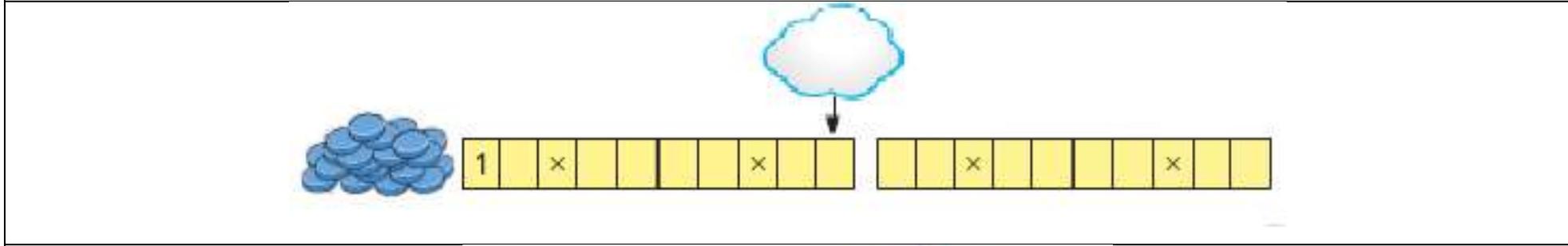
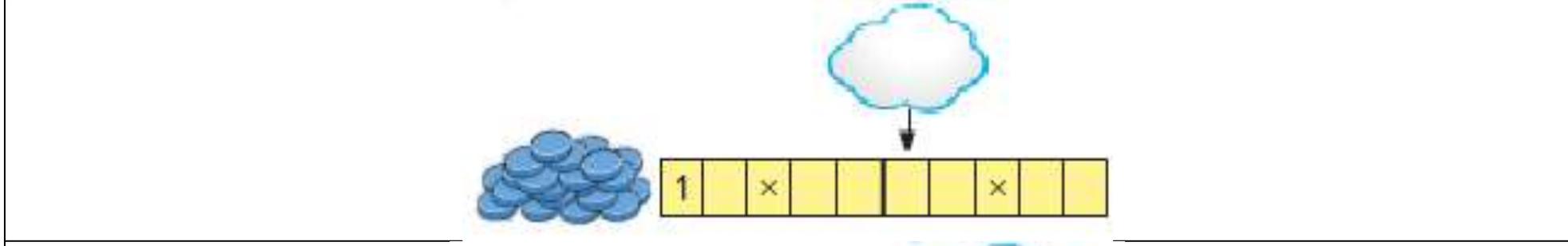
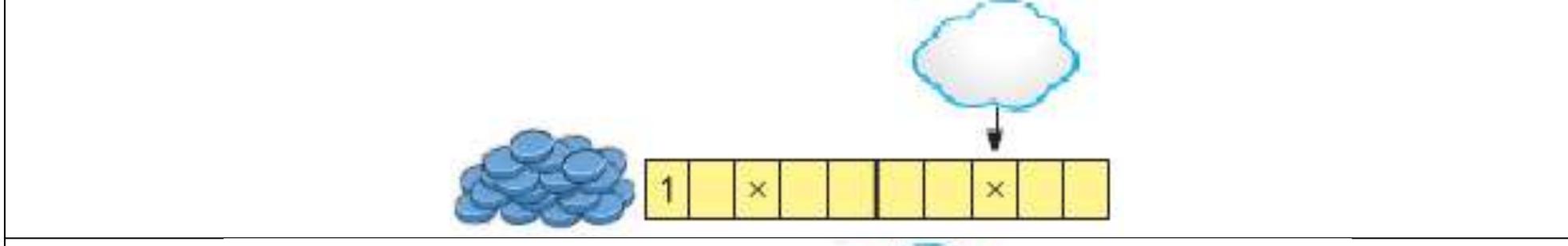
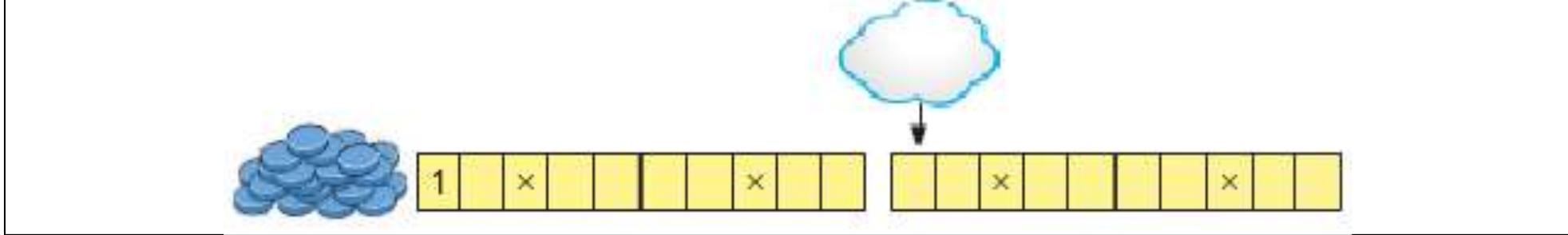
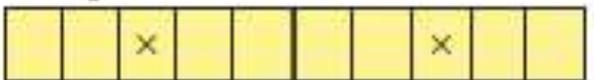
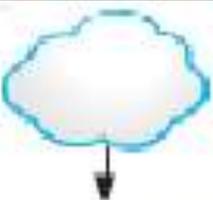
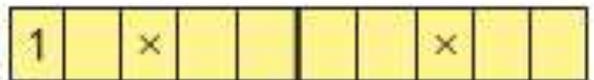
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	10
	6
	8
	11



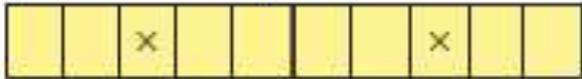
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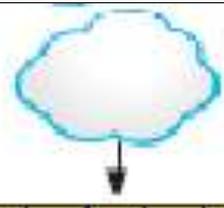
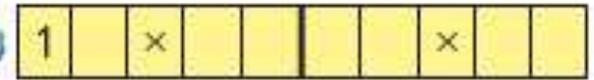
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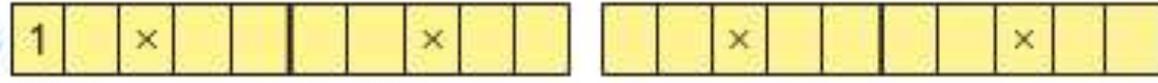
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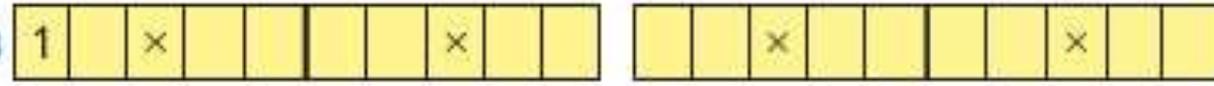
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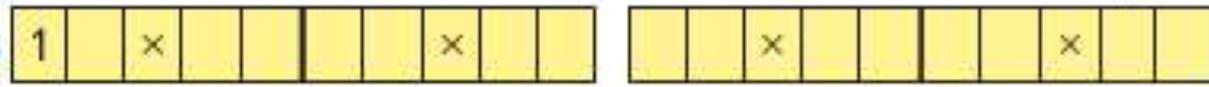
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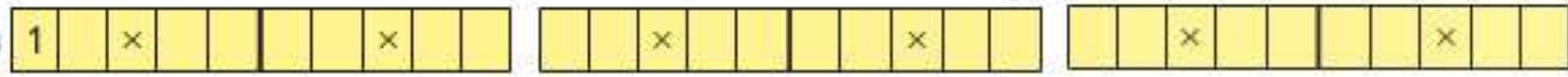
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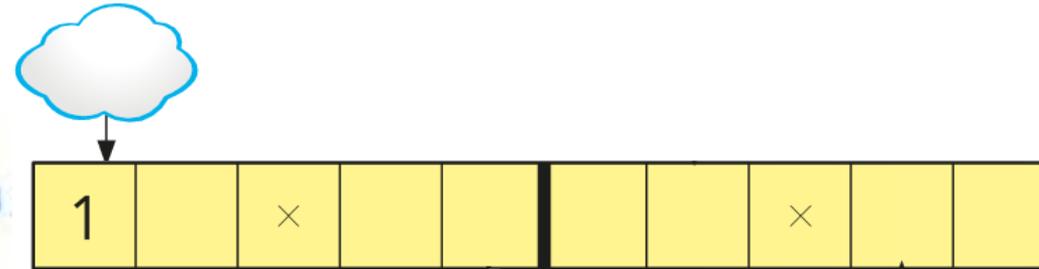
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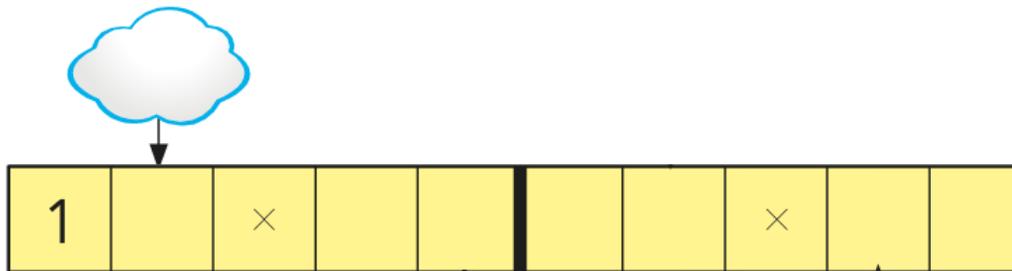
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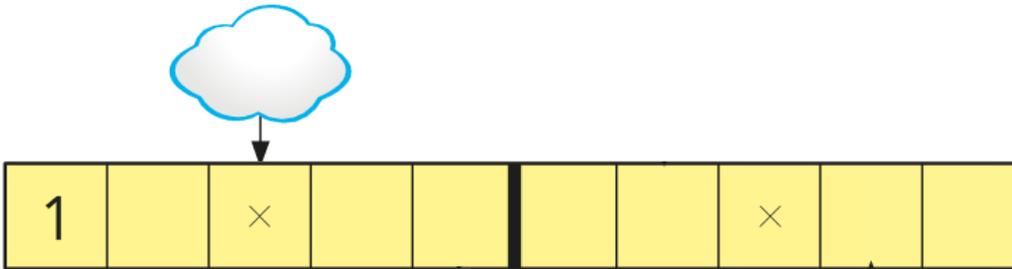
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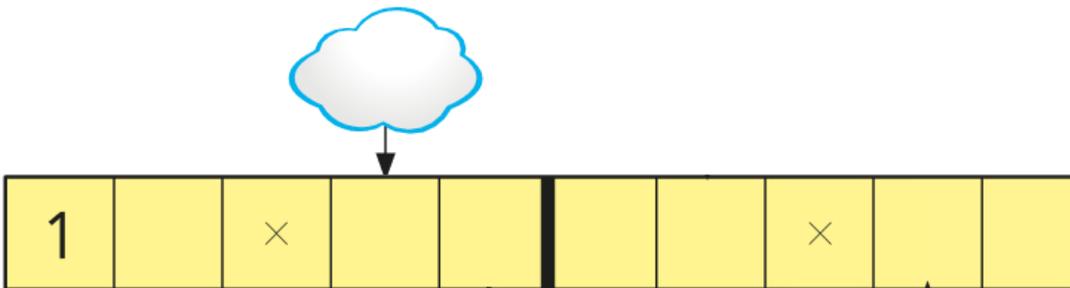
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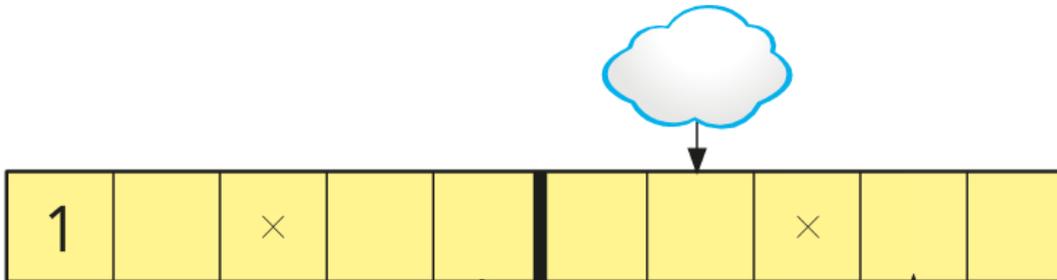
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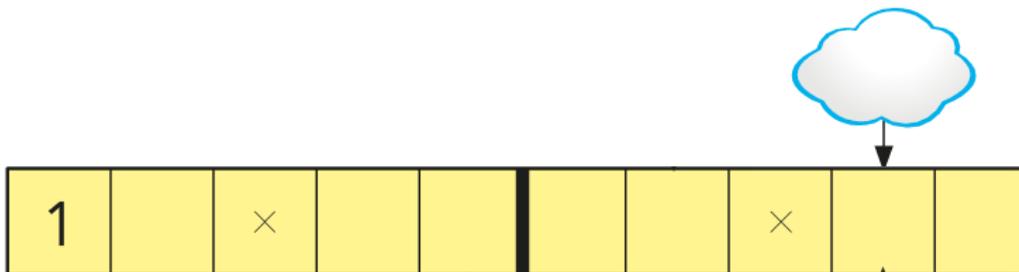
3



4



7



9

A stack of blue coins is on the left. To its right is a yellow bar divided into 8 segments. The first segment contains the number '1', and the second and seventh segments contain an 'x'. Above the bar is a white cloud with a blue outline and a black arrow pointing down to the bar.

5

A stack of blue coins is on the left. To its right are two yellow bars, each 8 segments long. The first bar has '1' in the first segment and 'x' in the second and seventh segments. The second bar has 'x' in the second and seventh segments. Above the first bar is a white cloud with a blue outline and a black arrow pointing down to it.

10

A stack of blue coins is on the left. To its right is a yellow bar divided into 8 segments. The first segment contains the number '1', and the second and seventh segments contain an 'x'. Above the bar is a white cloud with a blue outline and a black arrow pointing down to the bar.

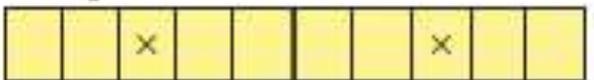
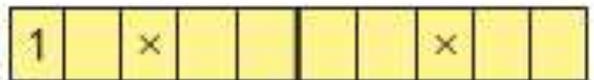
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A stack of blue coins is on the left. To its right is a yellow bar divided into 8 segments. The first segment contains the number '1', and the second and seventh segments contain an 'x'. Above the bar is a white cloud with a blue outline and a black arrow pointing down to the bar.

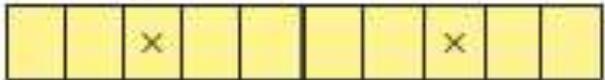
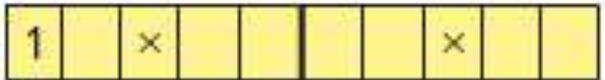
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A stack of blue coins is on the left. To its right are two yellow bars, each 8 segments long. The first bar has '1' in the first segment and 'x' in the second and seventh segments. The second bar has 'x' in the second and seventh segments. Above the first bar is a white cloud with a blue outline and a black arrow pointing down to it.

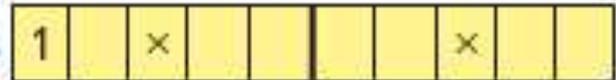
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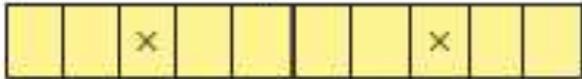
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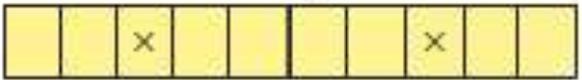
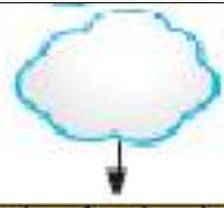
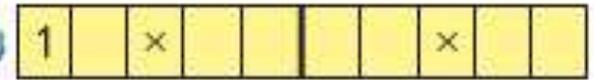
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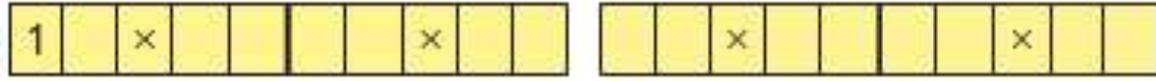
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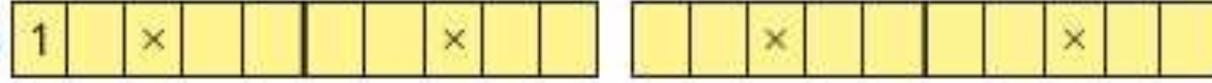
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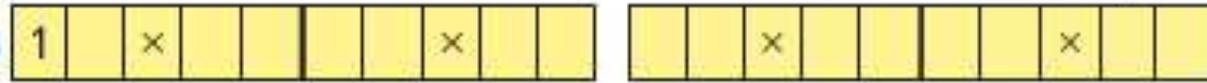
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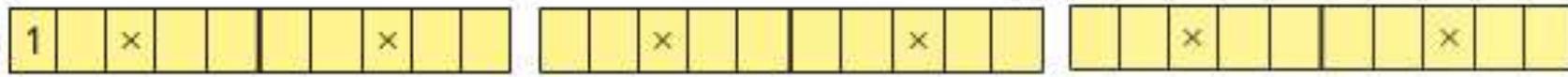
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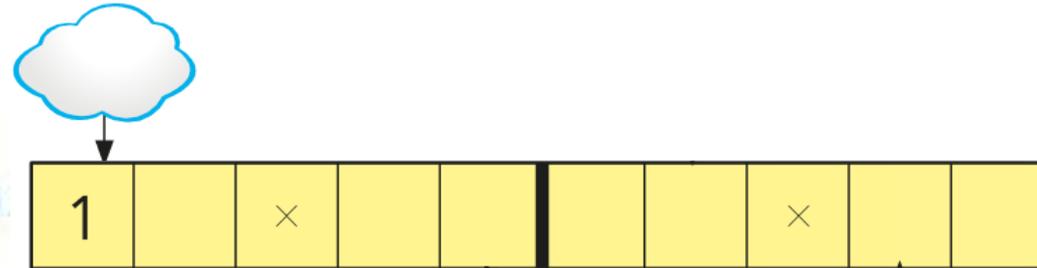
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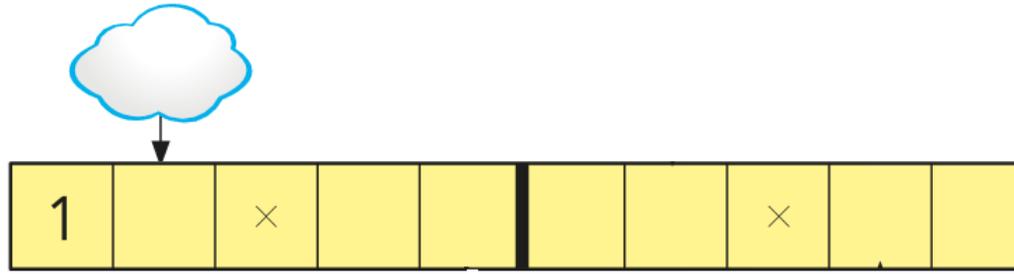
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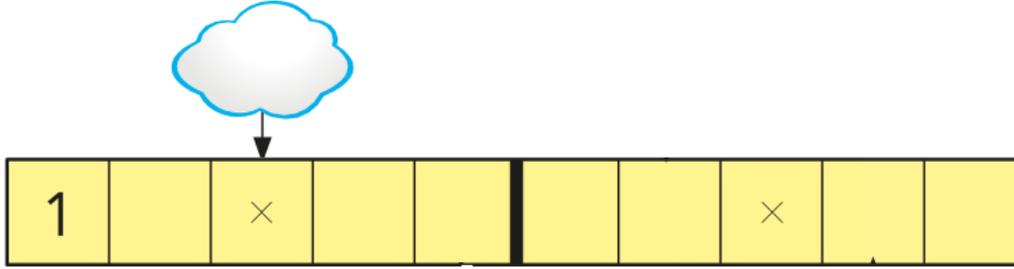
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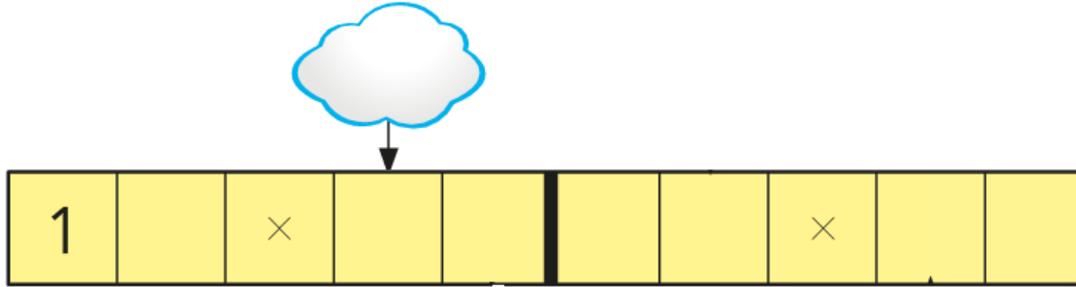
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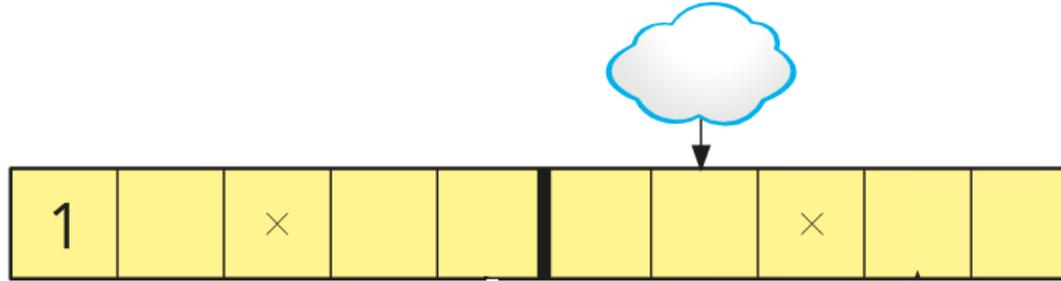
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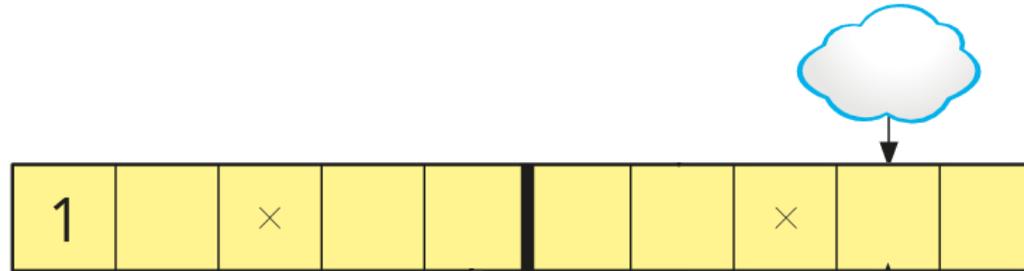
3



4



7



9

# A travers la tempête : gagne et avance jusqu'à 100 pour traverser la tempête

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

# A travers la tempête

## Objectifs :

- ✓ Se servir des repères 5, 10 et 15 pour dénombrer
- ✓ Dénombrer rapidement une collection (subitizing)

## Règle du jeu :

Les élèves disposent d'un paquet de cartes.

Le chef de jeu tire une carte et la présente à un de ses camarades. Celui-ci donne la réponse (on incitera les élèves à se servir des repères 5, 10 et 15). Si la réponse est correcte, le joueur avance d'autant de cases que la réponse qu'il a donnée. Le but du jeu est d'avoir traversé la tempête (donc d'être arrivé à 100)

## Pour l'impression du jeu :

Imprimer les pages normalement et replier la partie rose avant plastification. Le plateau de jeu est à imprimer en A3.

## A quel moment faire ce jeu ?

A partir de la séquence 42 de Picbille.