

Progress

What children have to know :

measures of length, weight, capacity, height, speed

What to do

<u>First step</u>

The first player has to choose in his first card the measure that seems the greatest in his domain (length, weight, height, capacity, speed)

Second step

He announces the domain he has chosen and then the value of his card.

Third step

All the players take their first card and compare the value in the chosen domain.

Fourth step

The player who has the greatest value in this domain win the card of each player.

