

Règles du jeu :

Distribuer toutes les cartes « images ».

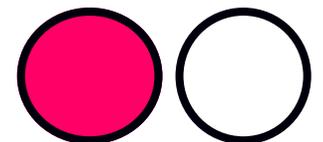
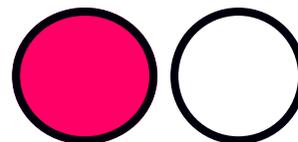
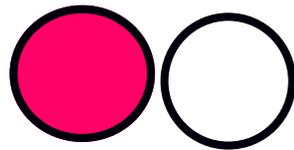
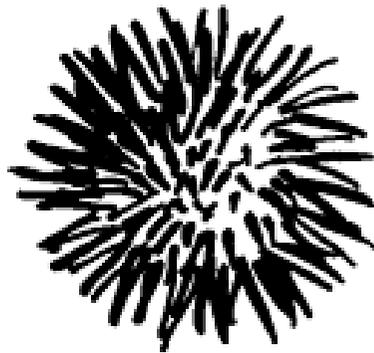
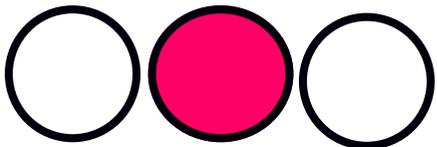
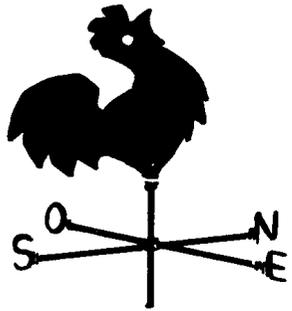
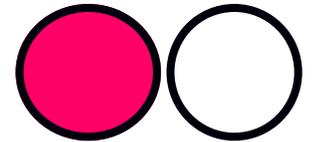
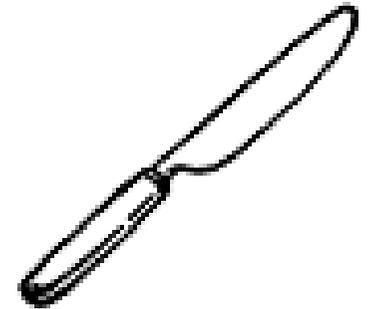
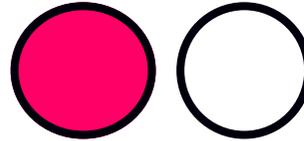
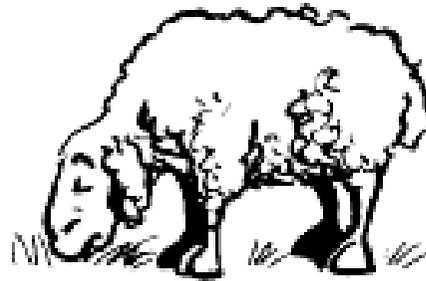
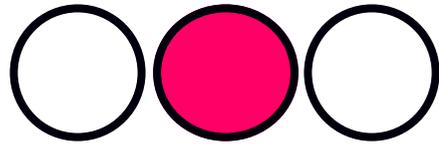
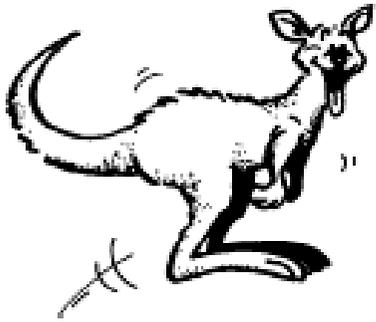
Les cartes « syllabes » forment un tas.

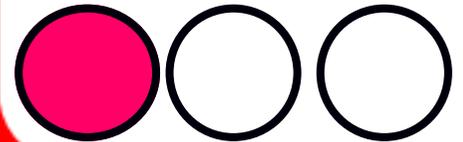
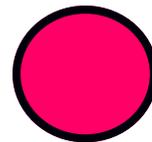
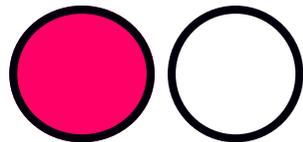
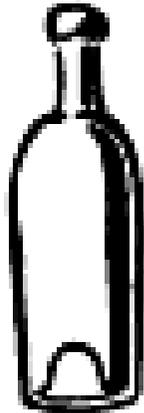
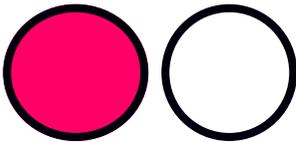
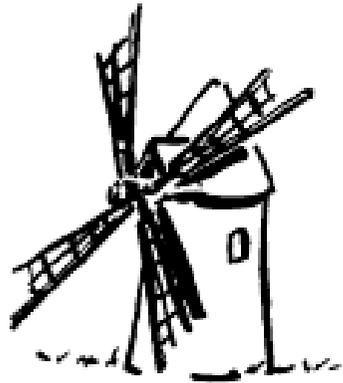
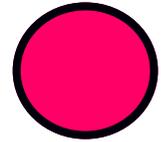
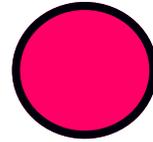
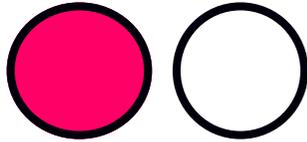
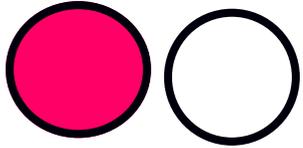
1) Un élève tire une carte « syllabe ».

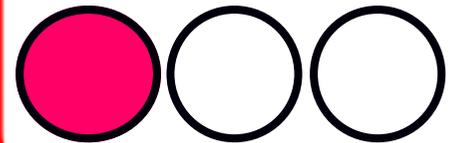
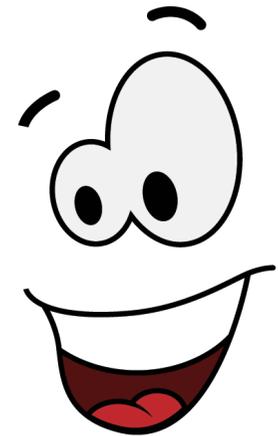
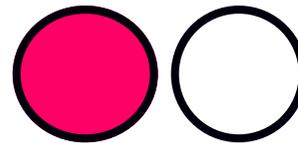
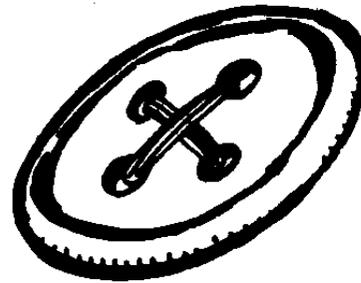
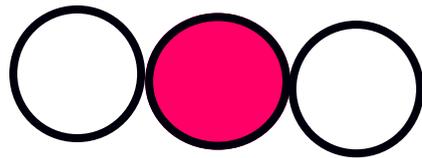
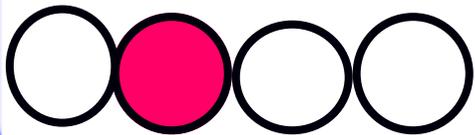
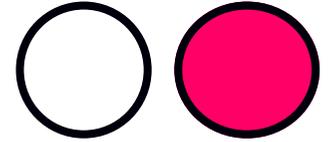
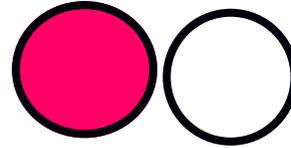
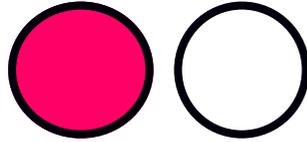
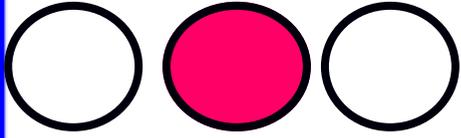
S'il possède une carte « image » qui correspond à cette syllabe (attention à l'emplacement), il forme une paire et les pose devant lui. Si non, il repose la carte « syllabe » sous le tas et passe son tour.

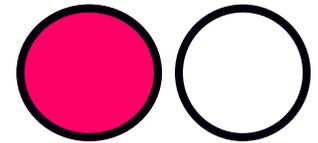
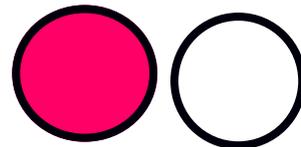
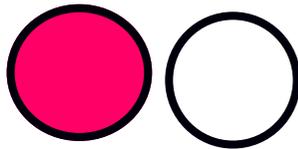
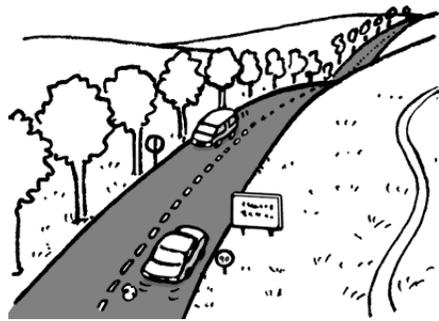
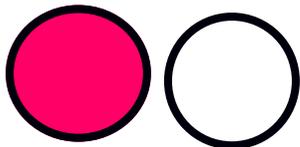
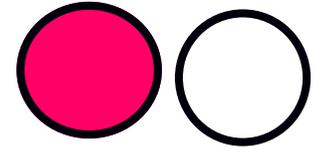
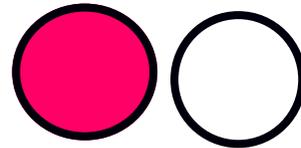
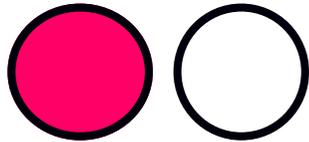
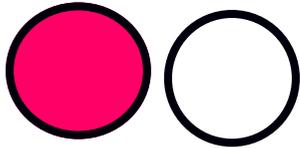
2) On retourne une carte « syllabe », tous les élèves qui ont une carte « image » contenant ce son peuvent se défausser de cette carte.

But du jeu : ne plus avoir de cartes « images » entre les mains.









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