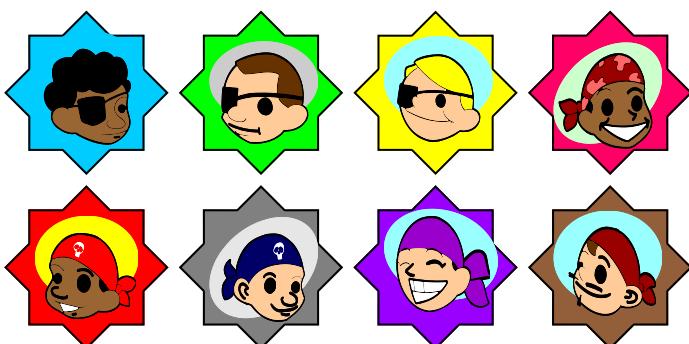


la roue du pirate



Chaque joueur lance le dé, se déplace dans le sens qu'il veut pour répondre à une question de la couleur sur laquelle il est tombé.

On joue chacun son tour, si la réponse est fausse, on passe un tour.

Sur les cases « trésor », le joueur gagne une pierre précieuse de la couleur correspondante.

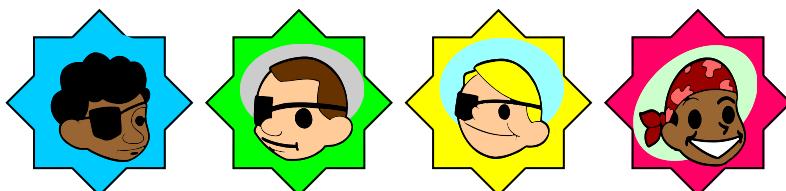
On a gagné quand on a les pierres précieuses de toutes les couleurs.

On coche une case de sa roue à chaque fois





Pion pour les élèves correspondants chacun à une roue du pirate voir dernière page.











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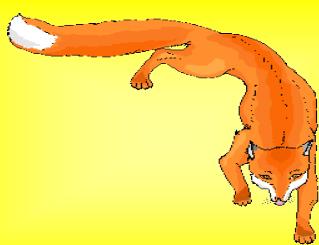


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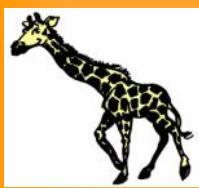
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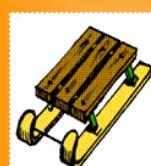
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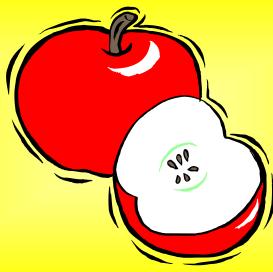
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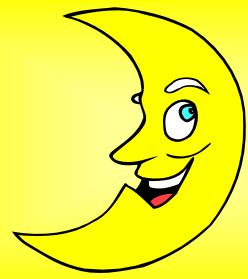
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lune
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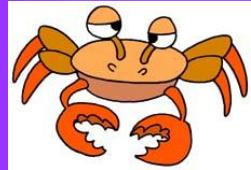
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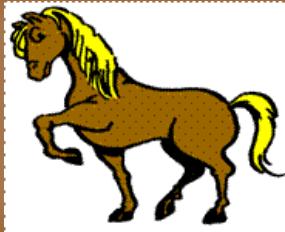
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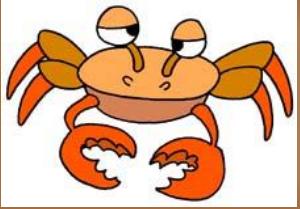
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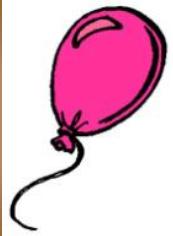
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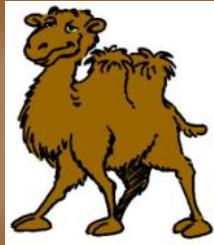
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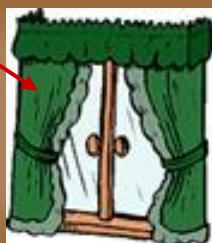
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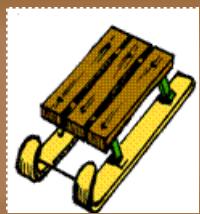
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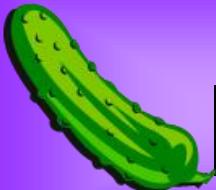
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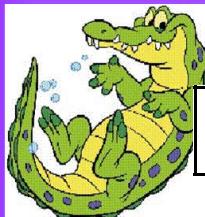
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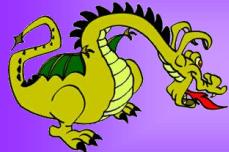
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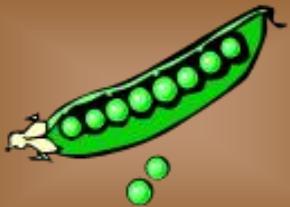
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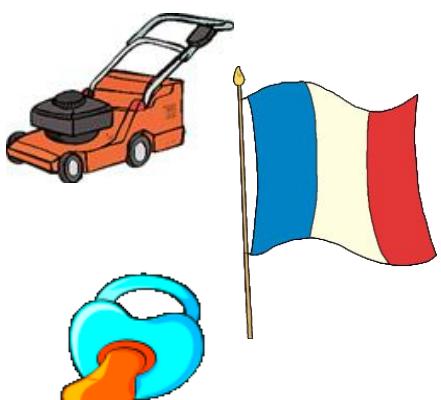
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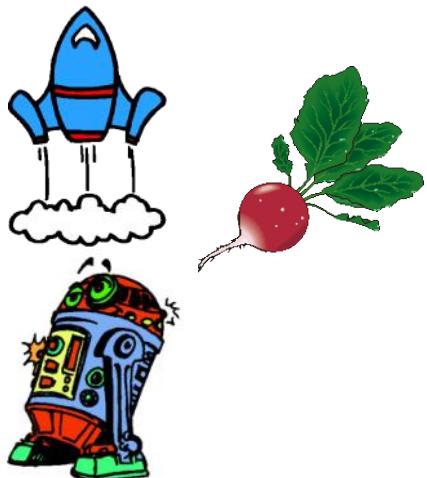
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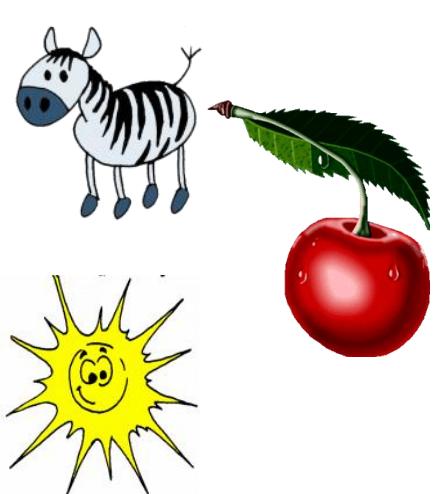
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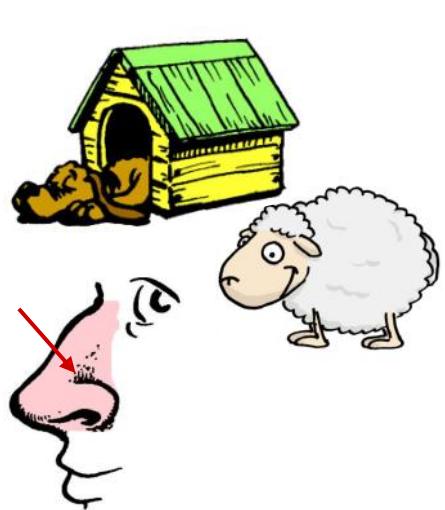
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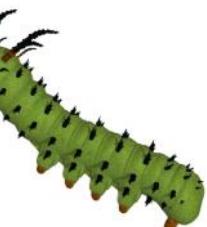
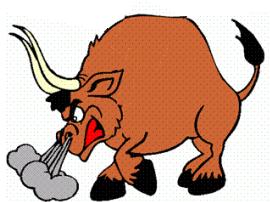
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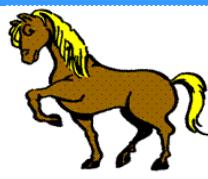
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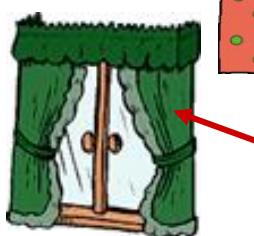
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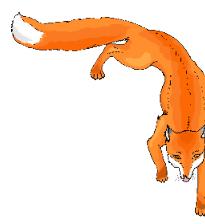
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