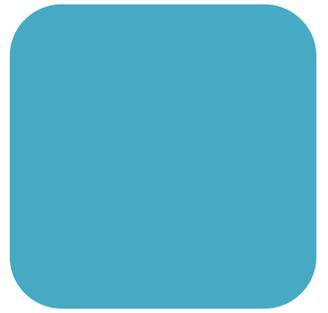
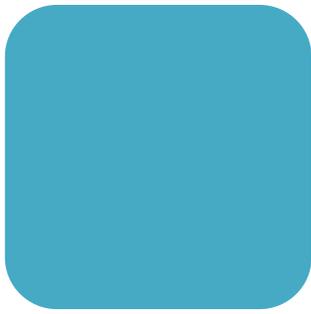
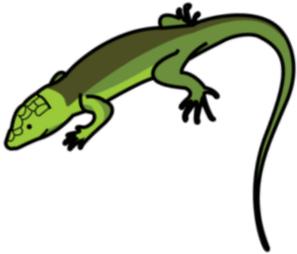


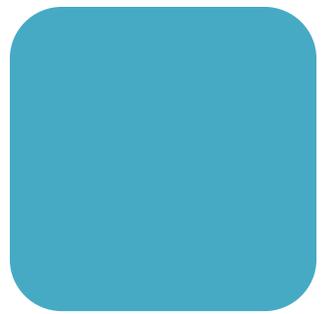
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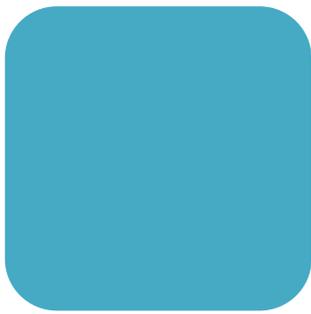
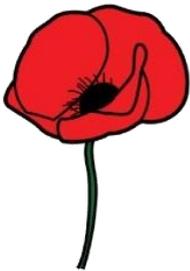
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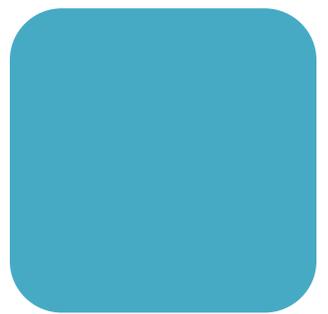
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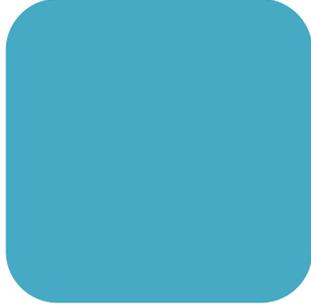


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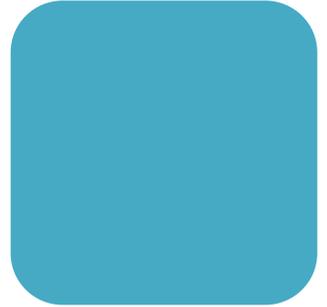
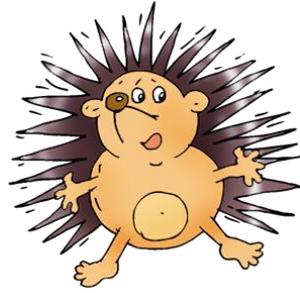


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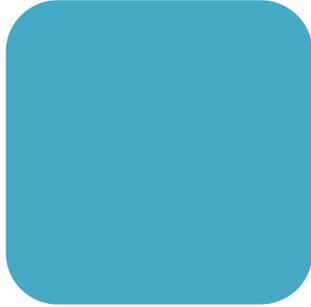




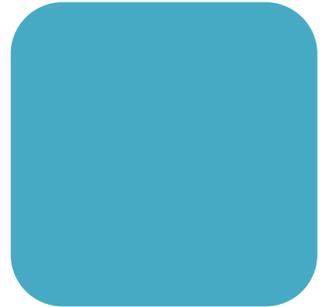
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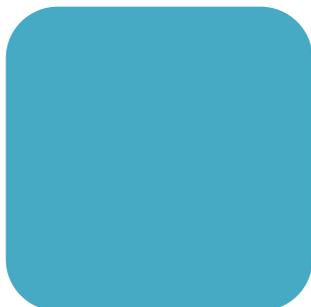
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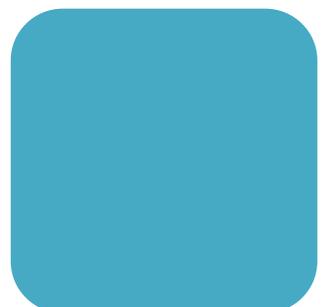
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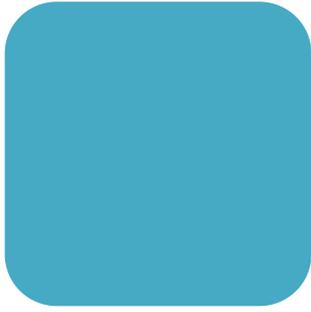


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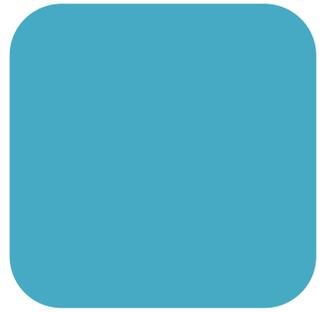


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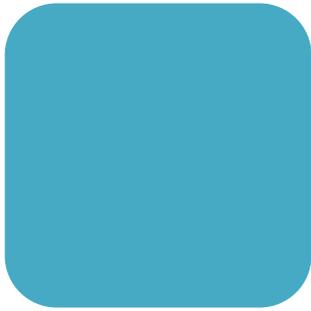
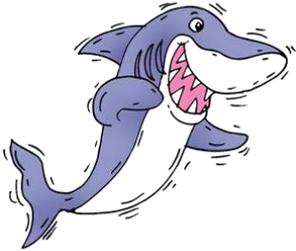




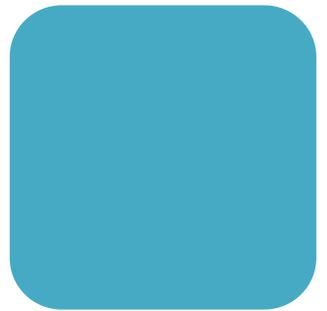
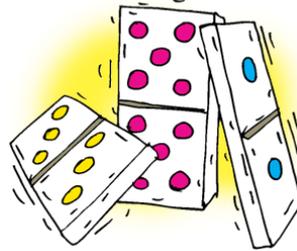
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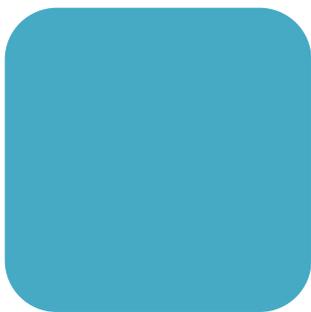
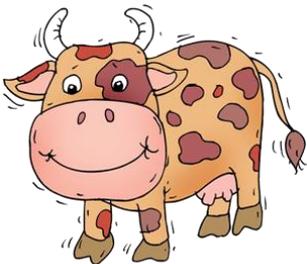
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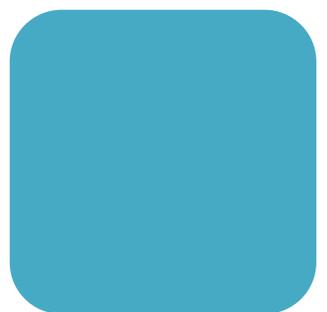
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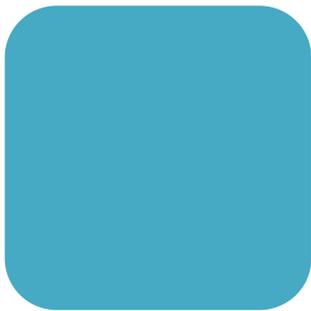


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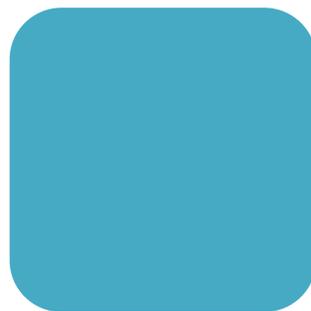


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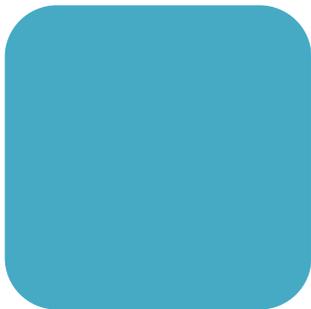
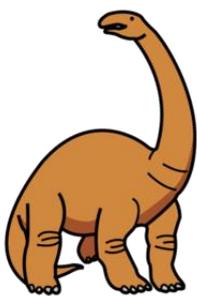




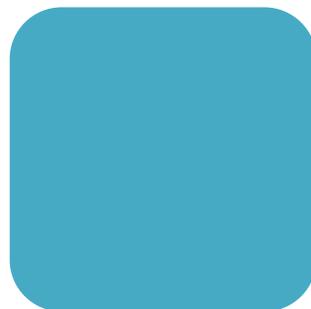
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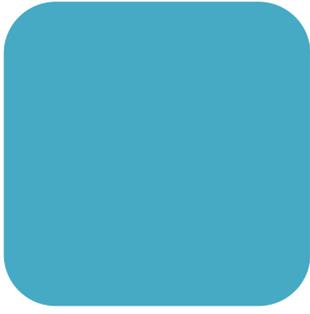


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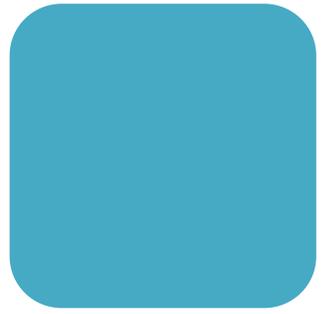




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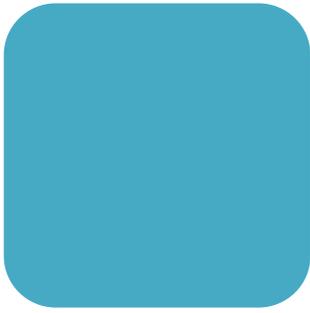
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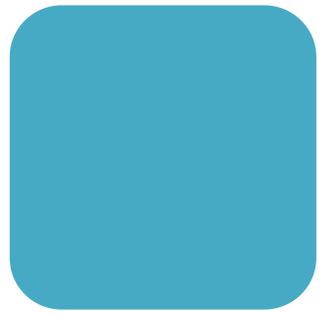
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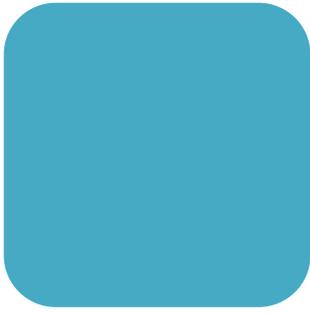
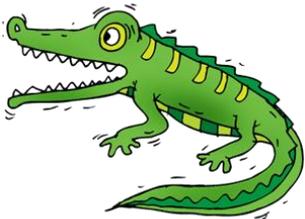
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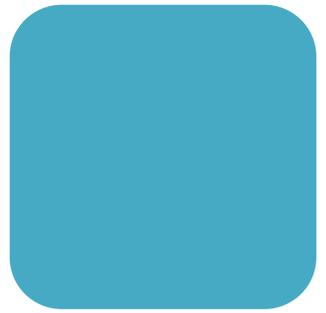
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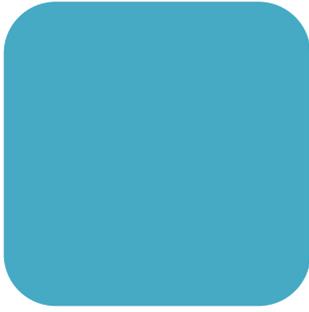
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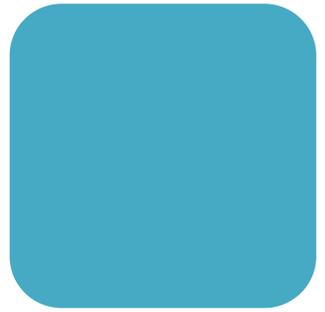
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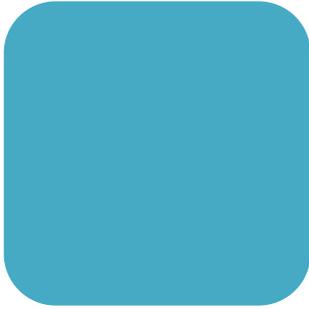
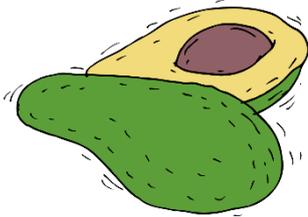
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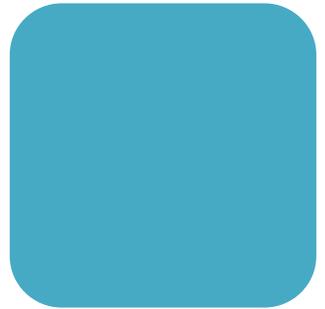
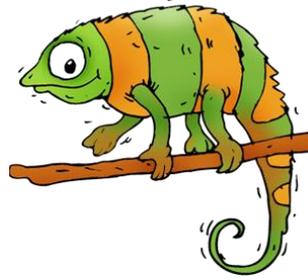
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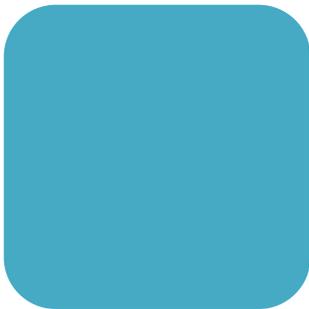
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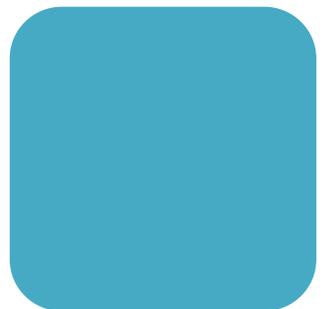
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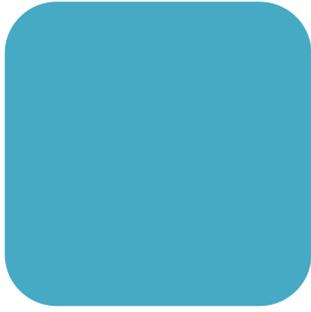
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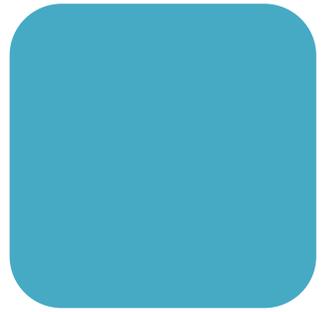
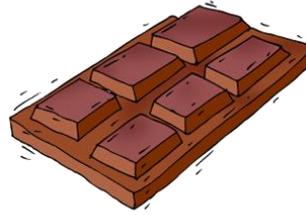
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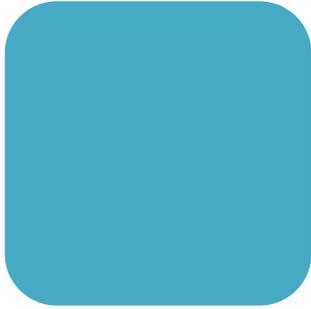
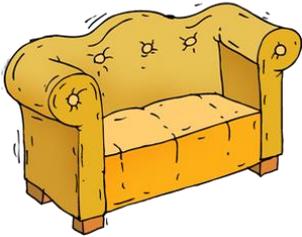
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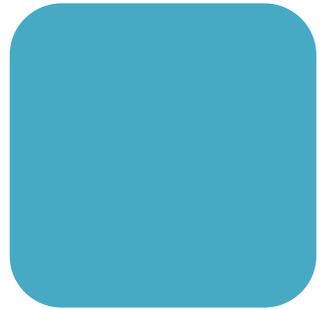
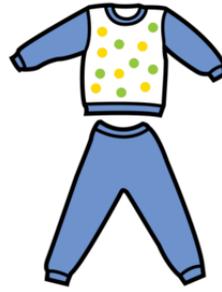
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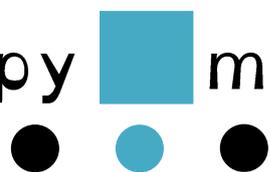
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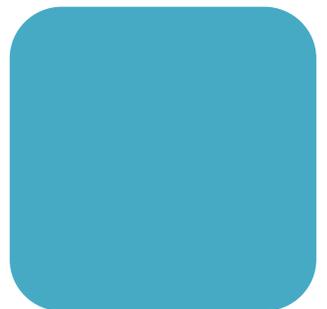
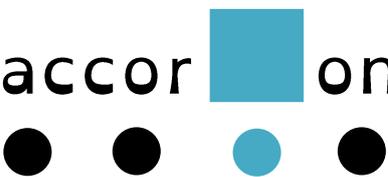
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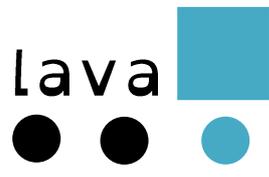
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kangourou 

koala 

lavabo 

lézard 

moulin 

mouton 

panda 

pantalon 

papillon 

pélican 

pharmacie 

pigeon 

poussin 

pyjama 

requin 

robinet 

toupie 

vache 

vélo 

violon 

Règle du jeu

Loto des syllabes niveau 1

Compétences travaillées :

- Apprendre à découper un mot en syllabes.
- Identifier une syllabe manquante dans un mot.
- Déchiffrer
- Comprendre que l'ordre des lettres est le même que celui des sons.

But du jeu :

Il s'agit de retrouver des syllabes manquantes sur des cartes-mots, à la manière d'un loto.

Le premier à avoir complété toutes ses cartes a gagné.

Préparation : Après avoir plastifié les deux plaques de pions, je vous conseille de les coller sur du carton mousse afin de faciliter la préhension des pions et d'éviter qu'ils ne glissent sur les cartes.

Déroulement :

Distribuer 6 cartes à chaque joueur. Placer les pions, en vrac, dans une boîte ou un sac, au centre de la table.

Chacun son tour, un joueur tire un pion et prononce la syllabe écrite. Si cette syllabe peut être placée dans son jeu, il la garde, sinon le premier des autres joueurs à réclamer le pion peut s'en emparer.

Si ce pion-syllabe n'est réclamé par aucun joueur il est mis de côté.

Le jeu continue ainsi jusqu'à ce qu'un des joueurs ait pu compléter toutes ses cartes. Il est alors déclaré vainqueur.

BON JEU !!!