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A Chacun sa place

Notions mises en jeu

- Reconnaissance de formes : ronds, carrés, triangles
- Quadrillage
- Repérage sur un quadrillage

Déroulement de l'activité

- Observation des formes et des couleurs
- Dénombrement
- Proposer les fiches dans l'ordre des difficultés (de la fiche 1 à la fiche 4)
- Analyse et verbalisation

Prolongements de l'activité

- Proposer des sudoku couleurs
- puis des sudoku formes et couleurs

Jeux du commerce apparentés

- Metaforms (Foxmind)
- Smart Cookies (Foxmind)
- Chocolate Fix (ThinkFun)



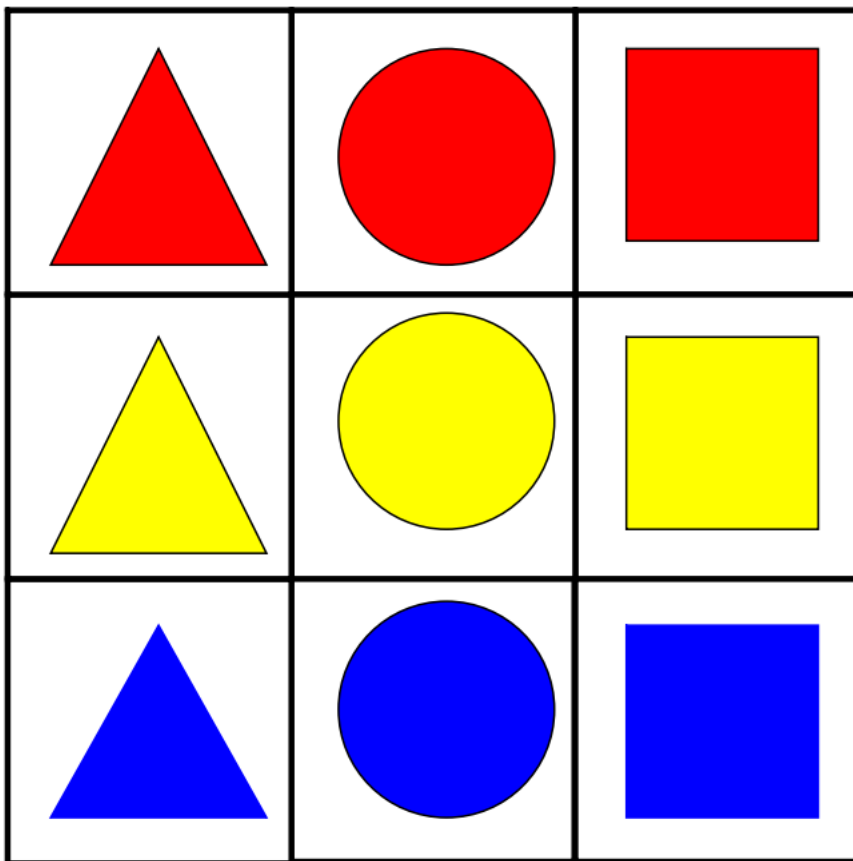
Comité International des Jeux Mathématiques

Association nationale de jeunesse et d'éducation populaire
Agréée Association nationale de l'Éducation Nationale

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cijm@cijm.org N° SIRET : 433 879 343 00047 APE 927 C

A CHACUN SA PLACE

Pièces du jeu

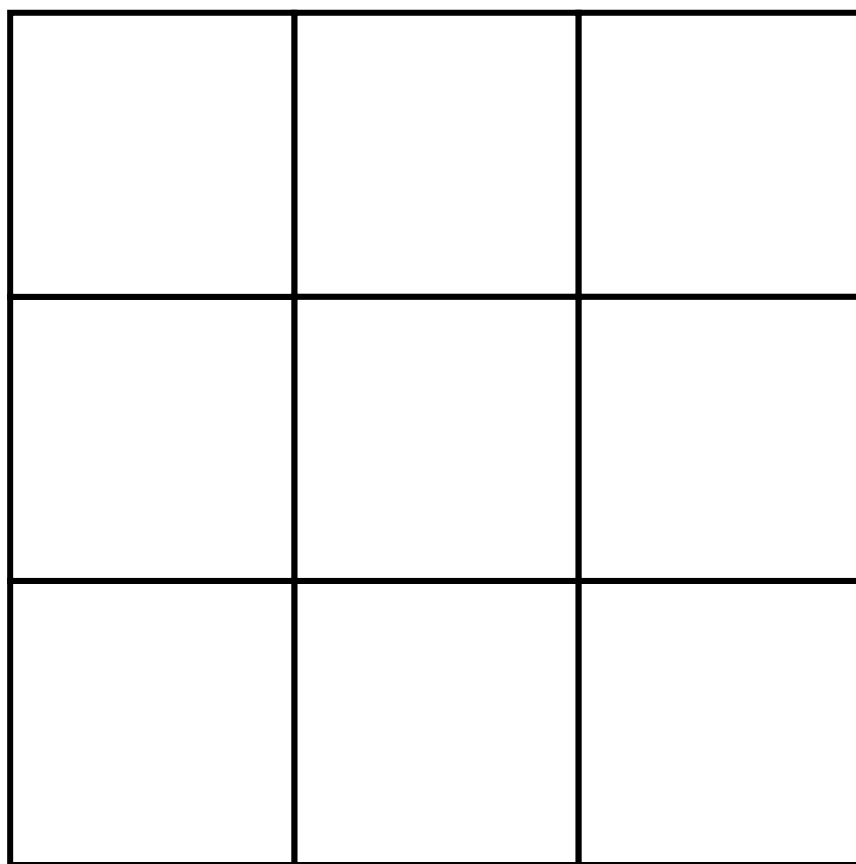
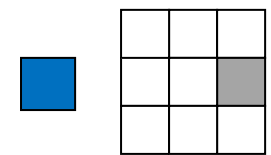
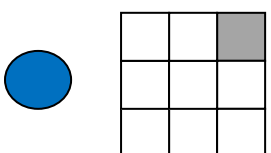
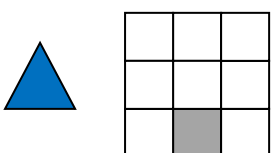
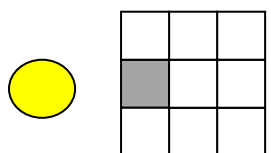
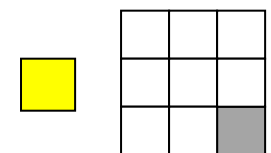
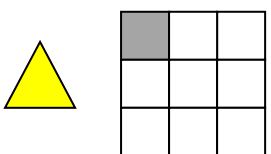
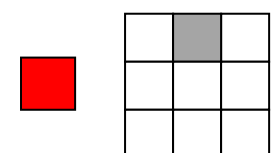
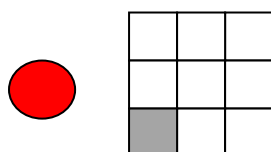
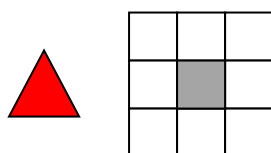


A CHACUN SA PLACE

1/4

Que faire ?

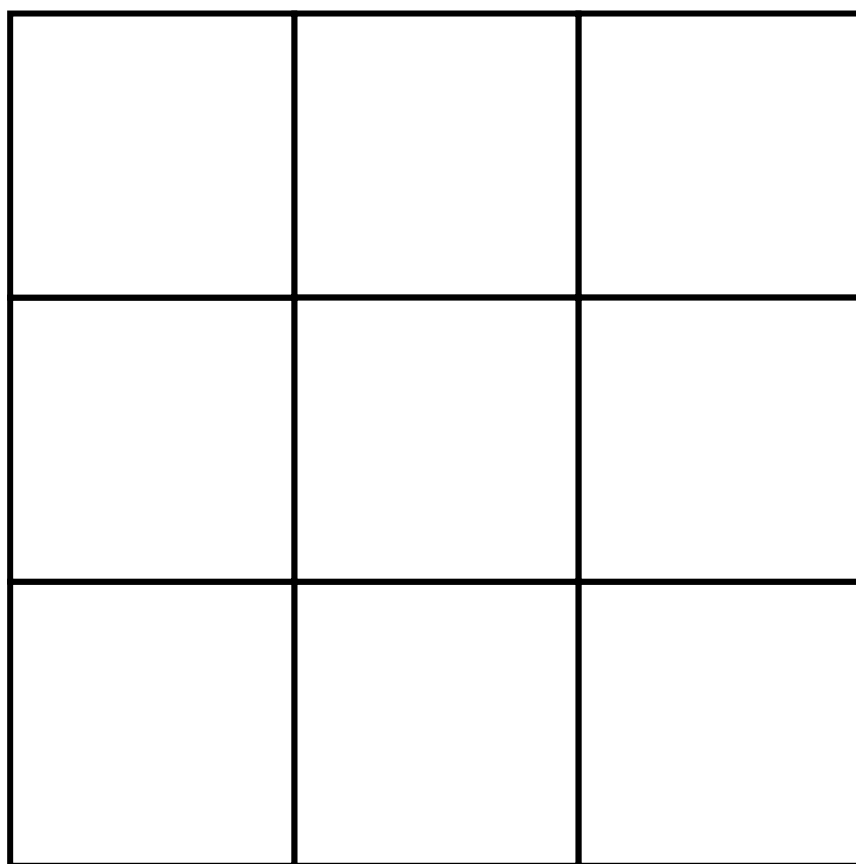
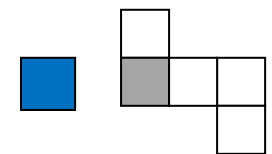
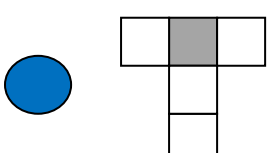
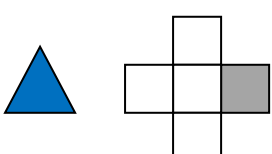
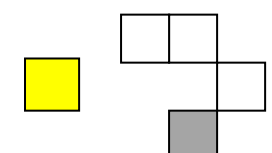
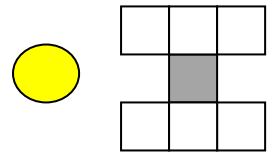
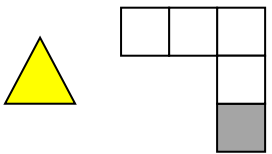
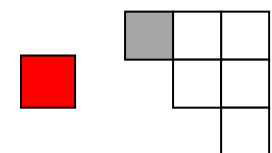
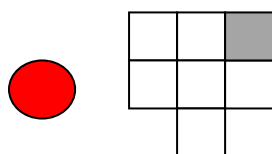
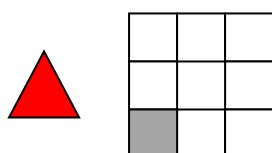
Place les pièces dans les cases. Les cases grises indiquent où tu dois placer la pièce.



A CHACUN SA PLACE - 2/4

Que faire ?

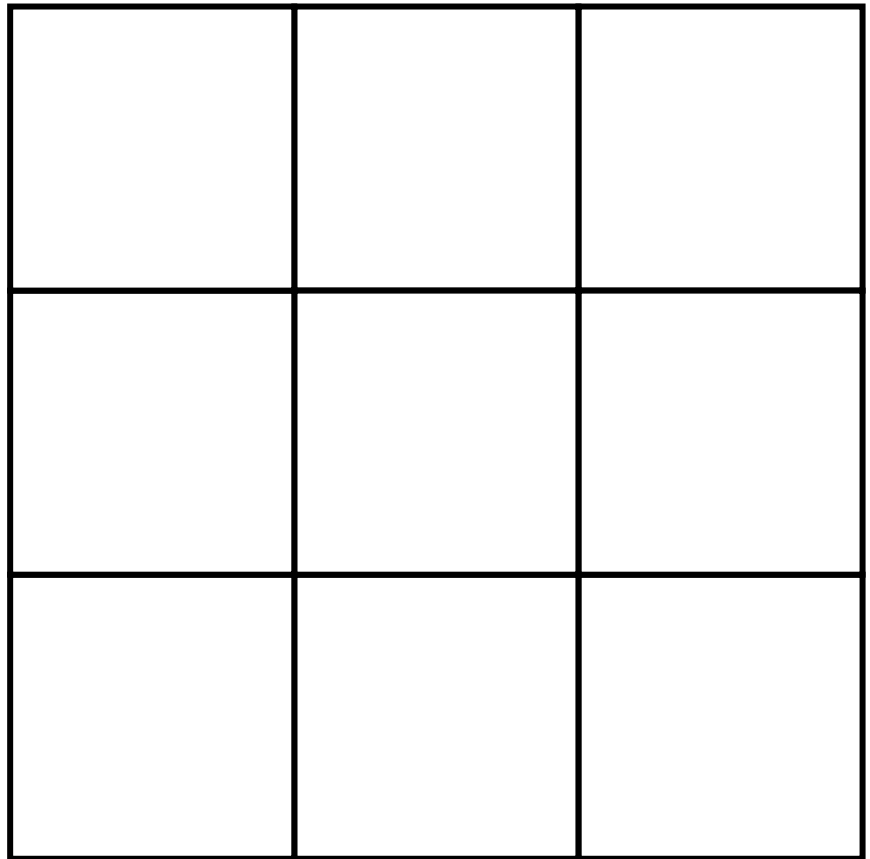
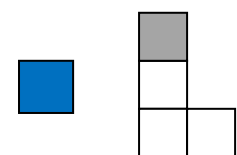
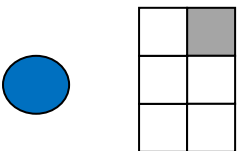
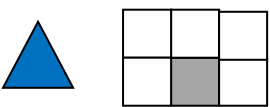
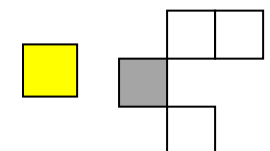
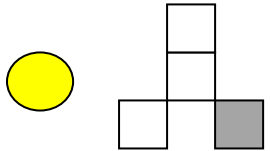
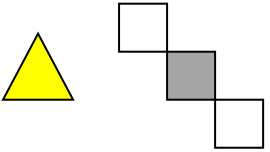
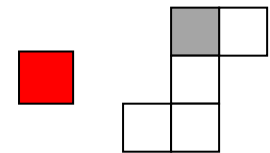
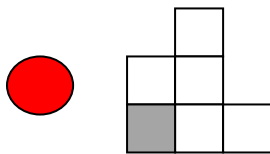
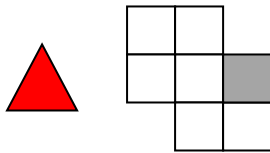
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A CHACUN SA PLACE - 3/4

Que faire ?

Place les pièces dans les cases. Les cases grises indiquent où tu dois placer la pièce.



A CHACUN SA PLACE - 4/4

Que faire ?

Place les pièces dans les cases. Les cases grises indiquent où tu dois placer la pièce.

