

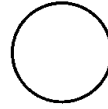
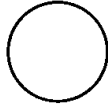
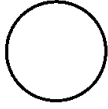
Objectif : se repérer dans l'espace d'une page

But du jeu : représenter un parcours codé

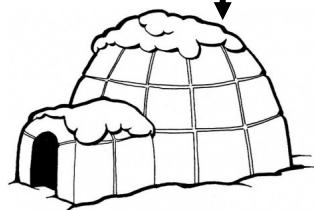
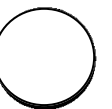
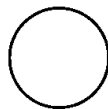
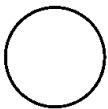
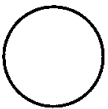
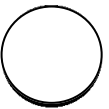
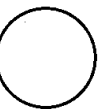
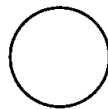
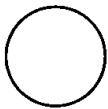
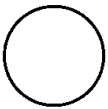
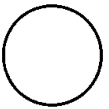
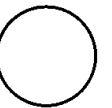
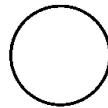
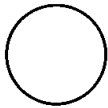
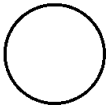
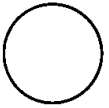
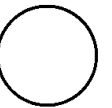
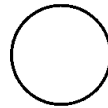
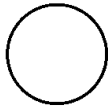
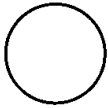
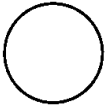
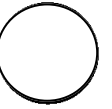
Déroulement : dans un premier temps, les enfants se familiarisent avec la planche page 2 en traçant au feutre un parcours, du pingouin jusqu'à l'igloo. On peut se déplacer dans les quatre directions, d'un cercle à un autre, mais pas en diagonale. Une fois le tracé terminé, l'enfant pose les flèches (page 17) **entre les cercles (qui sont toujours visibles)**. Il écrit le code correspondant à son parcours.

Dans un deuxième temps, chaque élève prend un code (pages 3 à 5), trace le chemin du code puis pose les flèches et enfin vérifie en superposant le calque correspondant.

Remarques : une fois le fonctionnement bien compris, on peut utiliser les calques en premier pour demander de coder le parcours du calque. On vérifie avec les fiches correspondantes (pp. 3 à 5).

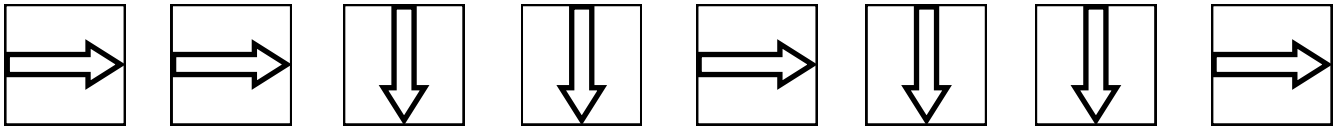


ALABI



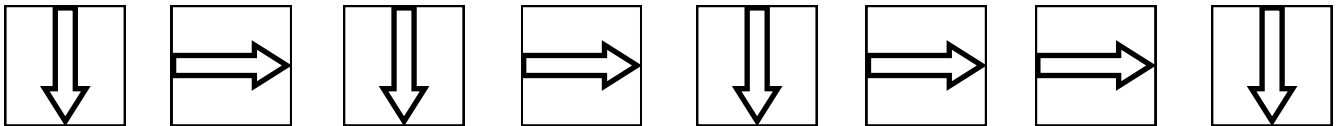
Une planche pour 1 enfant

1



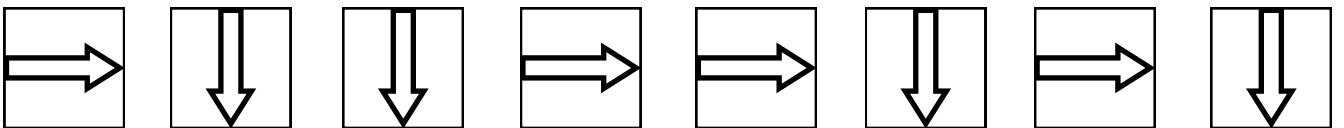
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2



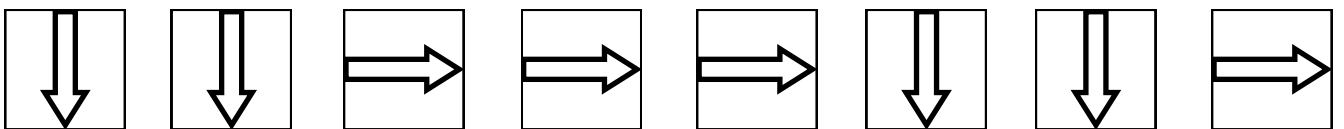
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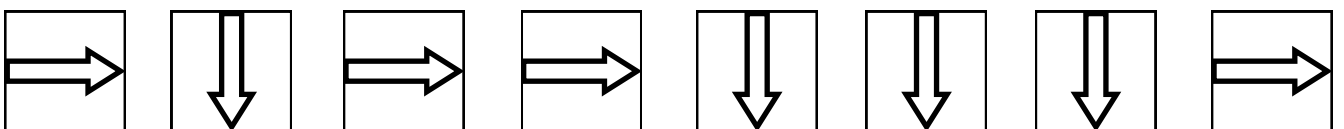
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4



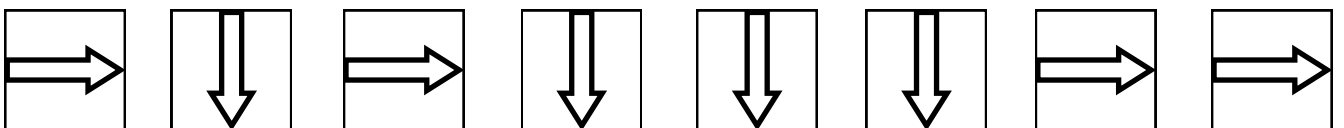
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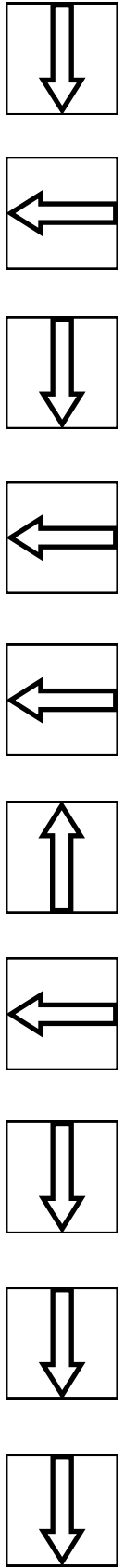
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6



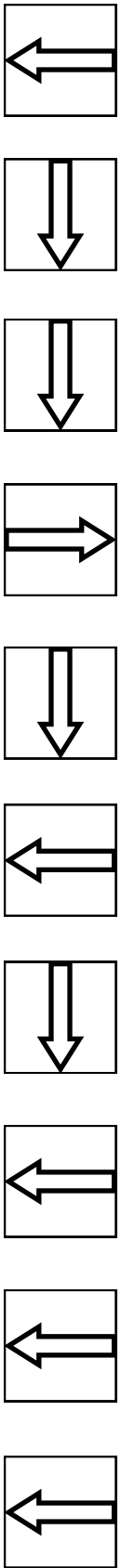
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7



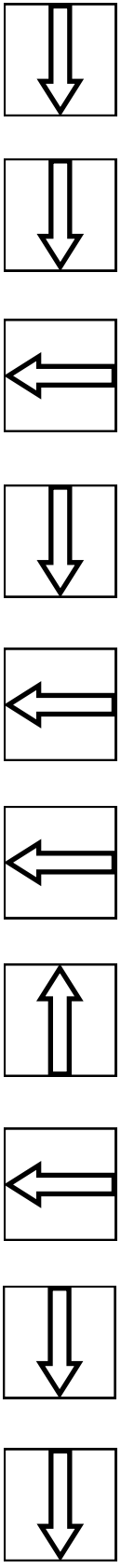
ALABI

8



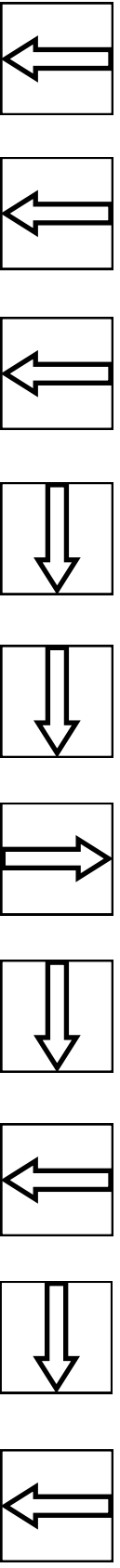
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9



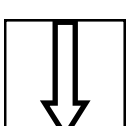
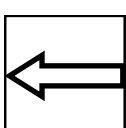
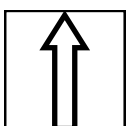
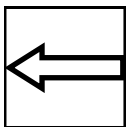
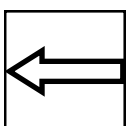
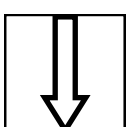
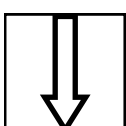
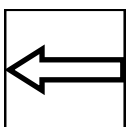
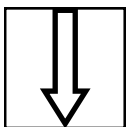
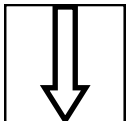
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10



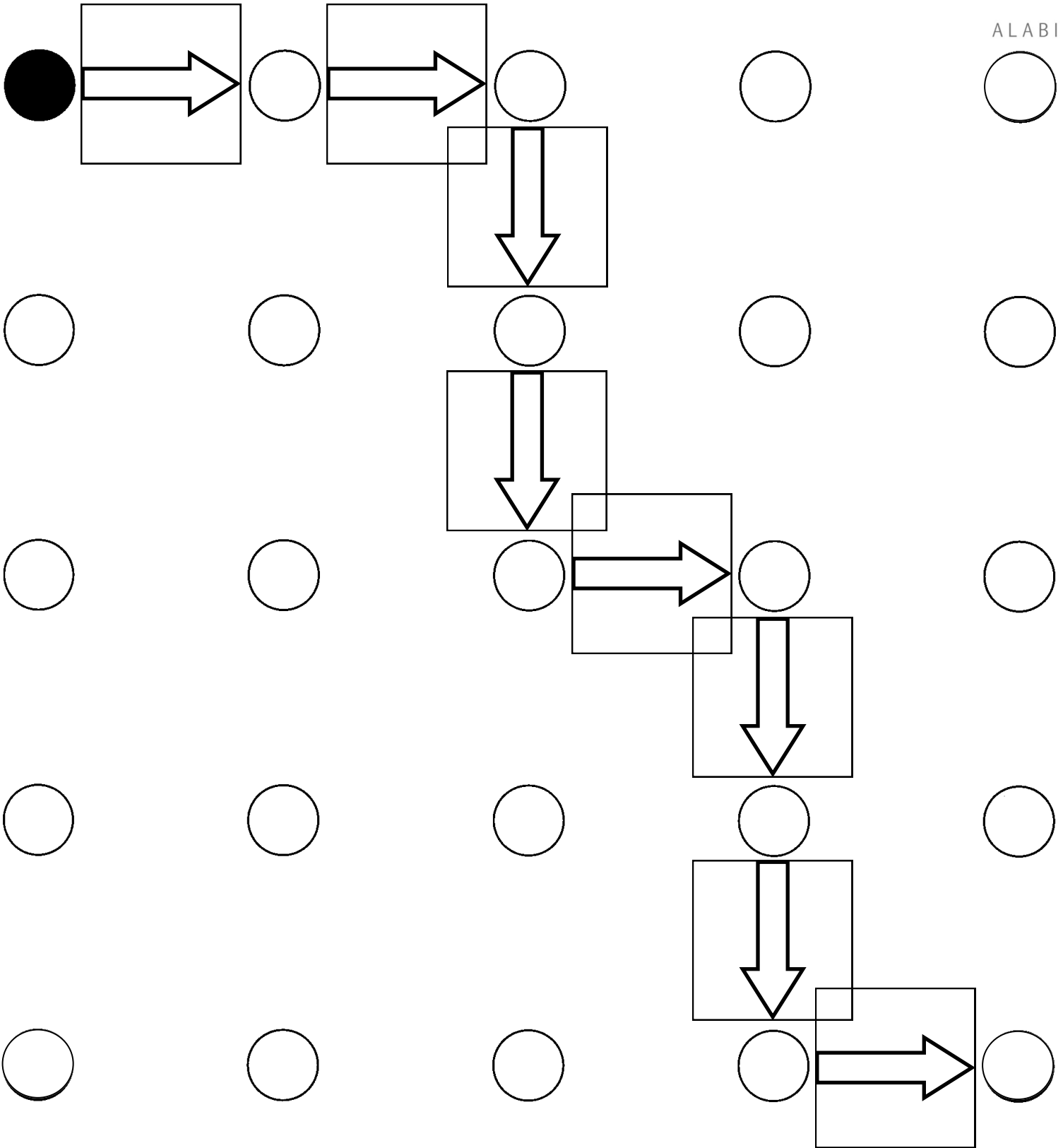
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11



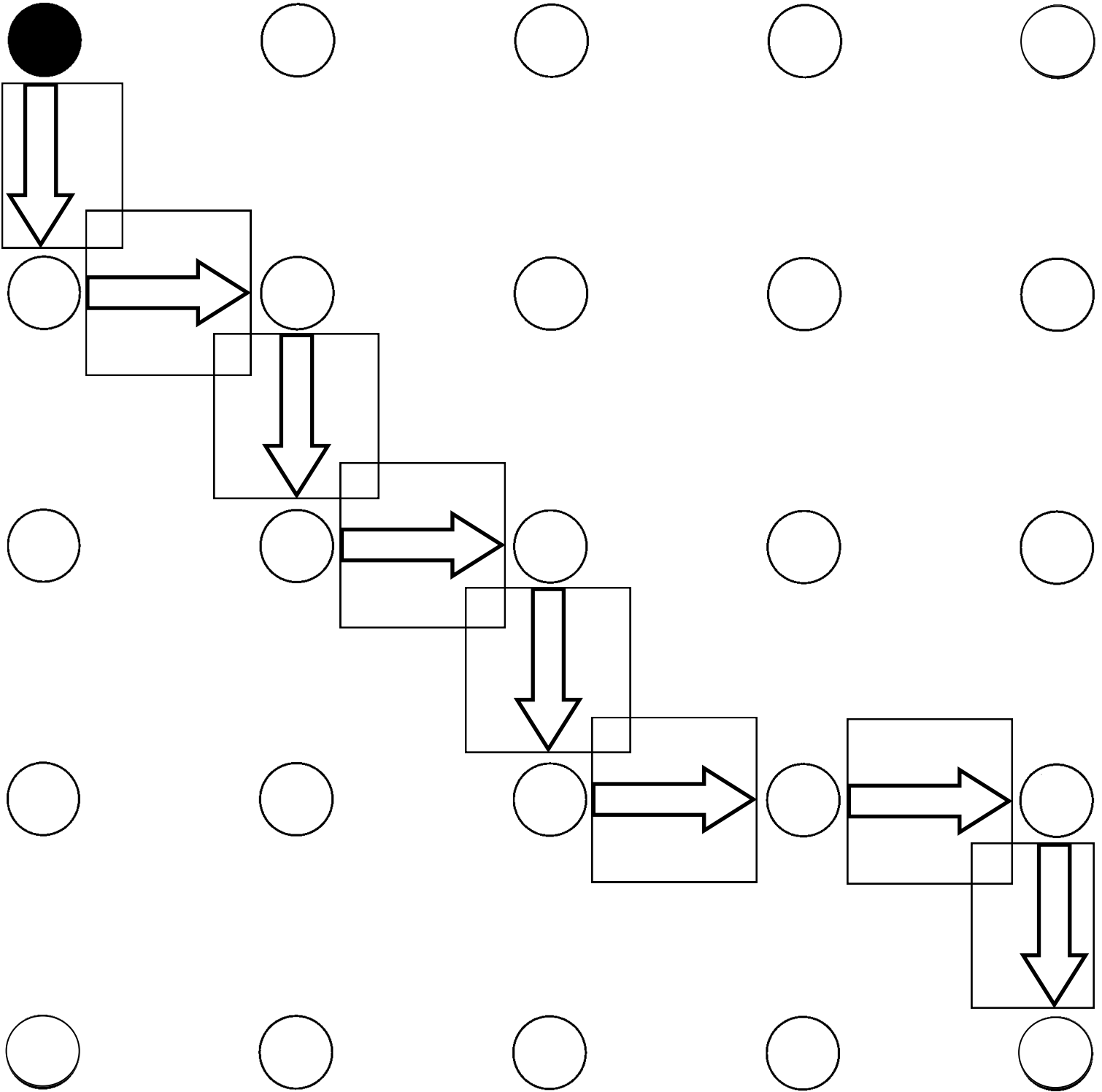
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ALABI

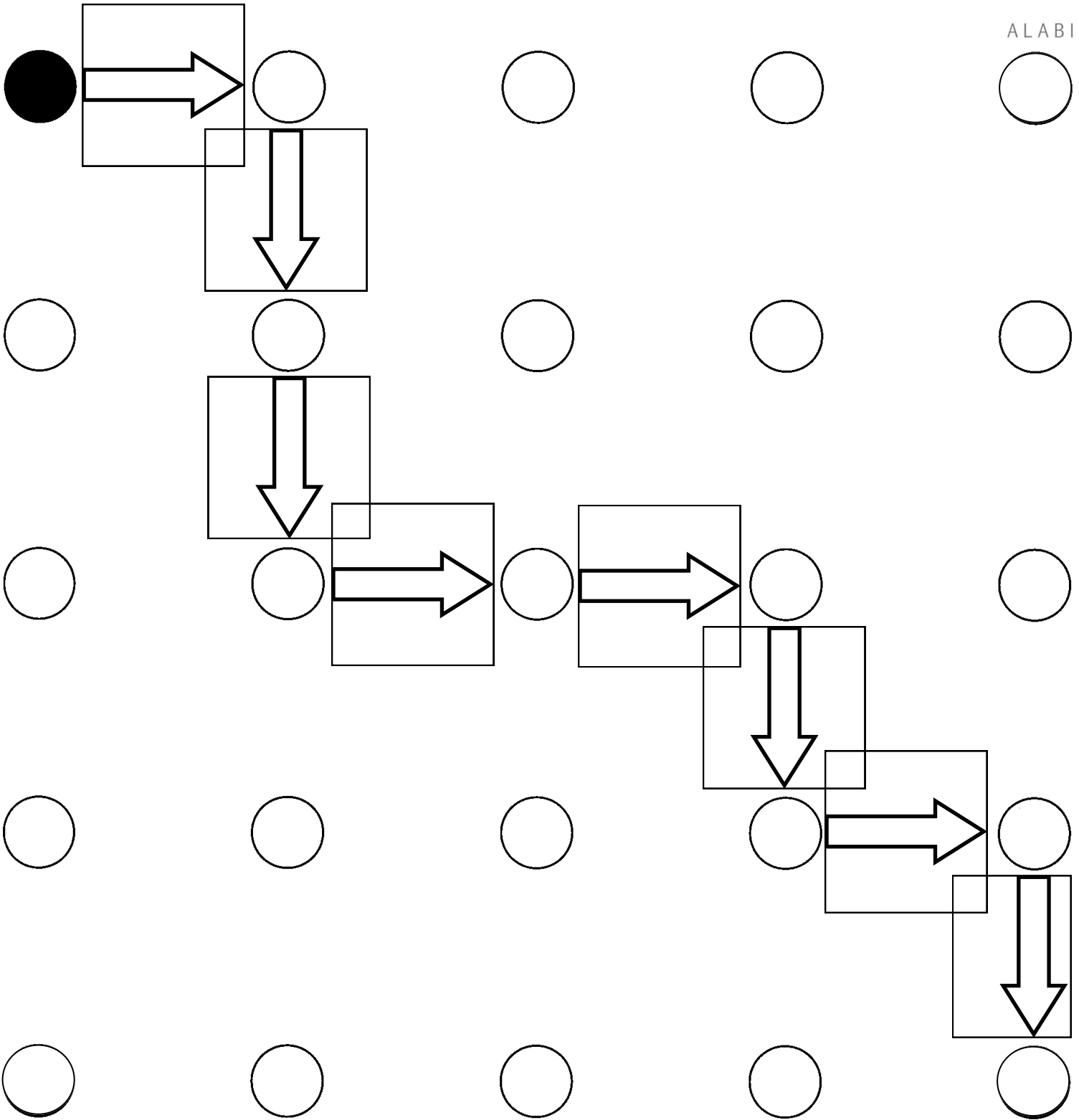


Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

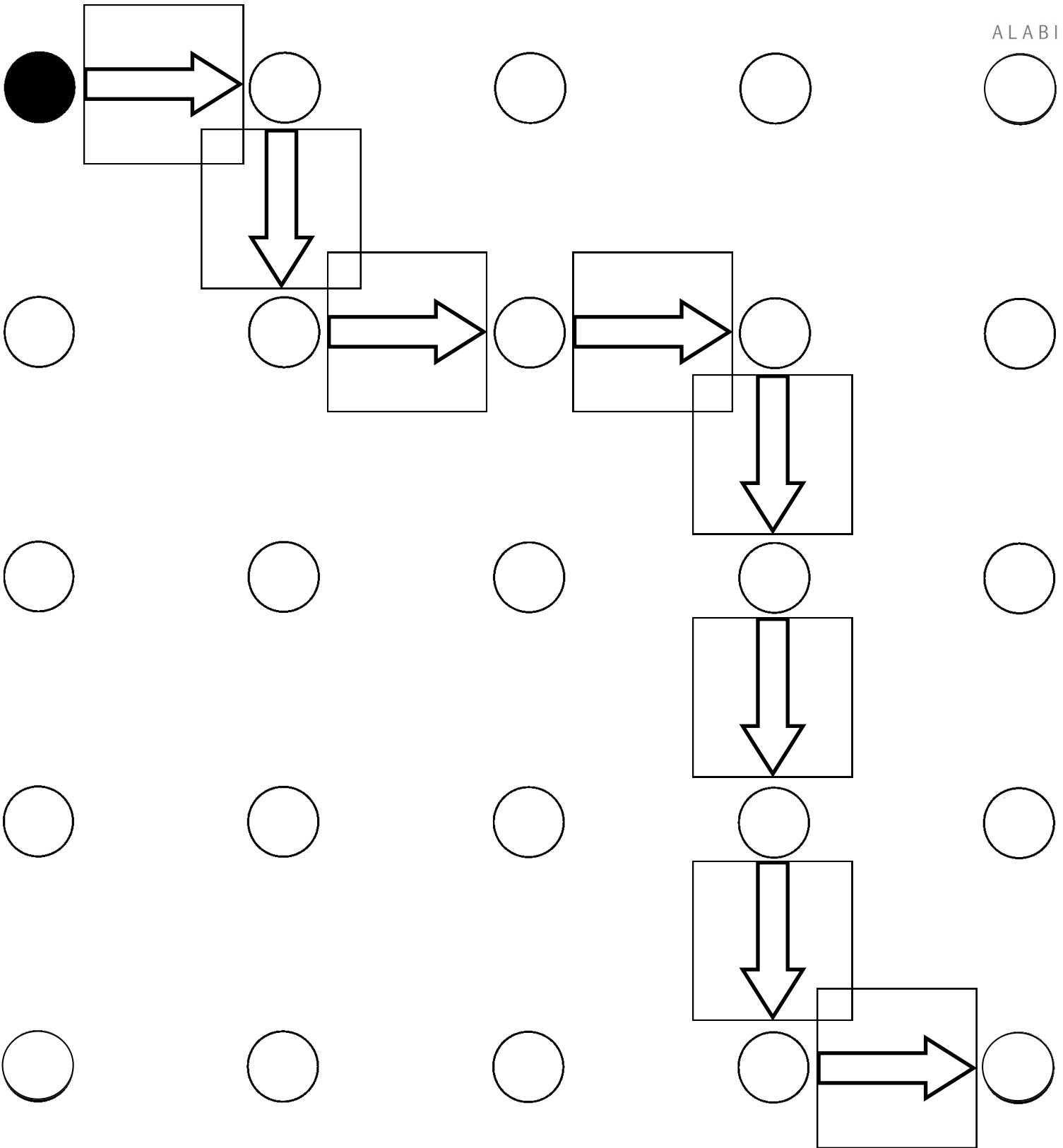
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ALABI

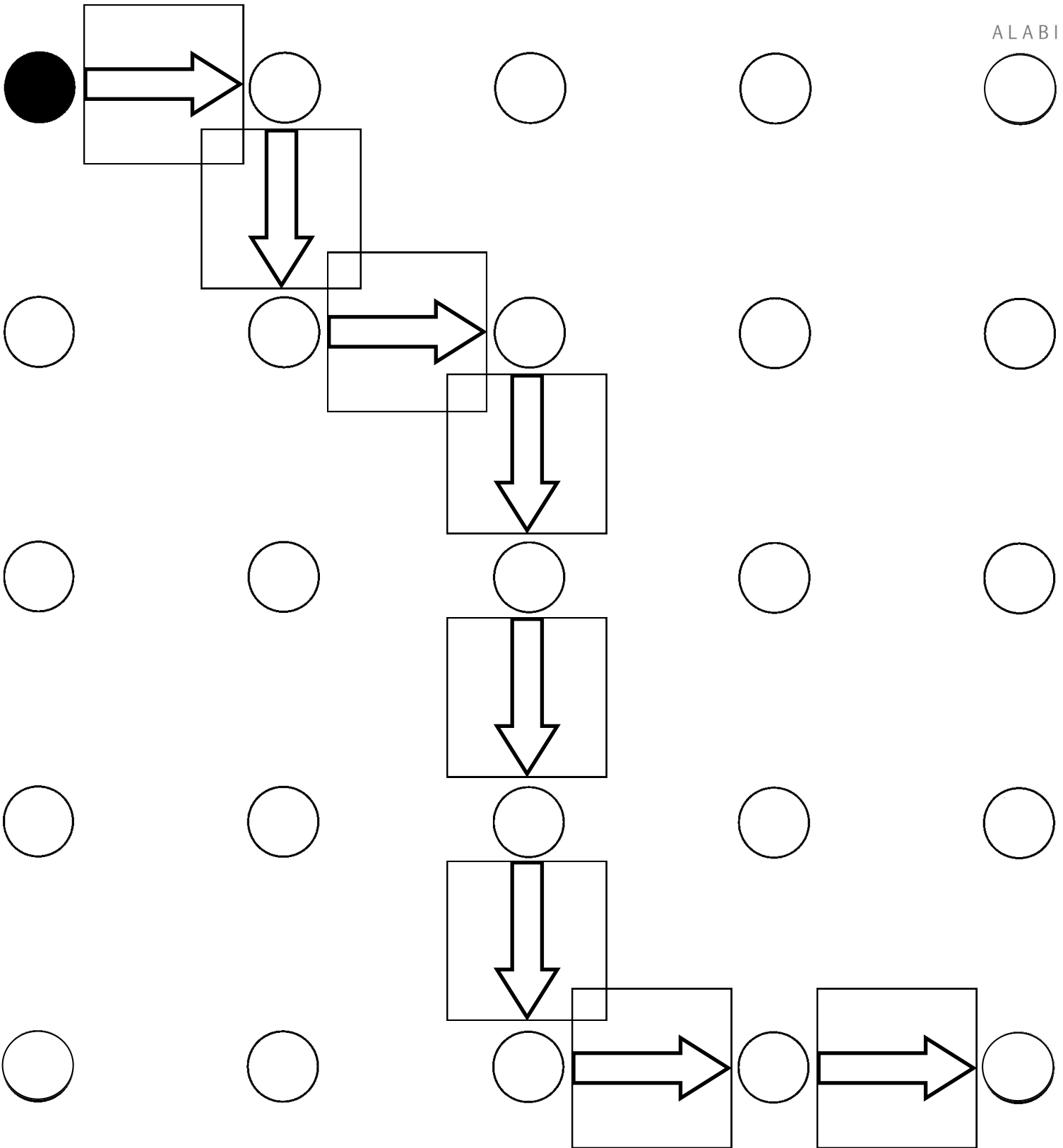


ALABI



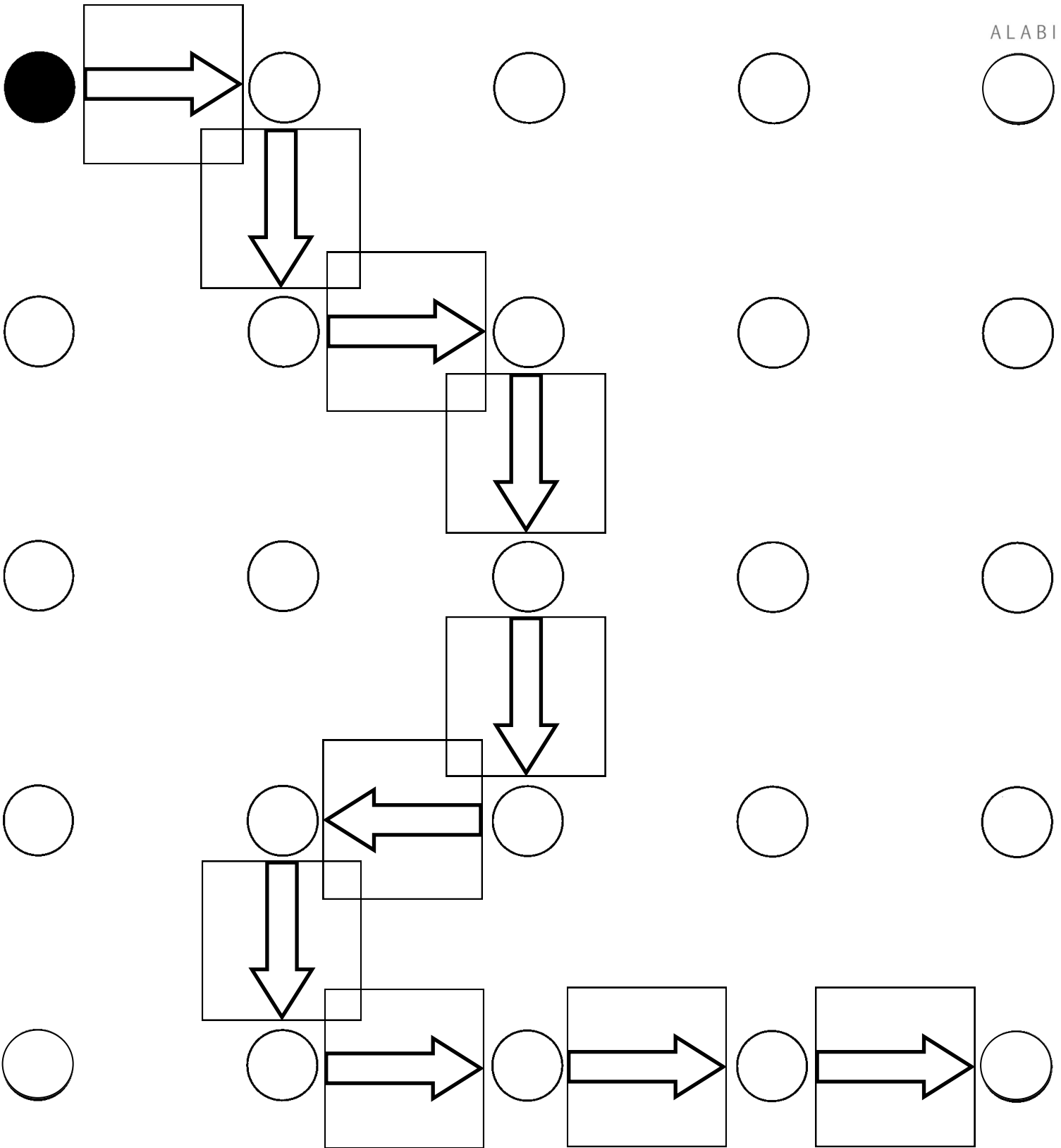
Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

ALABI



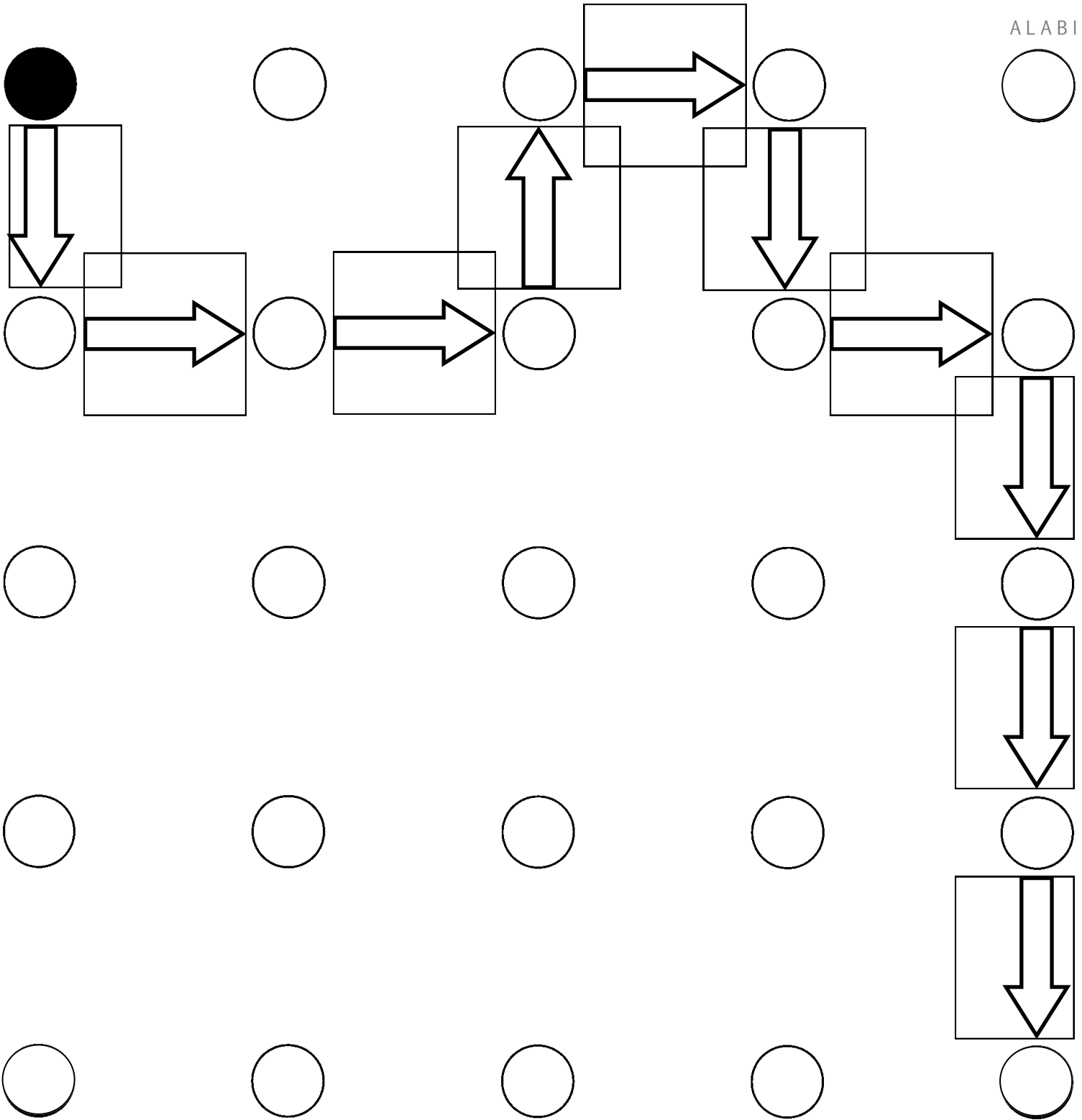
Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

ALABI



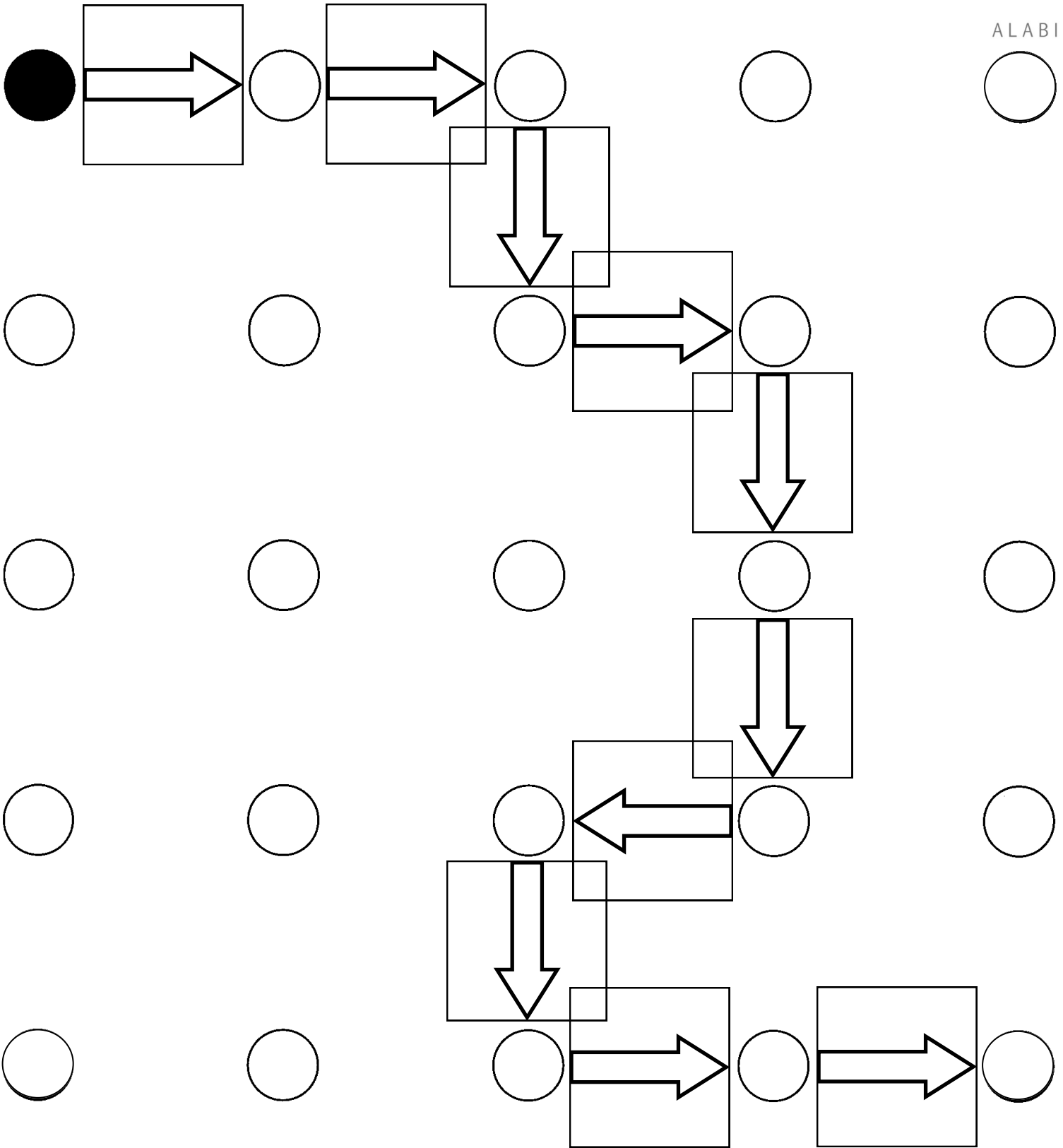
Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

ALABI



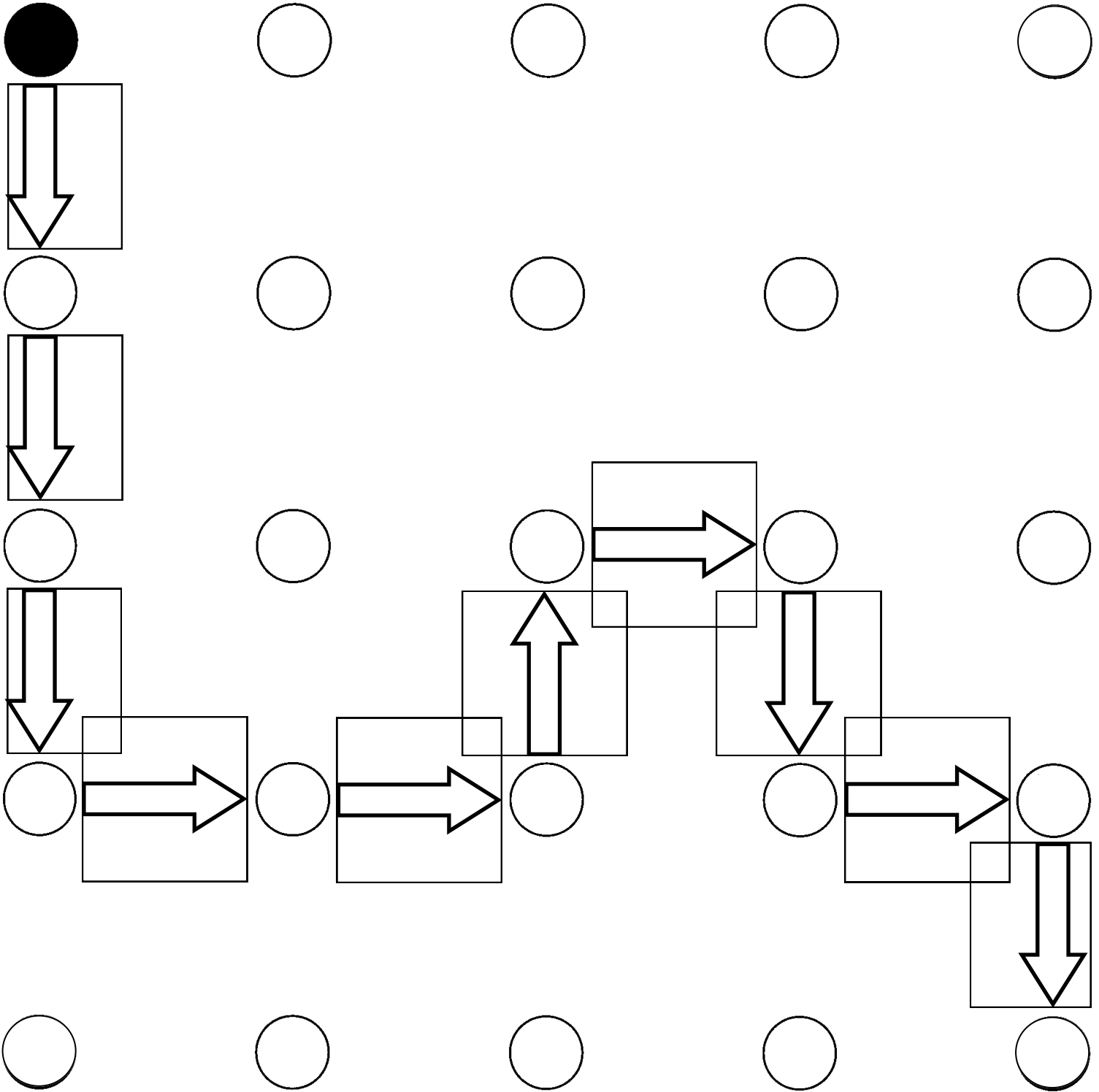
Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

ALABI

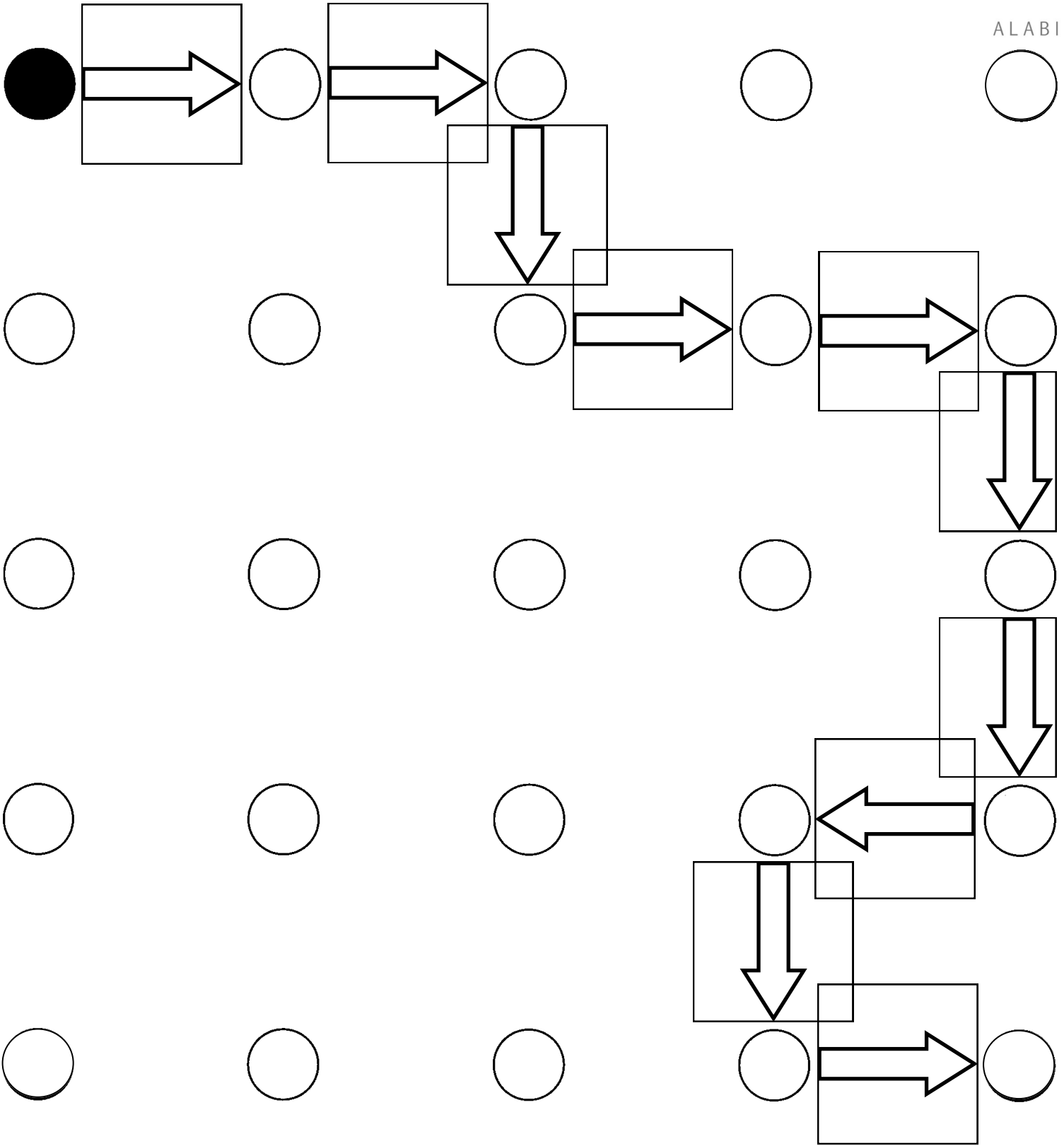


Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

ALABI



ALABI



Solution à imprimer sur papier calque : l'enfant superpose le calque sur le parcours pour vérifier

