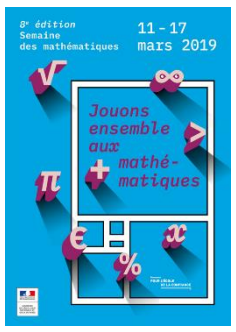
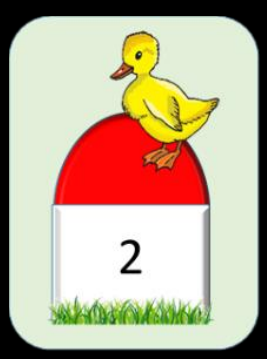


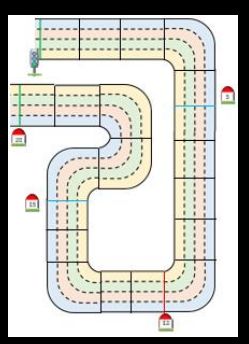
DU 11 AU 17 MARS 2019

JOUONS ENSEMBLE AUX MATHÉMATIQUES

RÈGLE DU JEU

10, 20, 30 BORNES A PIEDS ÇA USE LES SOULIERS





DÉROULEMENT D'UNE PARTIE

But du jeu : atteindre le premier la distance proposée par l'enseignant.

Règle du jeu :

Au début du jeu, chaque joueur reçoit 3 cartes.

À son tour, le joueur pioche une quatrième carte. Il peut alors,

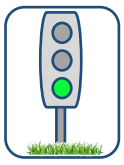
- déposer une carte *"borne"* devant lui, à condition d'avoir déposé une carte *"feu vert"* précédemment ;
- déposer une carte *"feu vert"* sur *"un feu rouge"* afin de pouvoir repartir au tour suivant ;
- déposer une carte *"fin de limitation de vitesse"* afin de pouvoir utilisé de nouveau toutes les cartes "*borne*s"
- déposer une carte *"attaque"* (*"feu rouge"* ou *"limitation de vitesse"*) sur le jeu d'un de ses adversaires ;
- s'il ne peut déposer aucune carte dans le jeu, il en jette une dans le tas de défausse.

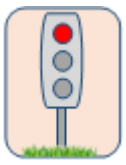
Le premier joueur à atteindre la distance proposée, en additionnant les *"bornes"* déposées, est déclaré vainqueur de la partie.

L'utilisation d'un **plateau** facilite le jeu mais modifie les compétences mobilisées.

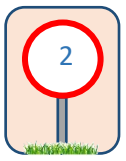
Pour les plus petits, on peut n'utiliser que les cartes "*bornes"* adaptées à l'âge des enfants et ne pas utiliser les *"attaques" (feu rouge et limitation de vitesse)*.

MATÉRIEL DU JEU

 20 "feux verts"

 8 "feux rouges"

16 "fin de limitation de vitesse"

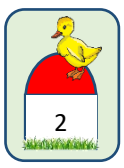


8 "limitation de vitesse"

4 bornes "5"

10 bornes "4"

10 bornes "3"

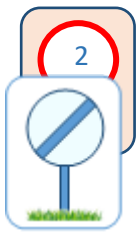


10 bornes "2"

10 bornes "1"

COMMENT DISPOSER LES CARTES DEVANT SOI ?

Pile de vitesse



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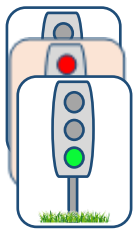
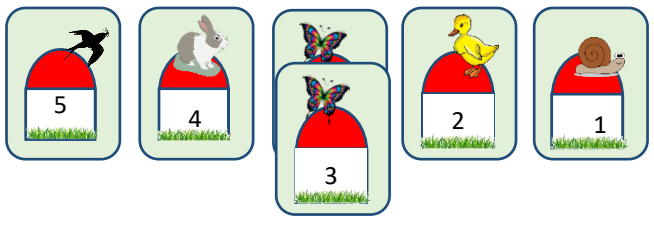
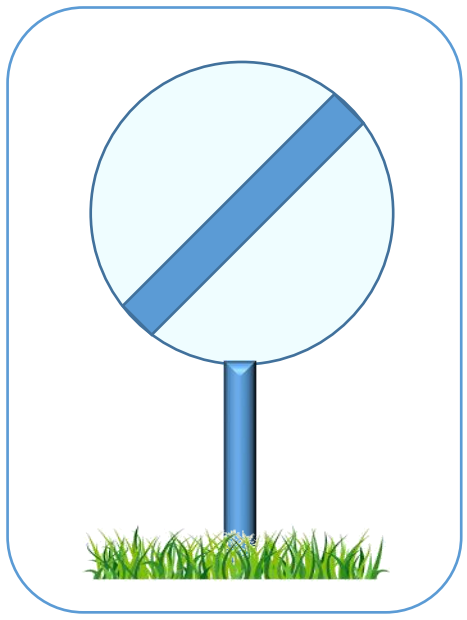
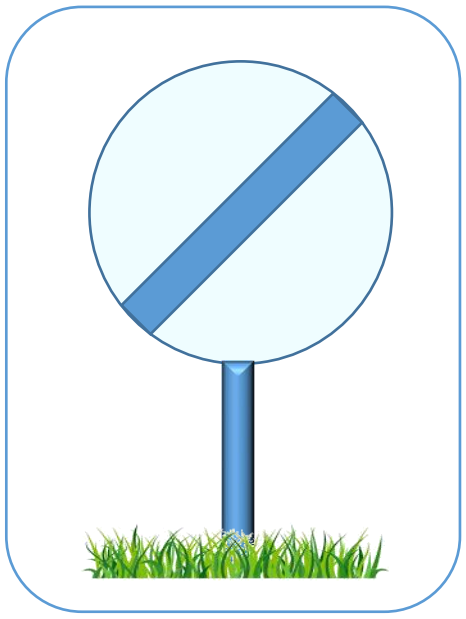
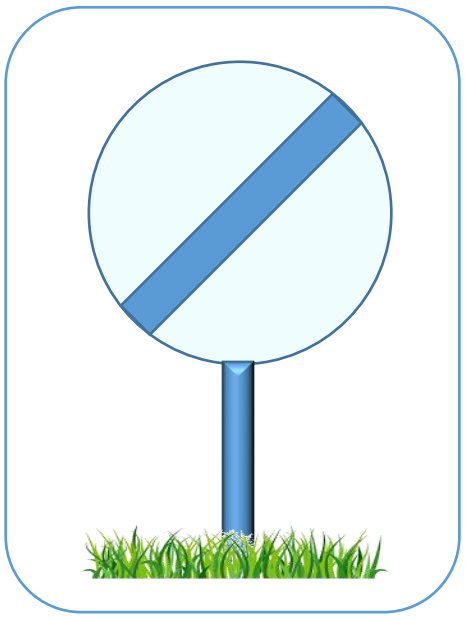
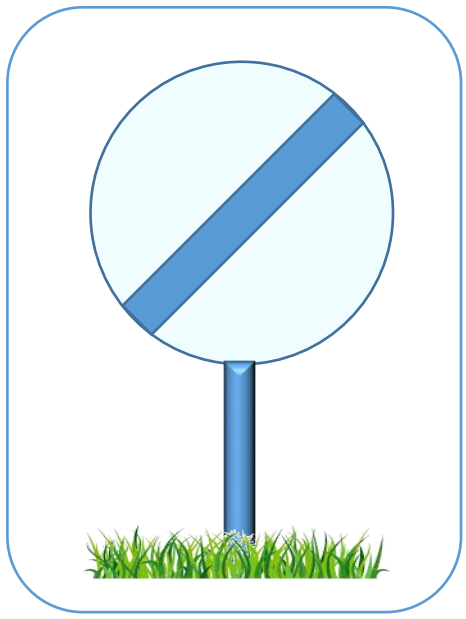
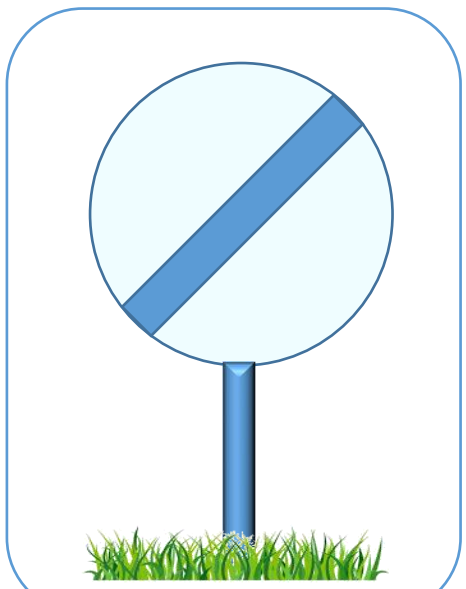
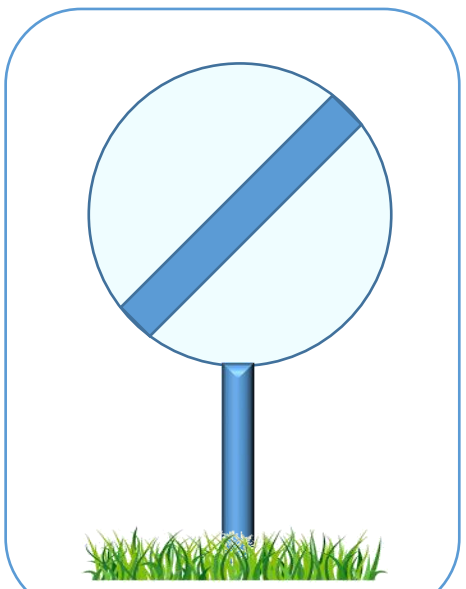
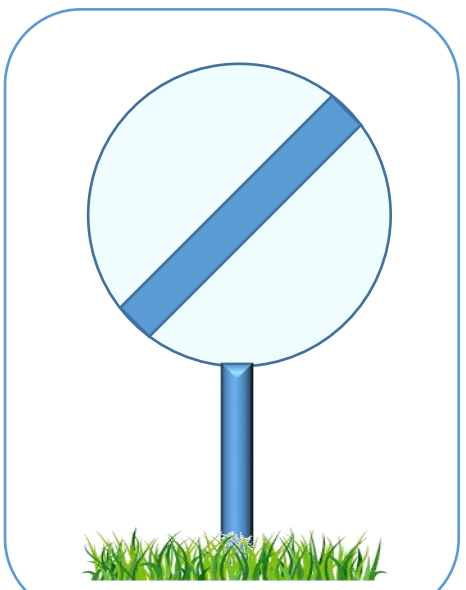
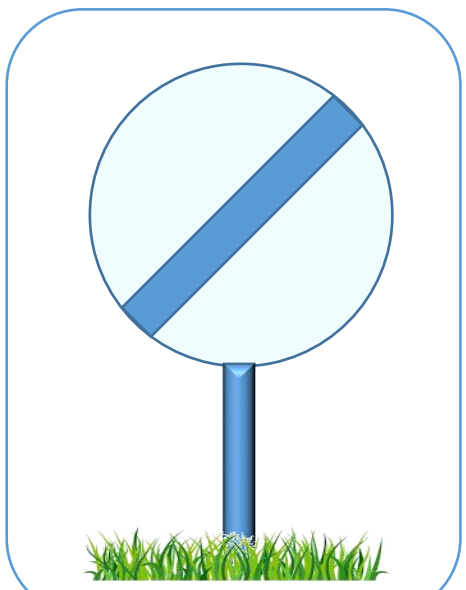
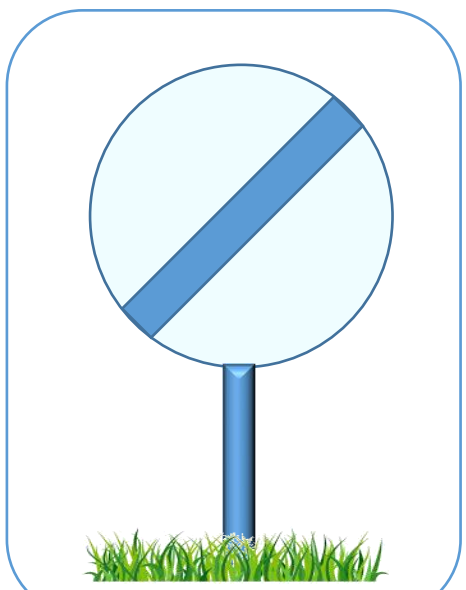
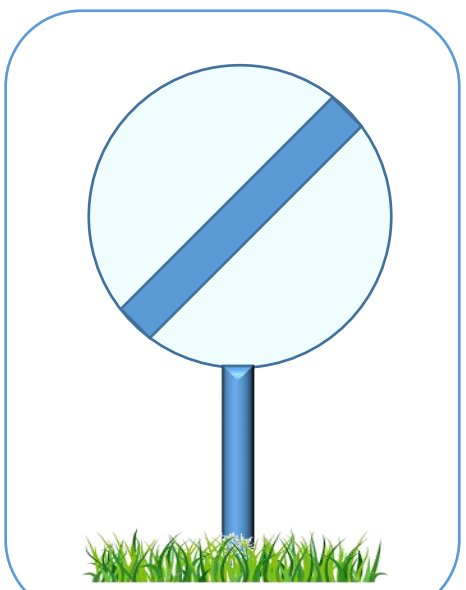
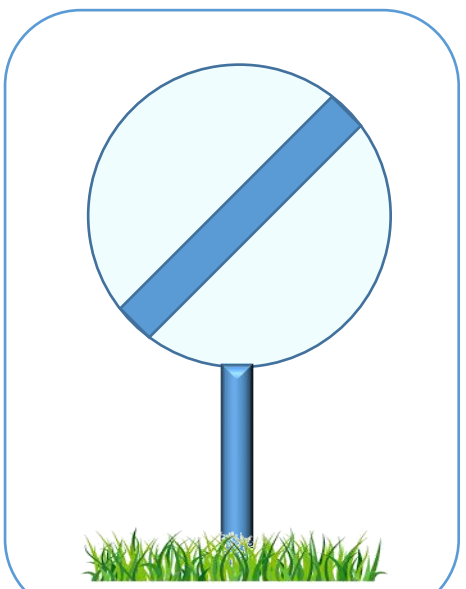
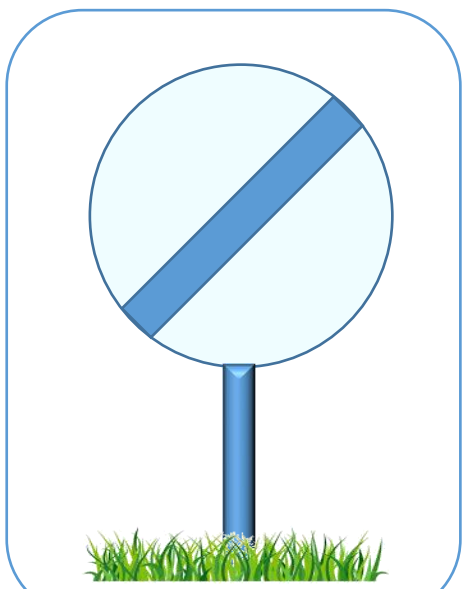
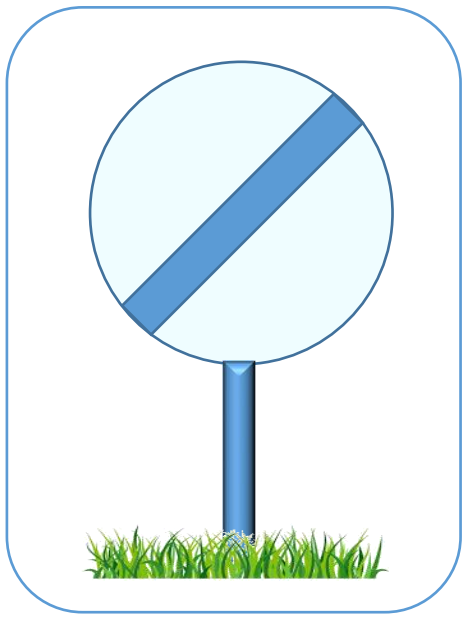
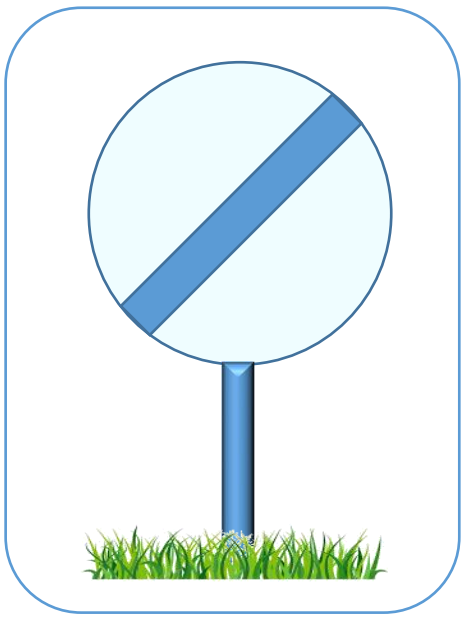
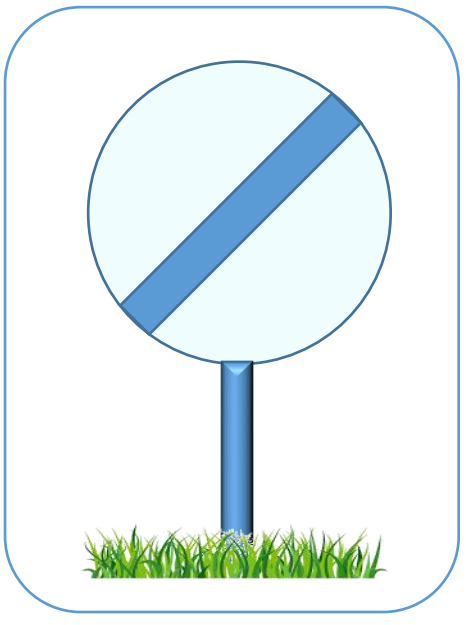
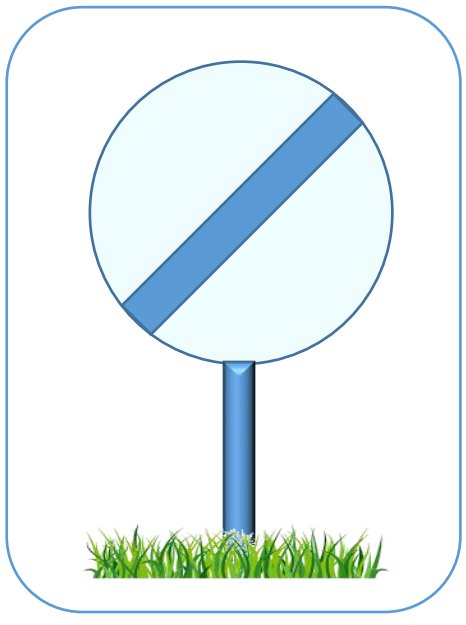
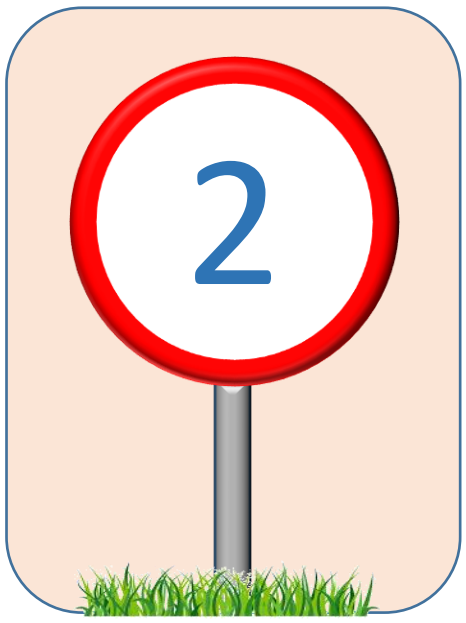


Piles de bornes

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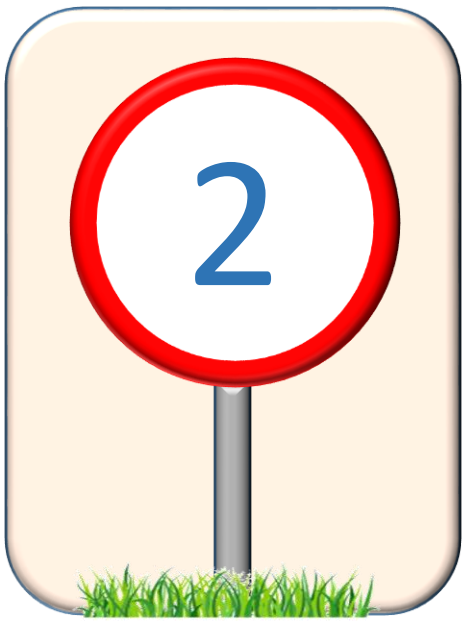
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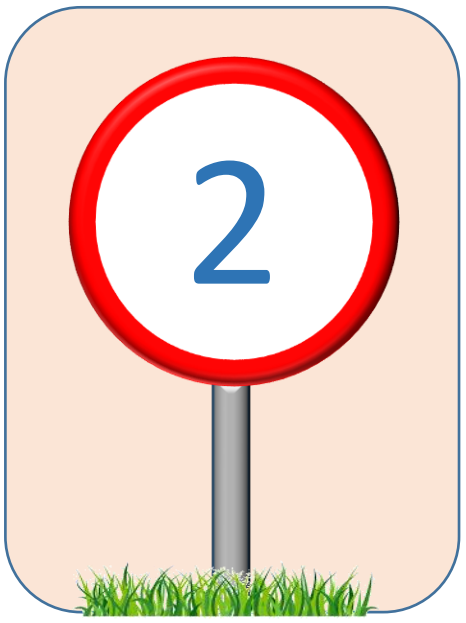
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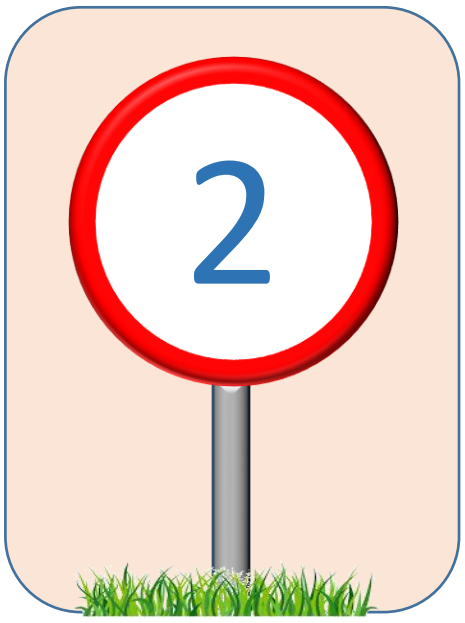
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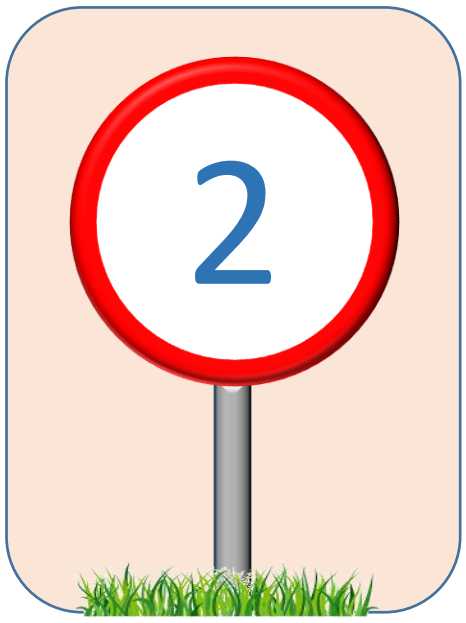
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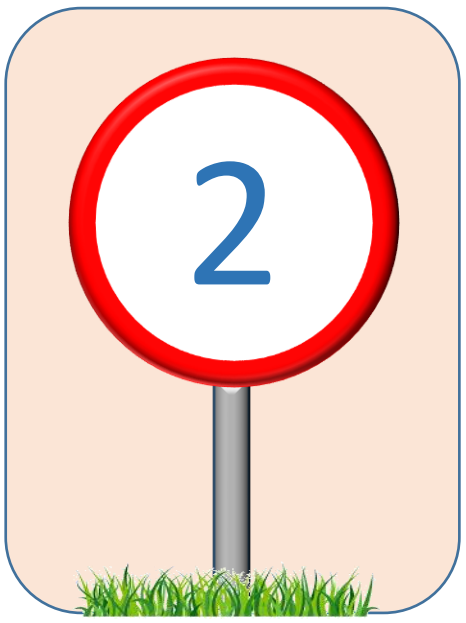
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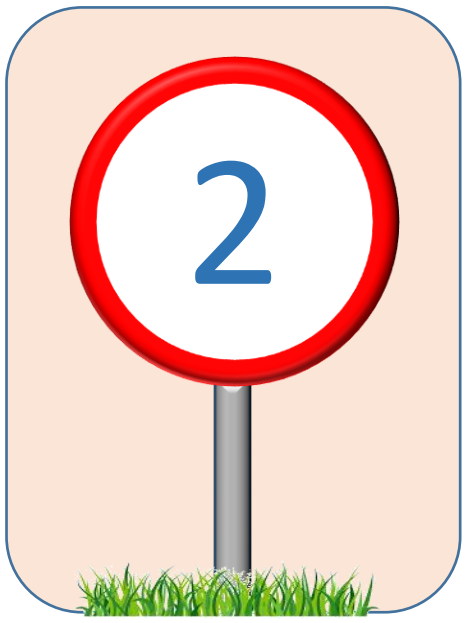
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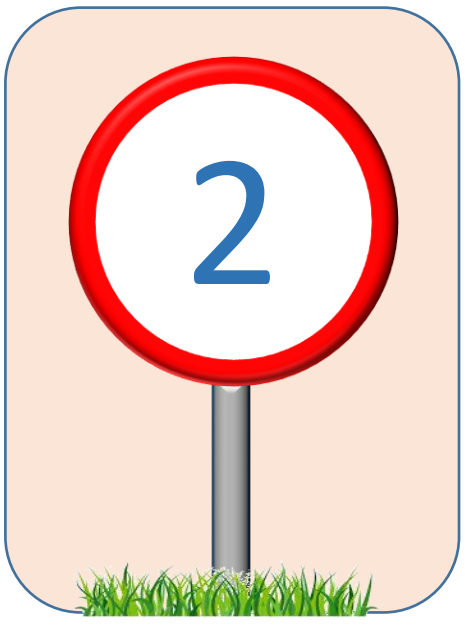
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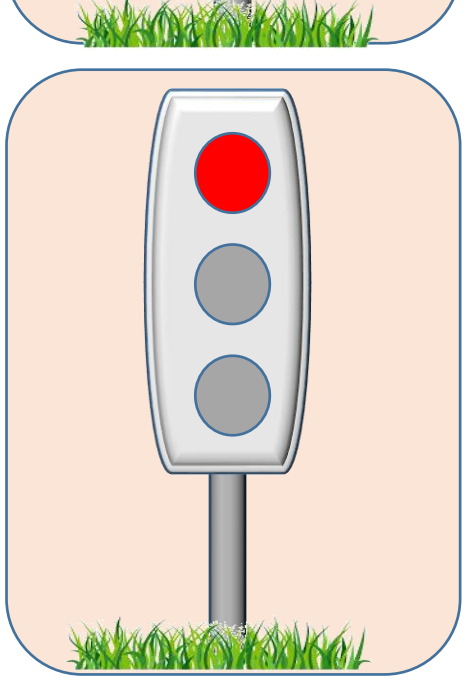
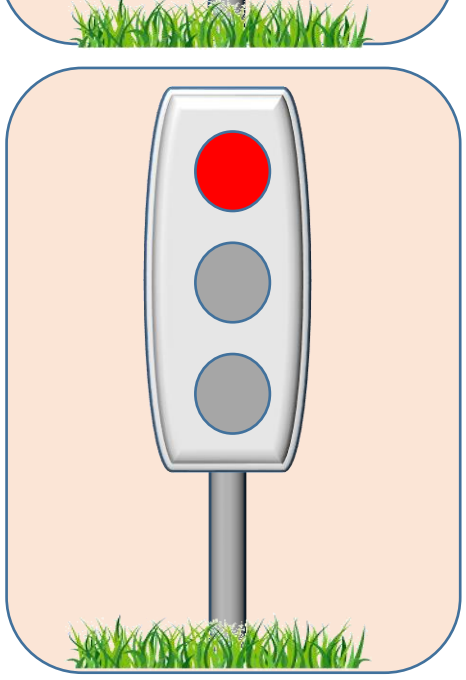
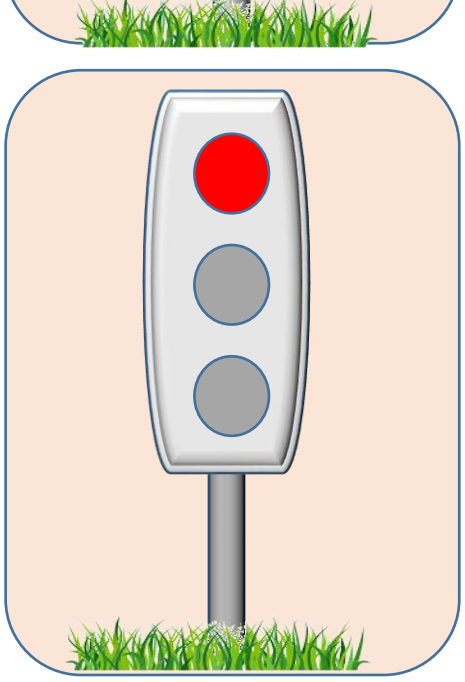
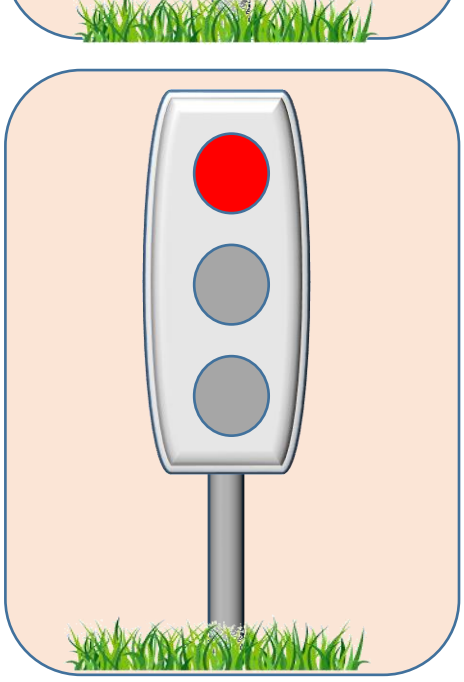
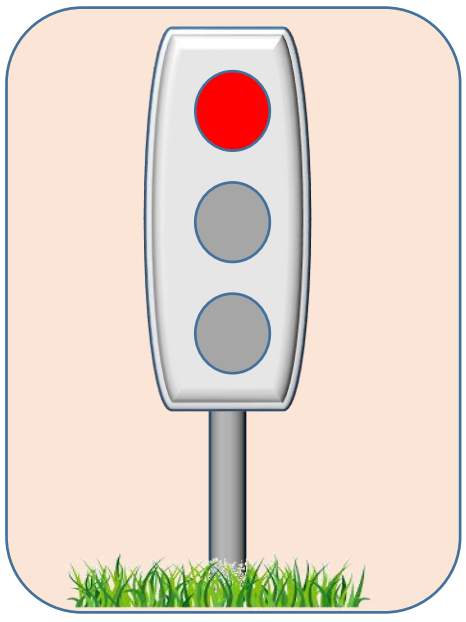
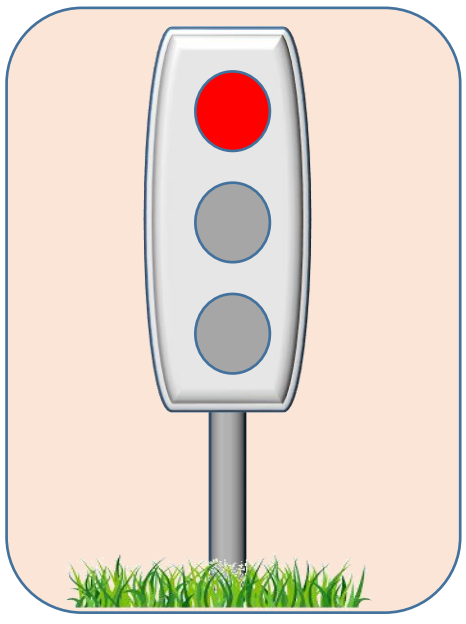
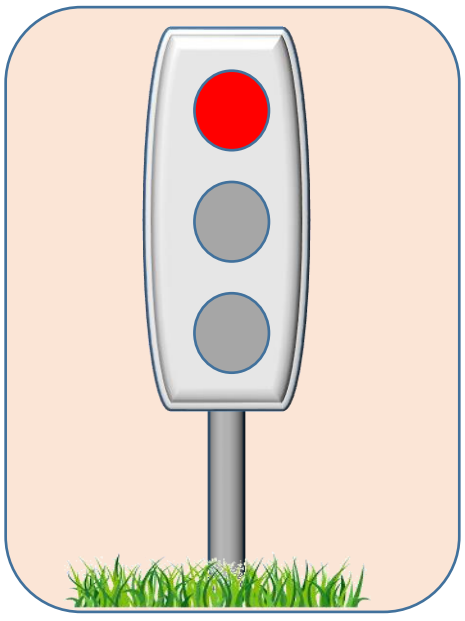
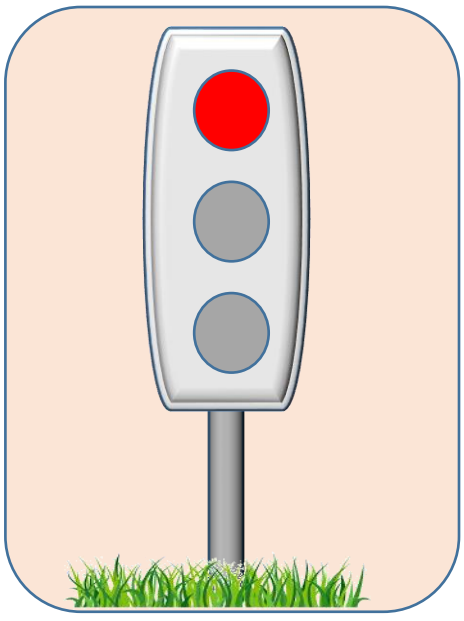

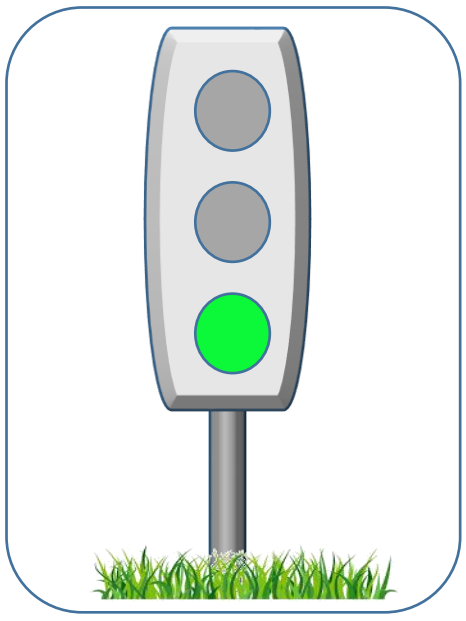
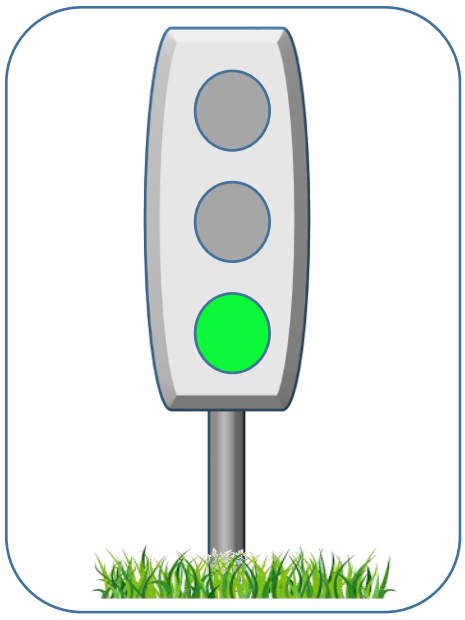
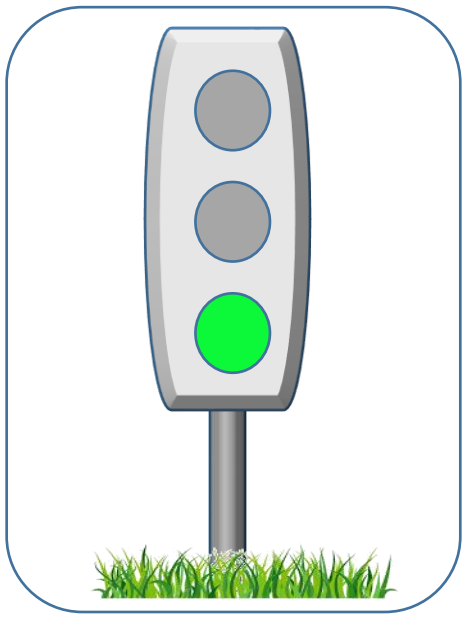
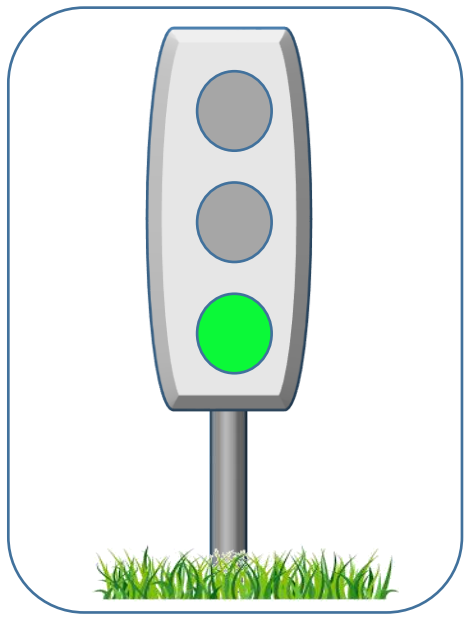
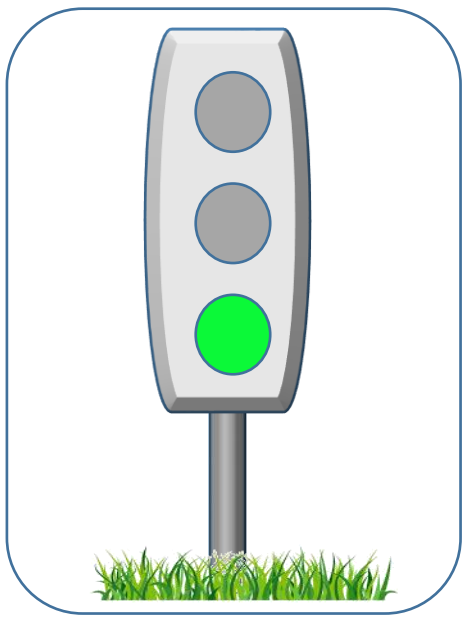
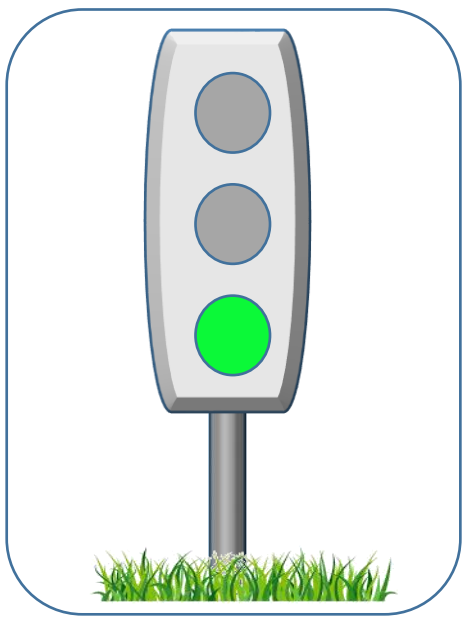
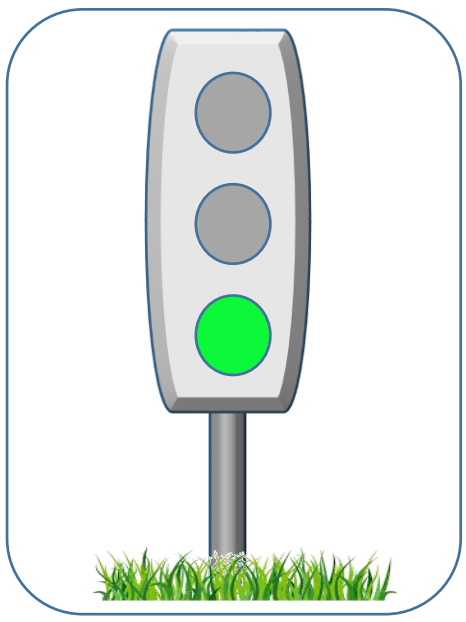
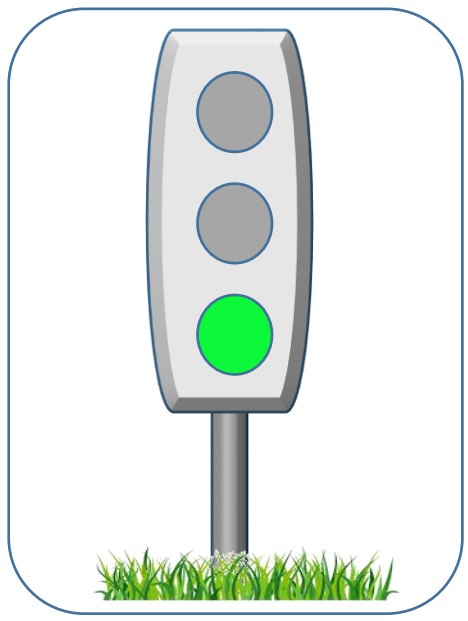
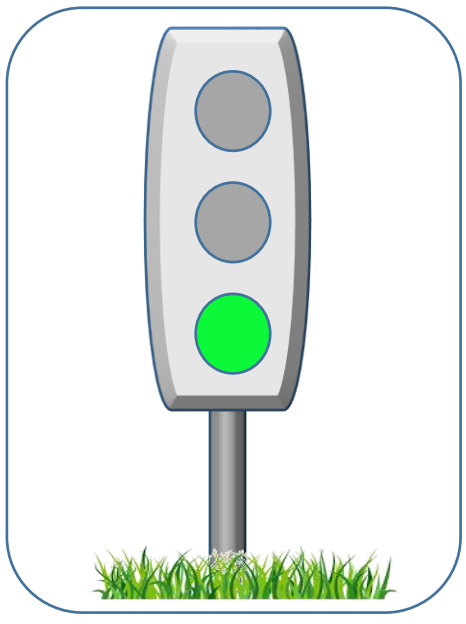
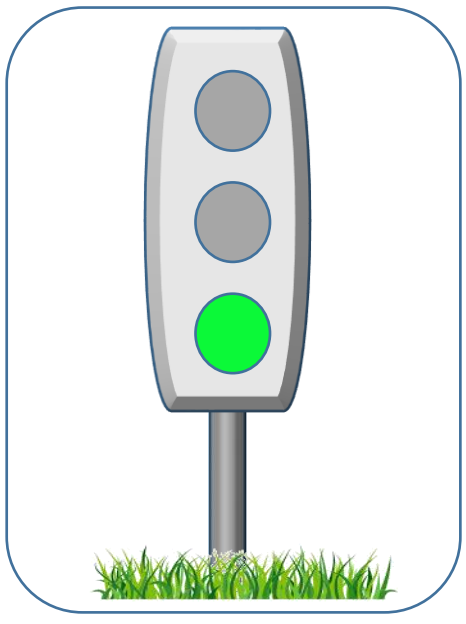
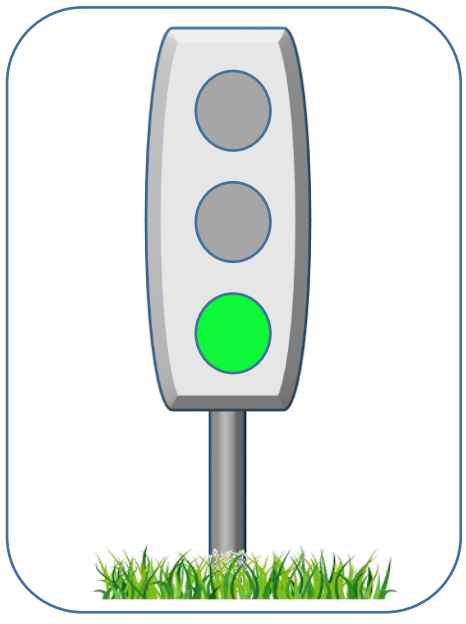
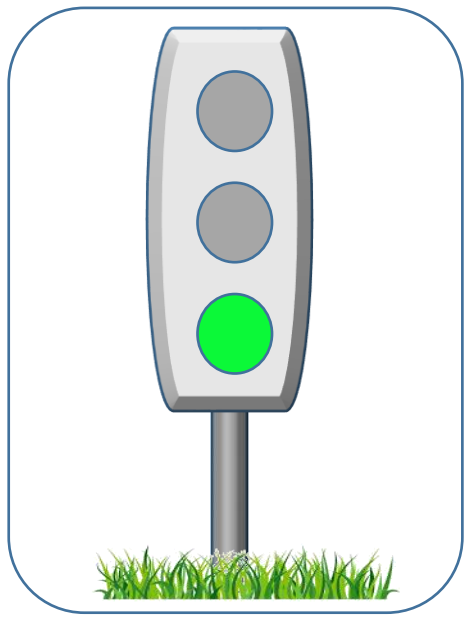
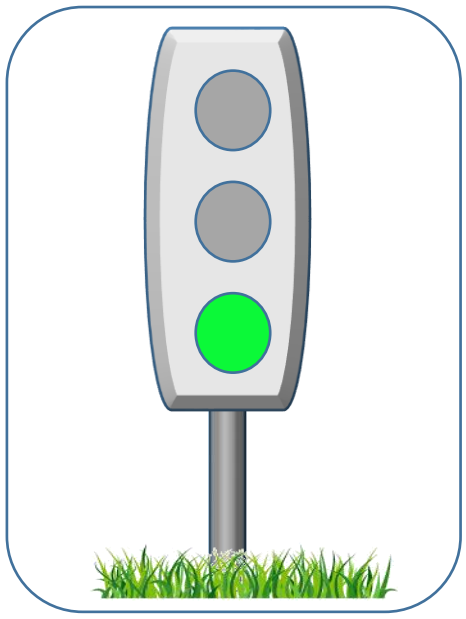
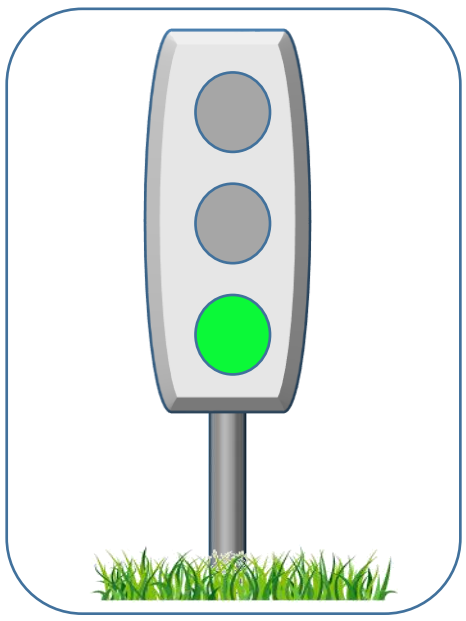
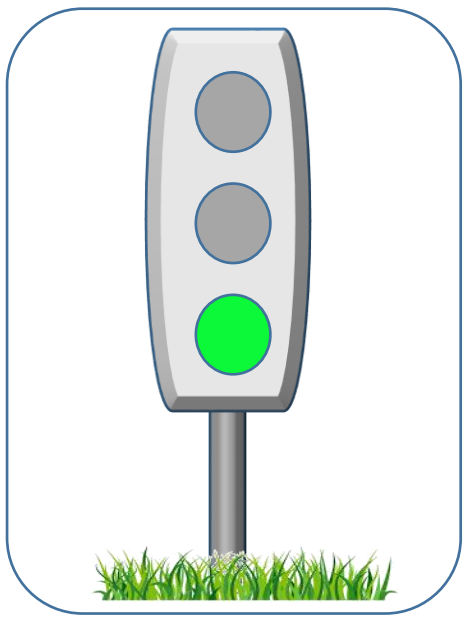
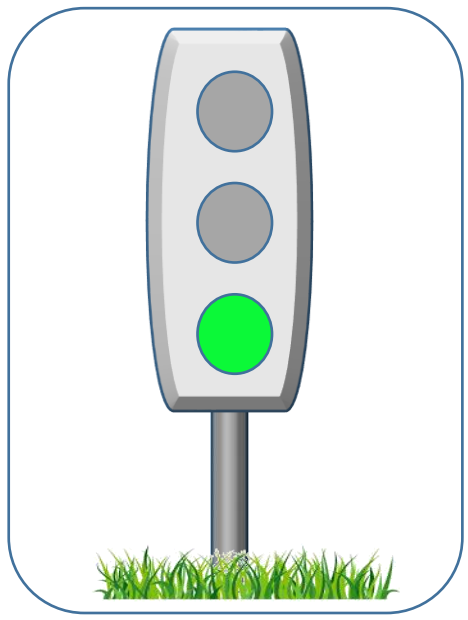

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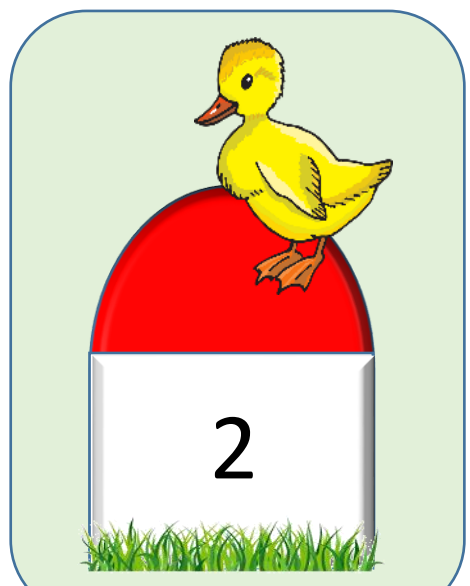
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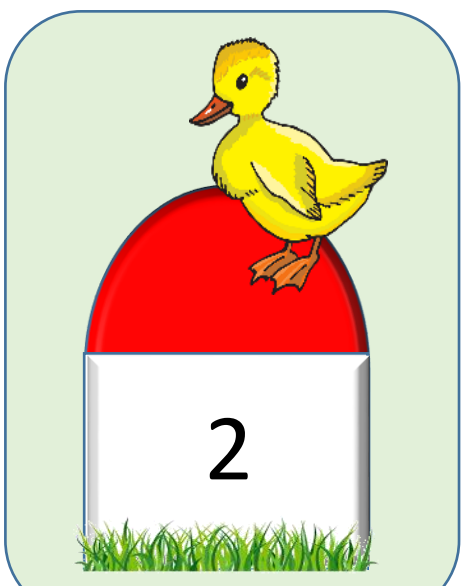
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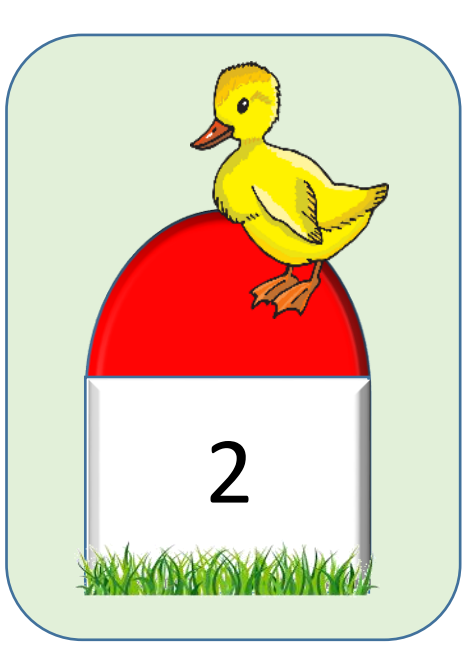
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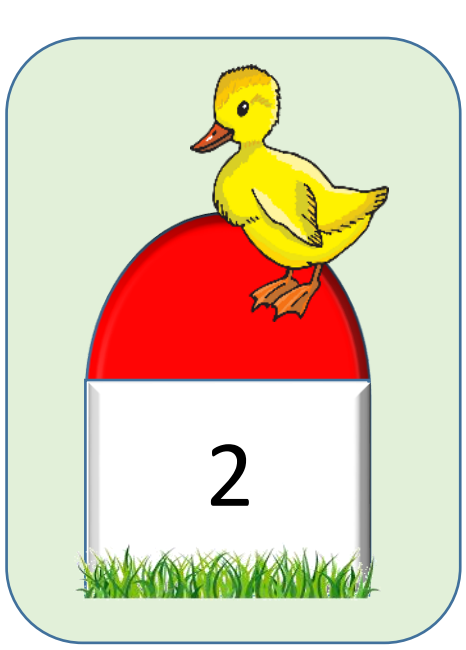
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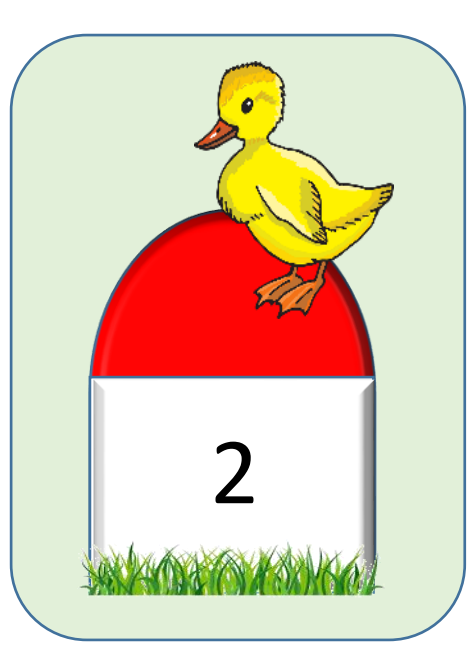
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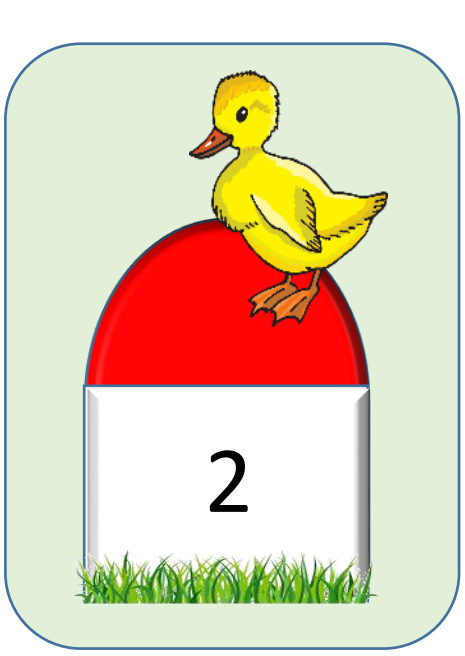
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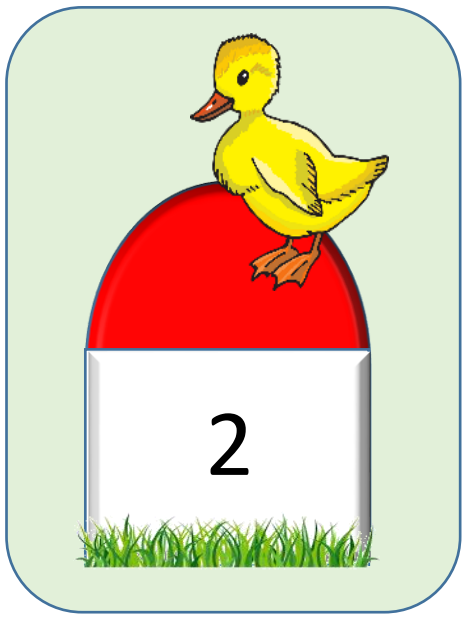
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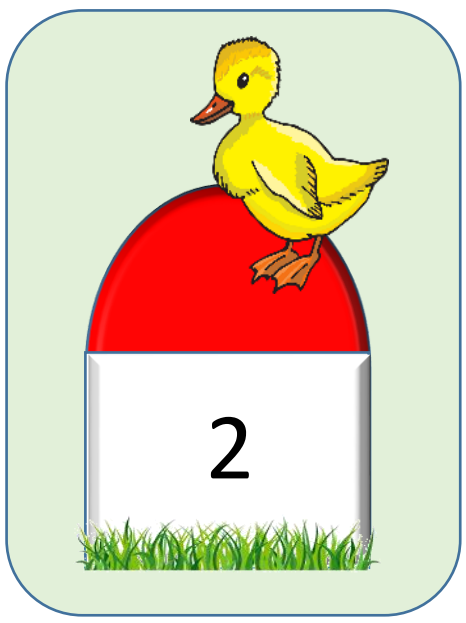
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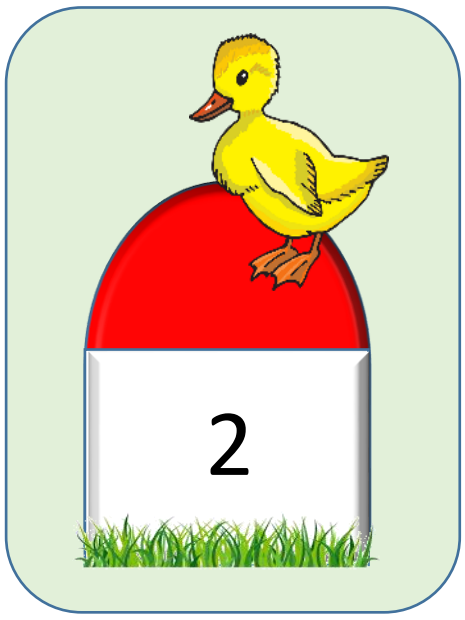
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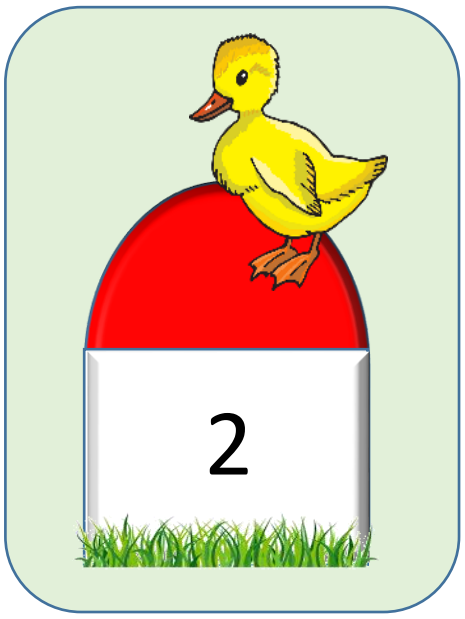
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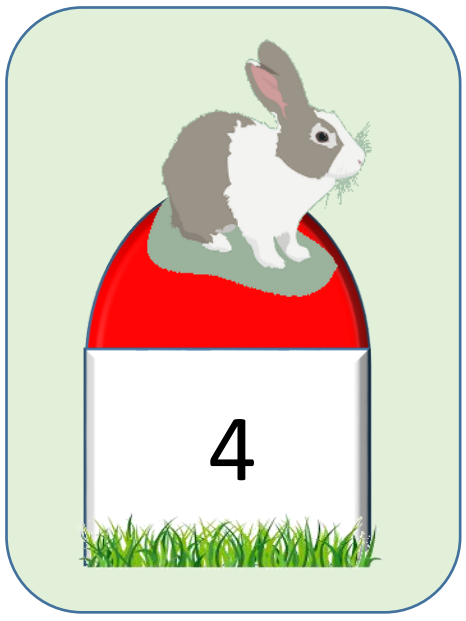
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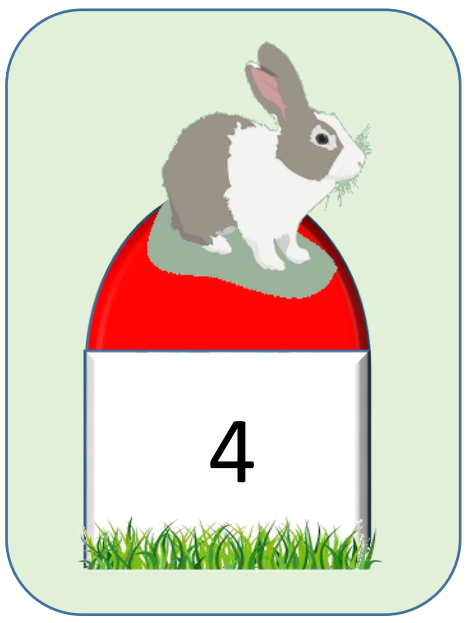
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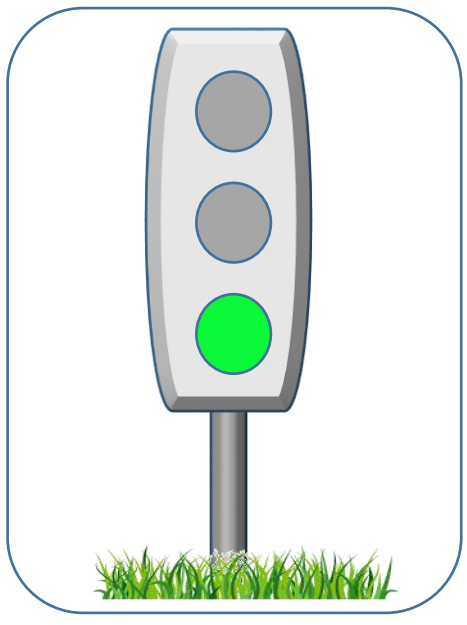
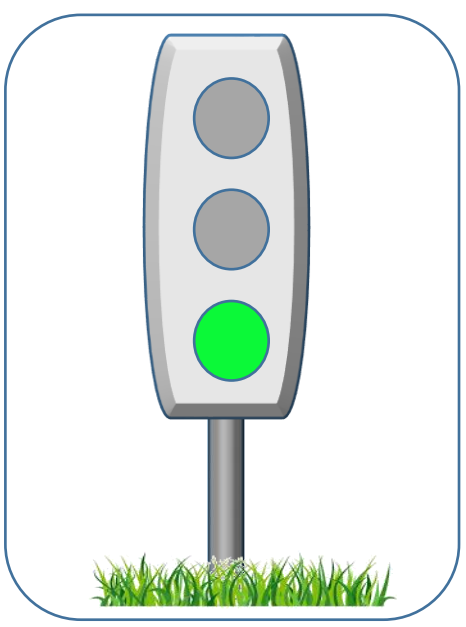
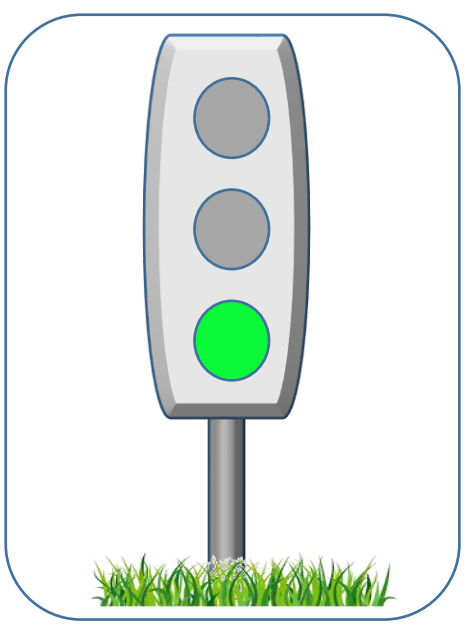
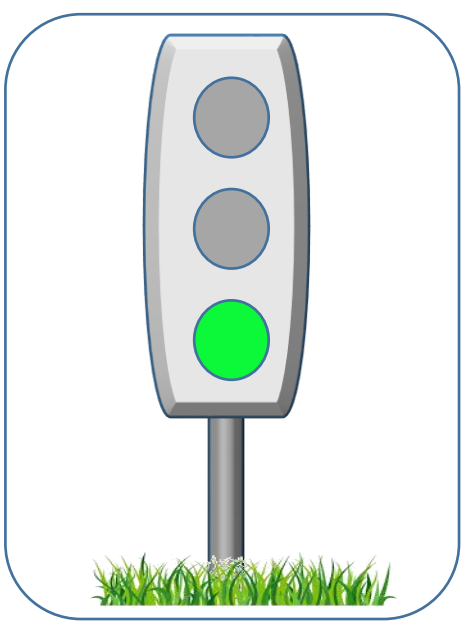

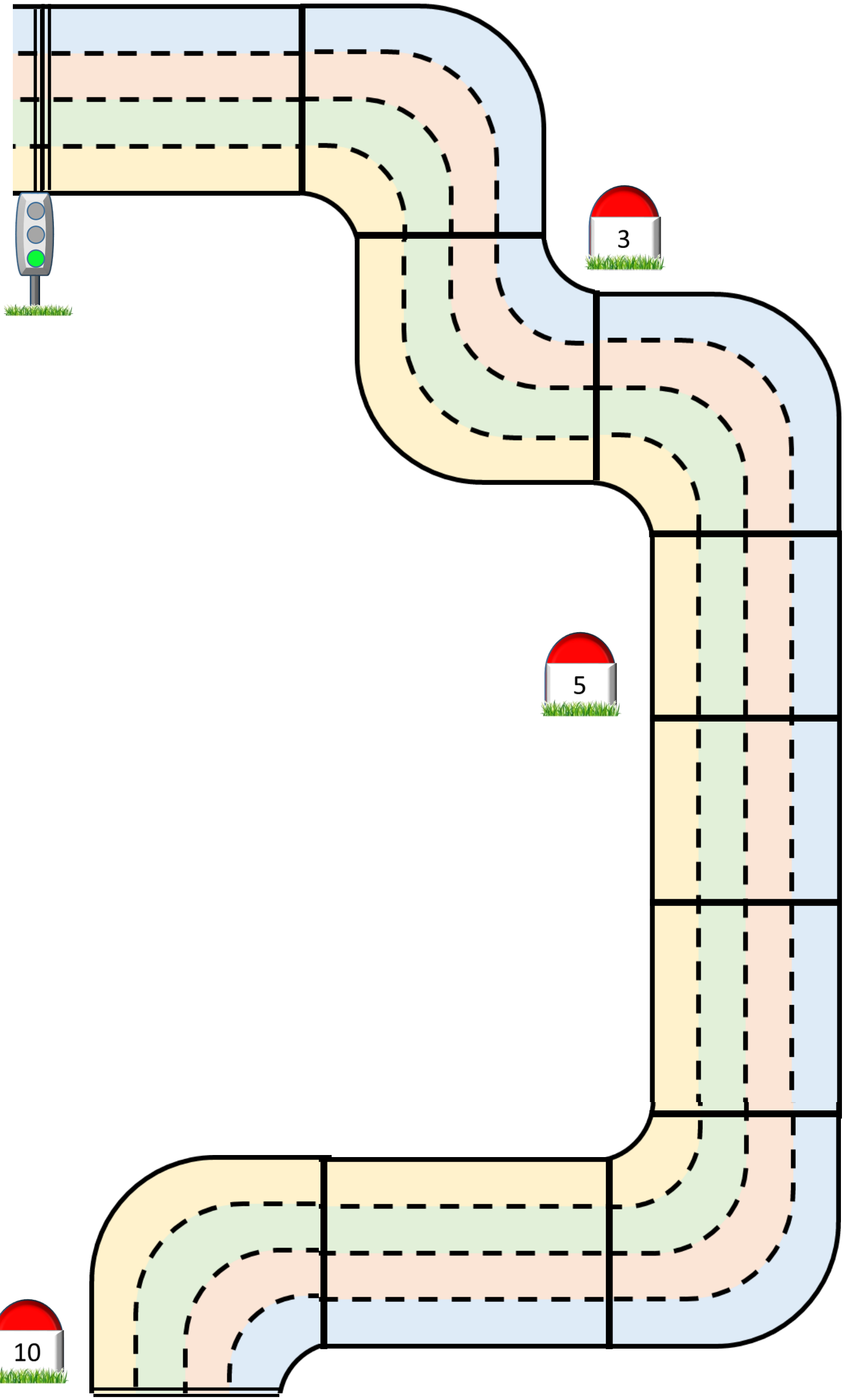
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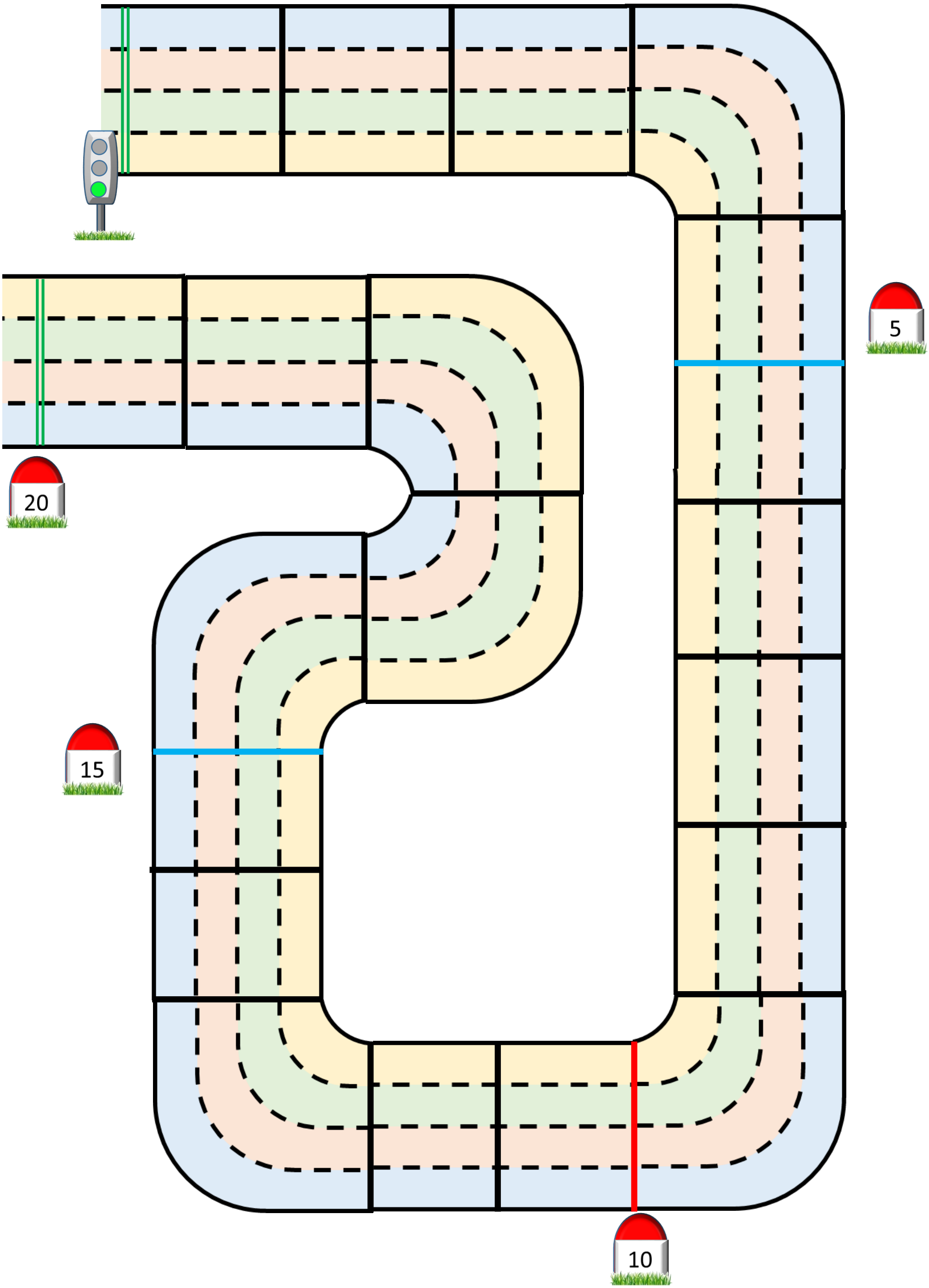
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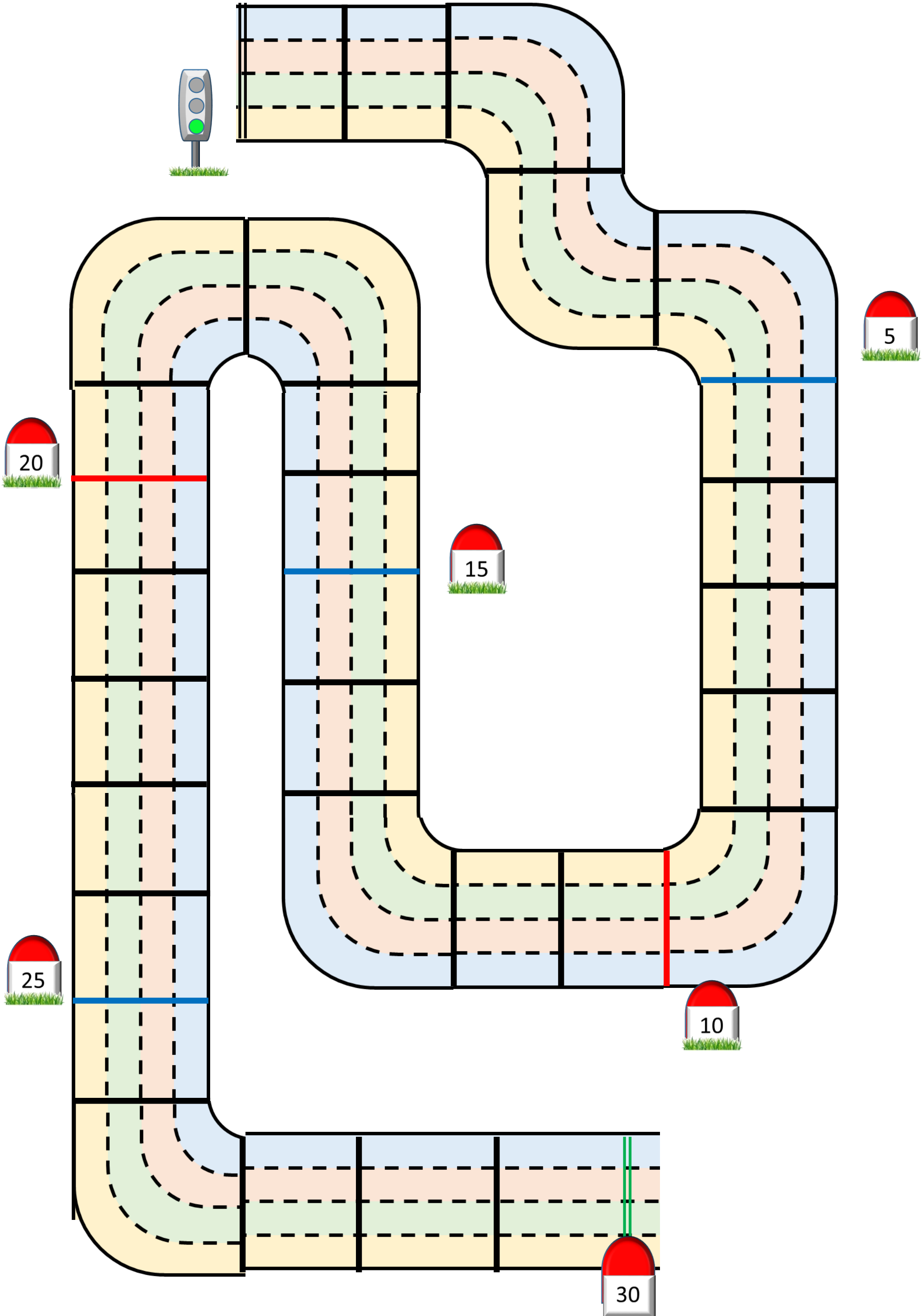
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