

## Jeu « deux mots pour un »

Le jeu se joue à 2 joueurs.

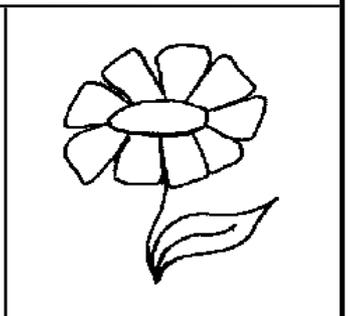
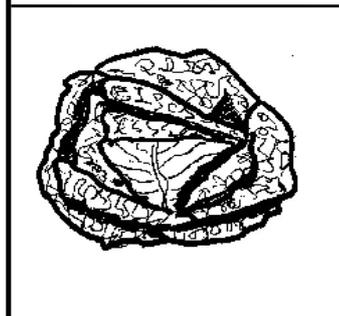
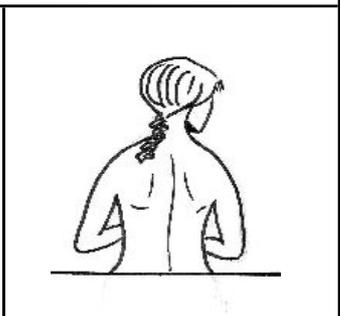
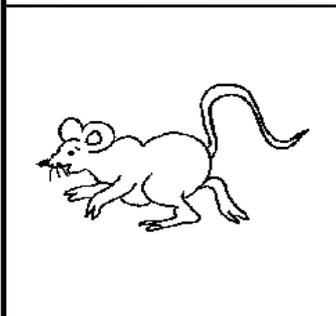
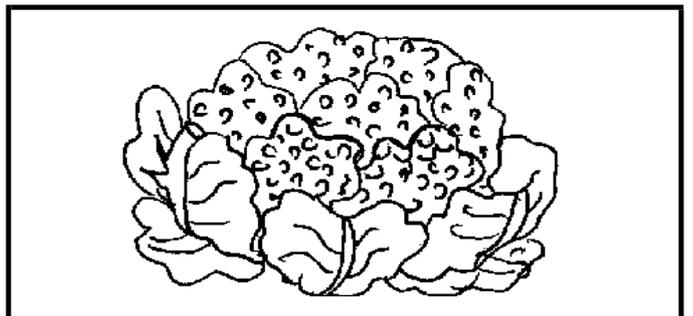
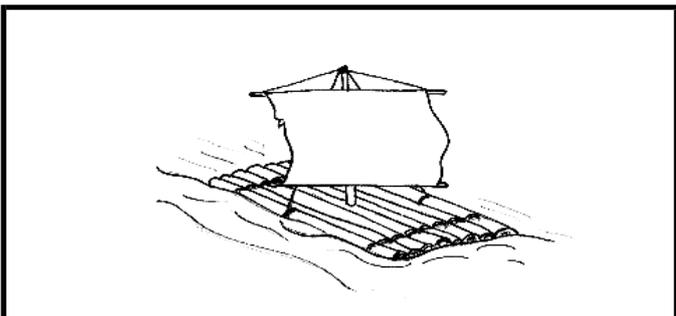
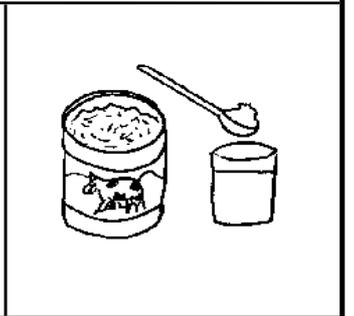
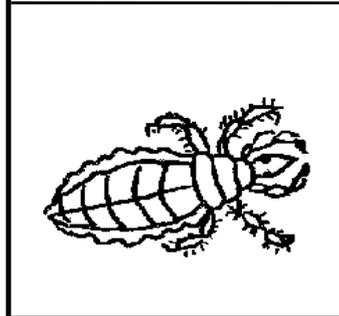
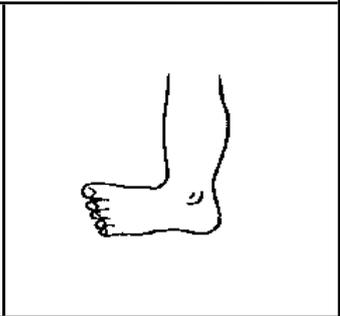
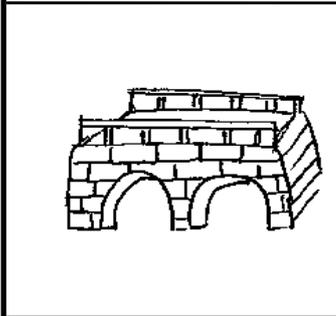
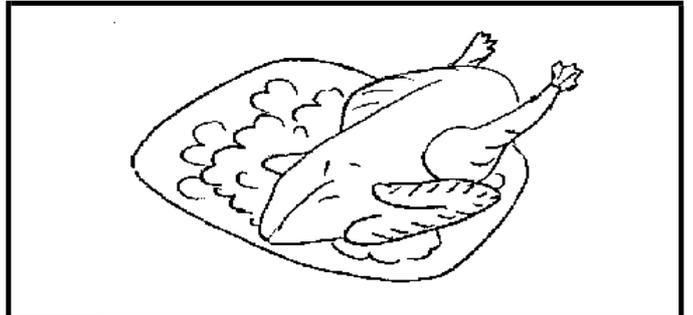
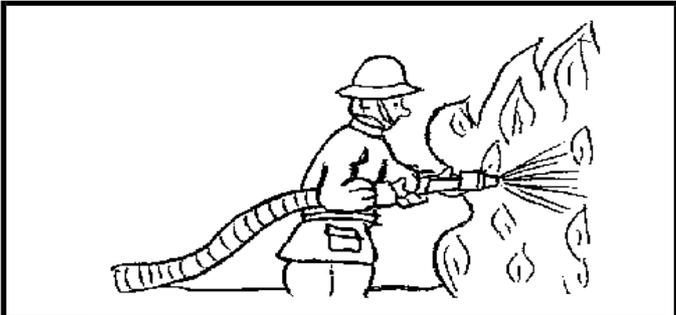
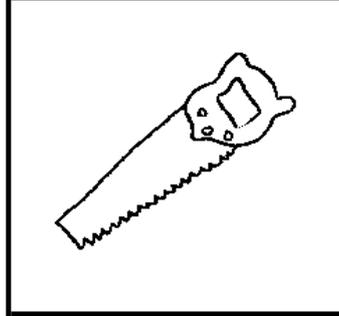
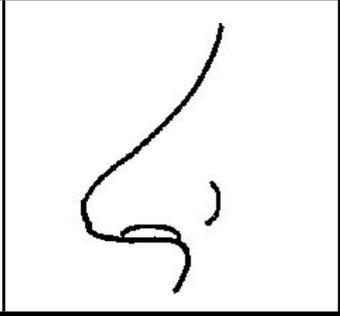
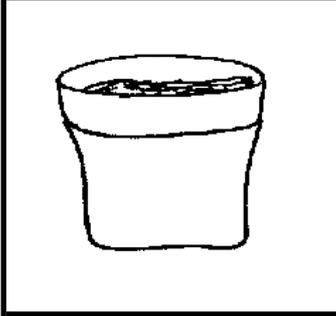
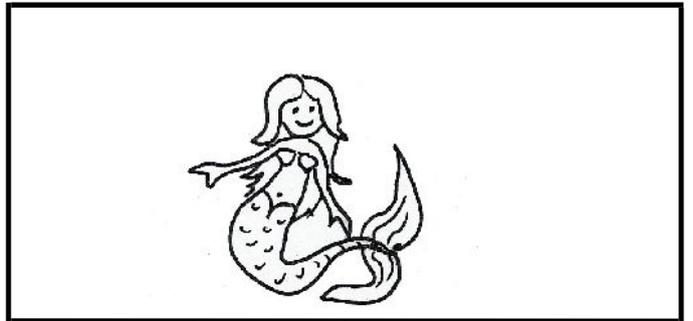
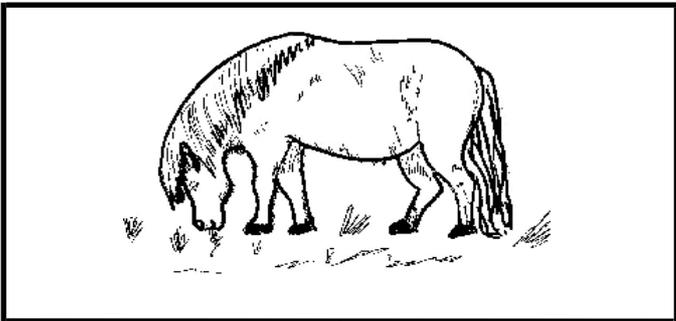
Les joueurs disposent de la même planche. Les cartes sont disposées à l'envers devant les joueurs. Chacun à tour de rôle retourne deux cartes. Si celles-ci lui permettent de composer un mot, il les pose sur sa planche, sinon, il doit les reposer à la même place sur la table.

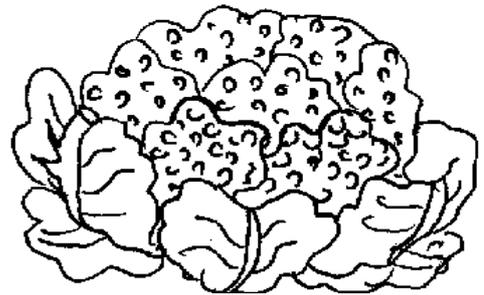
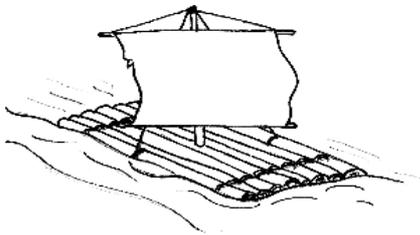
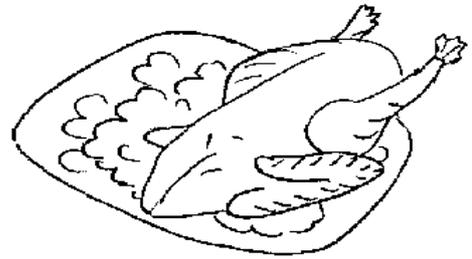
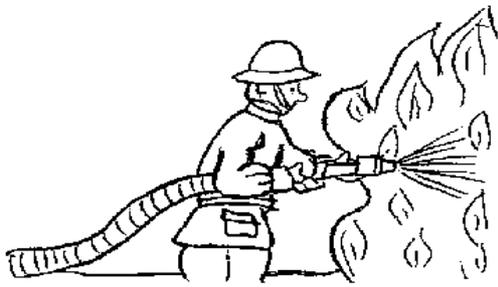
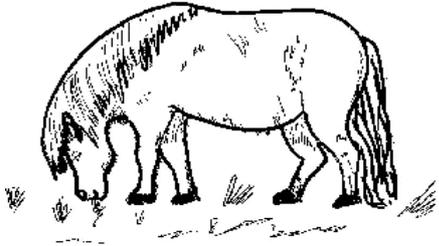
Celui qui a composé le plus de mots a gagné.

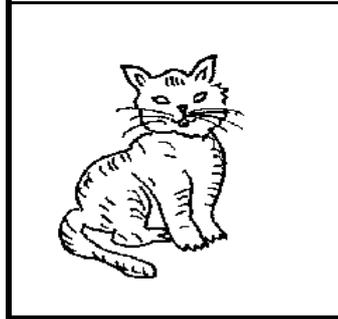
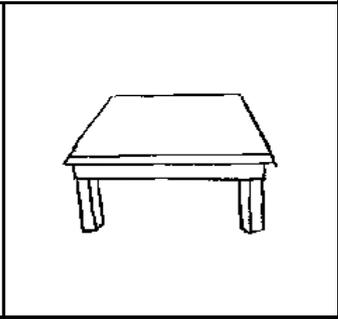
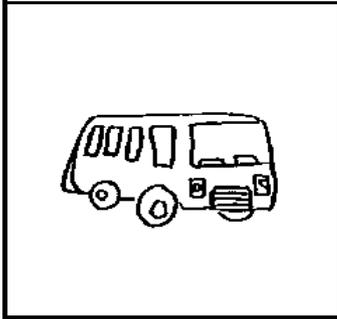
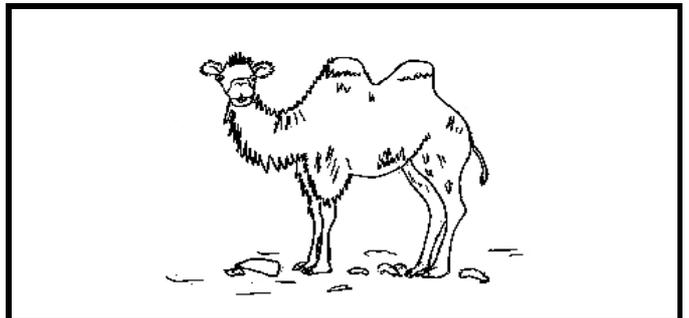
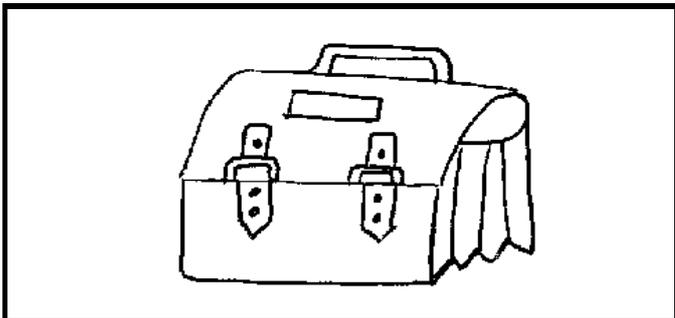
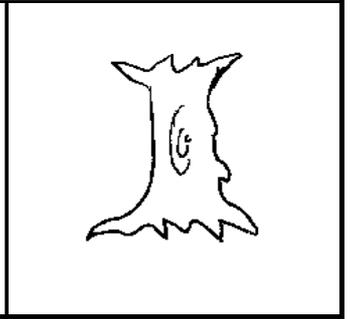
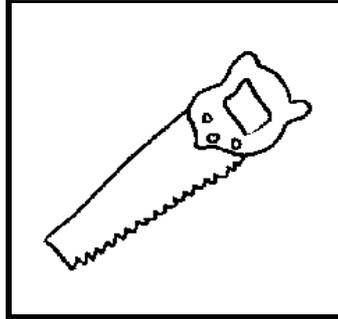
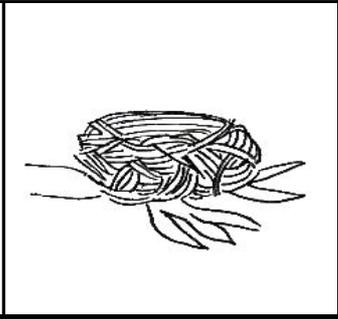
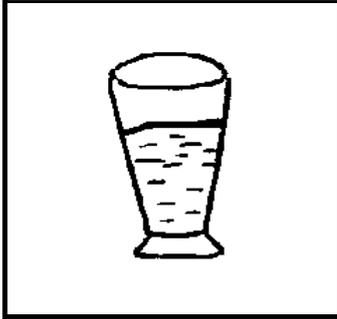
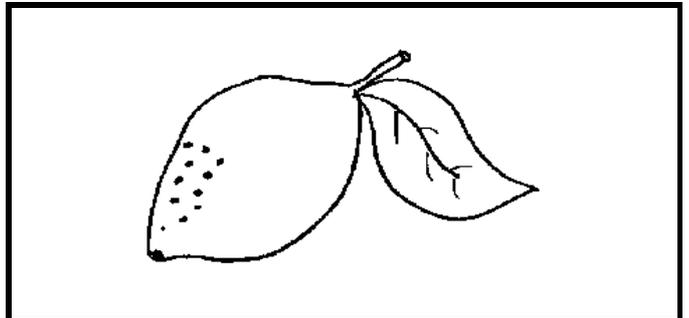
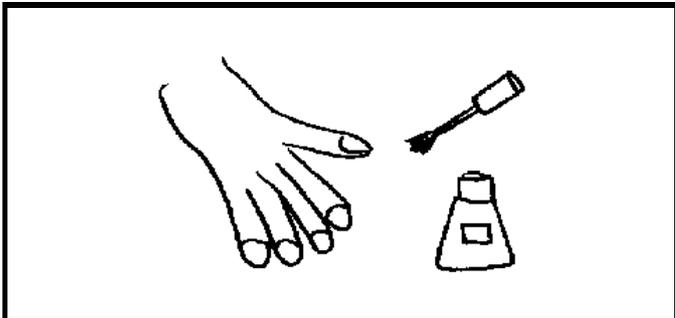
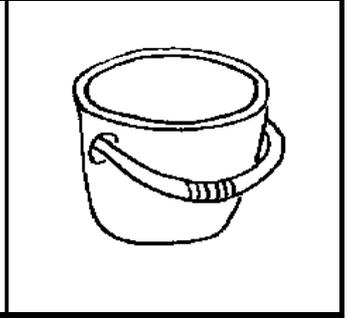
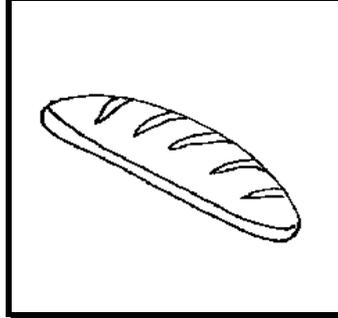
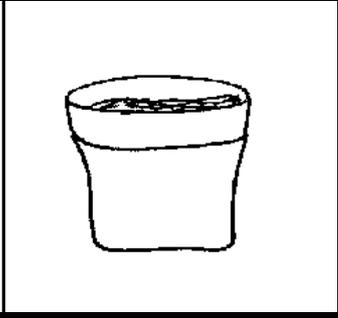
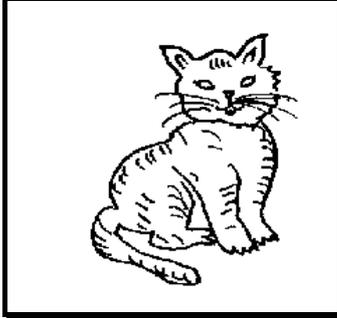
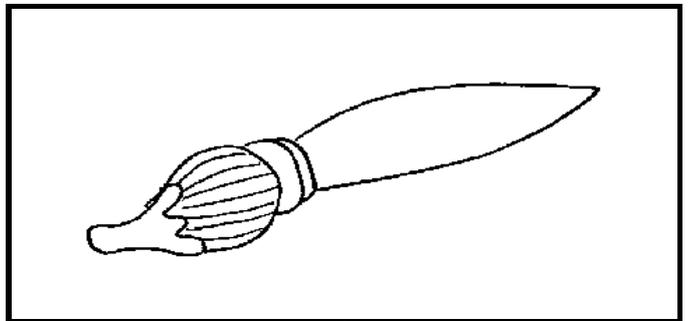
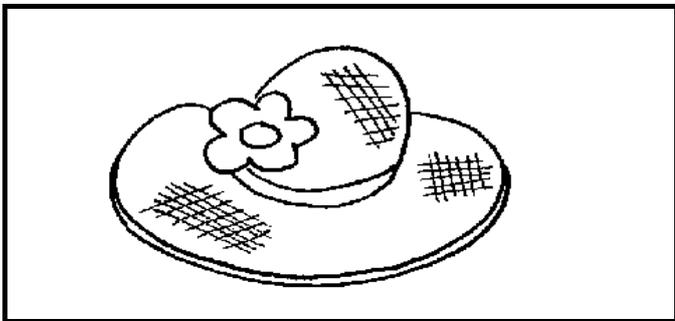
Les élèves pourront vérifier l'exactitude des mots composés avec la planche qui regroupe tous les dessins.

Ce jeu n'est accessible qu'aux enfants qui arriveront à se détacher du sens du mot monosyllabique. Ce sera possible pour certains mais totalement impossible pour d'autres, notamment les enfants à tendance dyslexique. Ex : la scie avec la reine ... image mentale : on coupe la reine, ou la sirène Ce jeu pourra être utilisé plutôt en fin de CP et CEI, le principe pouvant servir sans doute plus efficacement à des créations littéraires ou poétiques.

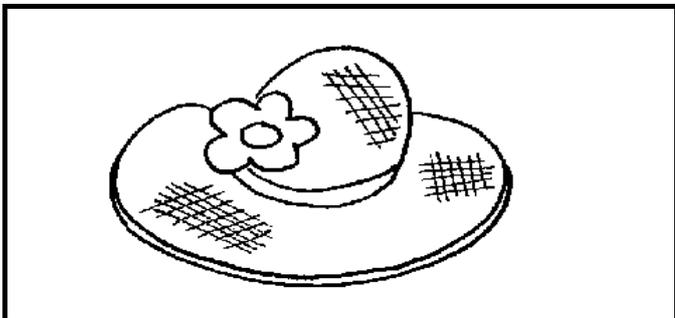
*Merci à Nathalie Menguy et aux stagiaires des animations pédagogiques qui ont permis les améliorations du jeu.*



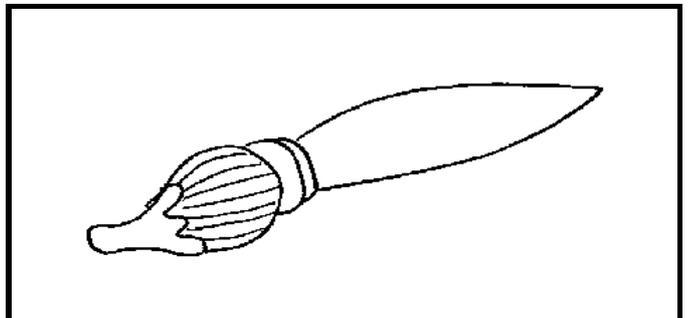




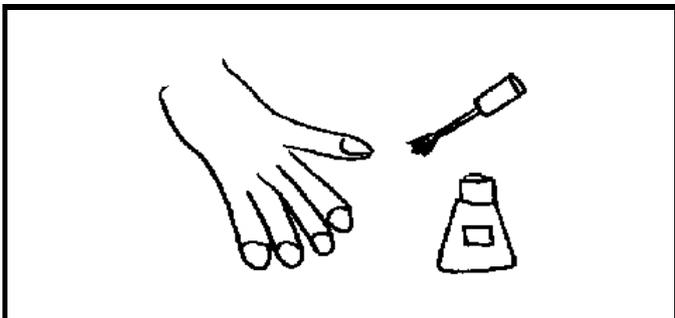
MOT



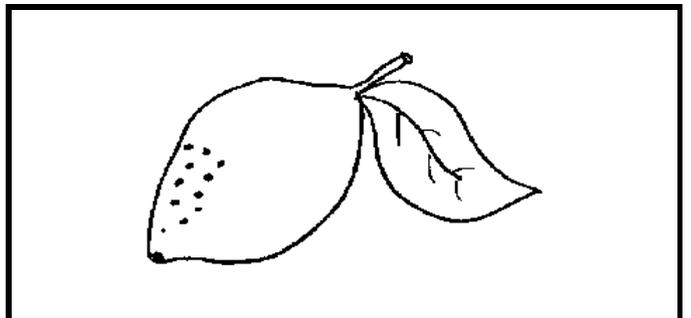
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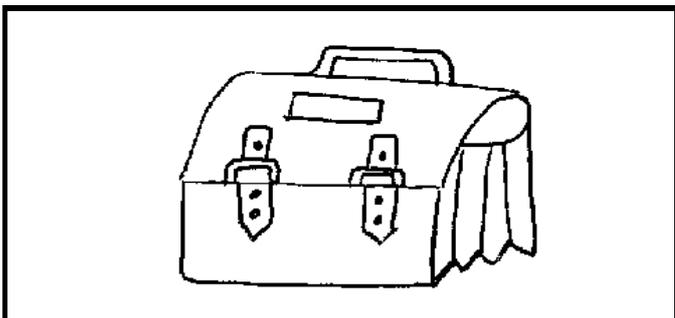
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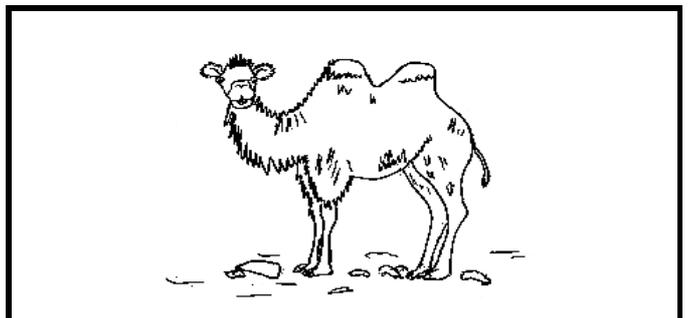
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