

MEMORY CP/CE1/CE2

Règle du jeu CP

Le mémoire (pour 2 à 4 joueurs)

Matériel : 28 cartes (14 paires)

Etaler toutes les cartes faces cachées sur une table.

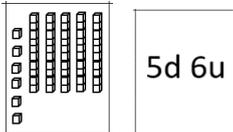
Un joueur retourne deux cartes et les laisse retournées un moment pour que les autres joueurs les voient. Si ces deux cartes indiquent le même nombre, il les prend et peut rejouer. Sinon, il les remet à leur place face cachée et c'est au suivant de jouer. Le jeu se poursuit jusqu'à ce que toutes les paires aient été prises. Le gagnant est celui qui en a obtenu le plus.

Evolution possible

Niveau 1

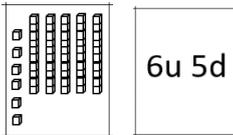
Il n'est pas nécessaire de connaître le nom des nombres.

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (inférieures à 10) et pour l'autre une écriture en dizaines et unités (inférieures à 10).



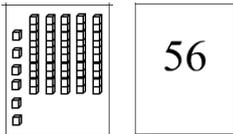
Niveau 2

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (inférieures à 10) et pour l'autre une écriture en unités (inférieures à 10) suivies du nombre de dizaines.

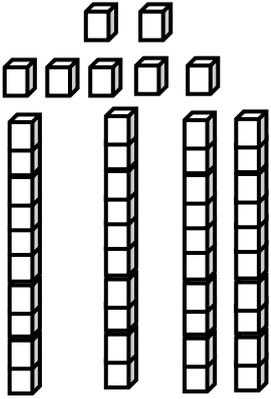
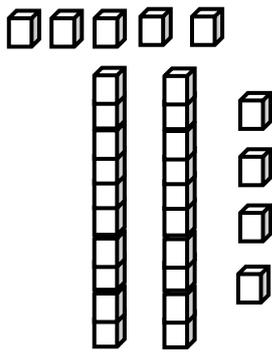
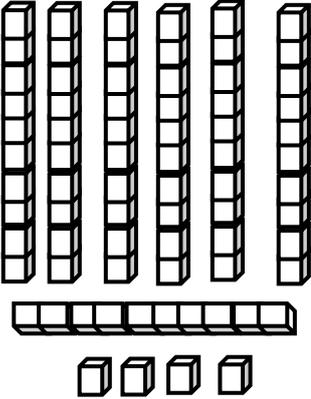
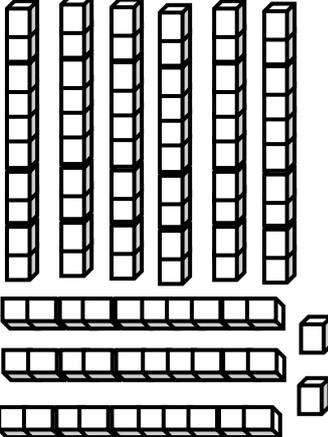
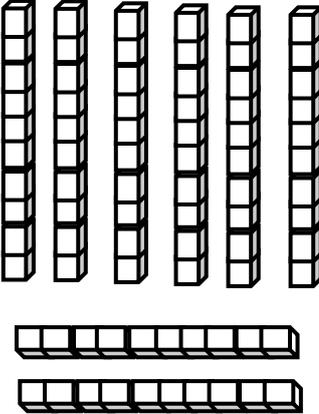
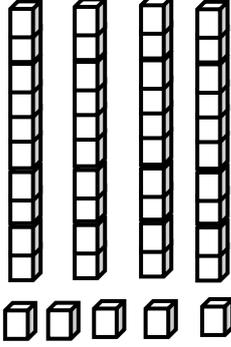
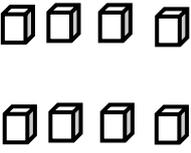
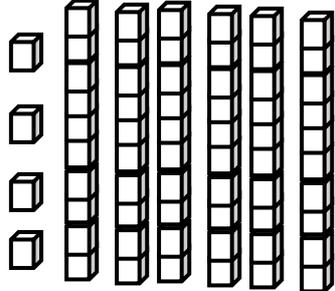


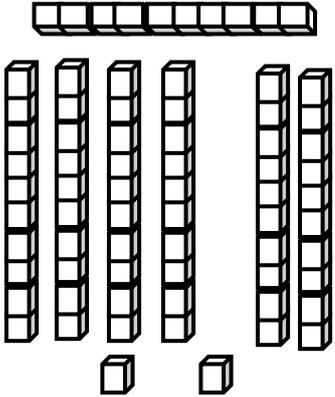
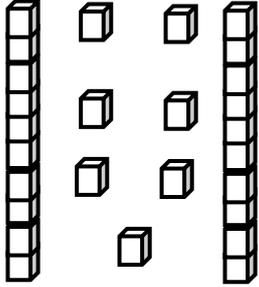
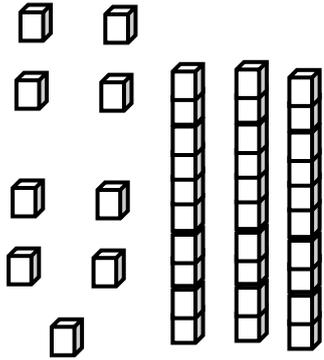
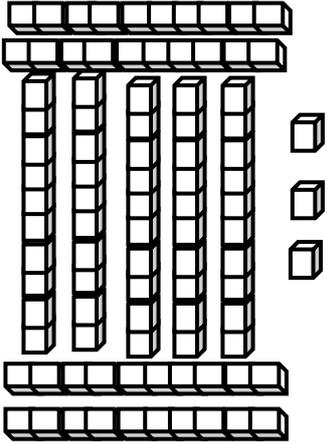
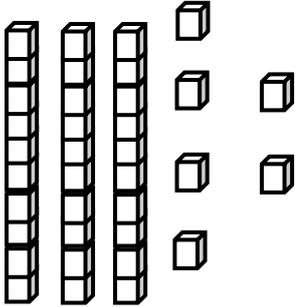
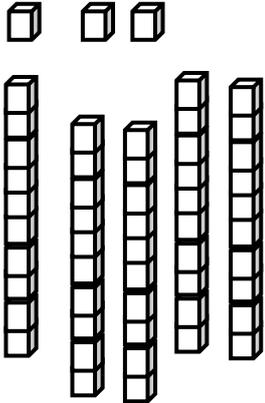
Niveau 3

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (inférieures à 10) et pour l'autre l'écriture chiffrée du nombre.

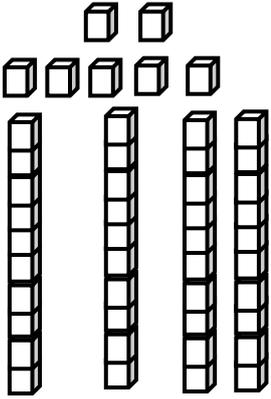
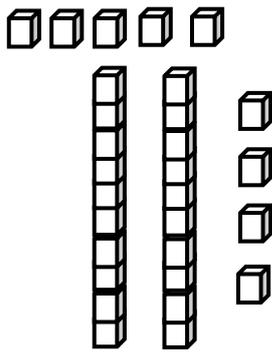
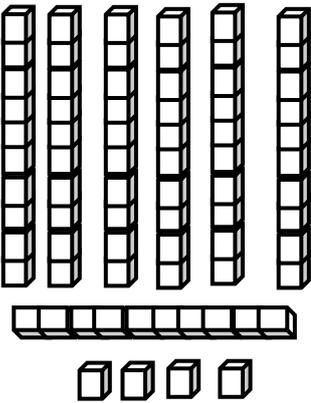
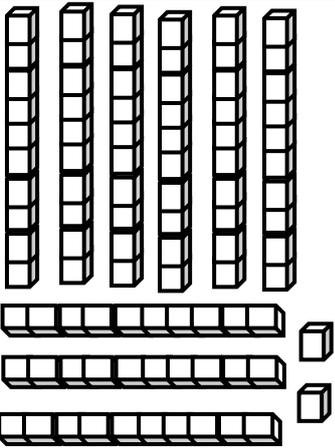
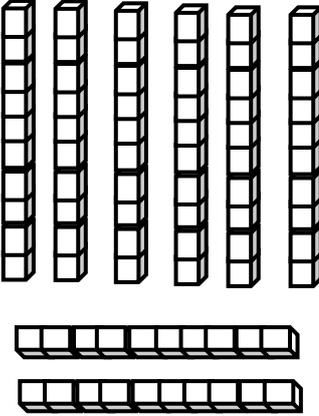
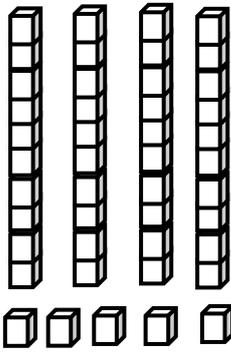
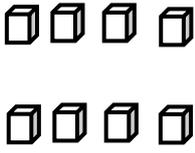
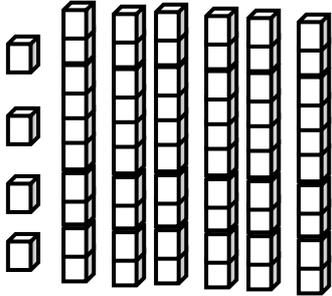


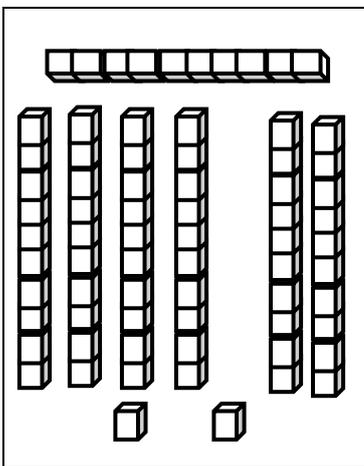
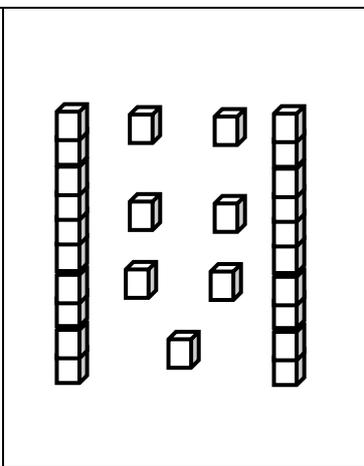
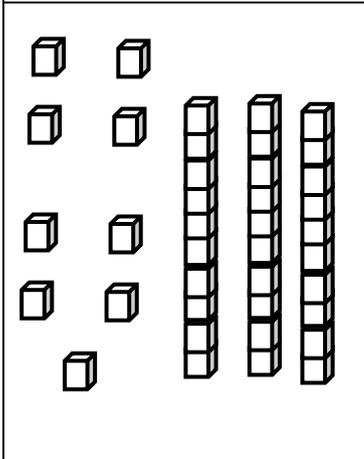
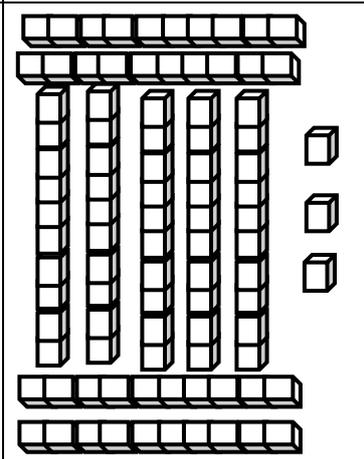
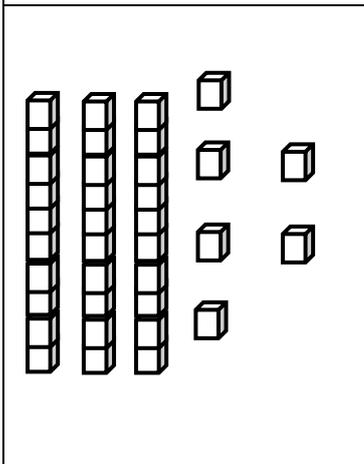
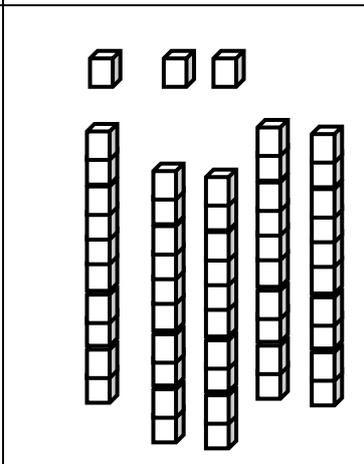
Matériel niveau 1

	<p>4d 7u</p>	<p>2d 9u</p>	
	<p>7d 4u</p>	<p>9d 2u</p>	
	<p>8d</p>		<p>4d 6u</p>
	<p>8u</p>		<p>6d 4u</p>

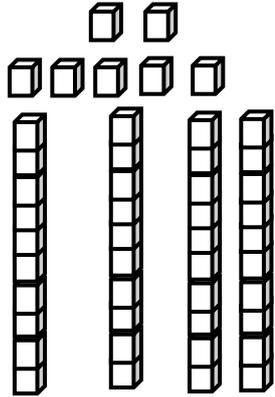
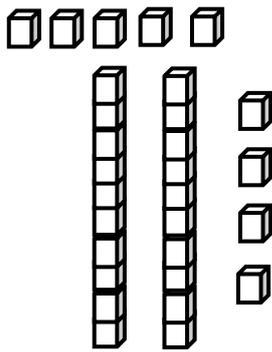
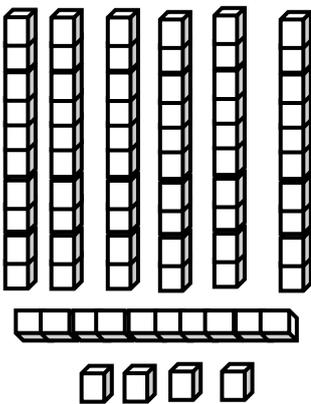
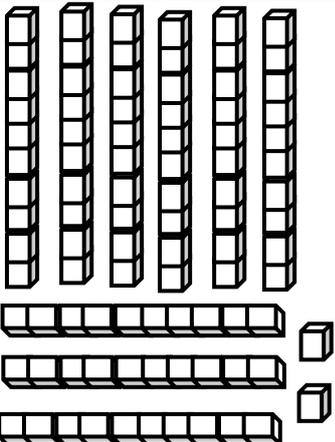
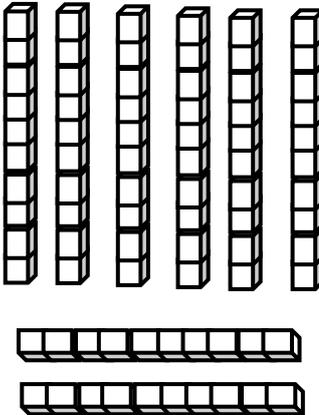
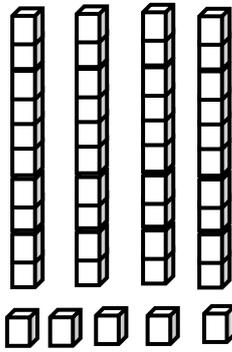
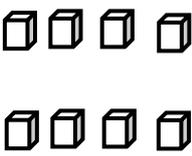
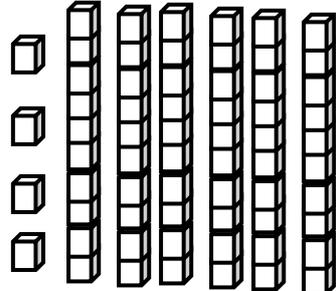
	<p>7d 2u</p>		<p>2d 7u</p>
	<p>3d 9u</p>		<p>9d 3u</p>
	<p>3d 6u</p>		<p>6d 3u</p>

Matériel niveau 2

	<p>7u 4d</p>	<p>9u 2d</p>	
	<p>4u 7d</p>	<p>2u 9d</p>	
	<p>8d</p>		<p>6u 4d</p>
	<p>8u</p>		<p>4u 6d</p>

	<p>2u 7d</p>		<p>7u 2d</p>
	<p>9u 3d</p>		<p>3u 9d</p>
	<p>6u 3d</p>		<p>3u 6d</p>

Matériel niveau 3

	47	29	
	74	92	
	80		46
	8		64

Règle du jeu CE1

Le memory (pour 2 à 4 joueurs)

Matériel : 28 cartes (14 paires)

Etaler toutes les cartes faces cachées sur une table.

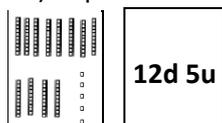
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Evolution possible

Niveau 1

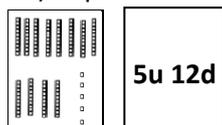
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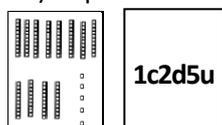
Niveau 2

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (supérieures à 10) et pour l'autre une écriture en unités (supérieures à 10) suivies du nombre de dizaines (supérieur à 10)



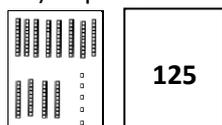
Niveau 3

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (inférieures à 10) et pour l'autre une écriture en centaines, dizaines et unités (inférieures à 10).



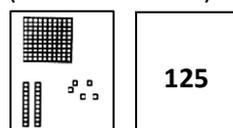
Niveau 4

Les paires à constituer comprennent pour l'une une représentation en paquets de dix et unités isolées (inférieures à 10) et pour l'autre l'écriture chiffrée du nombre.

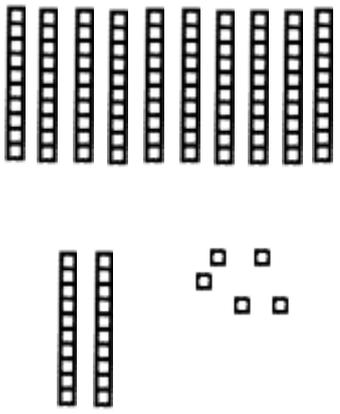
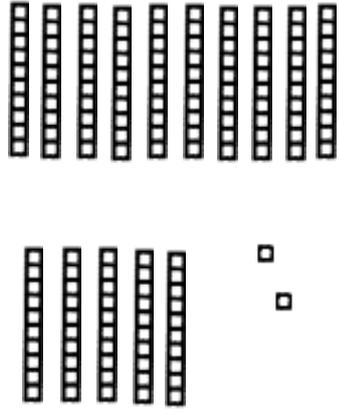
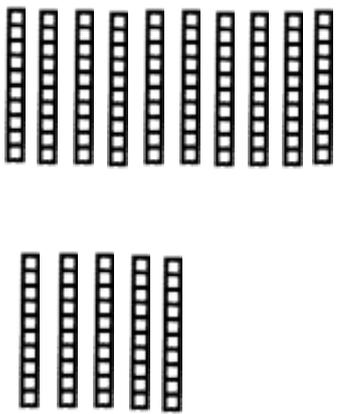
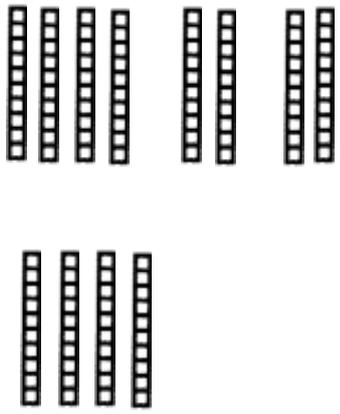
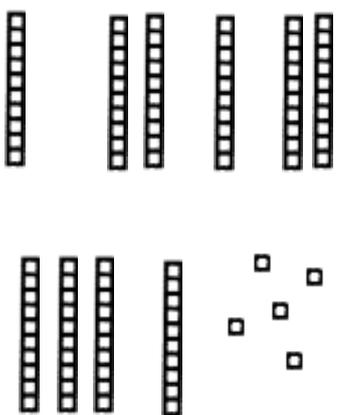
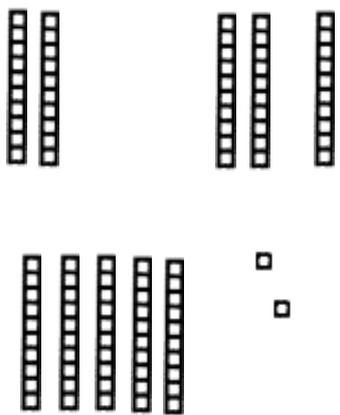
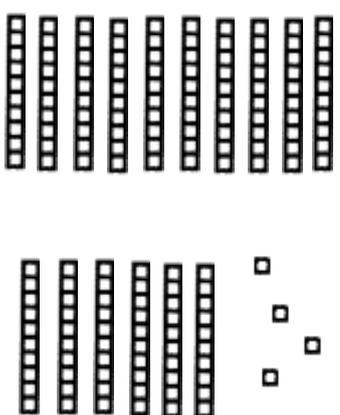
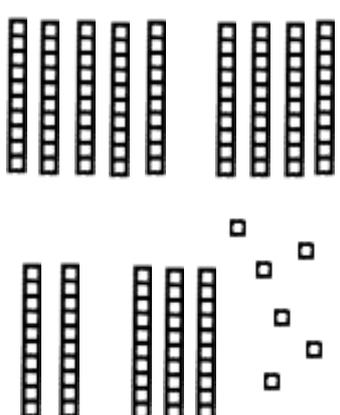


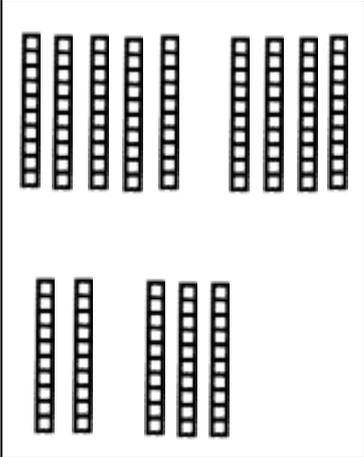
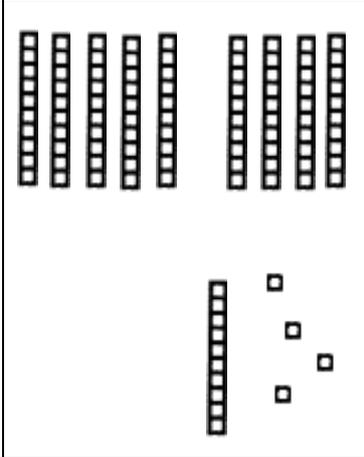
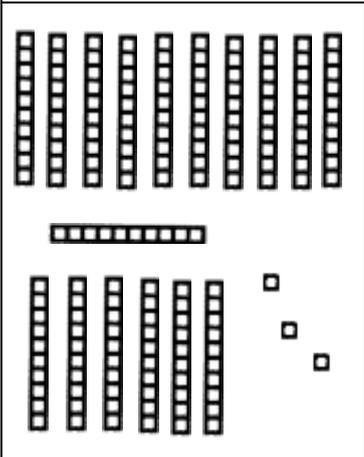
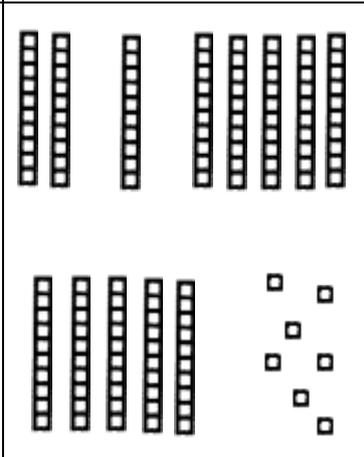
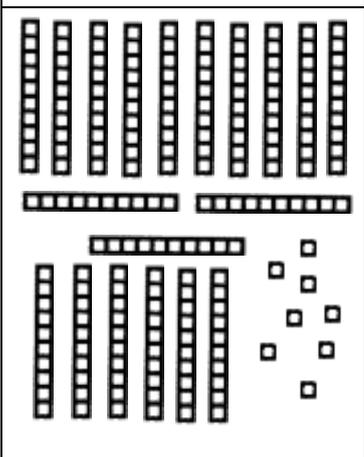
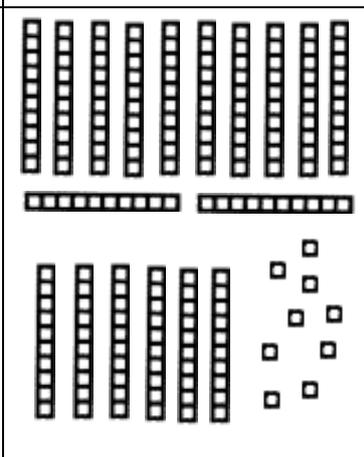
Niveau 5

Les paires à constituer comprennent pour l'une une représentation en paquets de cent, dix et unités isolées (inférieures à 10) et pour l'autre l'écriture chiffrée du nombre



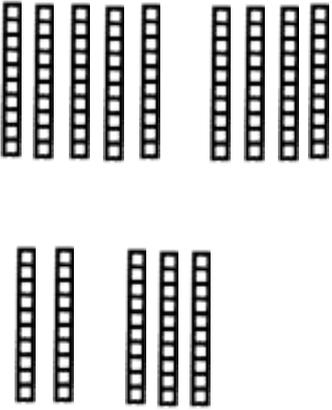
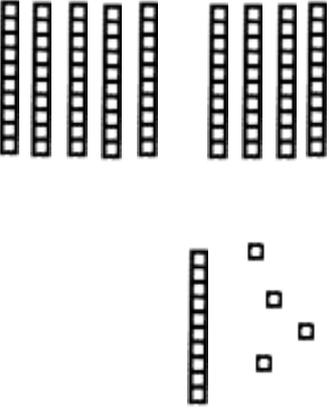
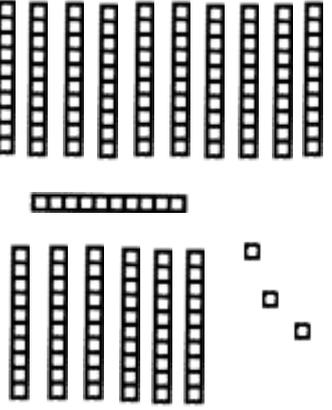
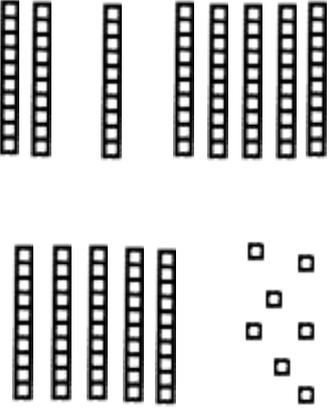
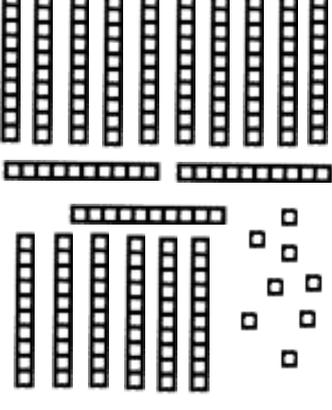
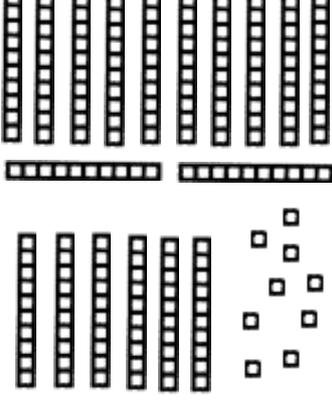
Matériel niveau 1

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	15d	12d	
	10d 5u		10d 2u
	16d 4u		14d 6u

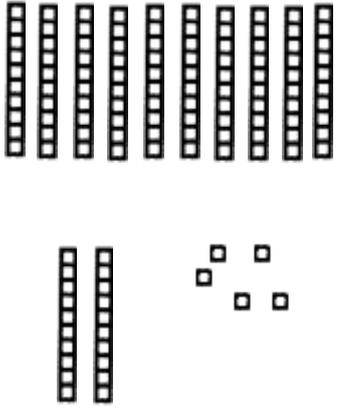
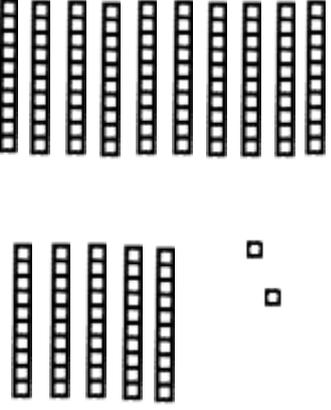
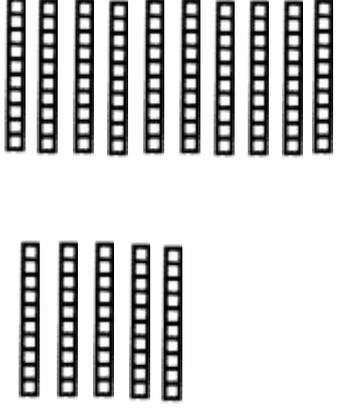
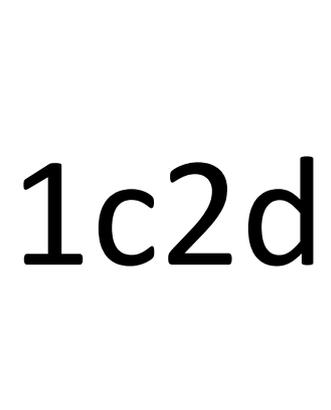
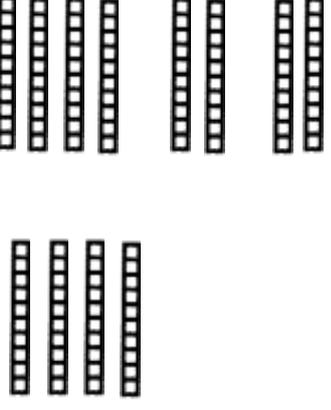
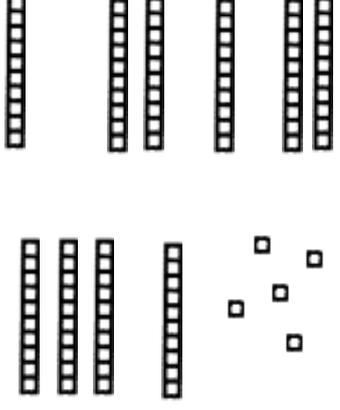
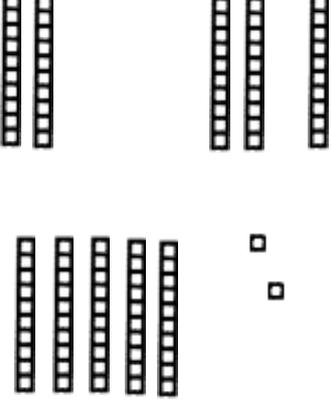
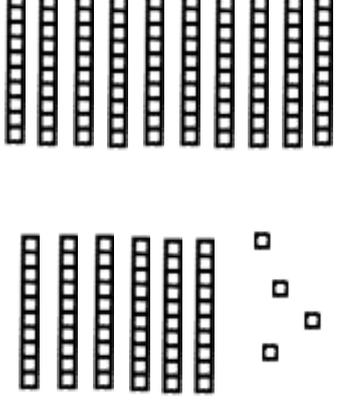
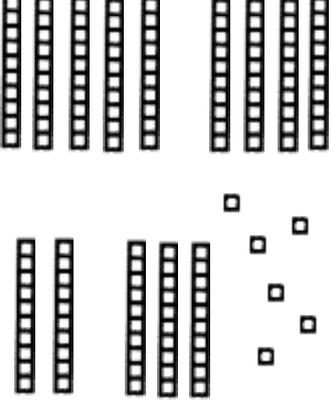
 <p>14 dimes and 4 pennies</p>	<p>14d 4u</p>	 <p>10 dimes and 4 pennies</p>	<p>10d 4u</p>
 <p>17 dimes and 3 pennies</p>	<p>17d 3u</p>	 <p>13 dimes and 7 pennies</p>	<p>13d 7u</p>
 <p>19 dimes and 8 pennies</p>	<p>19d 8u</p>	 <p>18 dimes and 9 pennies</p>	<p>18d 9u</p>

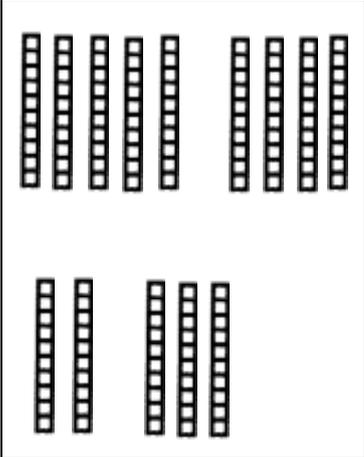
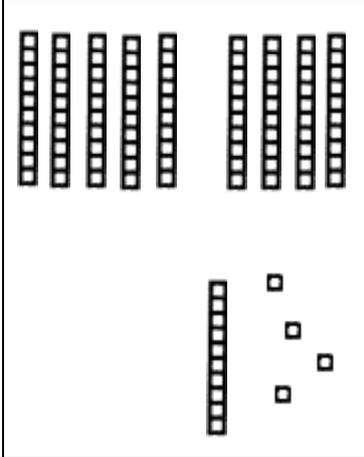
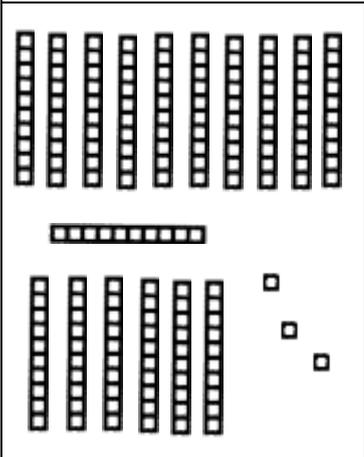
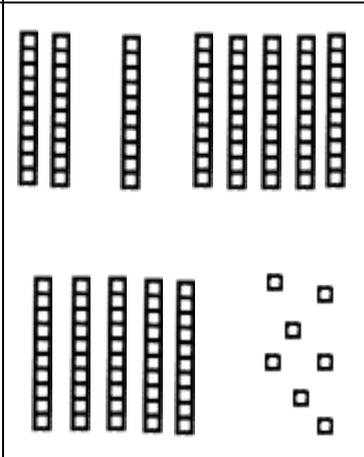
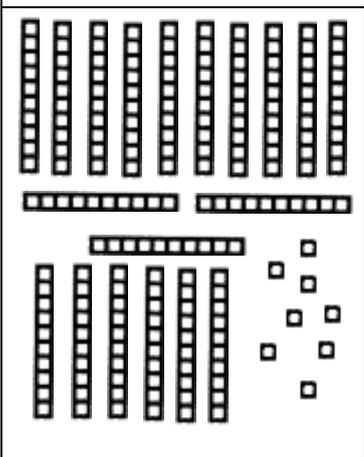
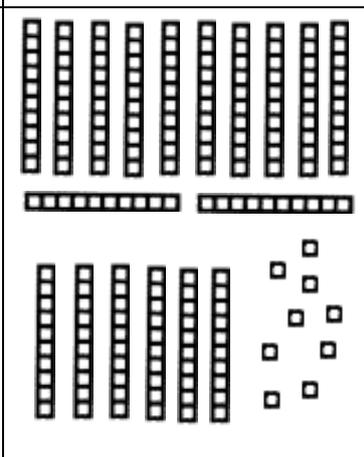
Matériel niveau 2

	<p>5u 12d</p>	<p>2u 15d</p>	
	<p>15d 12d</p>	<p>15d 12d</p>	
	<p>5u 10d</p>		<p>2u 10d</p>
	<p>4u 16d</p>		<p>6u 14d</p>

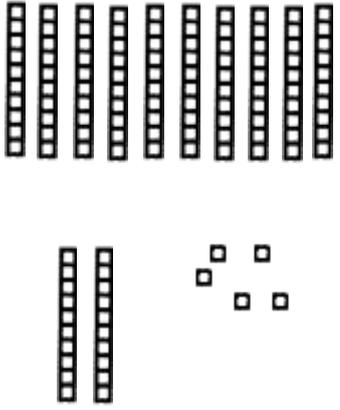
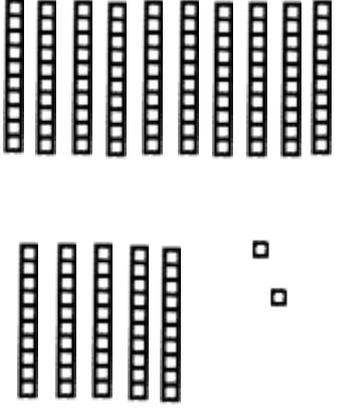
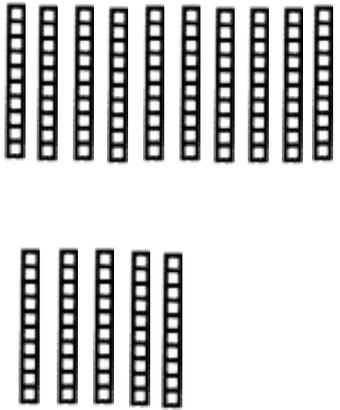
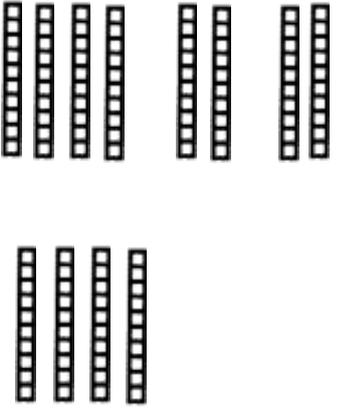
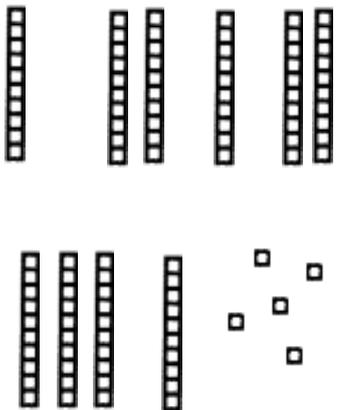
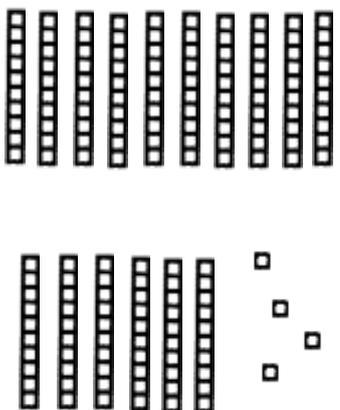
	<p>14d</p>		<p>4u 10d</p>
	<p>3u 17d</p>		<p>7u 13d</p>
	<p>8u 19d</p>		<p>9u 18d</p>

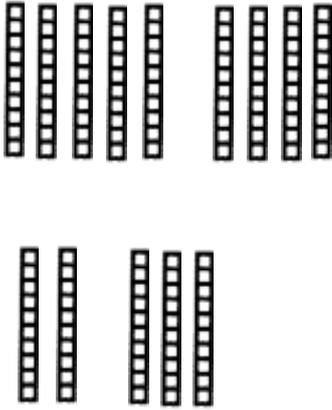
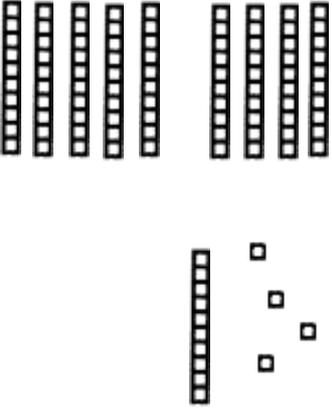
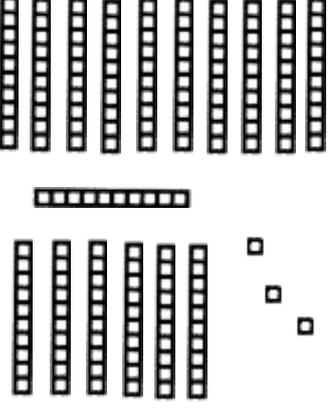
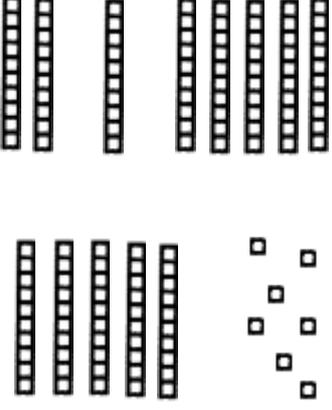
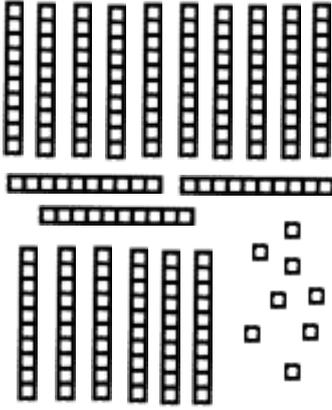
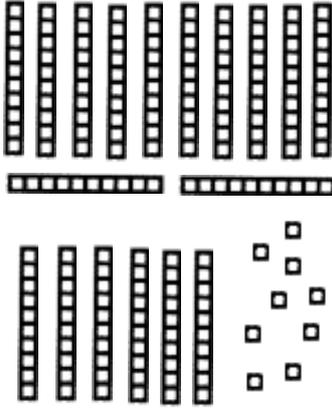
Matériel niveau 3

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	<p>1c5d 1c2d</p>		
	<p>1c 5u</p>		<p>1c 2u</p>
	<p>1c6d 4u</p>		<p>1c4d 6u</p>

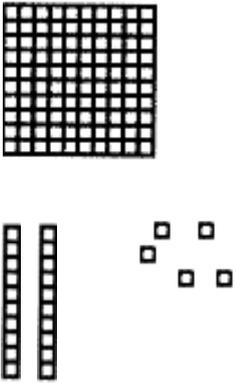
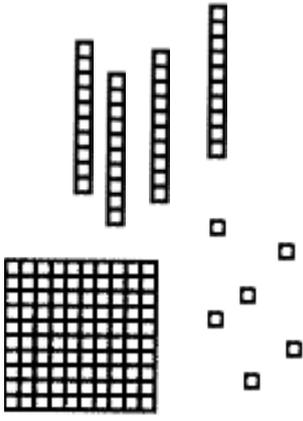
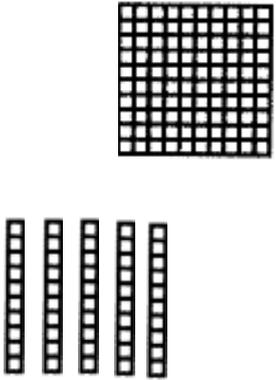
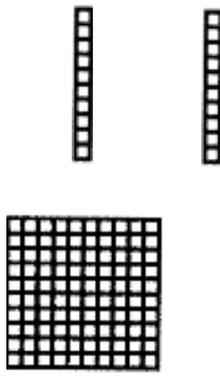
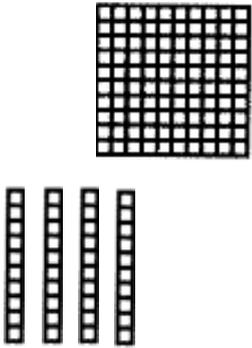
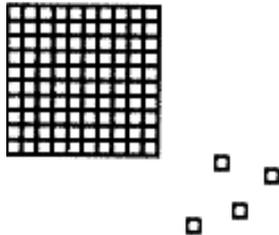
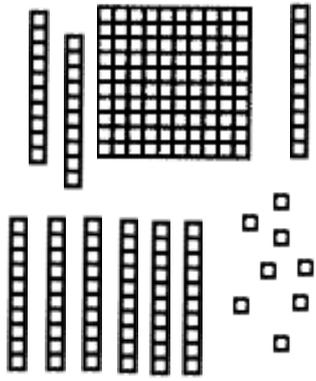
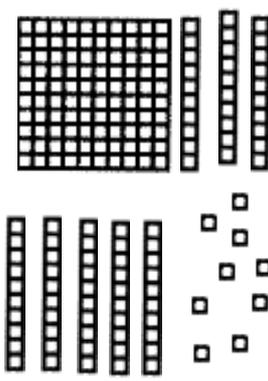
	<p>1c4d</p>		<p>1c 4u</p>
	<p>1c7d 3u</p>		<p>1c3d 7u</p>
	<p>1c9d 8u</p>		<p>1c8d 9u</p>

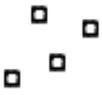
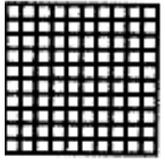
Matériel niveau 4

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	150	120	
	105	102	
	164	146	

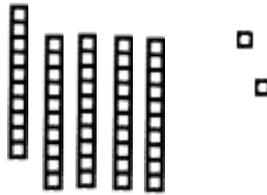
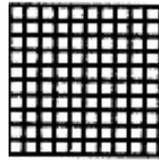
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	<p>173</p>		<p>137</p>
	<p>198</p>		<p>189</p>

Matériel niveau 5

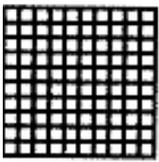
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	150		120
	140		105
	198		189



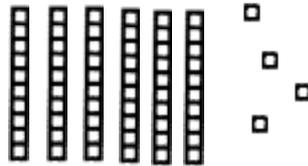
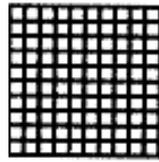
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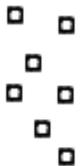
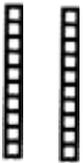
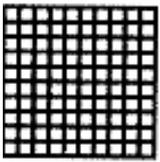
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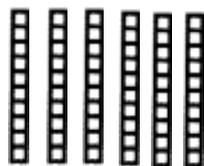
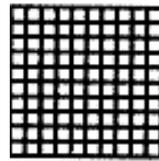
102



164



137



173

Règle du jeu CE2

Le memory (pour 2 à 4 joueurs)

Matériel : 28 cartes (14 paires)

Étaler toutes les cartes faces cachées sur une table.

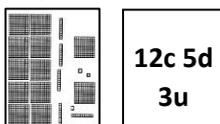
Un joueur retourne deux cartes et les laisse retournées un moment pour que les autres joueurs les voient. Si ces deux cartes indiquent le même nombre, il les prend et peut rejouer. Sinon, il les remet à leur place face cachée et c'est au suivant de jouer. Le jeu se poursuit jusqu'à ce que toutes les paires aient été prises. Le gagnant est celui qui en a obtenu le plus.

Evolution possible

Niveau 1

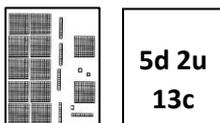
Il n'est pas nécessaire de connaître le nom des nombres.

Les paires à constituer comprennent pour l'une une représentation en paquets de cent, dix et unités isolées (supérieures à 10) et pour l'autre une écriture en centaines, dizaines et unités (supérieures à 10).



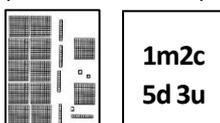
Niveau 2

Les paires à constituer comprennent pour l'une une représentation en paquets de cent, dix et unités isolées (supérieures à 10) et pour l'autre une écriture en dizaines et unités suivies du nombre de centaines (supérieur à 10)



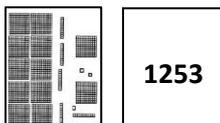
Niveau 3

Les paires à constituer comprennent pour l'une une représentation en paquets de cent, dix et unités isolées (inférieures à 10) et pour l'autre une écriture en milliers, centaines, dizaines et unités (inférieures à 10).



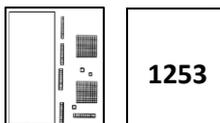
Niveau 4

Les paires à constituer comprennent pour l'une une représentation en paquets de cent, dix et unités isolées (inférieures à 10) et pour l'autre l'écriture chiffrée du nombre.



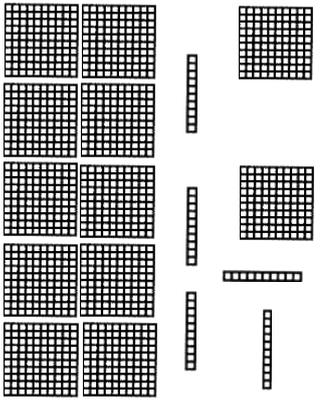
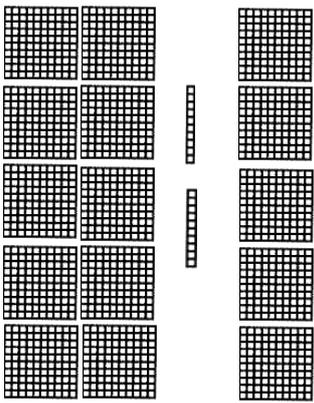
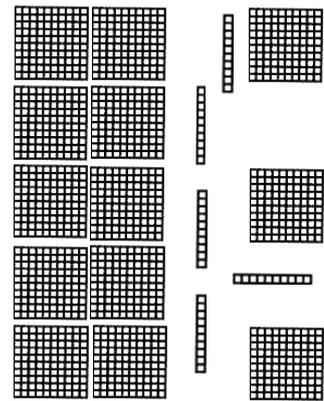
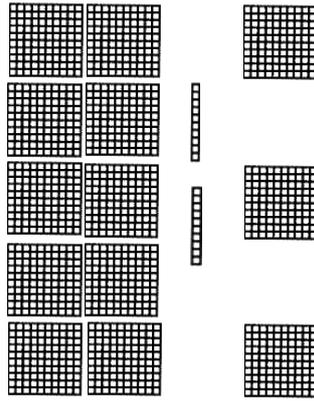
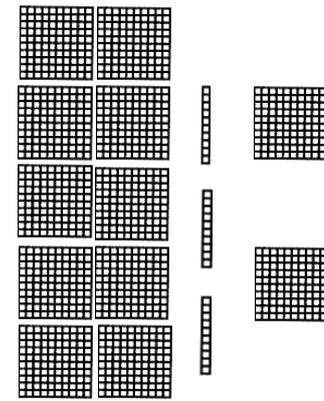
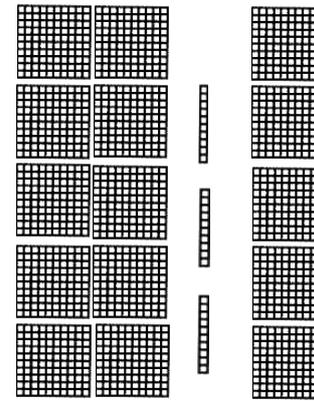
Niveau 5

Les paires à constituer comprennent pour l'une une représentation en paquets de mille, cent, dix et unités isolées (inférieures à 10) et pour l'autre l'écriture chiffrée du nombre.

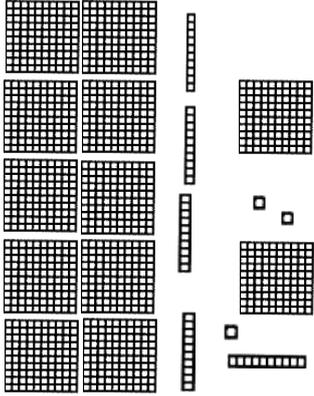
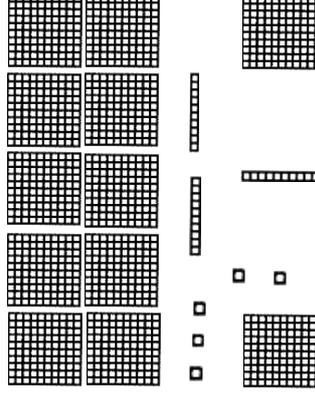
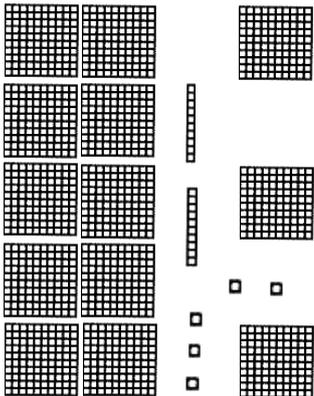
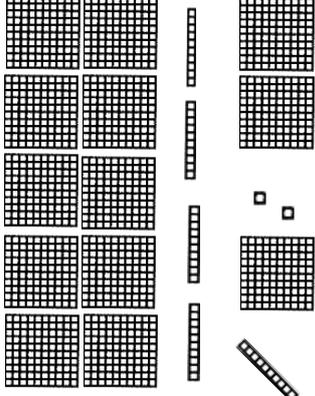
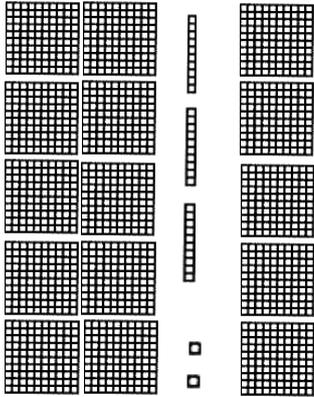
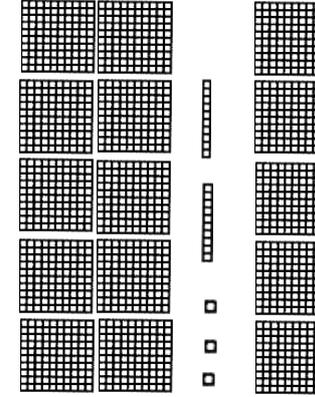
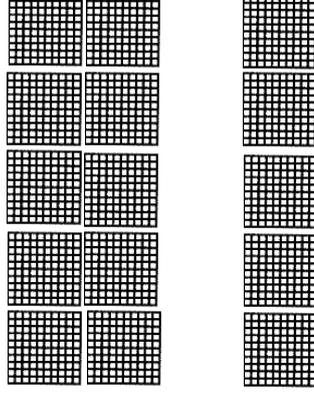
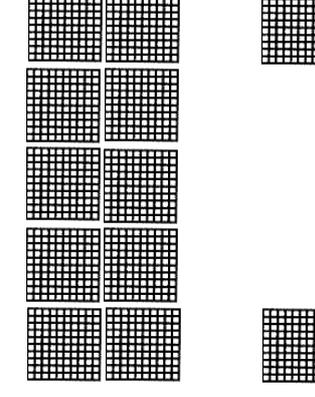


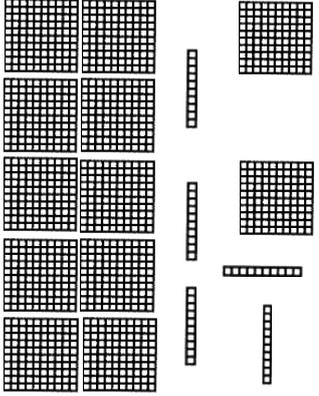
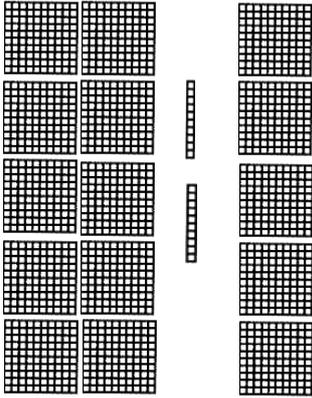
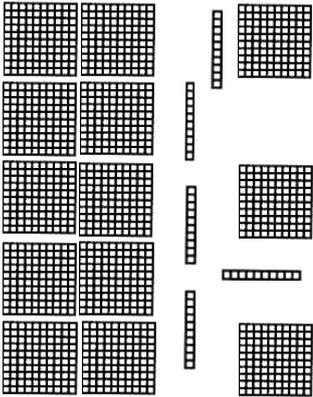
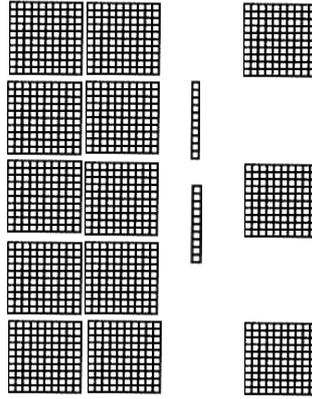
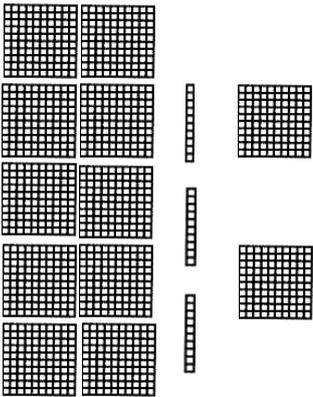
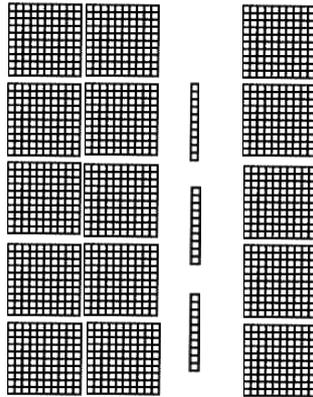
Matériel niveau 1

	<p>12c 5d3u</p>		<p>12c 3c5u</p>
	<p>13c 2d5u</p>		<p>13c 5d2u</p>
	<p>15c 3d2u</p>		<p>15c 2d3u</p>
	<p>15c</p>		<p>12c</p>

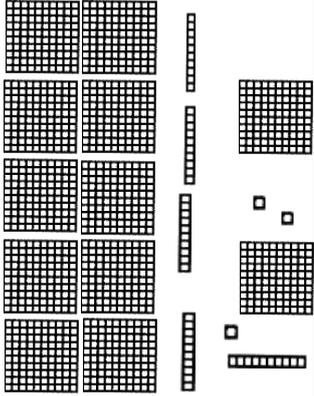
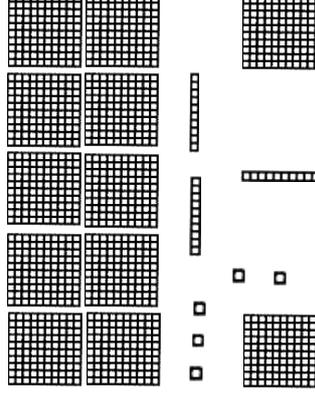
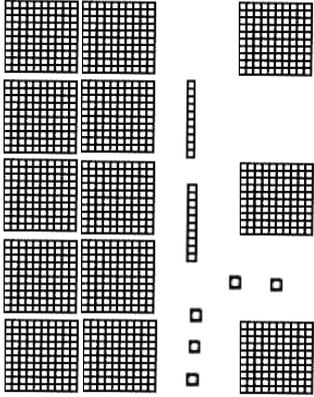
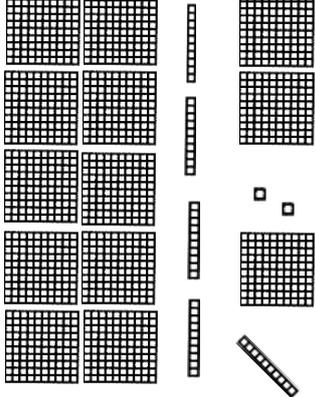
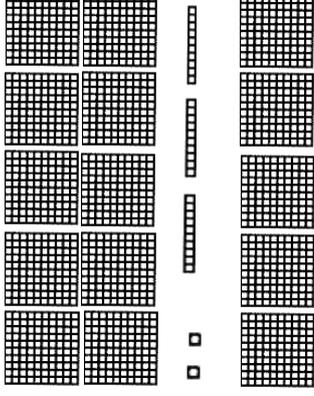
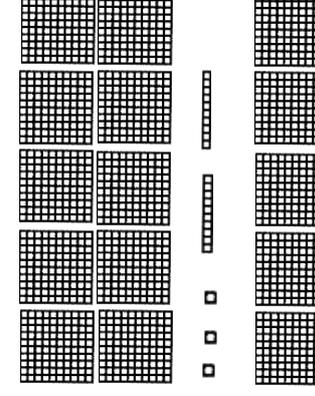
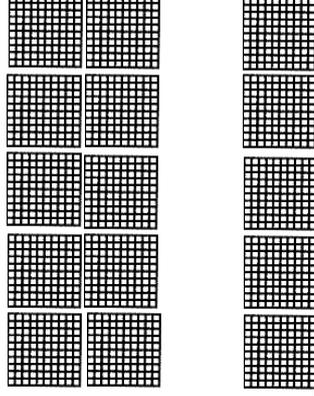
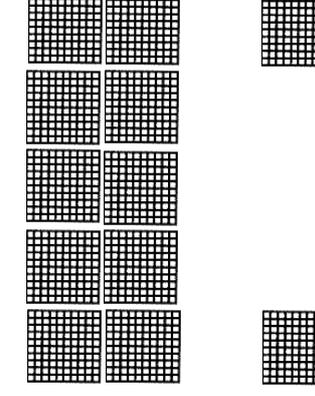
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	<p>13c</p> <p>5d</p>		<p>13c</p> <p>2d</p>
	<p>12c</p> <p>3d</p>		<p>15c</p> <p>3d</p>

Matériel niveau 2

	<p>5d3u 12c</p>		<p>3c5u 12c</p>
	<p>2d5u 13c</p>		<p>5d2u 13c</p>
	<p>3d2u 15c</p>		<p>2d3u 15c</p>
	<p>15c</p>		<p>12c</p>

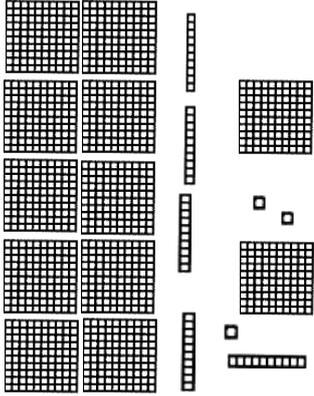
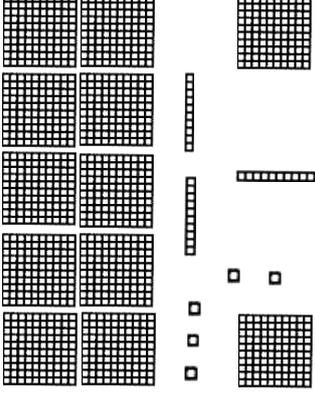
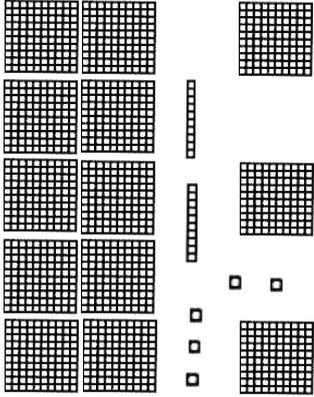
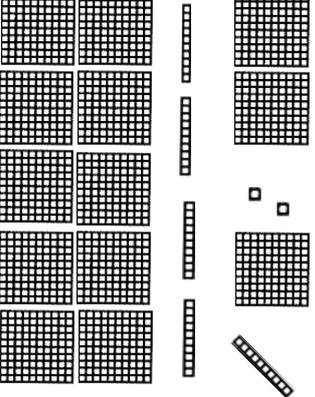
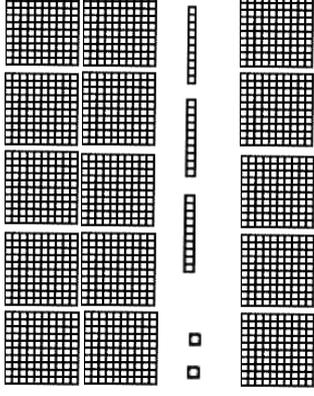
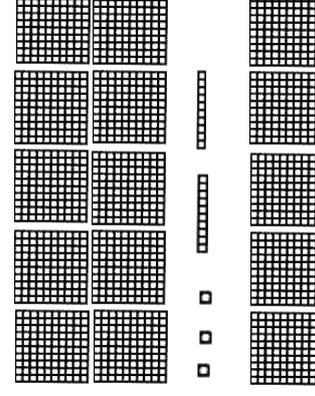
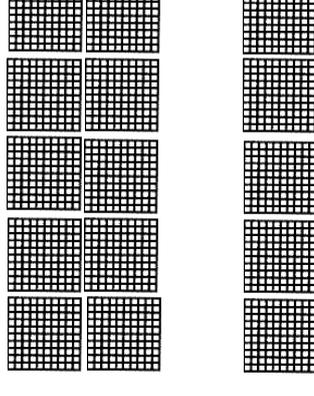
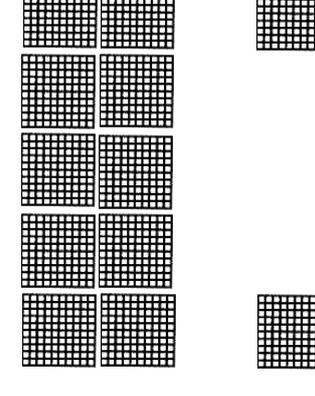
	<p>5d 12c</p>		<p>2d 15c</p>
	<p>5d 13c</p>		<p>2d 13c</p>
	<p>3d 12c</p>		<p>3d 15c</p>

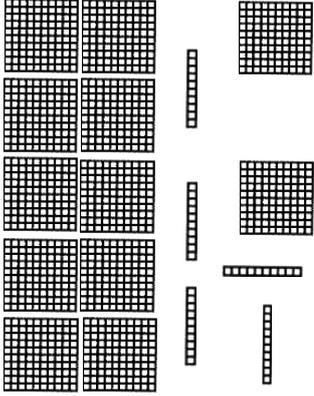
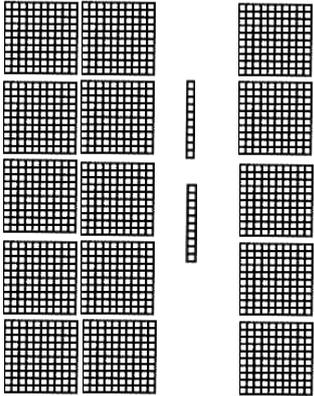
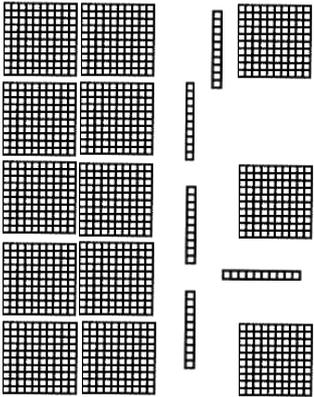
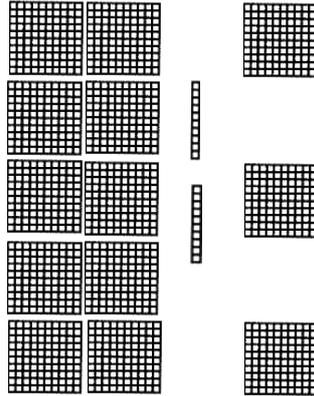
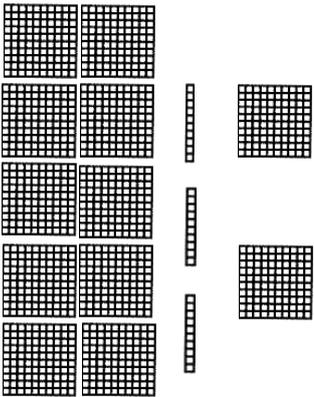
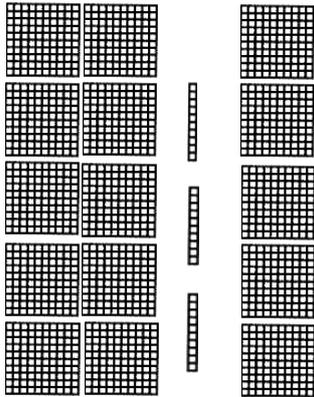
Matériel niveau 3

	<p>1m2c 5d3u</p>		<p>1m2c 3d5u</p>
	<p>1m3c 2d5u</p>		<p>1m3c 5d2u</p>
	<p>1m5c 3d2u</p>		<p>1m5c 2d3u</p>
	<p>1m5c</p>		<p>1m2c</p>

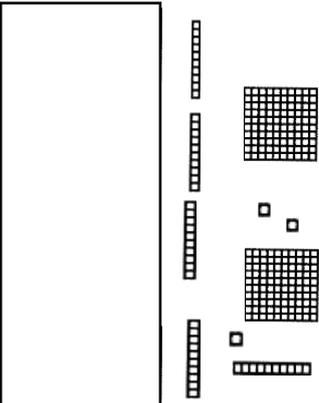
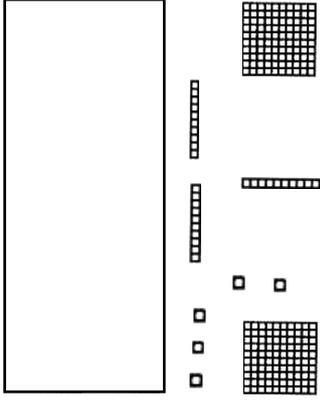
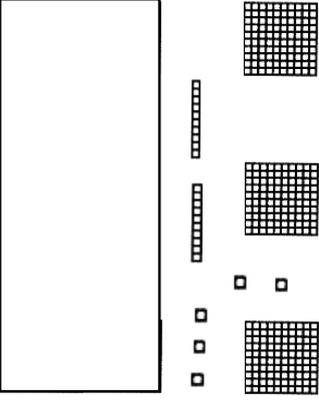
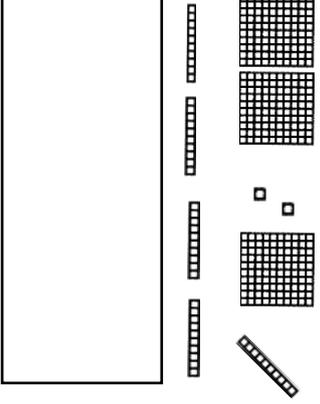
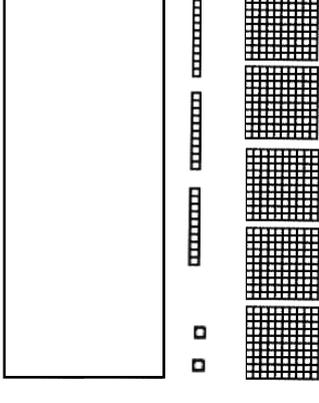
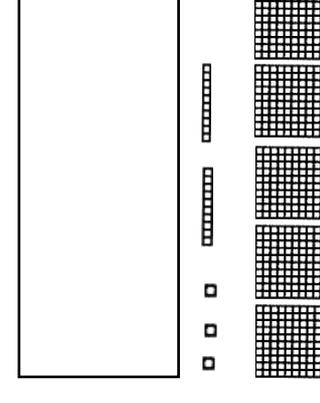
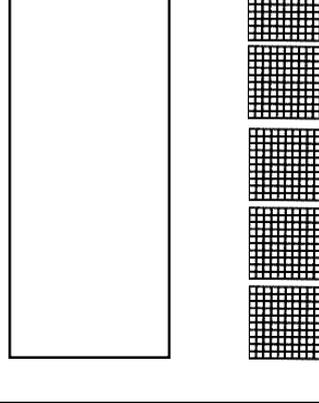
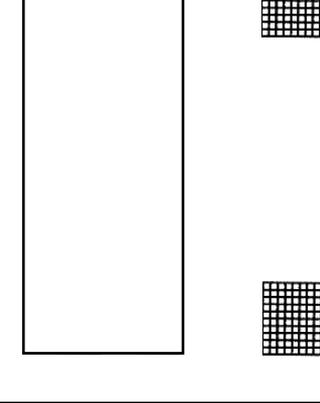
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	<p>1m3c 5d</p>		<p>1m3c 2d</p>
	<p>1m2c 3d</p>		<p>1m5c 3d</p>

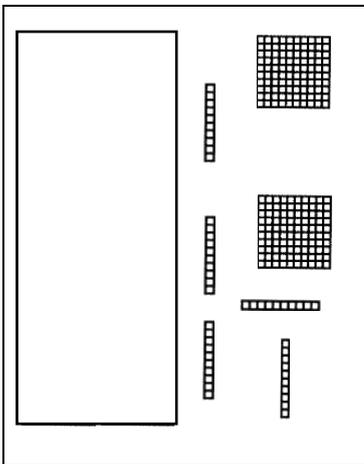
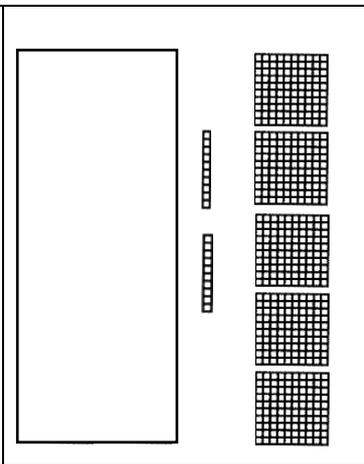
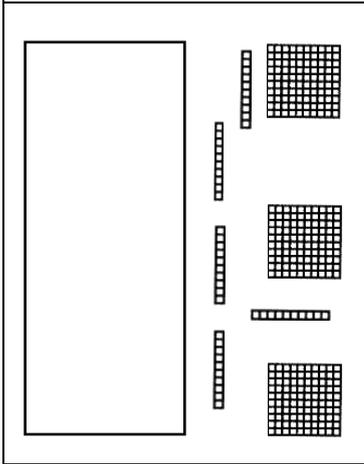
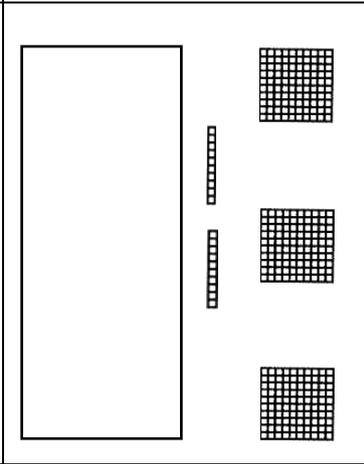
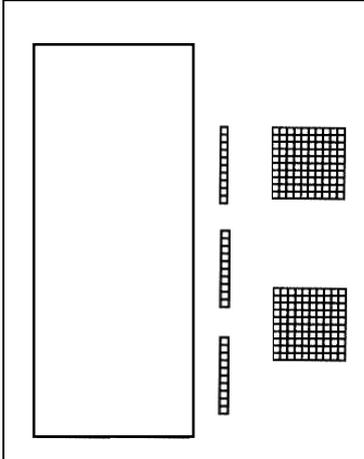
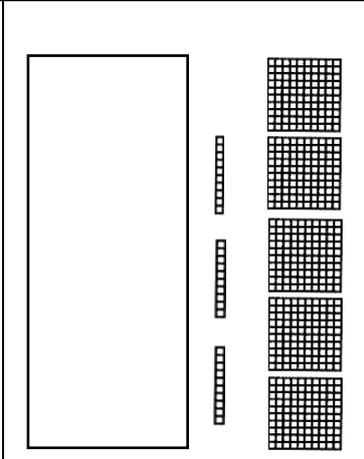
Matériel niveau 4

	1253		1235
	1325		1352
	1532		1523
	1500		1200

	<p>1250</p>		<p>1520</p>
	<p>1350</p>		<p>1320</p>
	<p>1230</p>		<p>1530</p>

Matériel niveau 5

	1253		1235
	1325		1352
	1532		1523
	1500		1200

	<p>1250</p>		<p>1520</p>
	<p>1350</p>		<p>1320</p>
	<p>1230</p>		<p>1530</p>