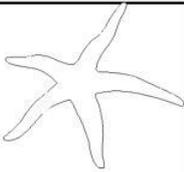
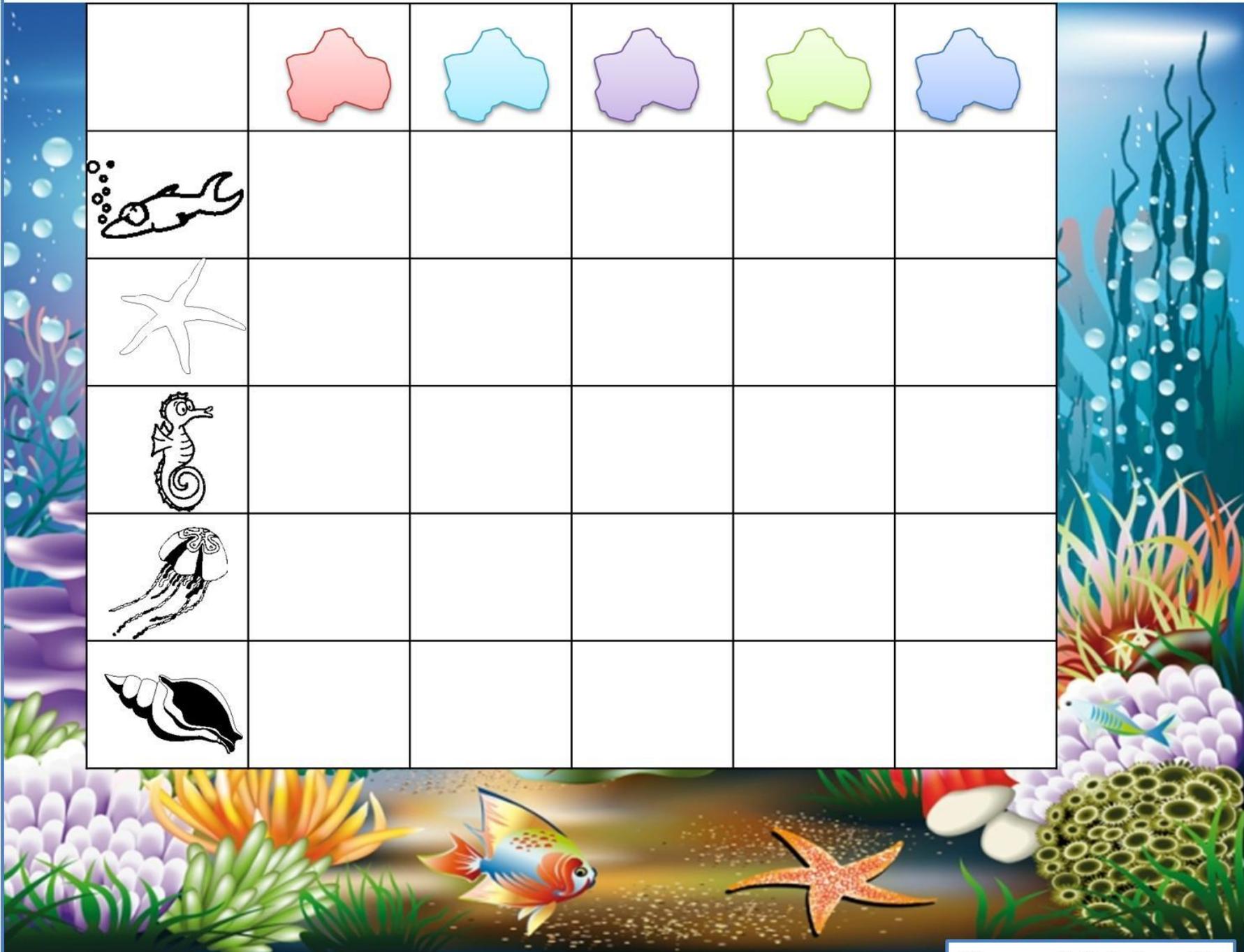


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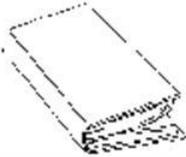
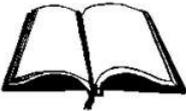
					
					
					
					
					
					

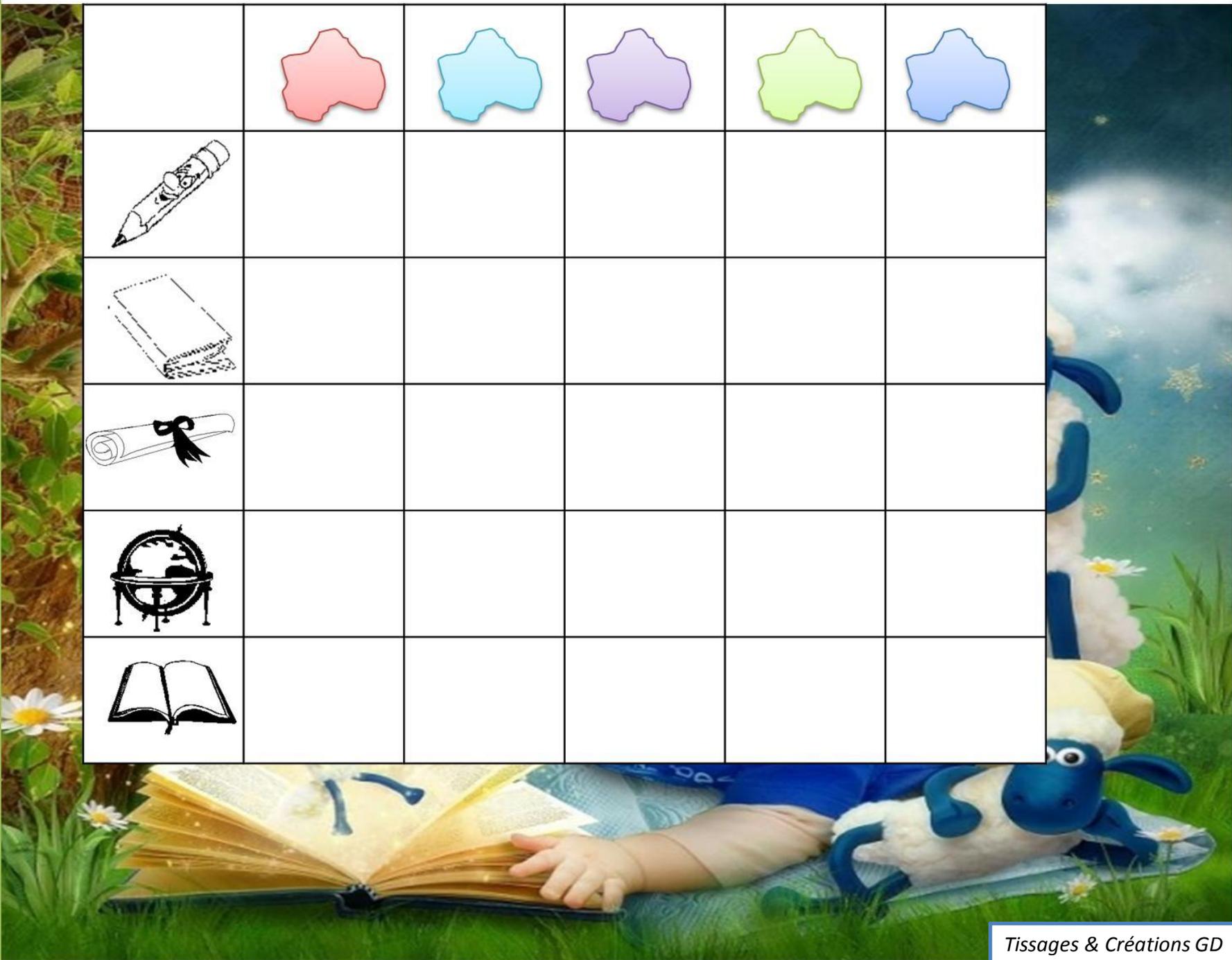


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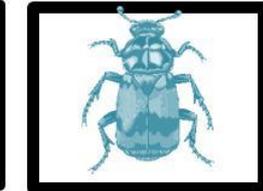
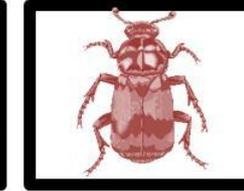
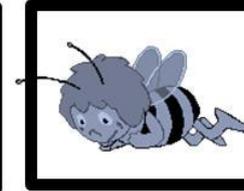
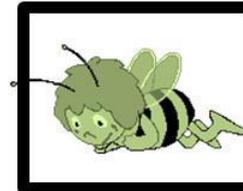
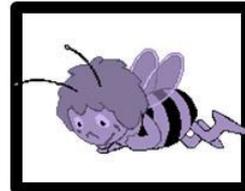
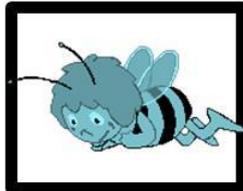
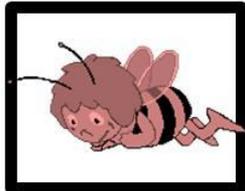
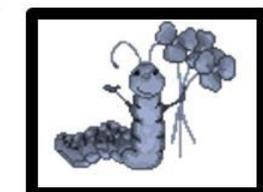
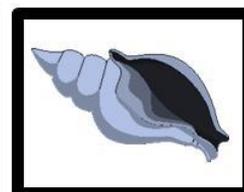
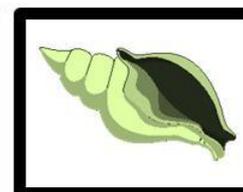
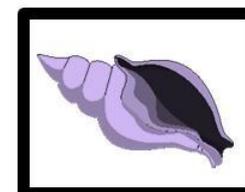
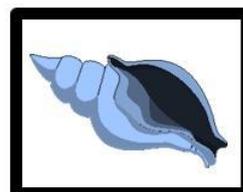
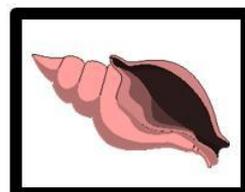
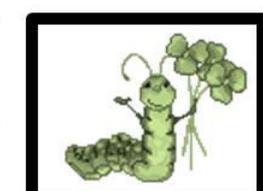
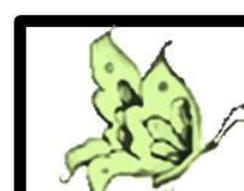
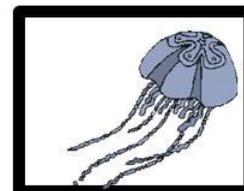
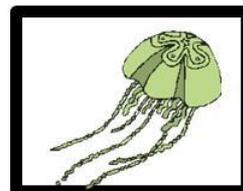
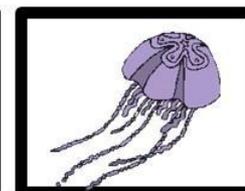
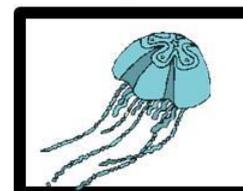
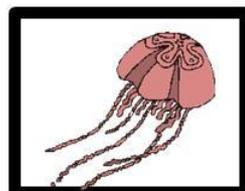
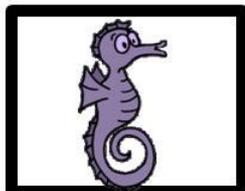
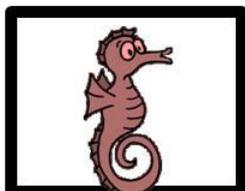
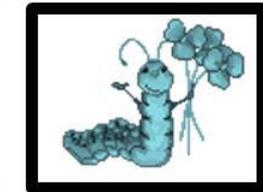
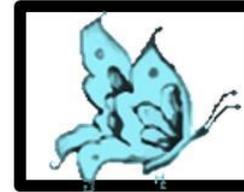
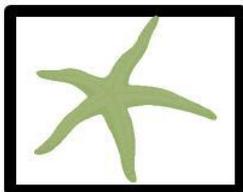
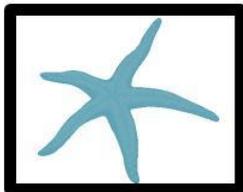
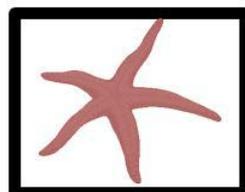
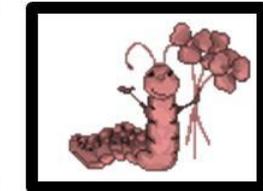
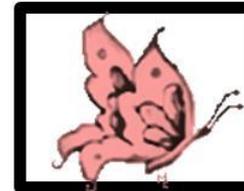
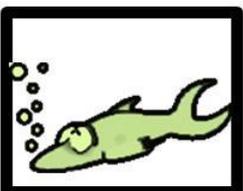
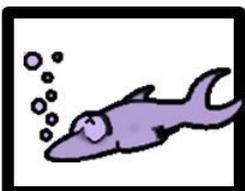
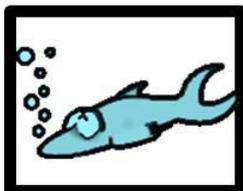
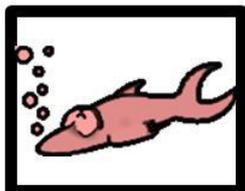
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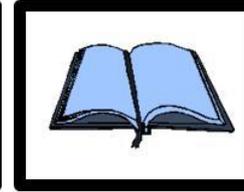
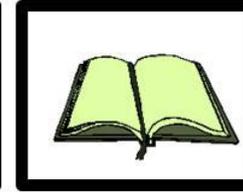
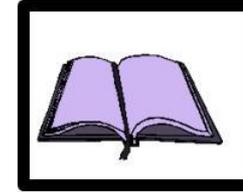
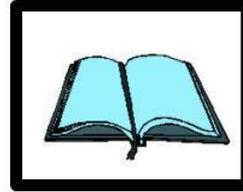
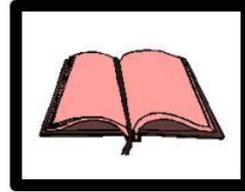
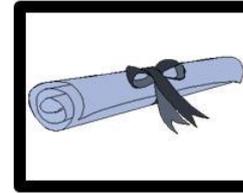
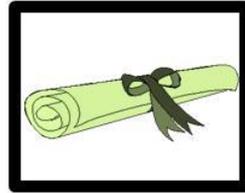
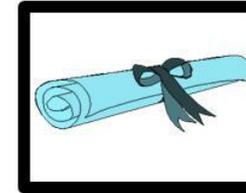
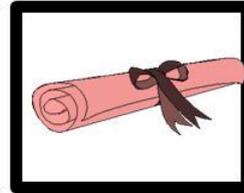
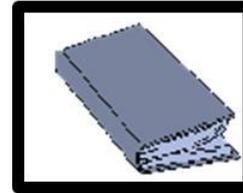
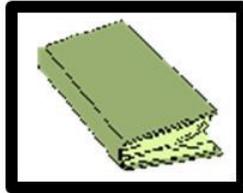
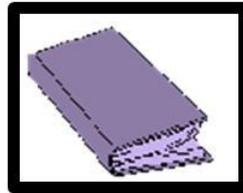
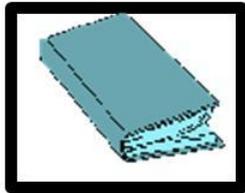
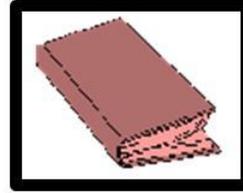
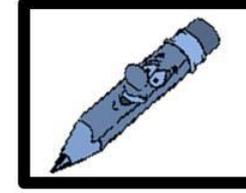
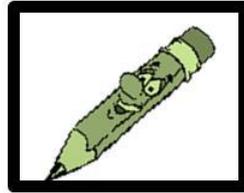
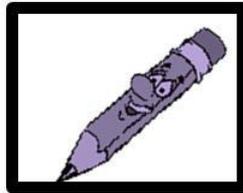
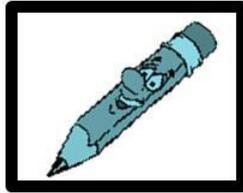
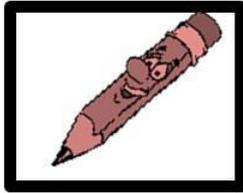
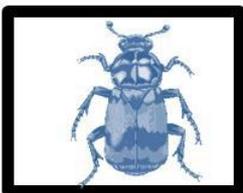
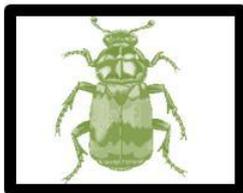
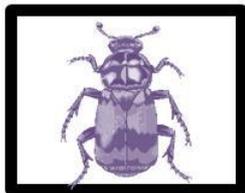
					
					
					
					
					
					



QUADRILLAGES







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3	3	4	5	6	7	8	9	10	11	12	13
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5	5	6	7	8	9	10	11	12	13	14	15
6	6	7	8	9	10	11	12	13	14	15	16
7	7	8	9	10	11	12	13	14	15	16	17
8	8	9	10	11	12	13	14	15	16	17	18
9	9	10	11	12	13	14	15	16	17	18	19
10	10	11	12	13	14	15	16	17	18	19	20

Tableau à double entrée

Règle du jeu :

4 joueurs – 4 planches – 100 étiquettes placées à l'envers au centre .

Chacun à son tour tire une étiquette et doit la poser au bon endroit : sur la case correspondante sur son tableau ou celui d'un autre joueur .

On peut décider avant de commencer :

- Celui qui gagne est celui qui a une ligne complète le premier .
- Celui qui gagne est celui qui a une colonne complète le premier .
- Celui qui gagne est celui qui a son tableau complet le premier .

Ce jeu prépare l'utilisation des tableaux pour les calculs ou la gestion de données .

La fiche suivante peut être utilisée en rituel (sous fiche plastifiée) demander chaque jour de remplir une dizaine de cases en tirant au sort 2 nombres (page 9).

0	1	2	3	4	5
6	7	8	9	10	
0	1	2	3	4	5
6	7	8	9	10	