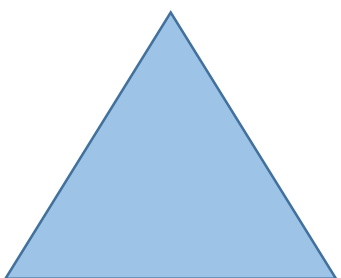


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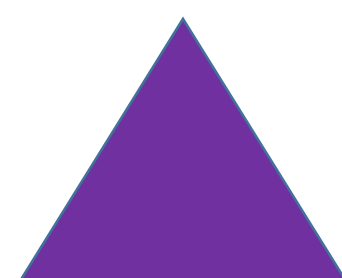
$$20 + 8$$



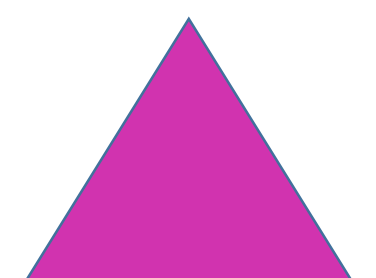
$$60 + 1$$



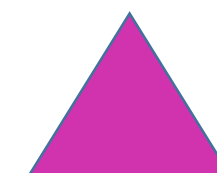
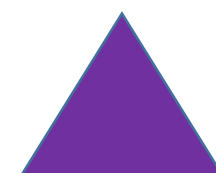
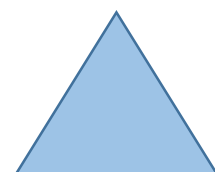
$$1 \text{ d } 6 \text{ u}$$

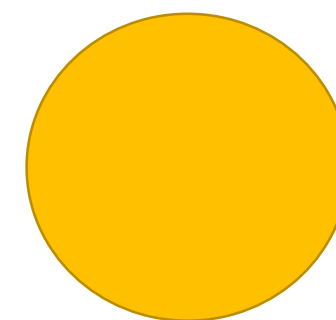
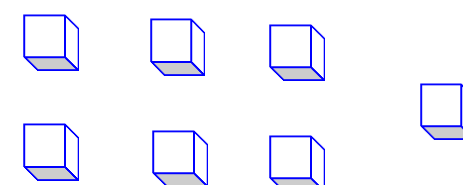
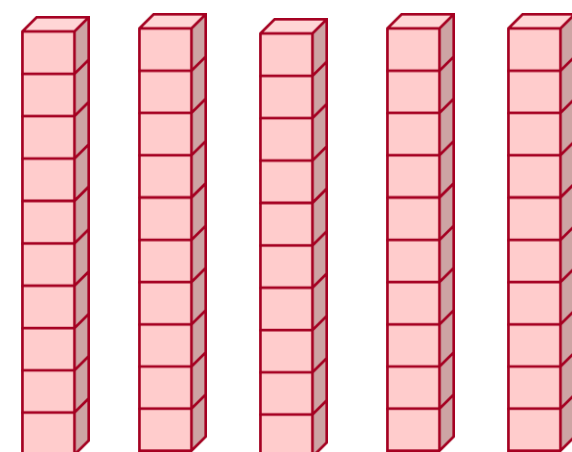
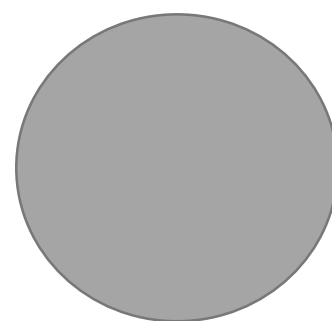
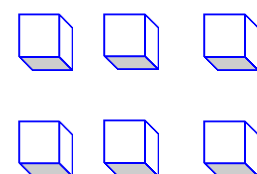
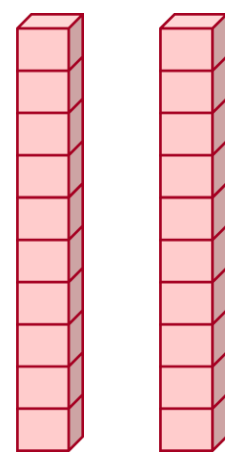
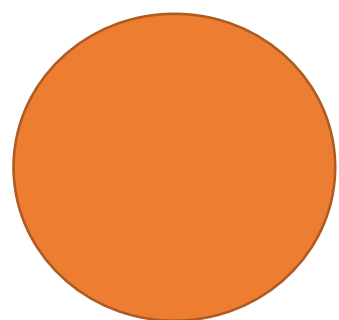
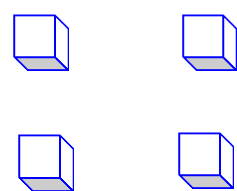
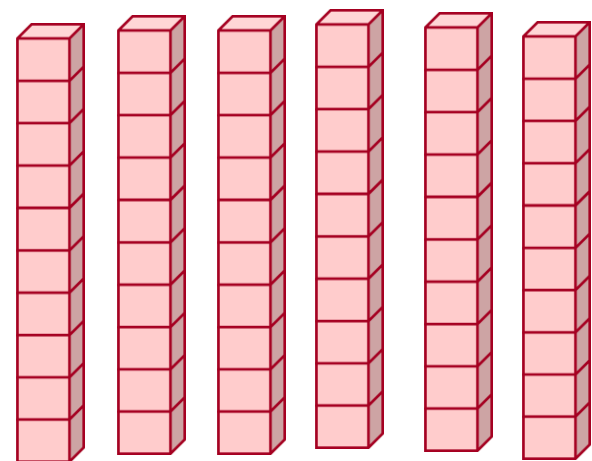
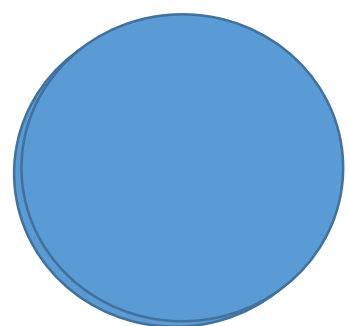
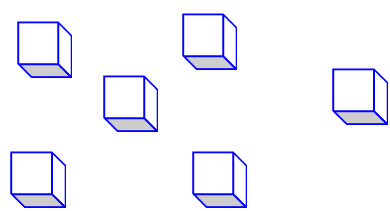
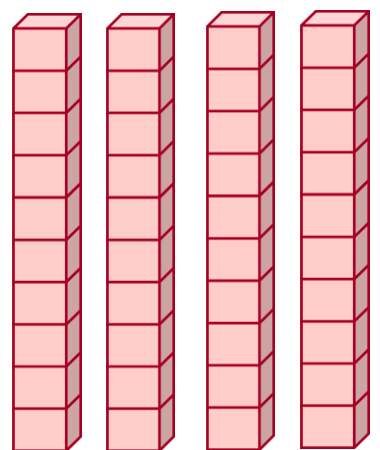


$$8 \text{ d } 4 \text{ u}$$

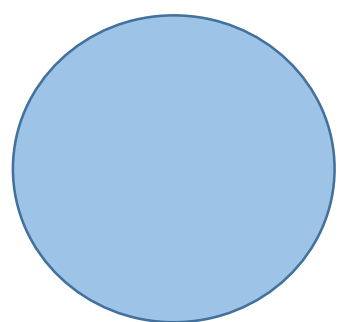


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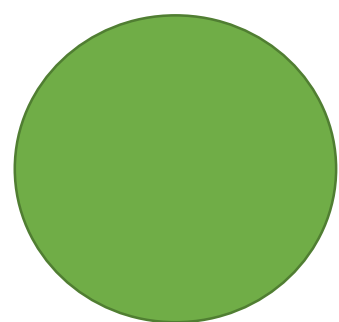




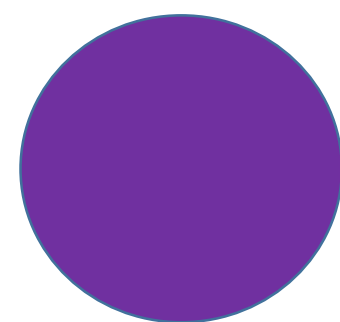
$$60 + 2$$



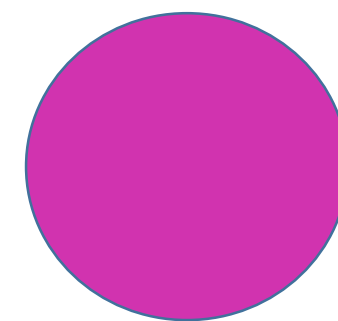
$$70 + 5$$

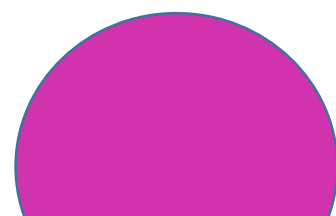
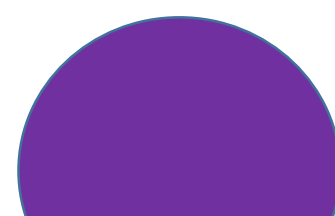
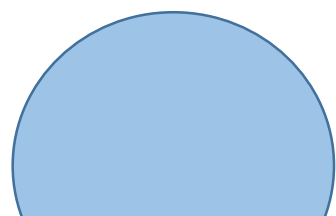
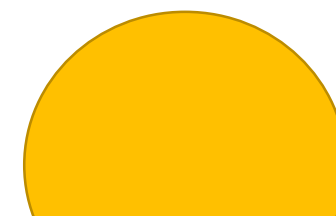
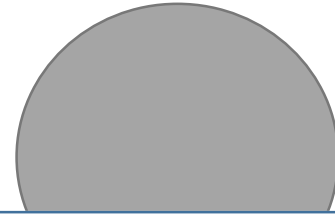
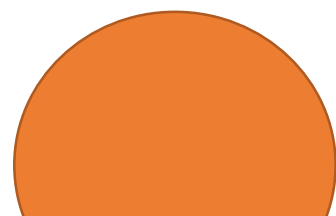
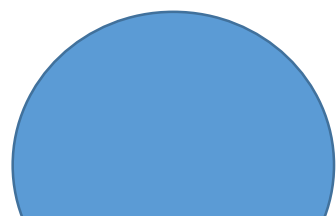


$$5 \text{ d } 9 \text{ u}$$

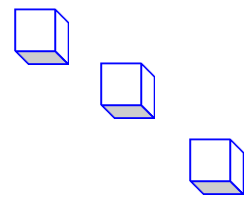
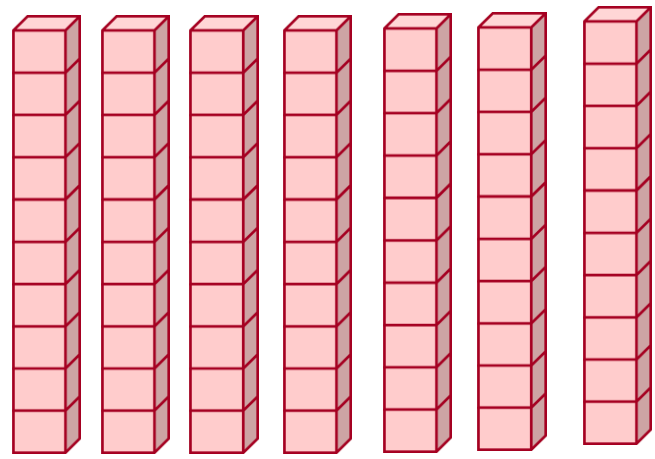


$$6 \text{ d } 9 \text{ u}$$

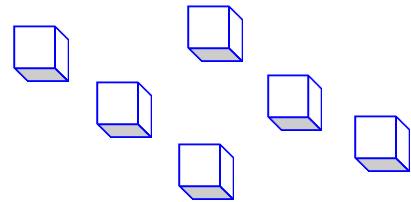
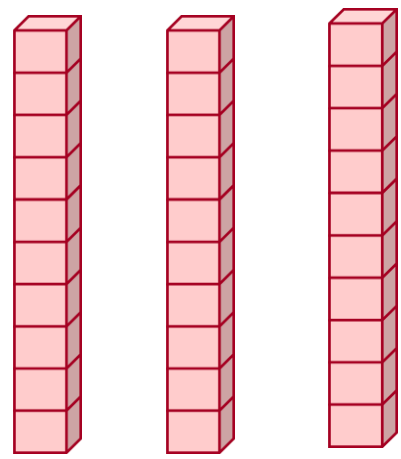




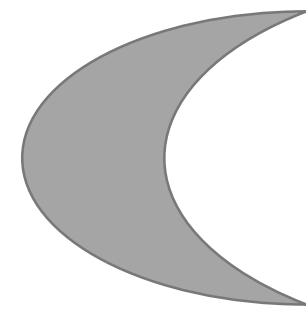
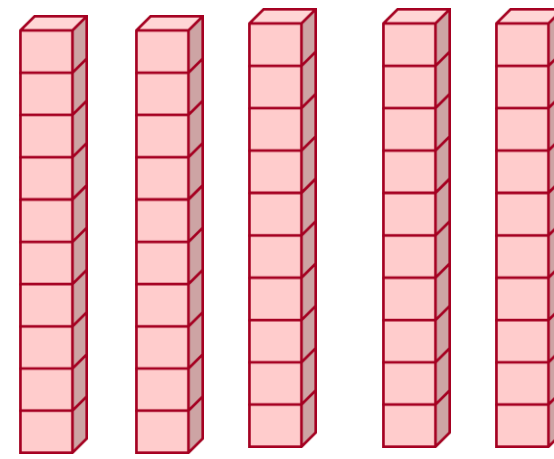




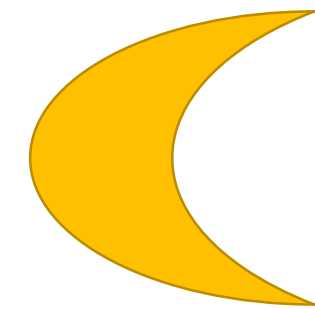
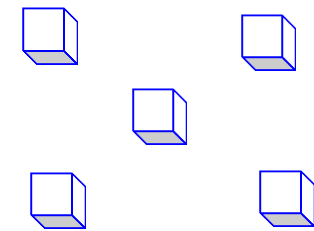
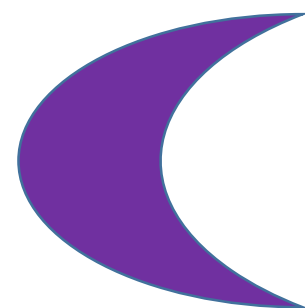
$$80 + 2$$



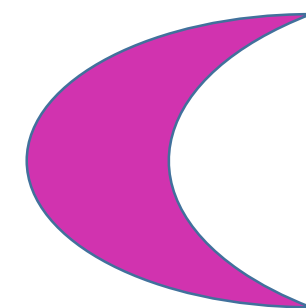
$$30 + 7$$

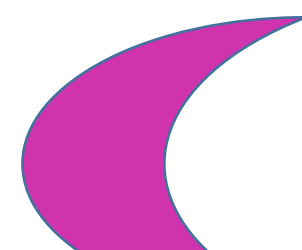


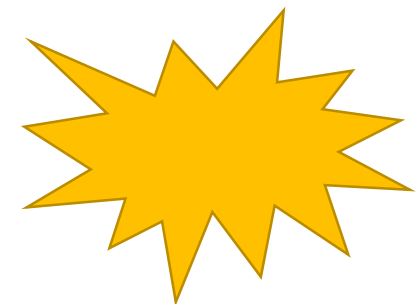
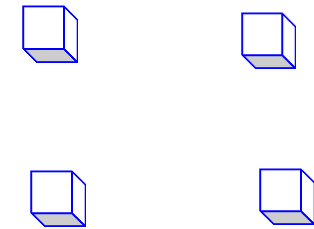
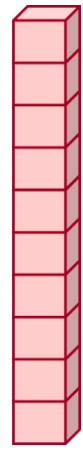
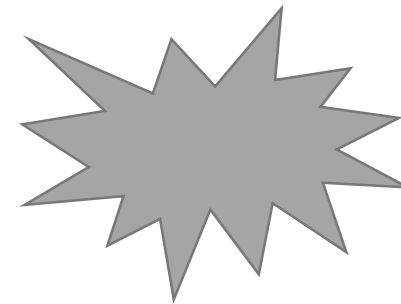
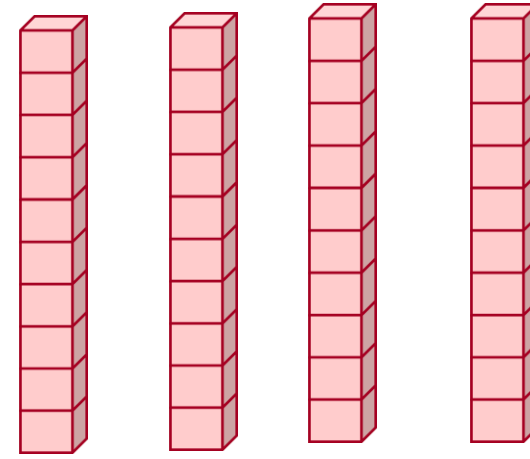
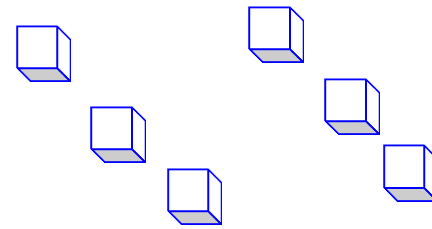
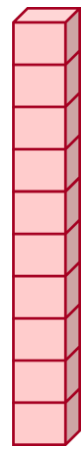
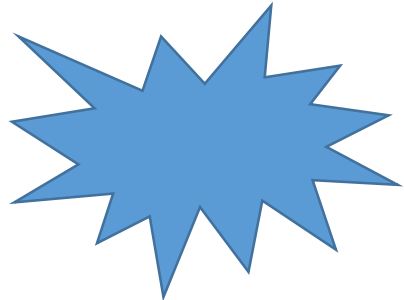
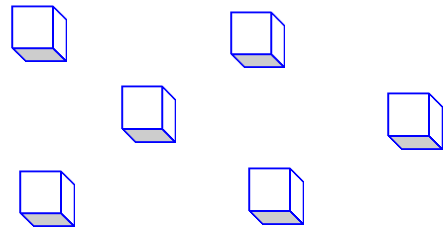
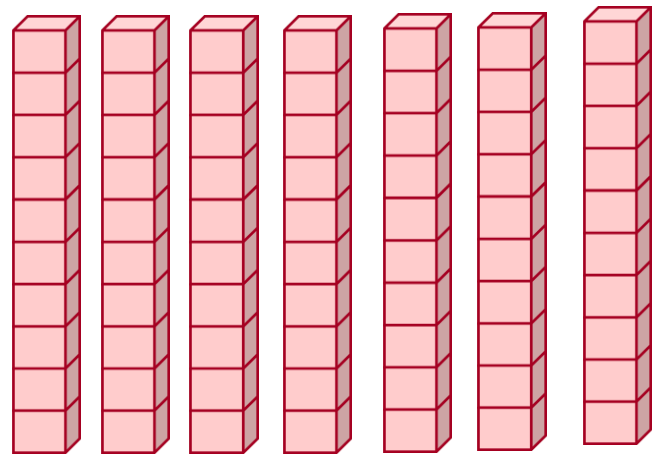
$$4 \text{ d } 1 \text{ u}$$



$$6 \text{ d}$$







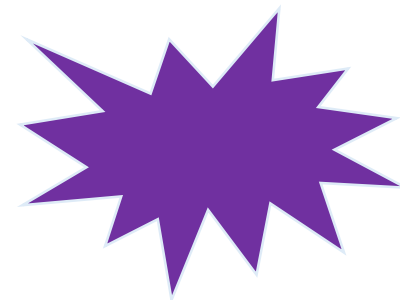
$$60 + 12$$



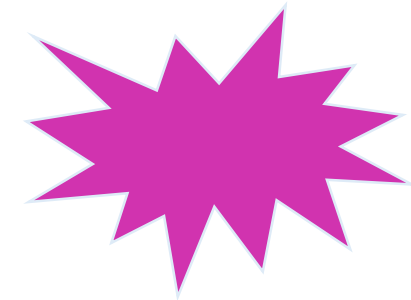
$$10 + 8$$

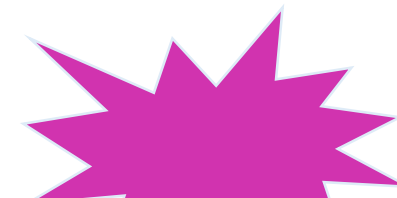
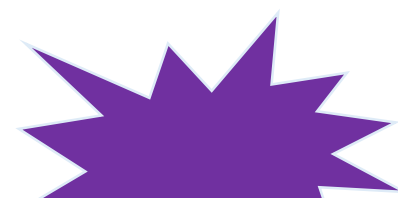


$$3 \text{ d } 2 \text{ u}$$

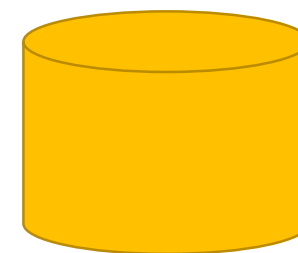
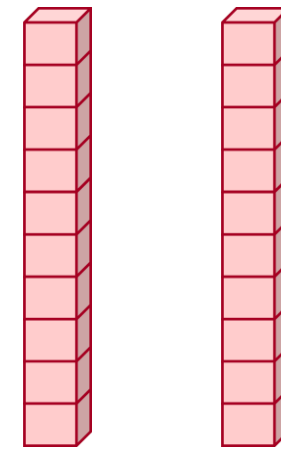
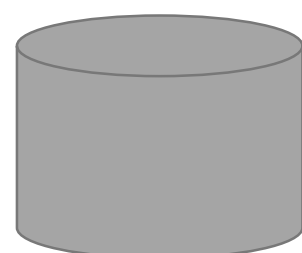
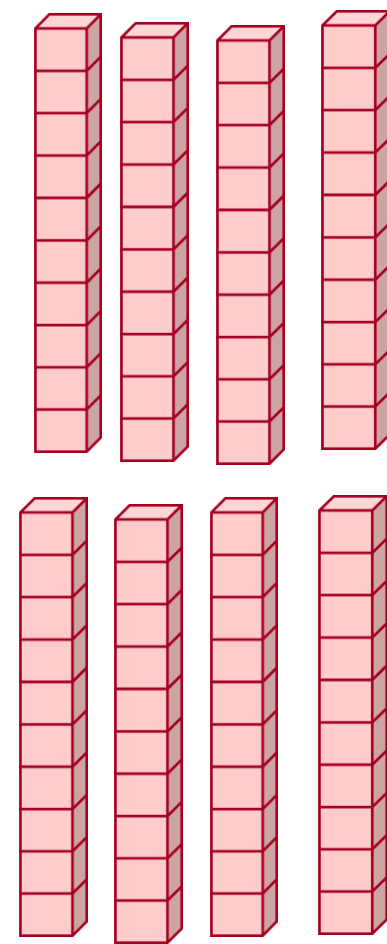
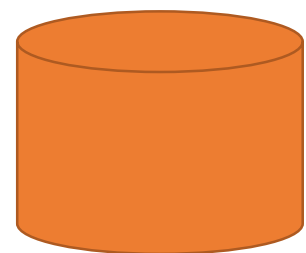
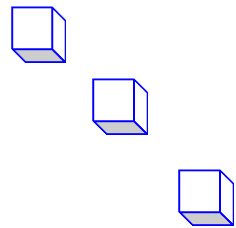
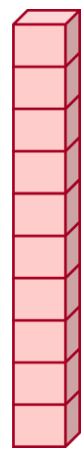
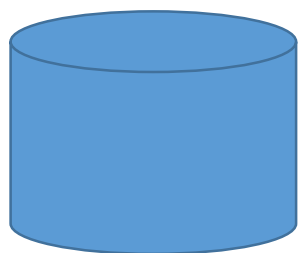
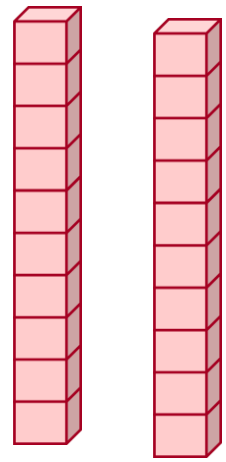


$$1 \text{ d}$$

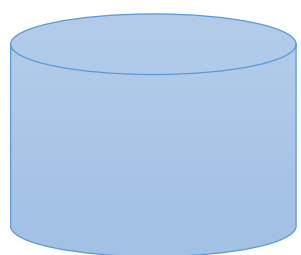




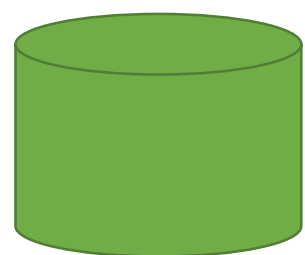




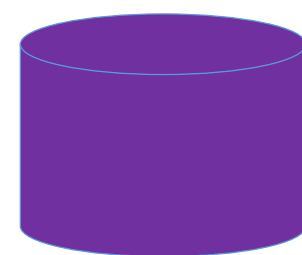
**10 + 2**



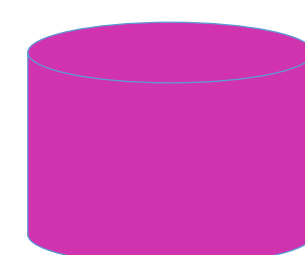
**30 + 1**

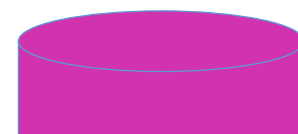
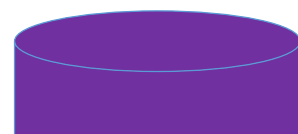
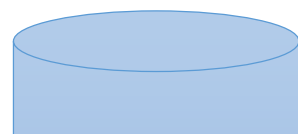
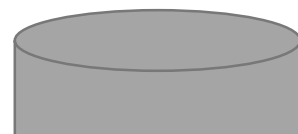
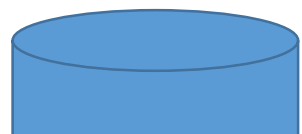


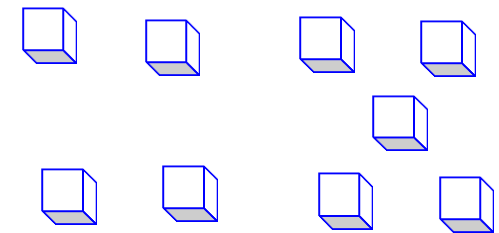
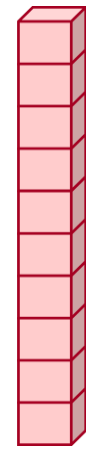
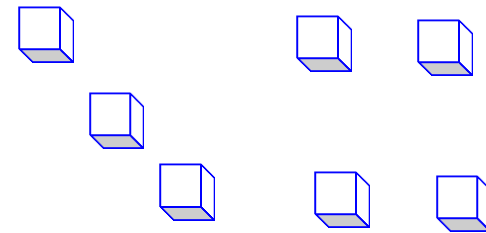
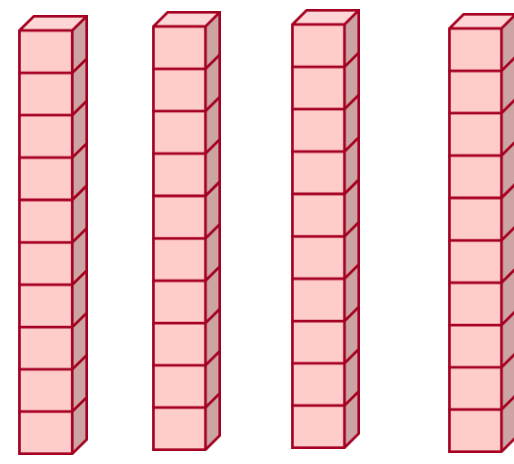
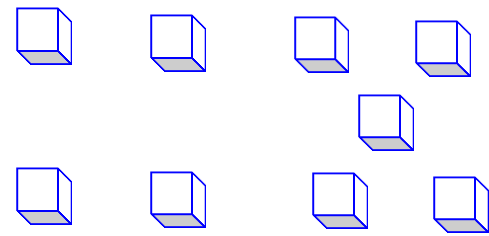
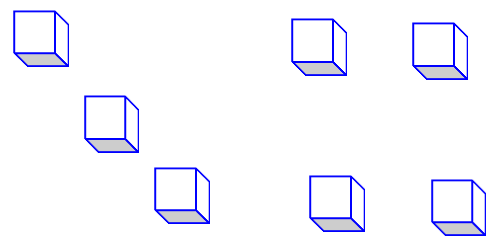
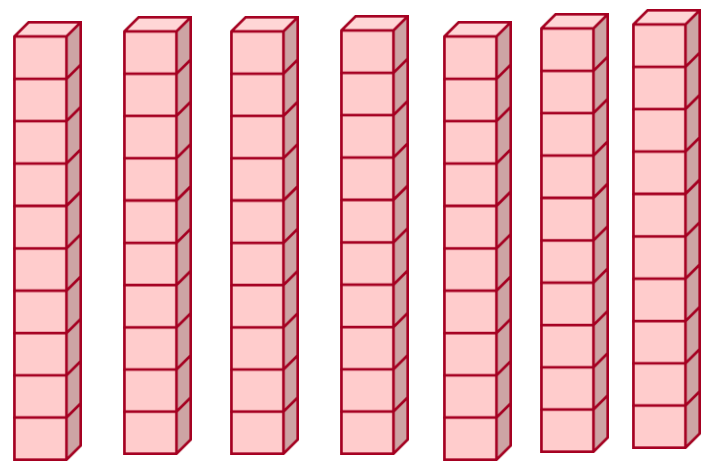
**9 d 5 u**



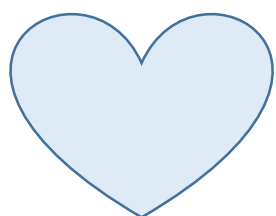
**2 d**







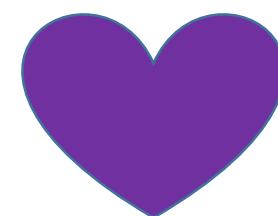
$$60 + 13$$



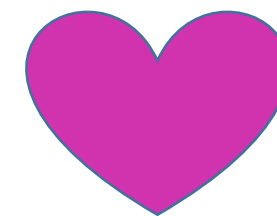
$$80 + 6$$

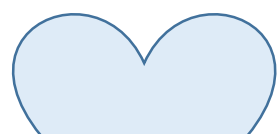


$$70 + 40$$



$$90 + 10$$









# Le loto des citrouilles



Nombre de joueurs : 2 à 6 joueurs et un meneur de jeu.

Matériel : 6 cartons – 48 étiquettes « citrouille »

Objectifs :

- Associer un nombre à une collection.
- Décomposer les nombres en s'appuyant sur la numération.
- Approfondir la connaissance de la numération : associer désignations orales et écrites.

Règle du jeu :

Règle du loto traditionnel : chaque joueur a un carton( planche de jeu).

Le meneur de jeu tire une étiquette « citrouille » au hasard et annonce le nombre . Tous les joueurs regardent alors sur leurs cartons si le nombre s'y trouve. Si cela est le cas, le joueur doit recouvrir la case de l'étiquette. La gommette permet de se corriger de façon autonome. Une autre étiquette est alors tirée... Celui qui a placé une étiquette « citrouille » sur chaque case a gagné. On peut choisir de faire des parties plus courtes et déclarer gagnant celui qui a posé le plus d'étiquettes.