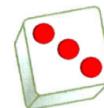


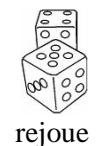
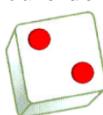
Départ



avance de

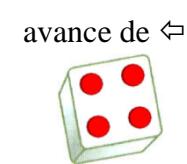
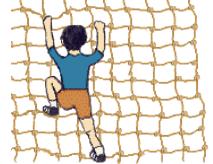


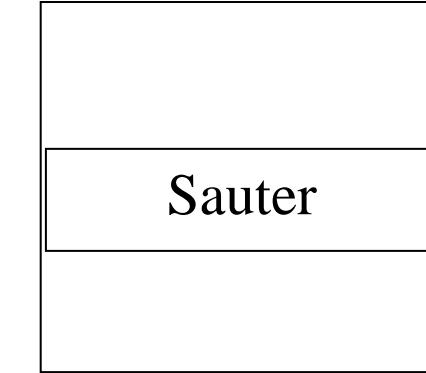
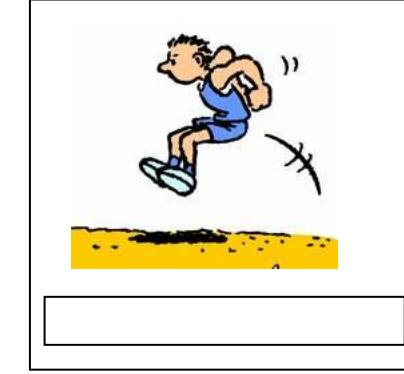
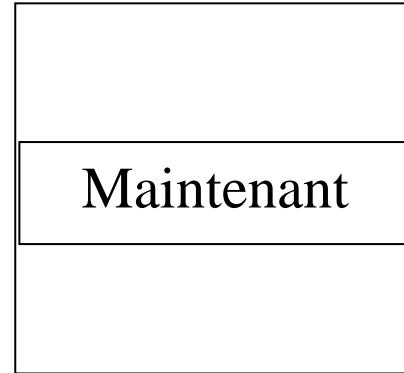
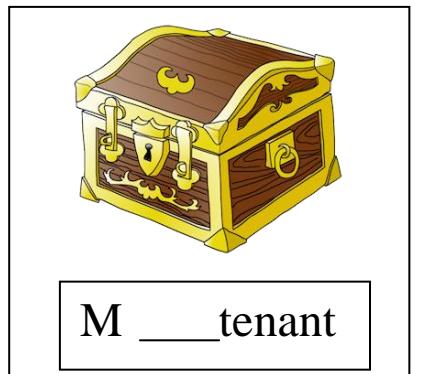
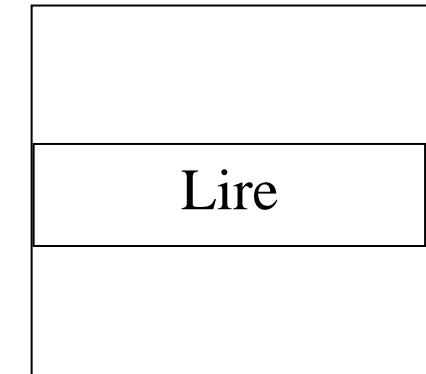
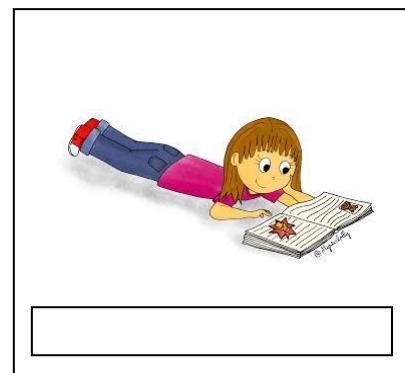
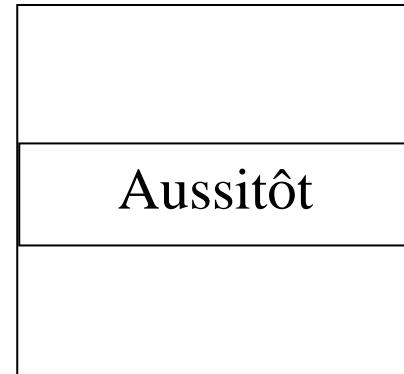
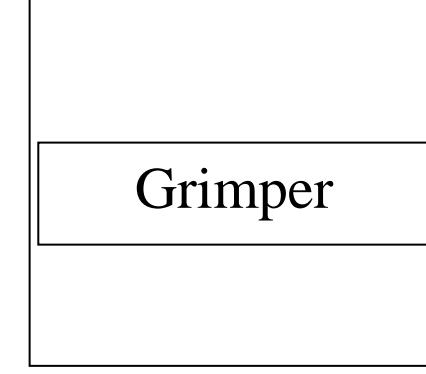
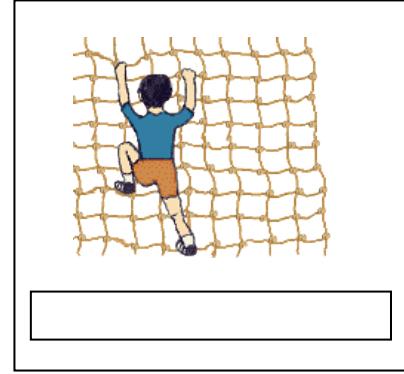
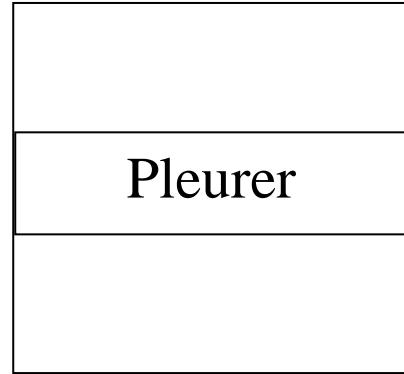
Recule de



rejoue

Gagné







Chanter



Toujour__

Toujours



Danser



Nager

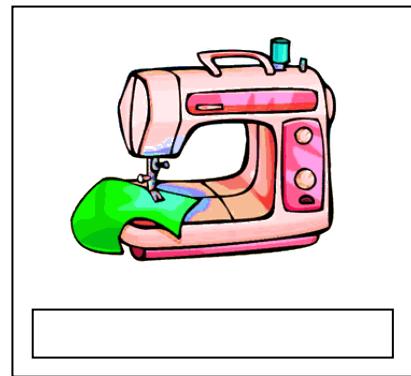


Aussi

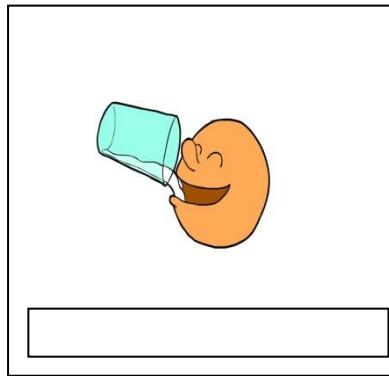
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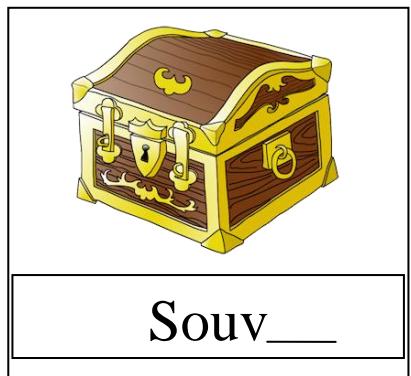
Ecrire



Coudre

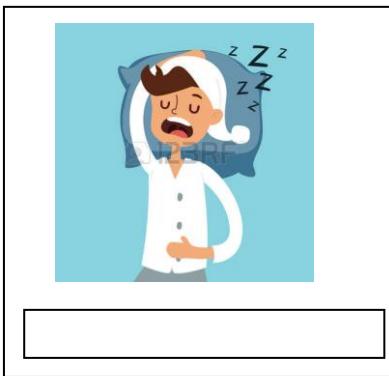


Boire

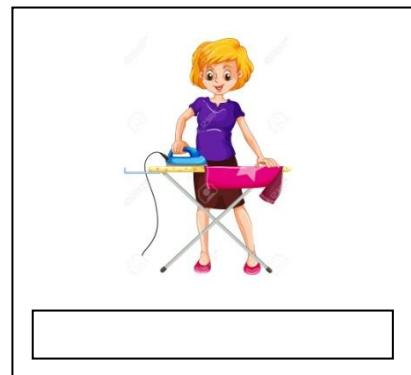


Souv__

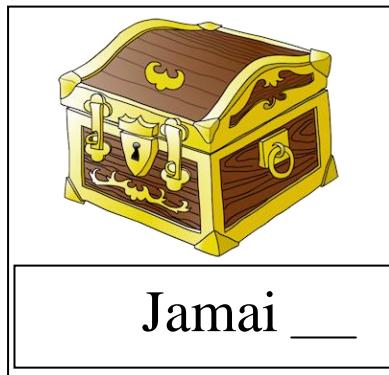
Souvent



dormir



Repasser



Jamai __

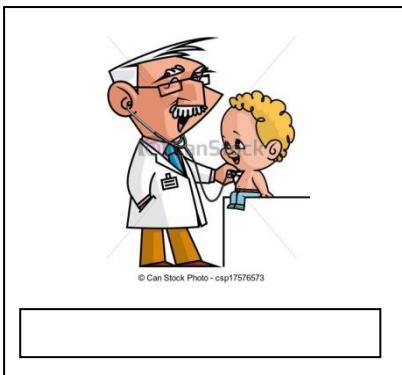
Jamais



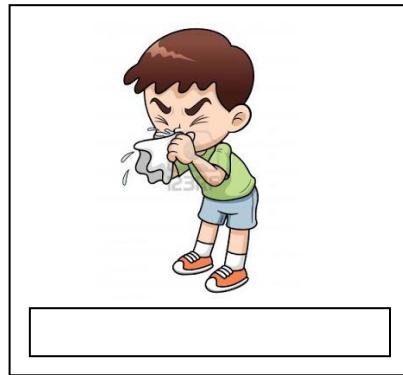
Peindre



Courir



Ausculter



Se moucher



Rire



Balayer



B ____ coup

Beaucoup



Aujourd ____

Aujourd’hui



S’habiller



arrosser



Manger

Les règles du jeu :

Matériel : un dé et des pions

Le jeu se joue avec 2 ou 4 joueurs

Les élèves lancent les dés, tombent sur une case, pioche la carte correspondante à l'image et doivent deviner et écrire la bonne orthographe. Ils peuvent se corriger à l'aide de la bonne réponse qui est située au dos de la carte.

Les cases coffre fort sont les mots invariables. Des lettres ont été volontairement enlevées. L'élève doit la retrouver.

Si l'orthographe est correcte ils relancent les dés. Dans le cas contraire il passe leur tour. Ainsi de suite
Le gagnant est celui qui franchit en premier tous les obstacles et atteint la case arrivée en premier.