

MEMORY CP/CE1/CE2

Règle du jeu CP

Le mémoire (pour 2 à 4 joueurs)

Matériel : 28 cartes (14 paires)

Étaler toutes les cartes faces cachées sur une table.

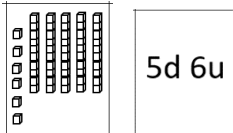
Un joueur retourne deux cartes et les laisse retournées un moment pour que les autres joueurs les voient. Si ces deux cartes indiquent le même nombre, il les prend et peut rejouer. Sinon, il les remet à leur place face cachée et c'est au suivant de jouer. Le jeu se poursuit jusqu'à ce que toutes les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

Evolution possible

Niveau 1

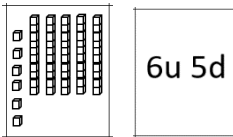
Il n'est pas nécessaire de connaître le nom des nombres.

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



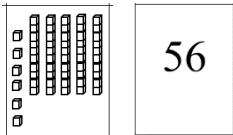
Niveau 2

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

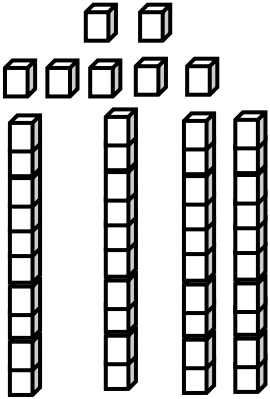
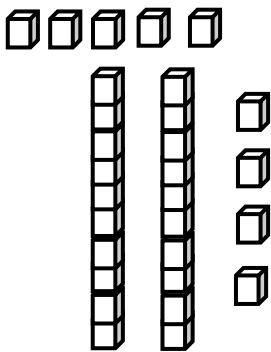
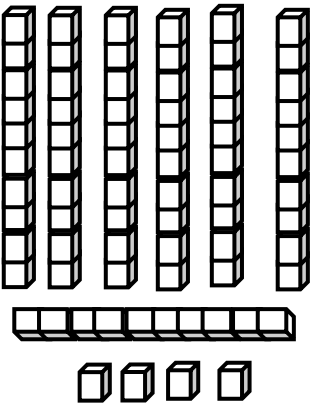
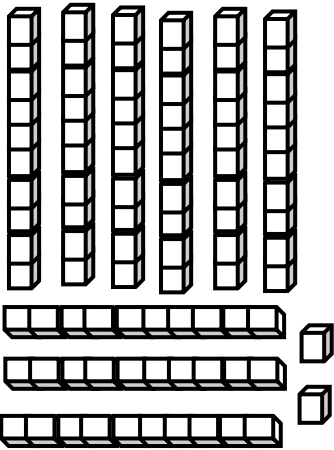
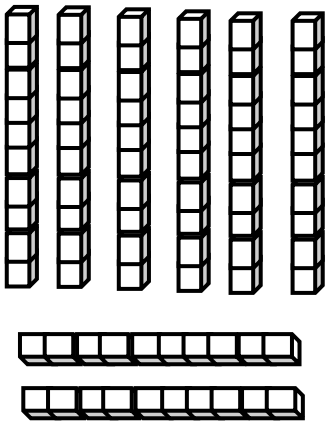
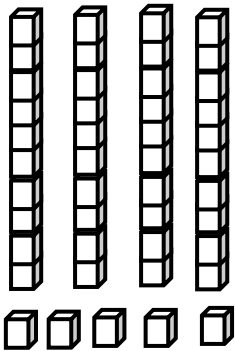
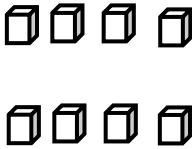
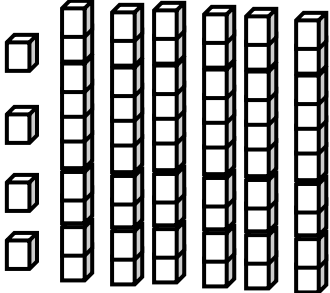


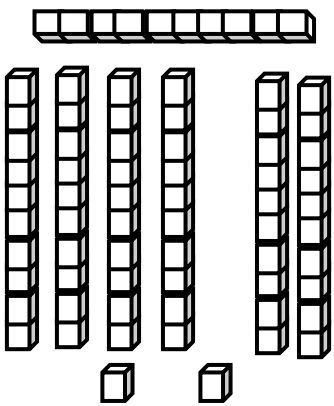
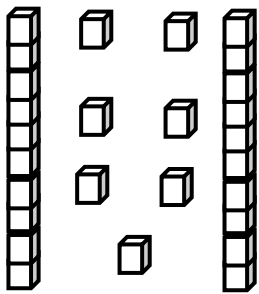
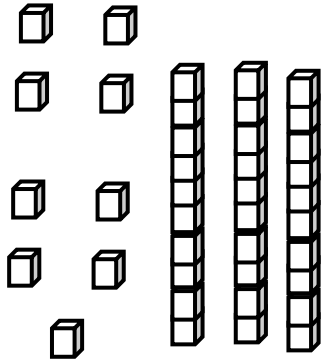
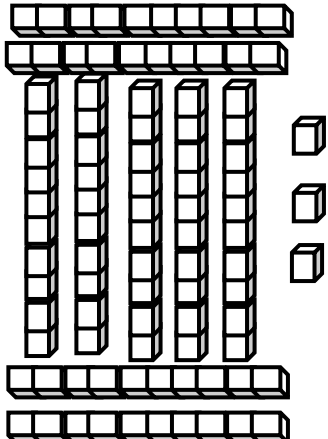
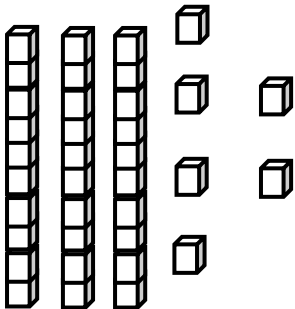
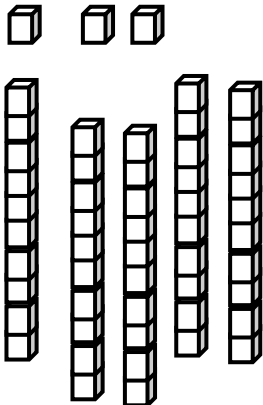
Niveau 3

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.

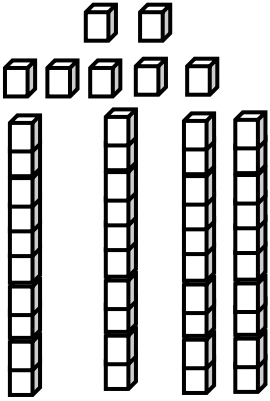
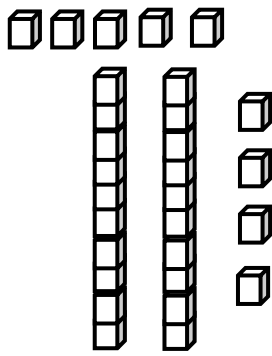
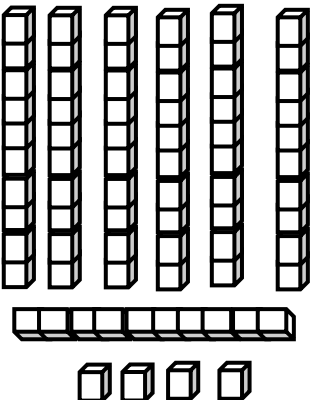
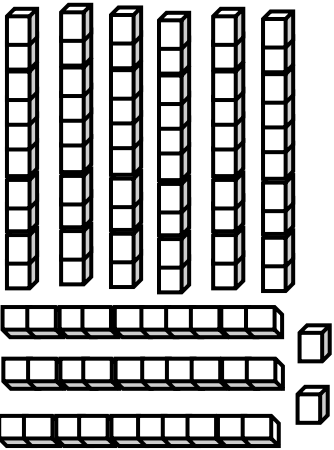
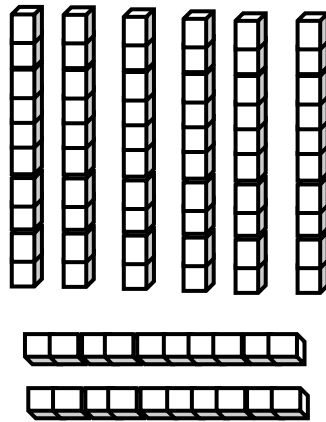
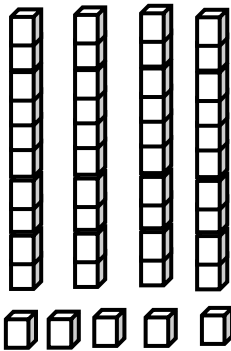
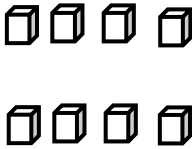
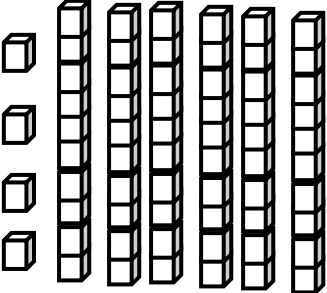


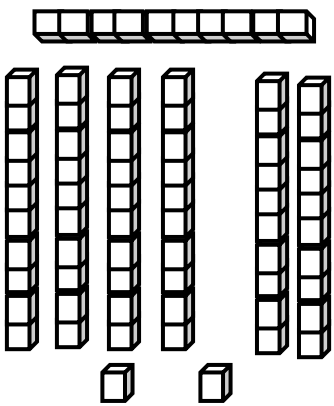
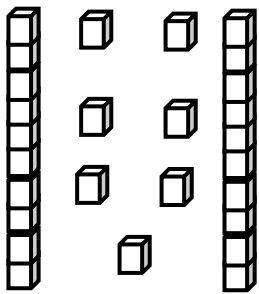
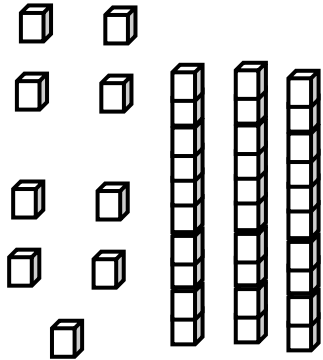
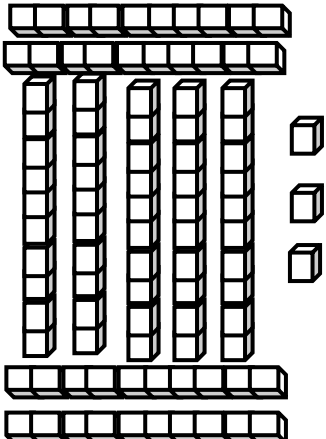
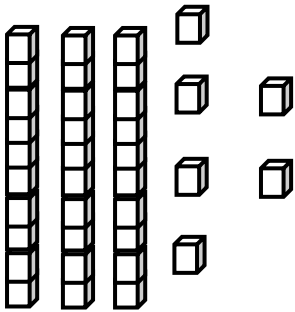
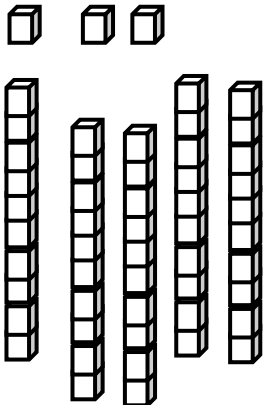
Matériel niveau 1

	4d 7u	2d 9u	
	7d 4u	9d 2u	
	8d		4d 6u
	8u		6d 4u

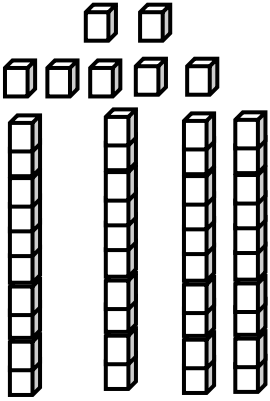
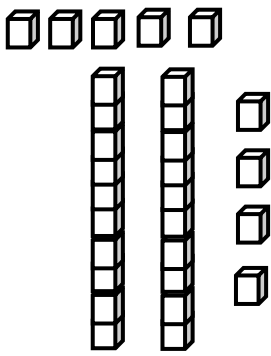
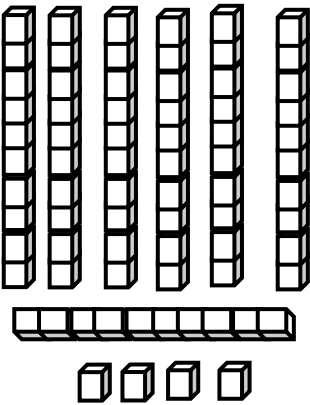
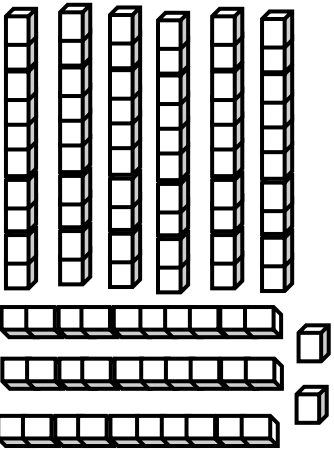
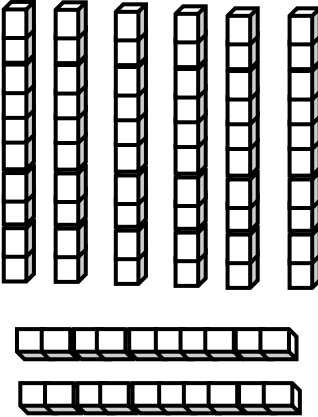
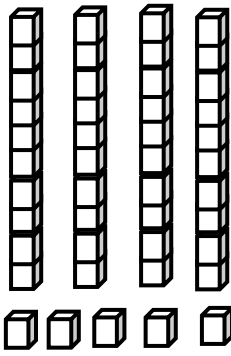
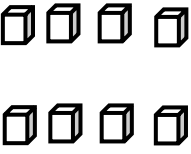
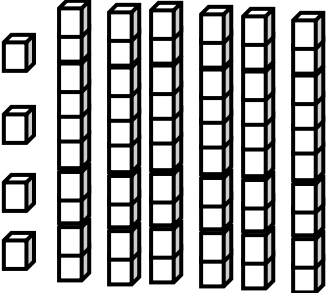
	7d 2u		2d 7u
	3d 9u		9d 3u
	3d 6u		6d 3u

Matériel niveau 2

	7u 4d	9u 2d	
	4u 7d	2u 9d	
	8d		6u 4d
	8u		4u 6d

	2u 7d		7u 2d
	9u 3d		3u 9d
	6u 3d		3u 6d

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.

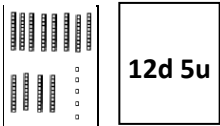
Un joueur retourne deux cartes et les laisse retournées un moment pour que les autres joueurs les voient. Si ces deux cartes indiquent le même nombre, il les prend et peut rejouer. Sinon, il les remet à leur place face cachée et c'est au suivant de jouer. Le jeu se poursuit jusqu'à ce que toutes les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

Evolution possible

Niveau 1

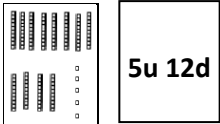
Il n'est pas nécessaire de connaître le nom des nombres.

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



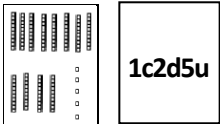
Niveau 2

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)



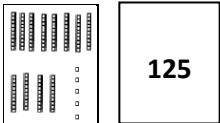
Niveau 3

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).



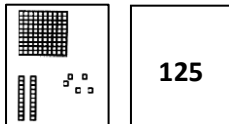
Niveau 4

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.

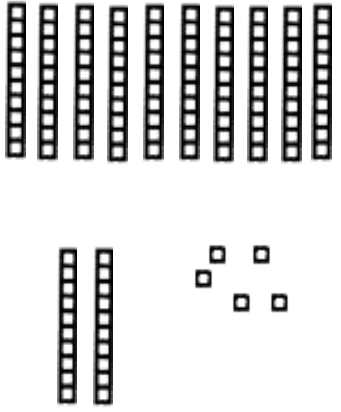
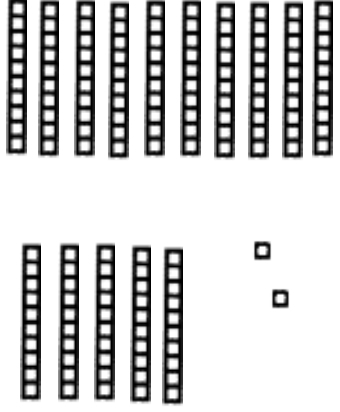
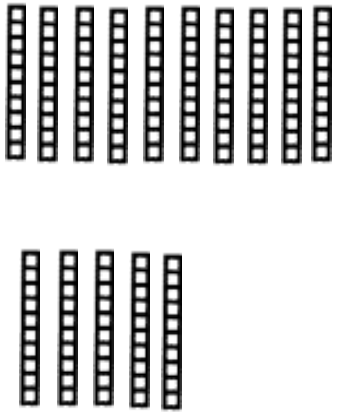
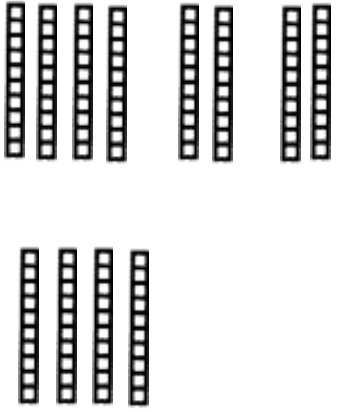
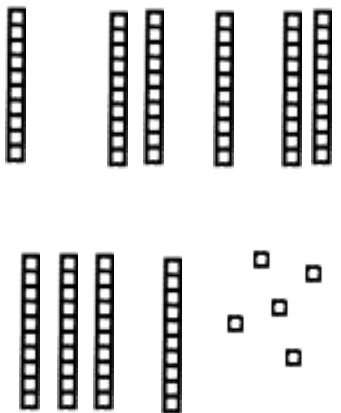
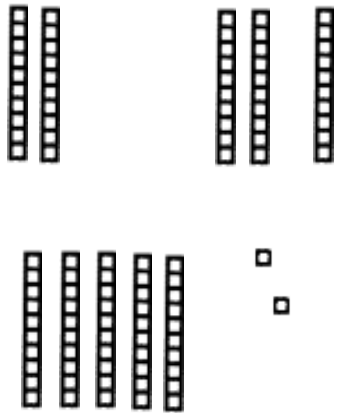
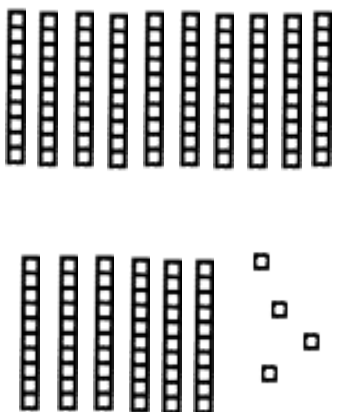
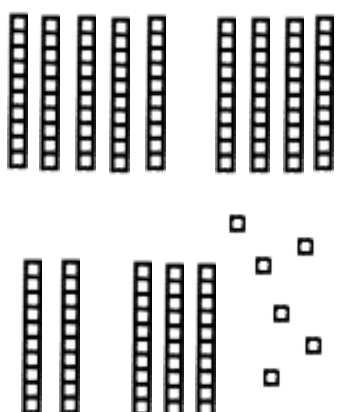


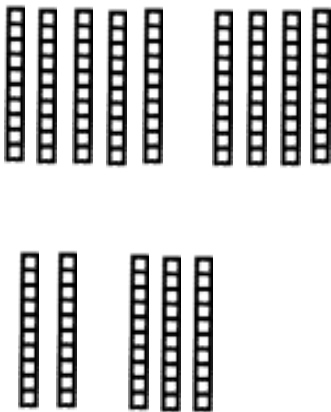
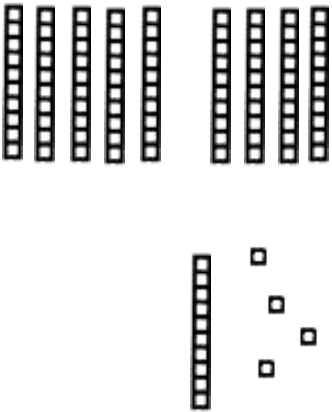
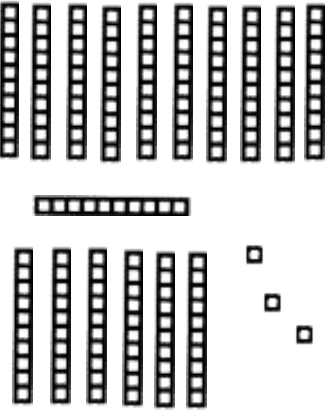
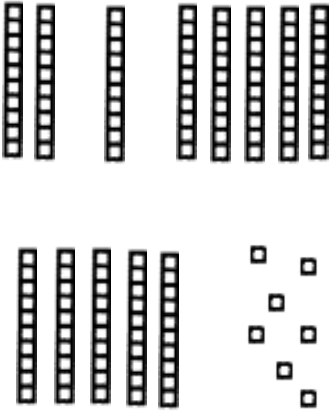
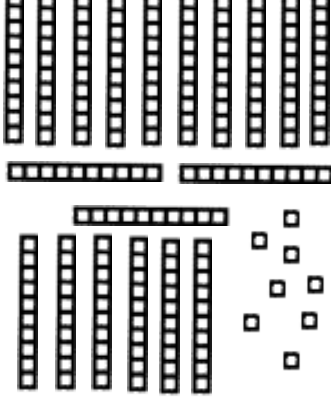
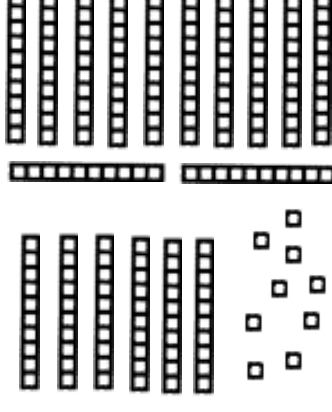
Niveau 5

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

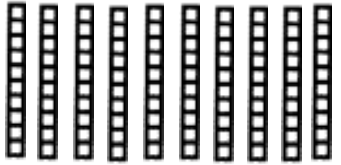
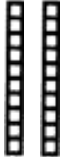
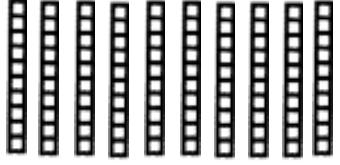
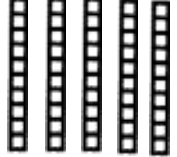
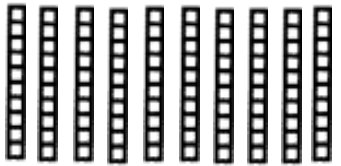
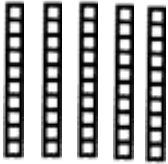
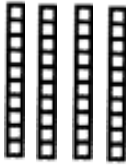
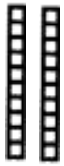
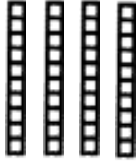
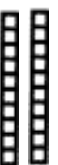
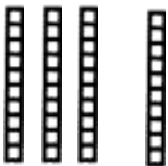
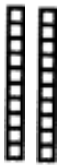
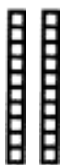
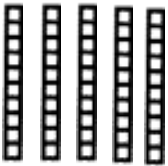
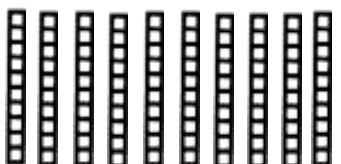
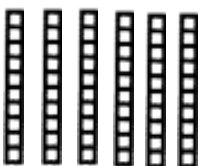
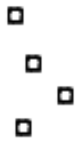
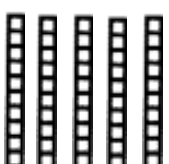
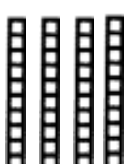
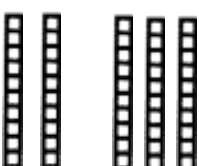


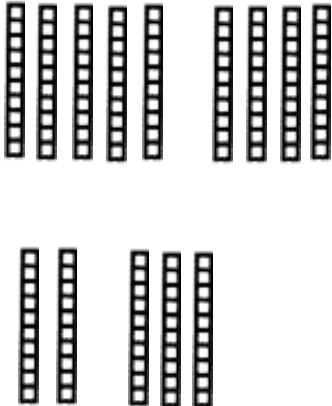
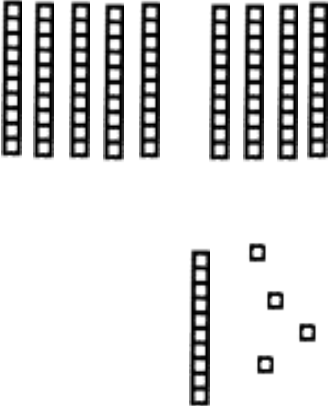
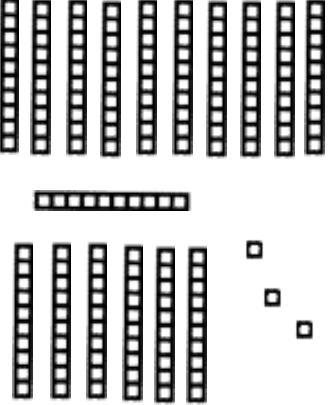
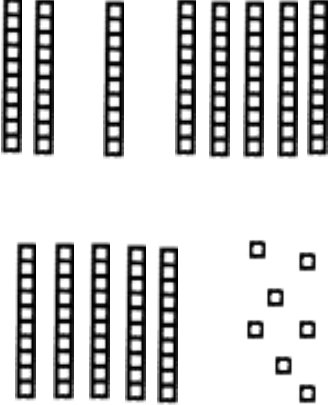
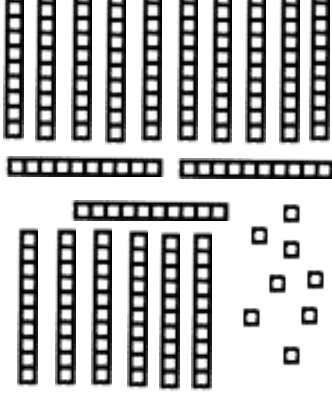
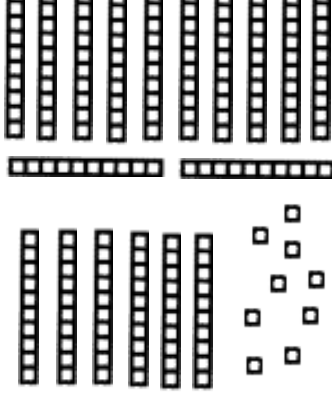
Matériel niveau 1

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

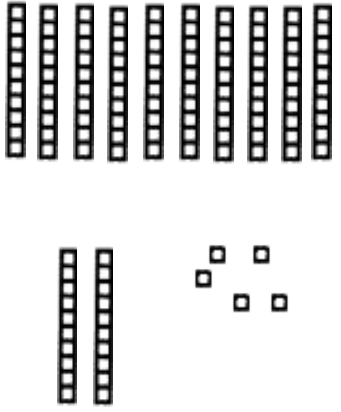
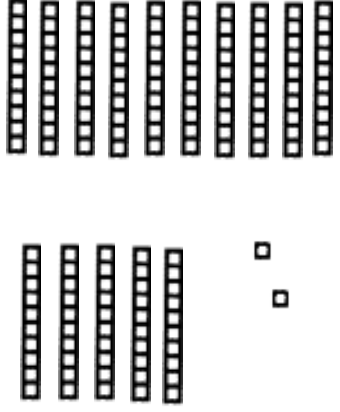
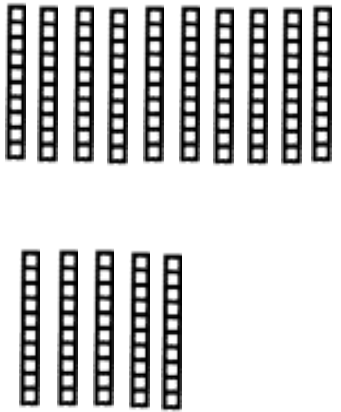
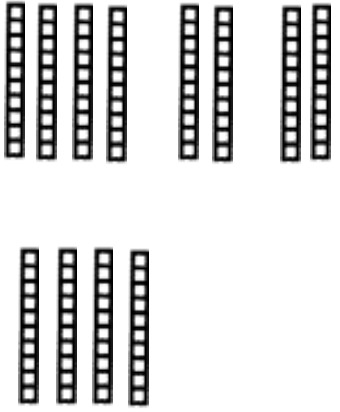
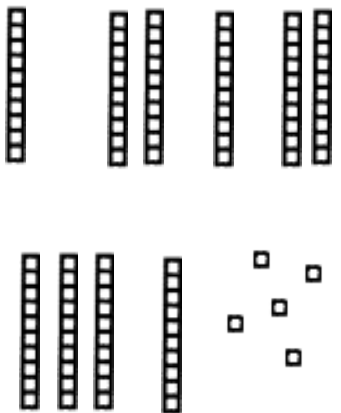
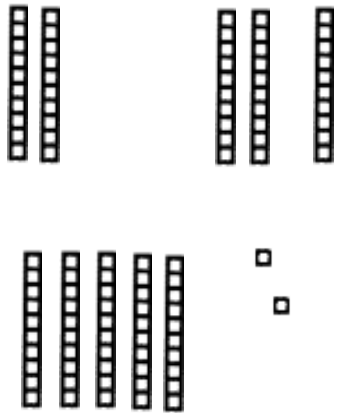
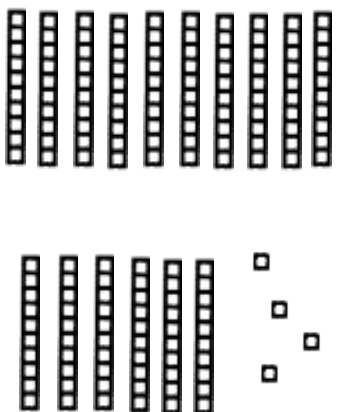
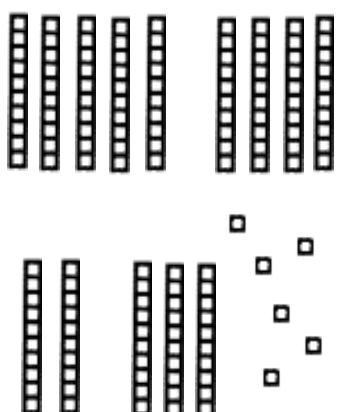
	14d		10d 4u
	17d 3u		13d 7u
	19d 8u		18d 9u

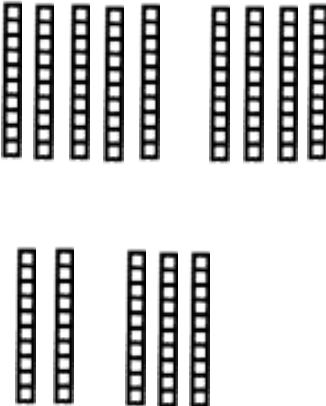
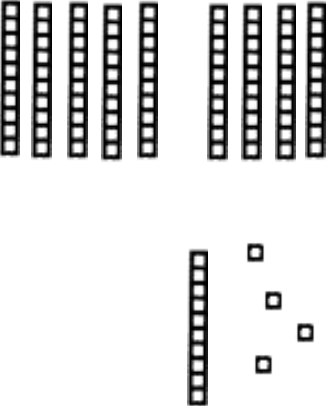
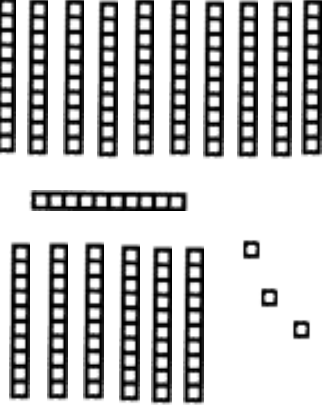
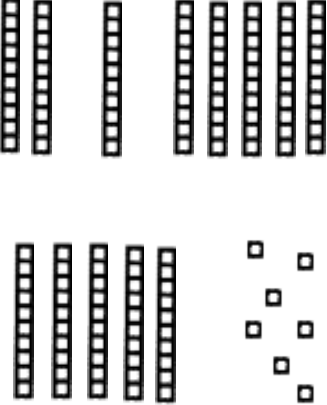
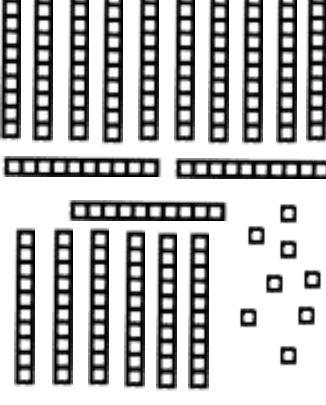
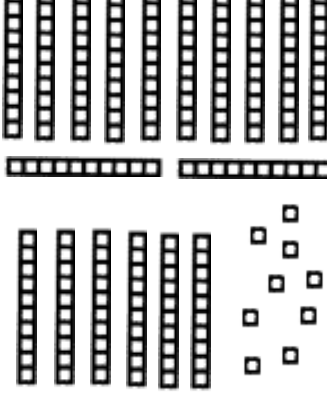
Matériel niveau 2

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

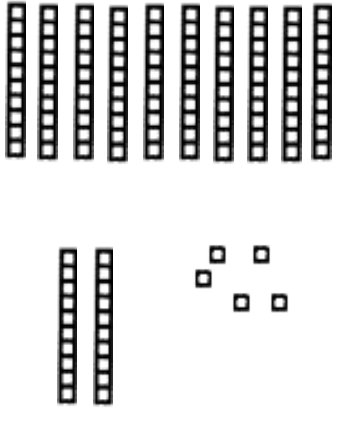
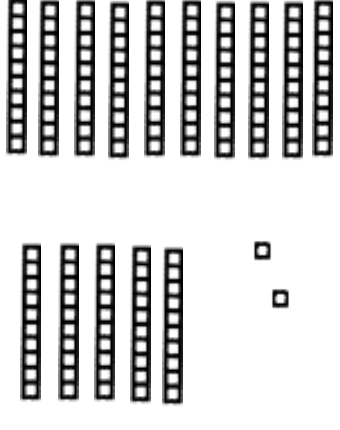
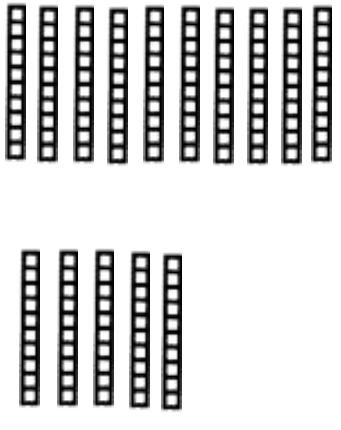
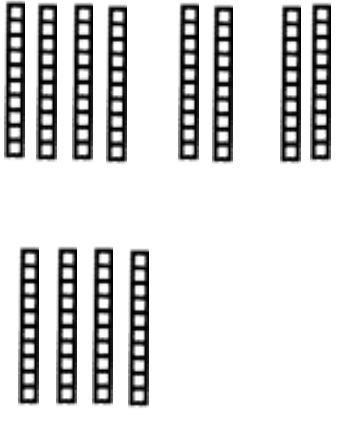
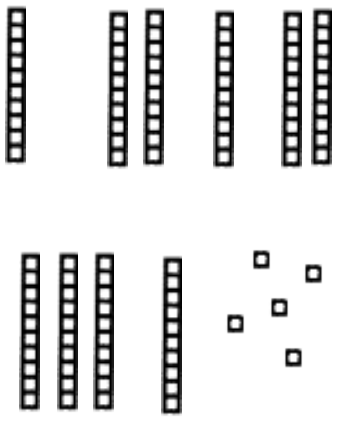
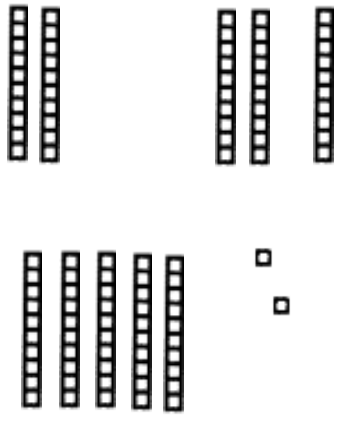
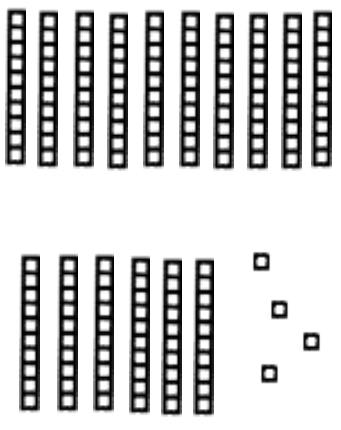
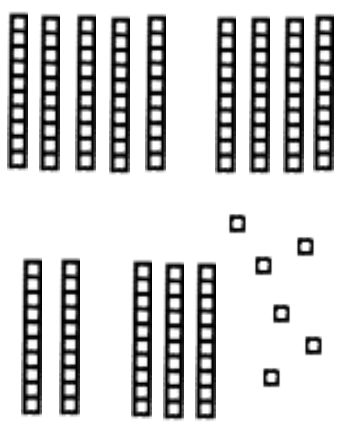
	14d		4u 10d
	3u 17d		7u 13d
	8u 19d		9u 18d

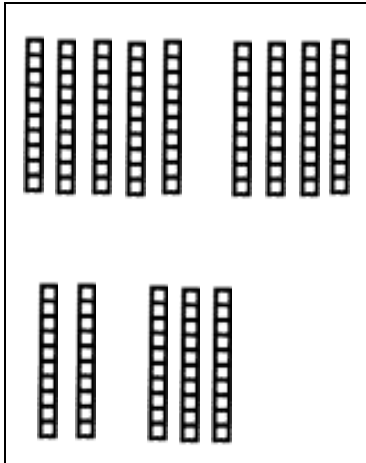
Matériel niveau 3

	1c2d 5u	1c5d 2u	
	1c5d	1c2d	
	1c 5u		1c 2u
	1c6d 4u		1c4d 6u

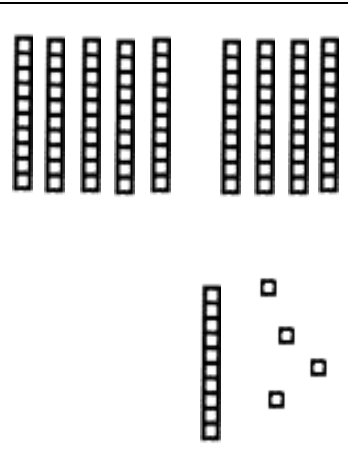
	1c4d		1c 4u
	1c7d 3u		1c3d 7u
	1c9d 8u		1c8d 9u

Matériel niveau 4

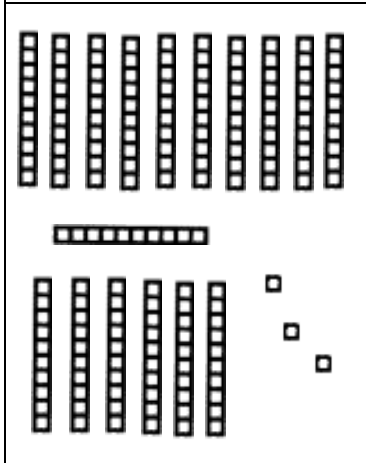
	125	152	
	150	120	
	105		102
	164		146



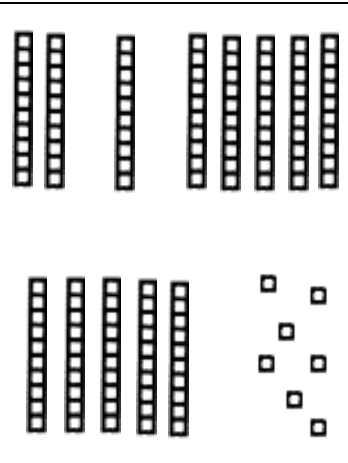
140



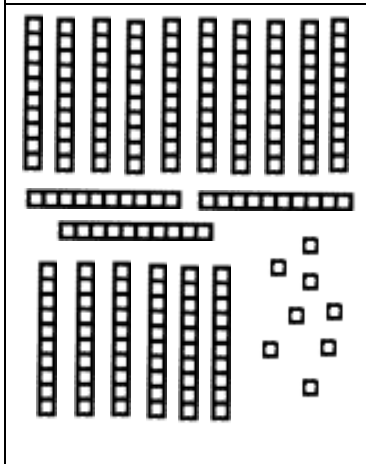
104



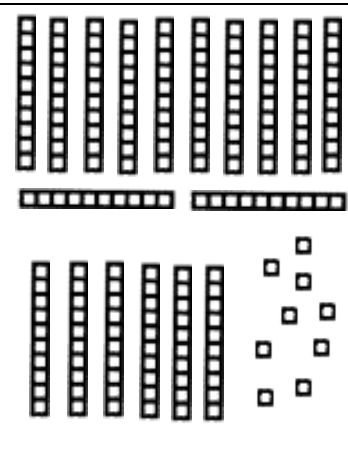
173



137

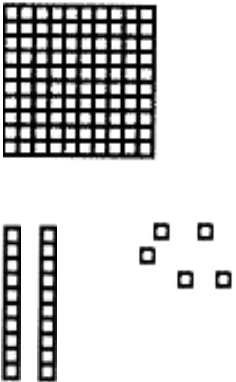
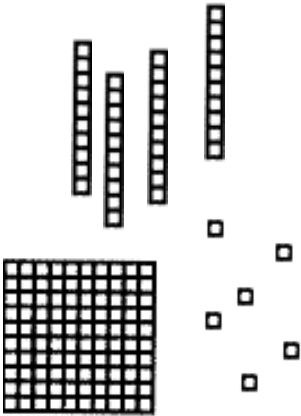
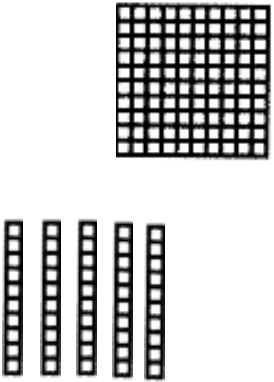
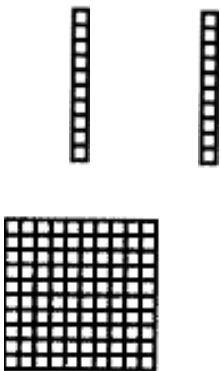
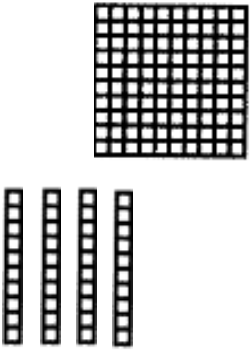
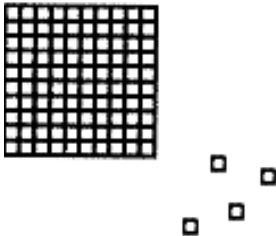
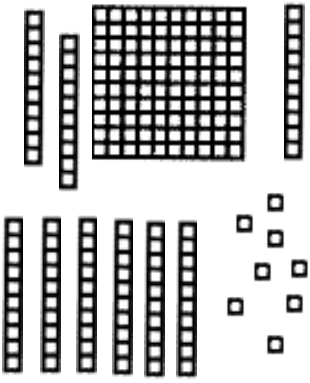
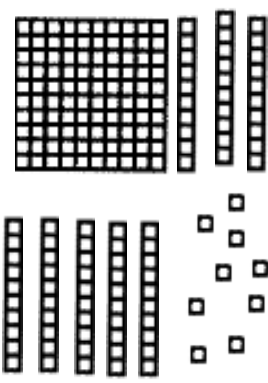


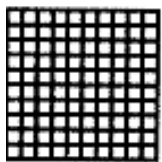
198



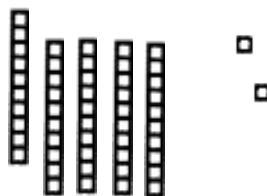
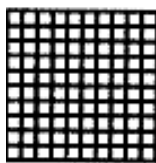
189

Matériel niveau 5

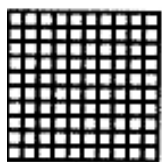
	125		146
	150		120
	140		105
	198		189



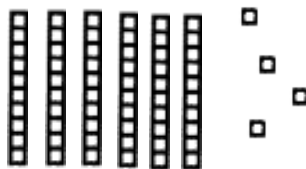
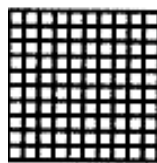
104



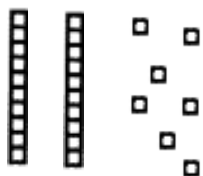
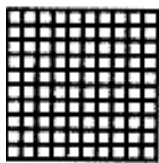
152



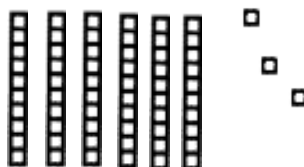
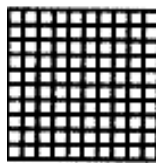
102



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.

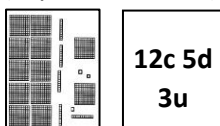
Un joueur retourne deux cartes et les laisse retournées un moment pour que les autres joueurs les voient. Si ces deux cartes indiquent le même nombre, il les prend et peut rejouer. Sinon, il les remet à leur place face cachée et c'est au suivant de jouer. Le jeu se poursuit jusqu'à ce que toutes les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

Evolution possible

Niveau 1

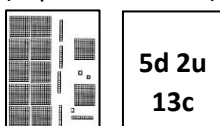
Il n'est pas nécessaire de connaître le nom des nombres.

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).



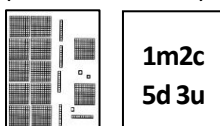
Niveau 2

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)



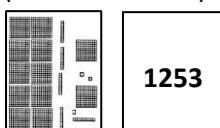
Niveau 3

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).



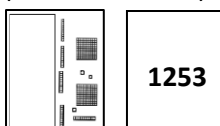
Niveau 4

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.

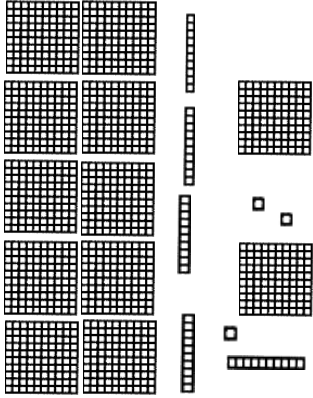
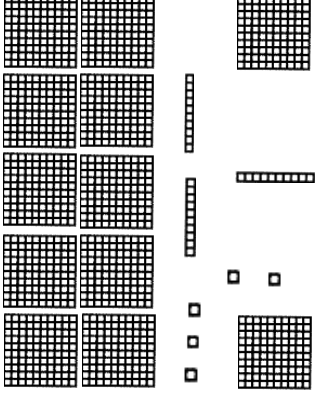
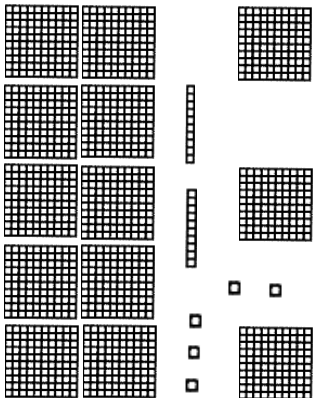
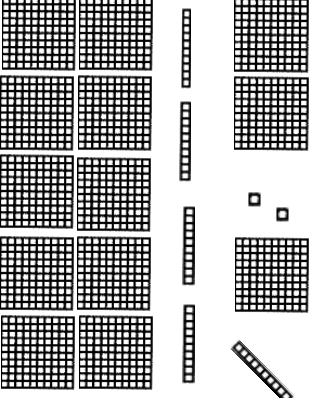
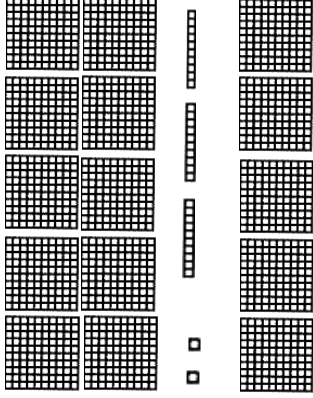
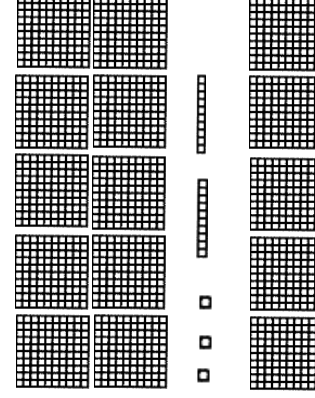
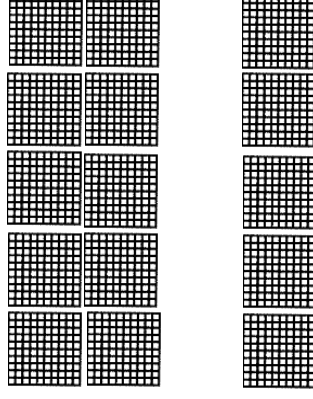
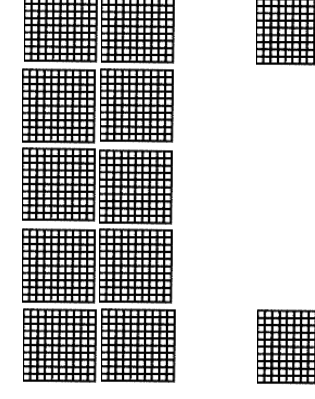


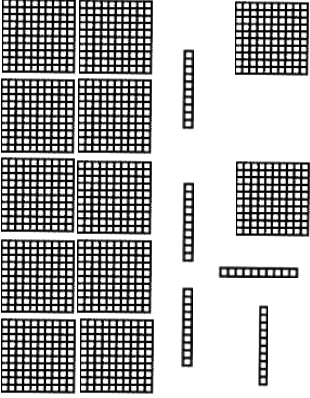
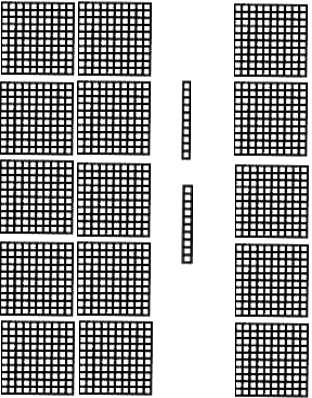
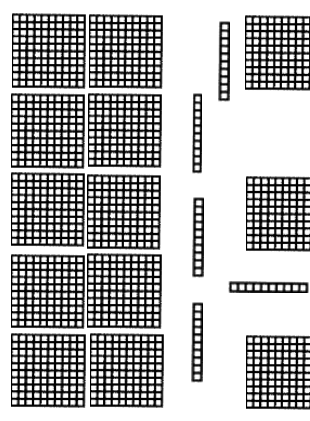
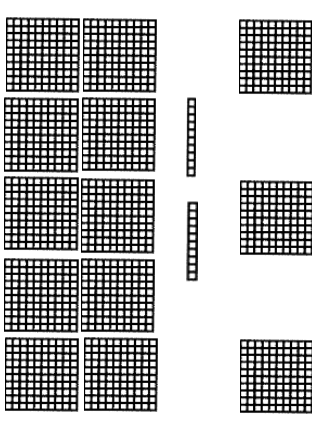
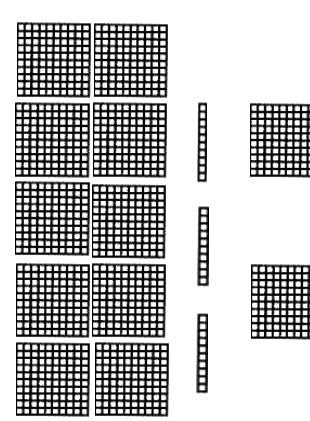
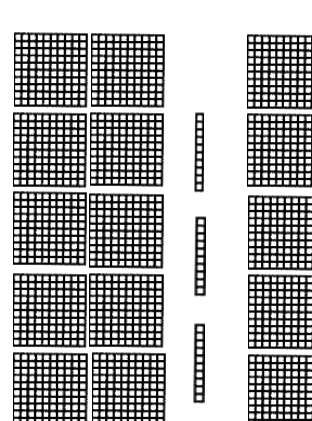
Niveau 5

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.

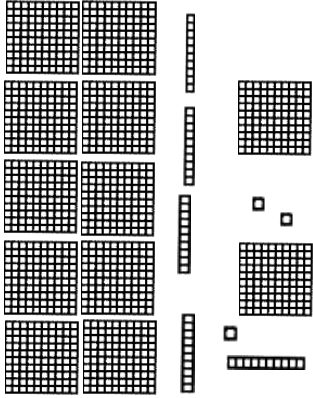
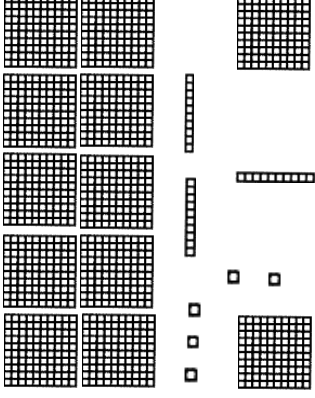
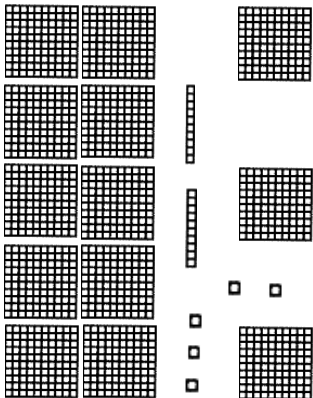
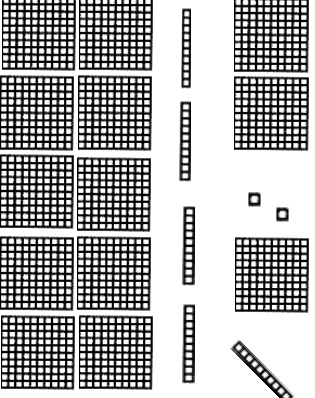
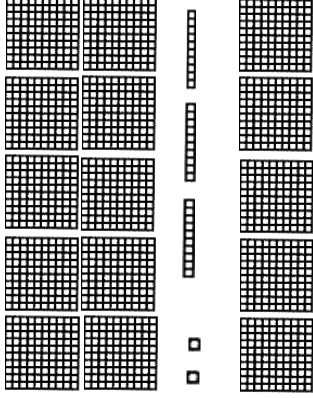
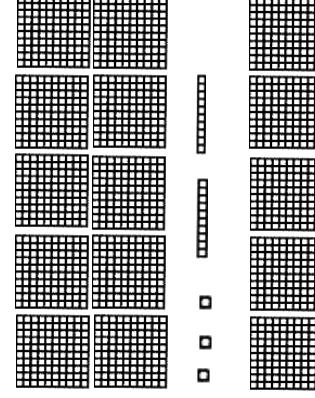
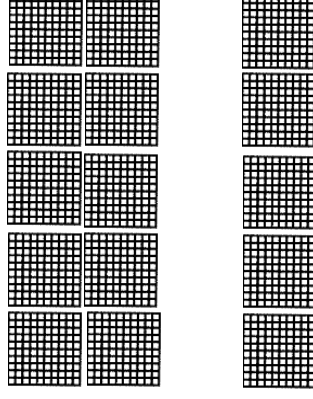
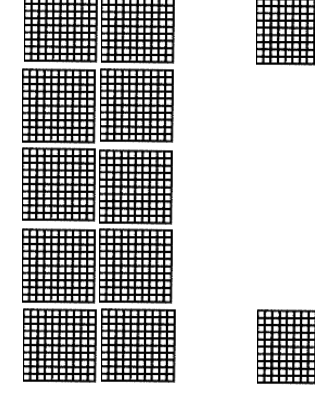


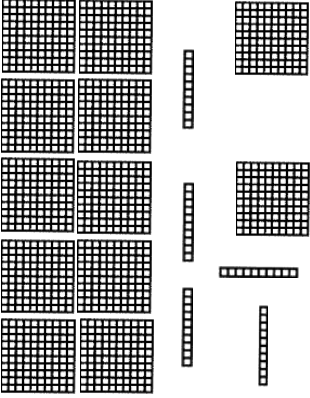
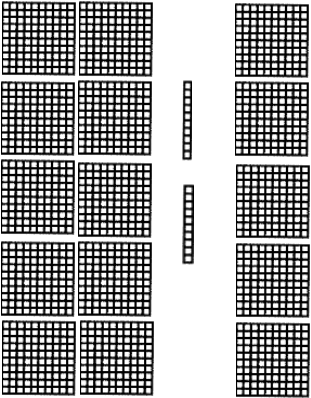
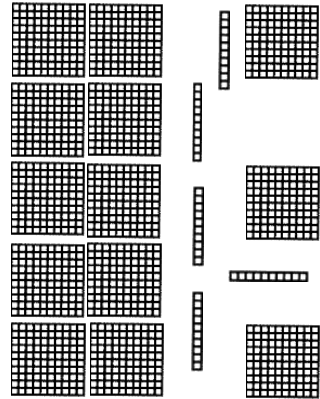
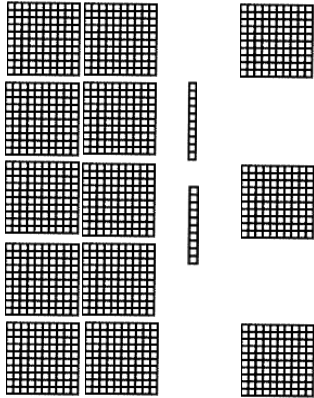
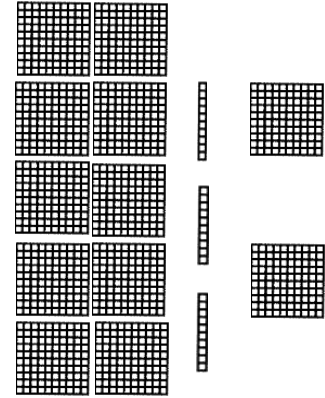
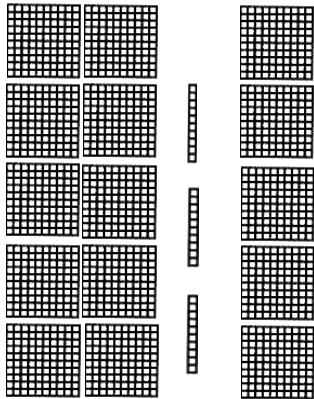
Matériel niveau 1

	12c 5d3u		12c 3c5u
	13c 2d5u		13c 5d2u
	15c 3d2u		15c 2d3u
	15c		12c

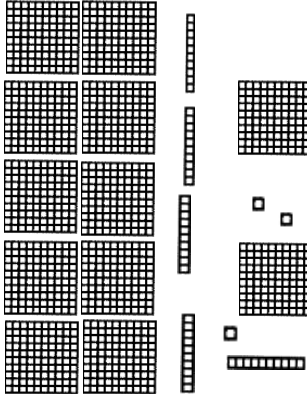
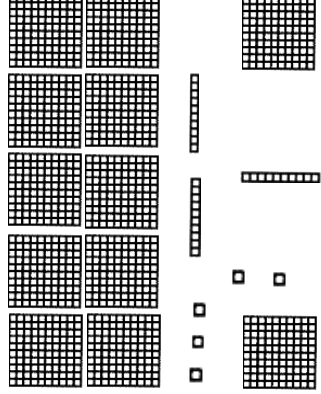
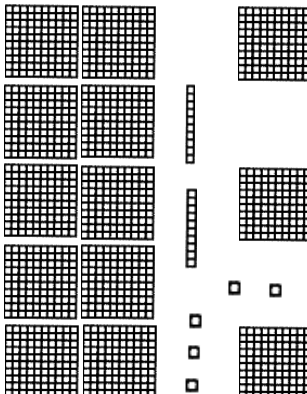
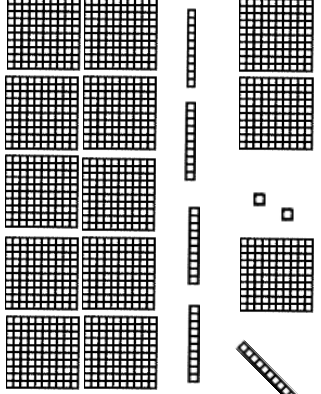
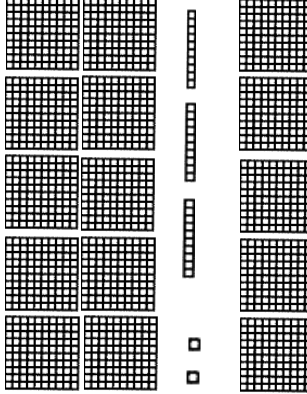
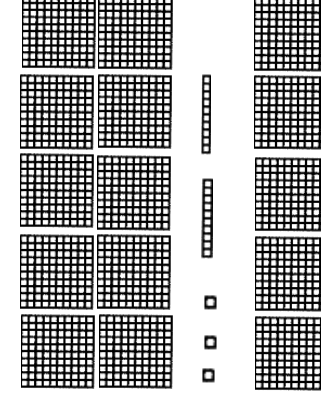
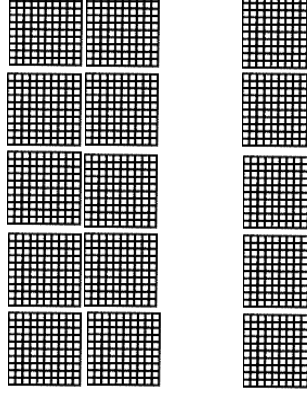
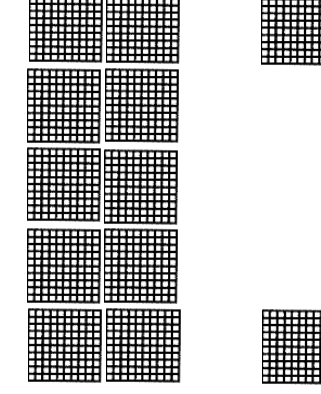
	12c 5d		15c 2d
	13c 5d		13c 2d
	12c 3d		15c 3d

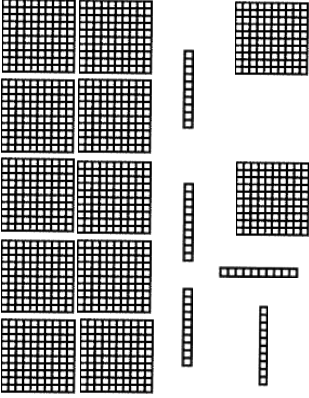
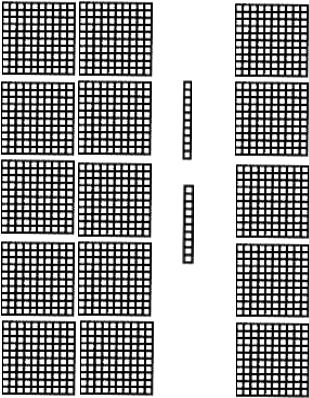
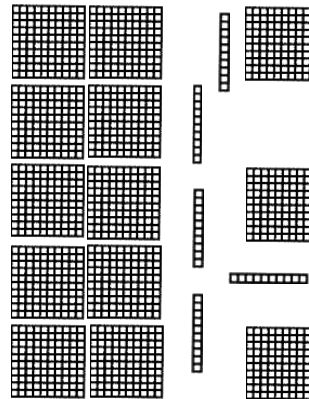
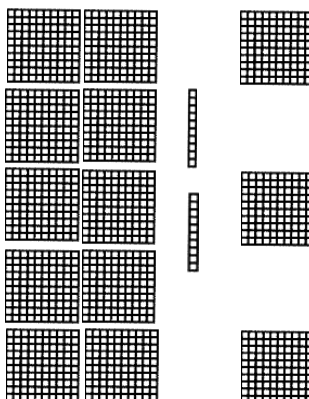
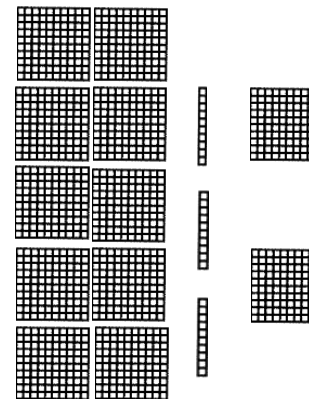
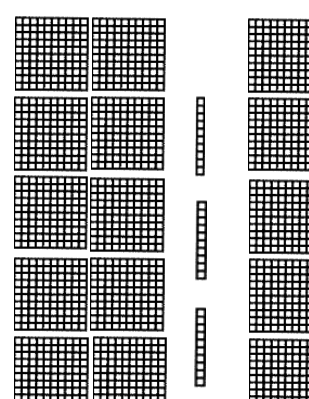
Matériel niveau 2

	5d3u 12c		3c5u 12c
	2d5u 13c		5d2u 13c
	3d2u 15c		2d3u 15c
	15c		12c

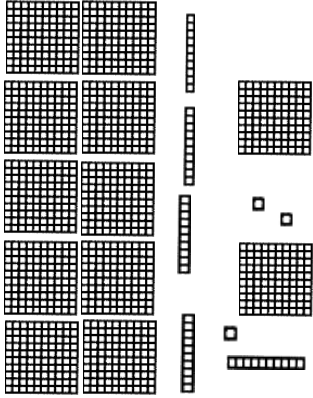
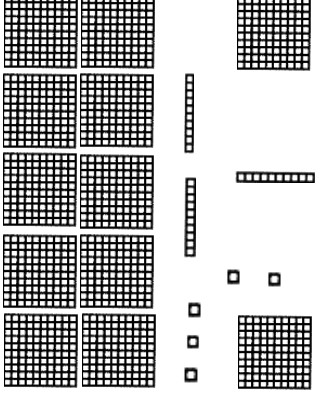
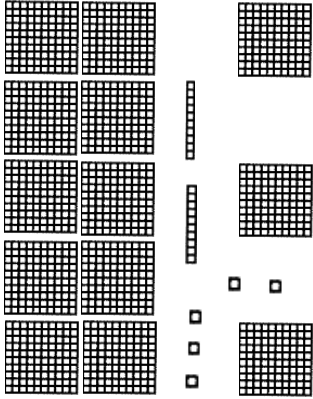
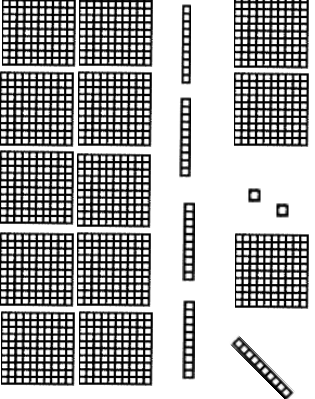
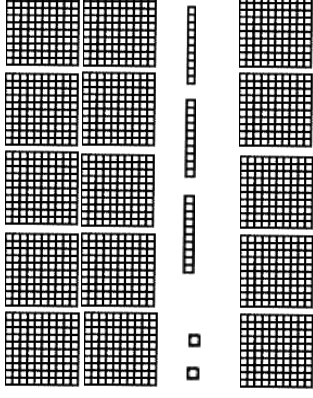
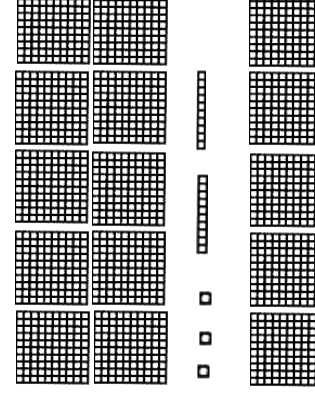
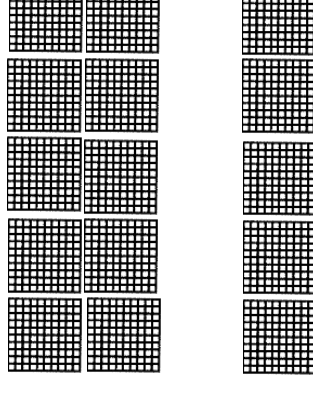
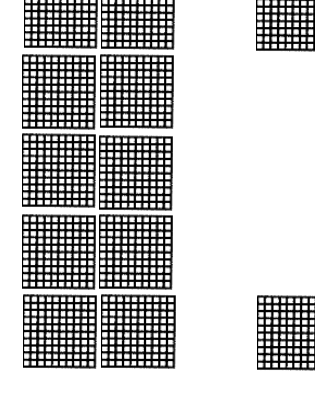
	5d 12c		2d 15c
	5d 13c		2d 13c
	3d 12c		3d 15c

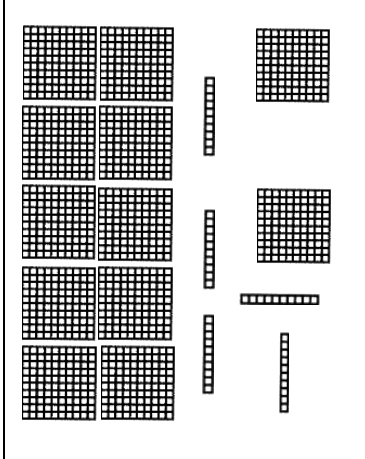
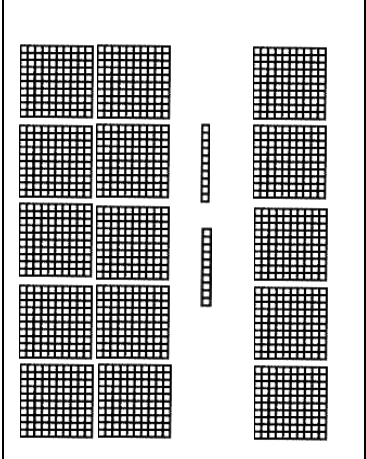
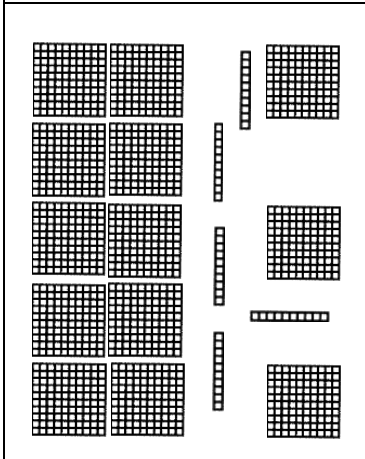
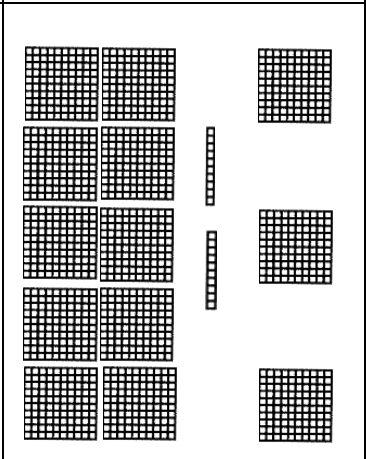
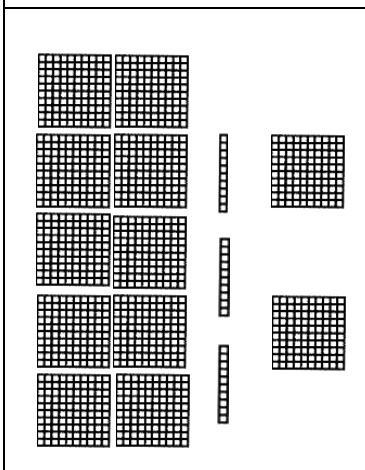
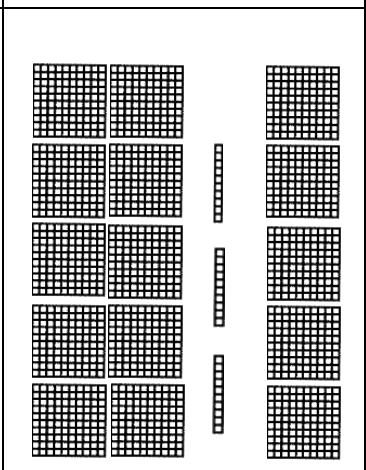
Matériel niveau 3

	1m2c 5d3u		1m2c 3d5u
	1m3c 2d5u		1m3c 5d2u
	1m5c 3d2u		1m5c 2d3u
	1m5c		1m2c

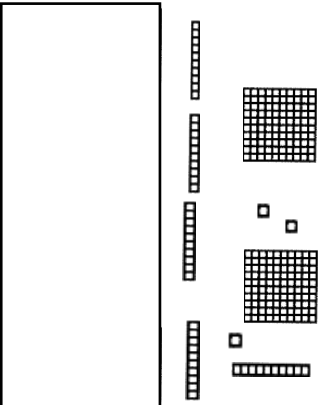
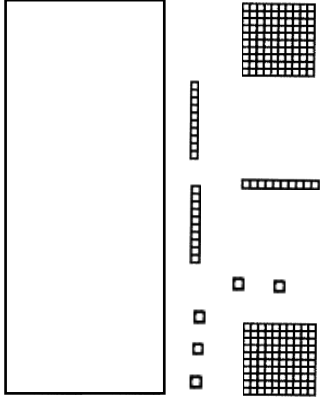
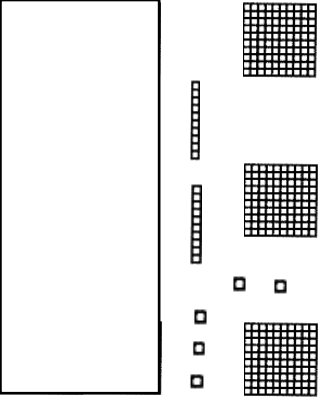
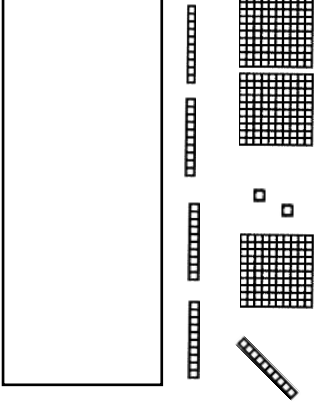
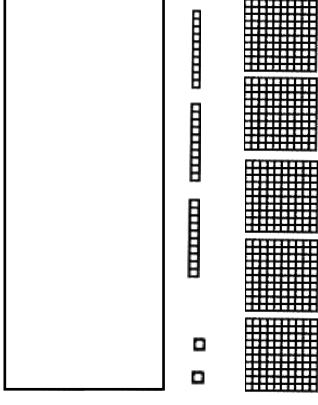
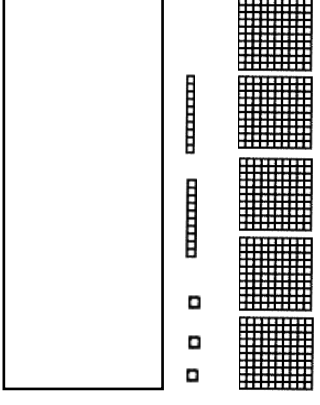
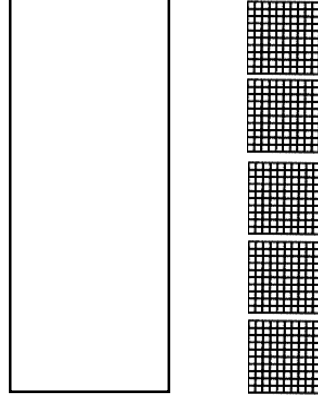
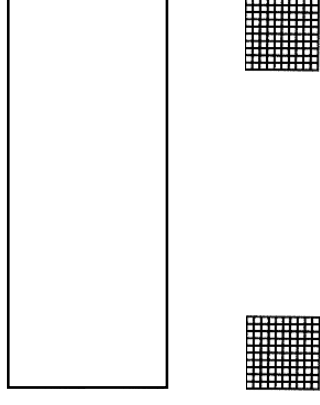
	1m2c 5d		1m5c 2d
	1m3c 5d		1m3c 2d
	1m2c 3d		1m5c 3d

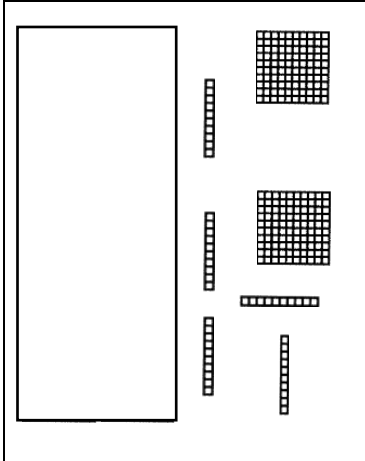
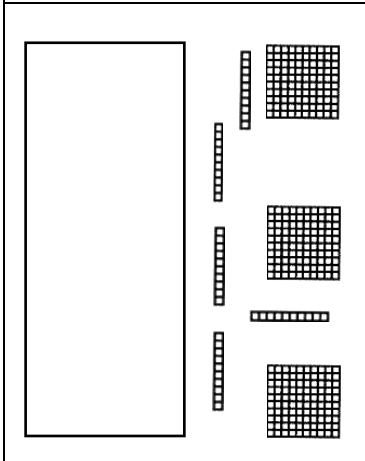
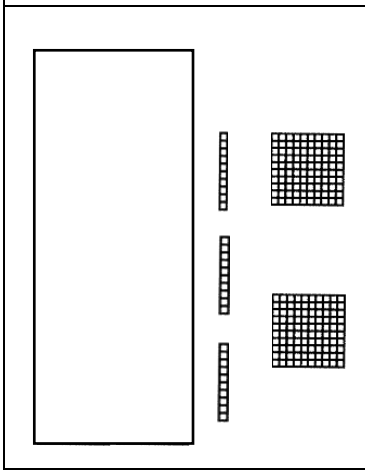
Matériel niveau 4

	1253		1235
	1325		1352
	1532		1523
	1500		1200

	1250		1520
	1350		1320
	1230		1530

Matériel niveau 5

	1253		1235
	1325		1352
	1532		1523
	1500		1200

	1250		1520
	1350		1320
	1230		1530