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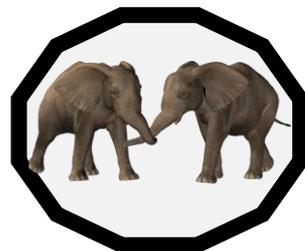
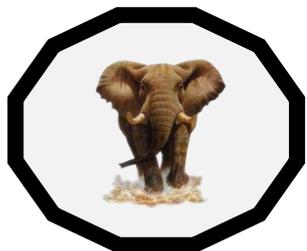
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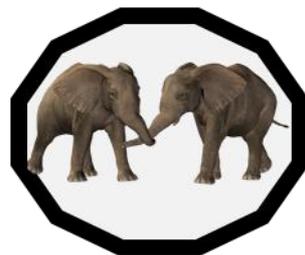
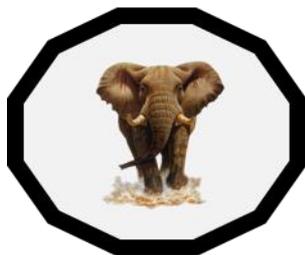
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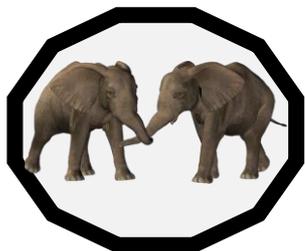
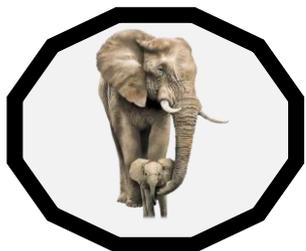
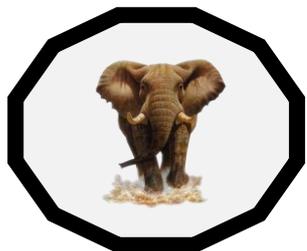
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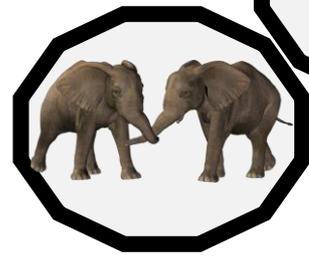
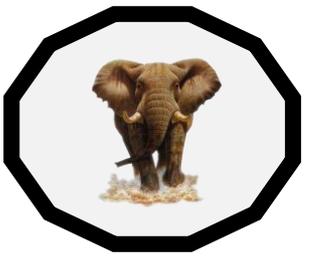
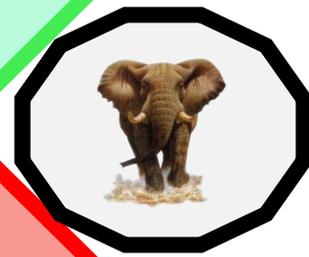
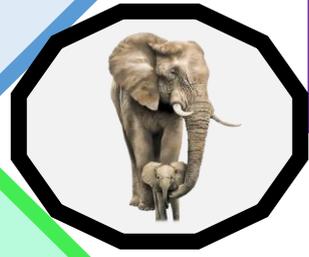
pen

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MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

A set of three horizontal lines for writing, consisting of a top line, a middle line, and a bottom line.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

A set of three horizontal lines for writing, consisting of a top line, a middle line, and a bottom line.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing. The top arrow is smaller than the bottom one. They are set against a background of a grey and white puzzle pattern.

A set of three horizontal lines for writing, consisting of a top line, a middle line, and a bottom line, all in black. They are positioned at the bottom center of the page.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

Three horizontal lines for writing, consisting of a solid top line, a dashed middle line, and a solid bottom line.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

A set of three horizontal lines for writing, consisting of a top line, a middle line, and a bottom line.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

Three horizontal lines for writing, intended for the student's name and other information.

MEMOZ' invariables



Two large, empty, double-lined arrow shapes pointing to the right, intended for writing the words 'MEMOZ' and 'invariables'.

Three horizontal lines for writing, consisting of a solid top line, a dashed middle line, and a solid bottom line.



J'ai mémorisé le mot !

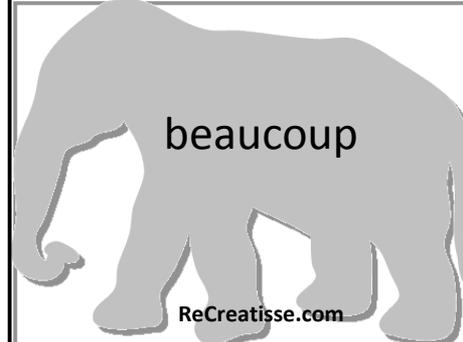
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J'ai mémorisé le mot !

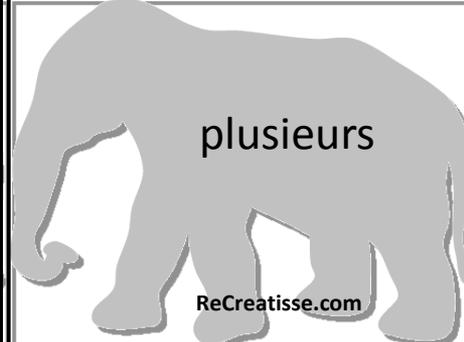
ReCreatisse.com

2 Caches à placer sur la partie centrale du tapis .

A gray silhouette of an elephant walking to the left, used as a background for the word.

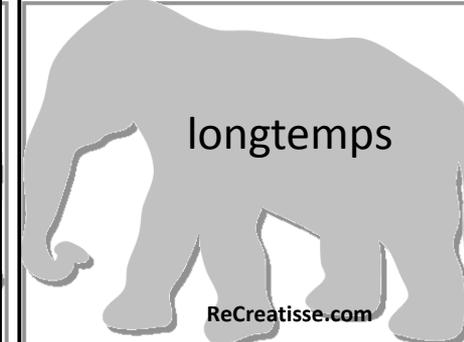
beaucoup

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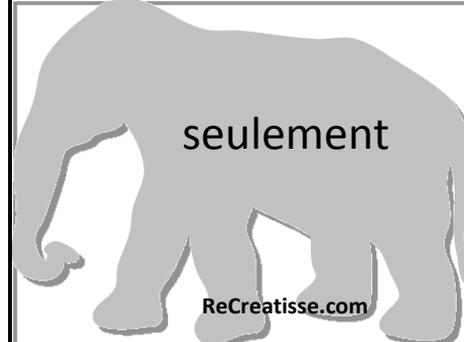
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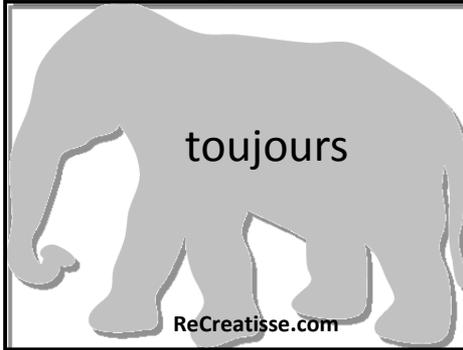
longtemps

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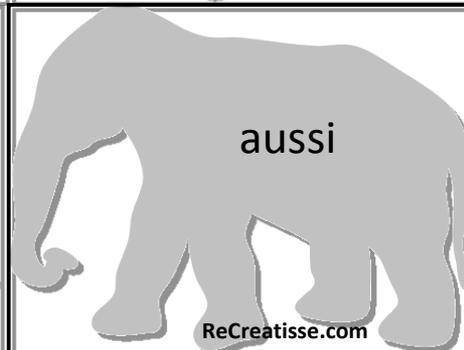
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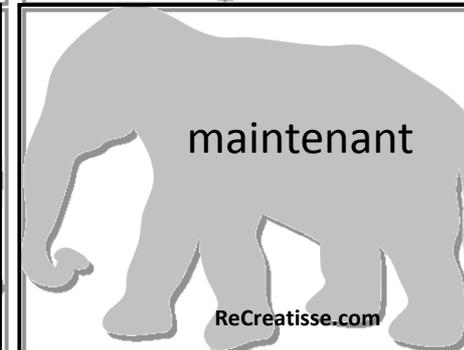
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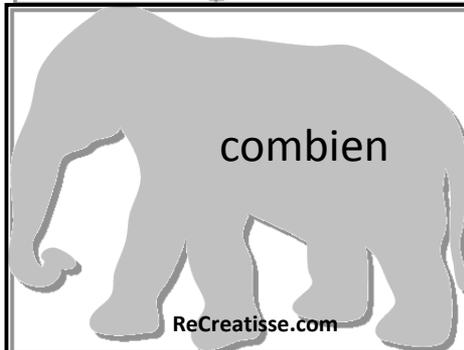
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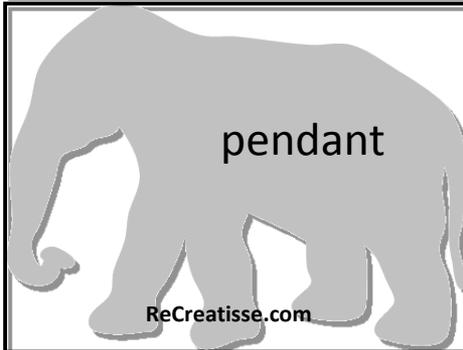
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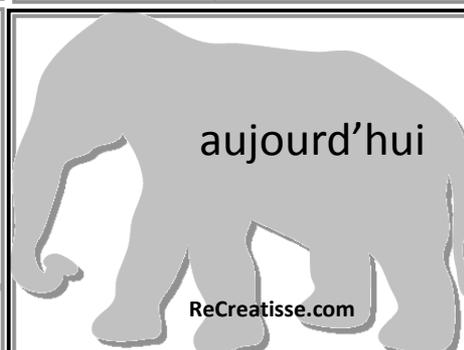
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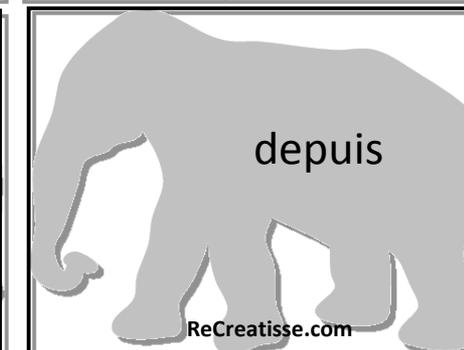
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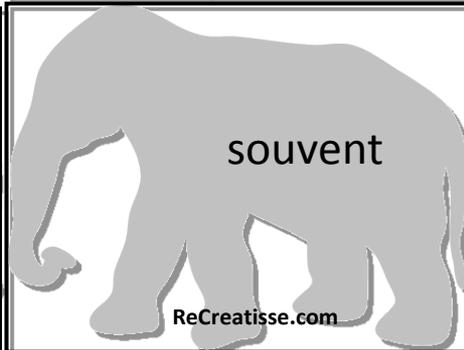
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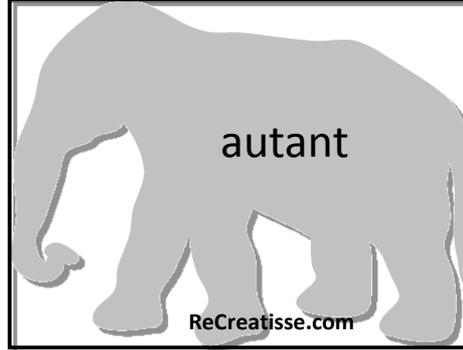
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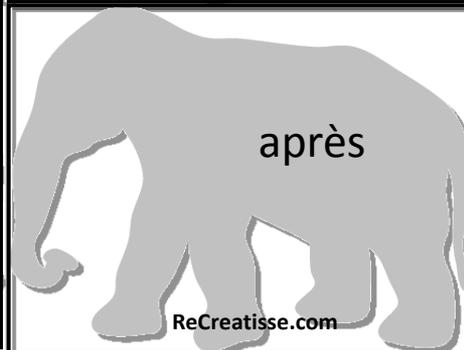
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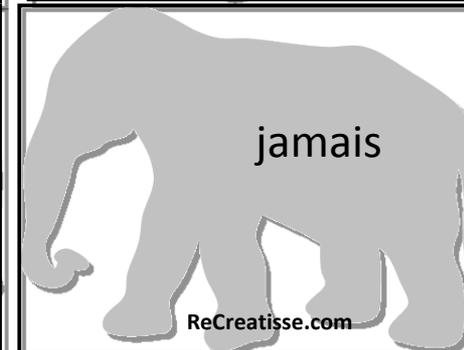
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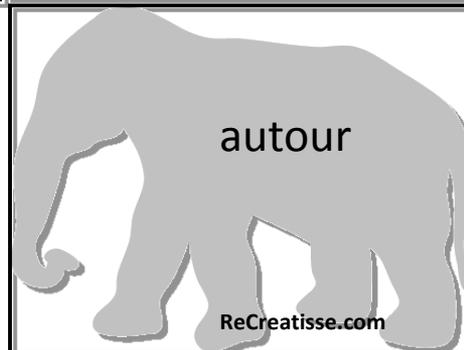
après

ReCreatisse.com

A gray silhouette of an elephant walking to the left, used as a background for the word.

jamais

ReCreatisse.com

A gray silhouette of an elephant walking to the left, used as a background for the word.

autour

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parfois

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JOKER

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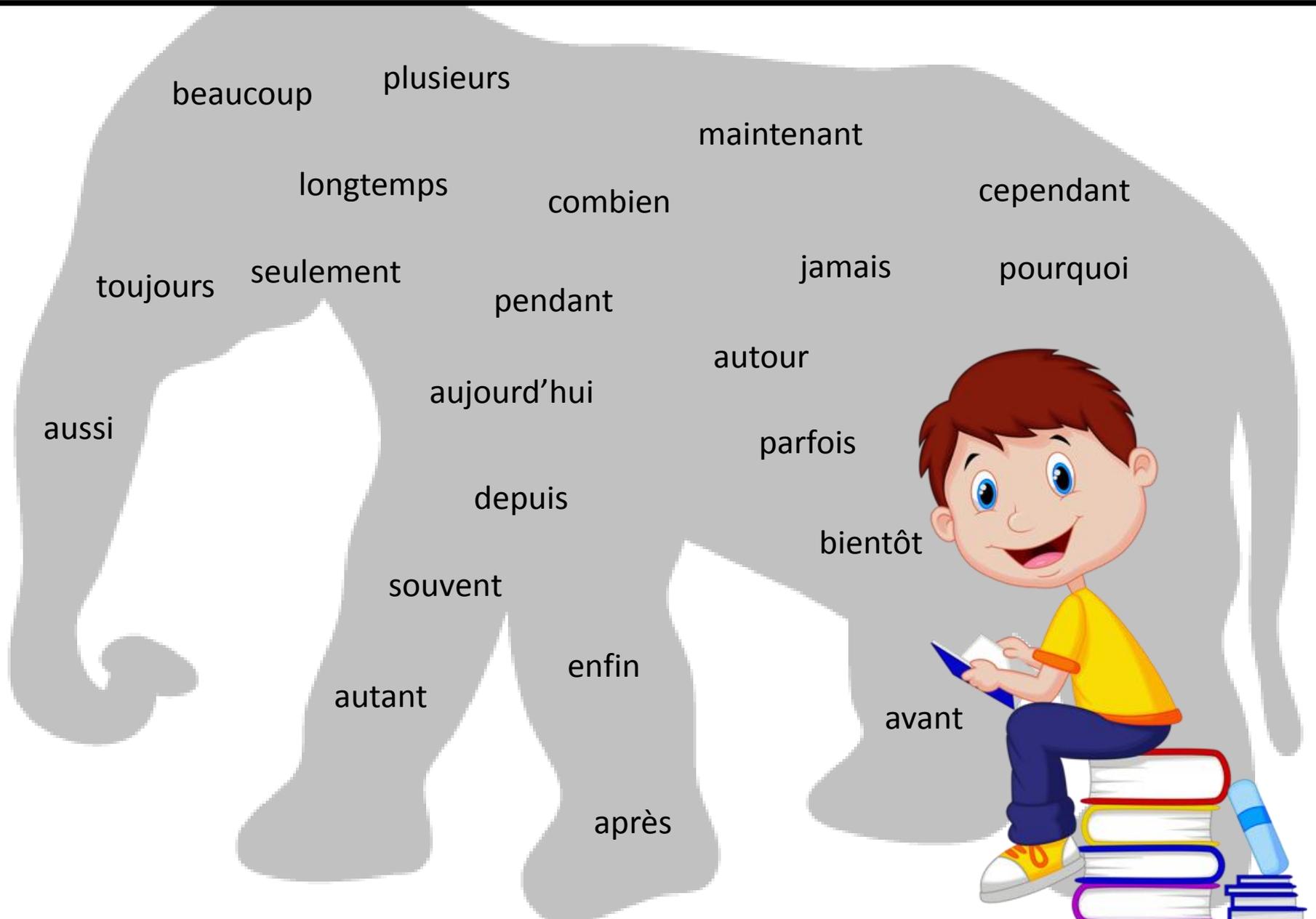
JOKER

ReCreatisse.com



JOKER

MEMOZ' invariables



beaucoup

plusieurs

maintenant

longtemps

combien

cependant

toujours

seulement

pendant

jamais

pourquoi

aussi

aujourd'hui

autour

parfois

depuis

bientôt

souvent

enfin

autant

avant

après

MEMOZ'invARIABLES

Objectif : Mémoriser les mots invariables de manière ludique .

Matériel :

Jeu 1 : 22 étiquettes – 7 tapis – 22 jetons – 6 étiquettes JOKER pour enlever une carte de son tapis ou en prendre une sur le tapis d'un autre joueur .

Jeu 2 : 1 tapis silhouette – 22 étiquettes « silhouettes » - les badges « J'ai mémorisé...»

JEU 1: 6 joueurs

Les étiquettes sont placées à l'envers au centre de la table .Chaque joueur à son tour tire une étiquette .Il doit la poser soit sur son tapis ou sur le tapis d'un autre joueur .

Le but est de reconstituer un mot invariable de 2 ou 3 syllabes .

Quand un mot est formé , il faut placer le cache par – dessus .Le joueur épelle ou écrit le mot . Les autres vérifient , si c'est juste il gagne 1 jeton.

JEU 2 : Activité par 2 (chacun a un tapis silhouette retourné , cartes silhouettes formant la pioche).

L'un tire une petite carte silhouette , lit le mot et demande à l'autre joueur de l'épeler . Si c'est juste , il retourne son tapis et entoure le mot sur la grande silhouette .Si c'est faux , il ne fait rien et c'est à l'autre joueur .Les cartes tirées sont placées sous la pioche .

