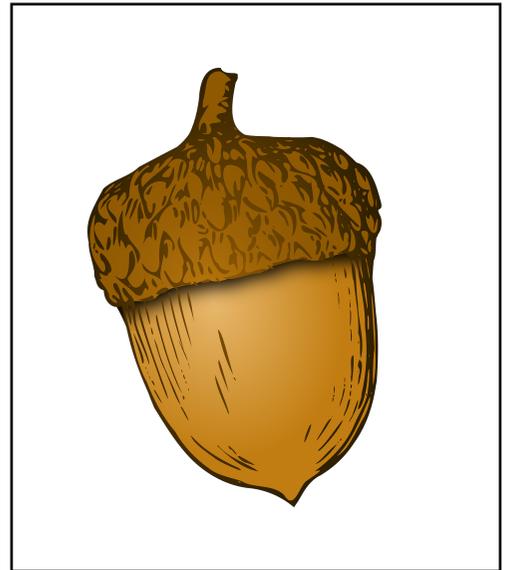
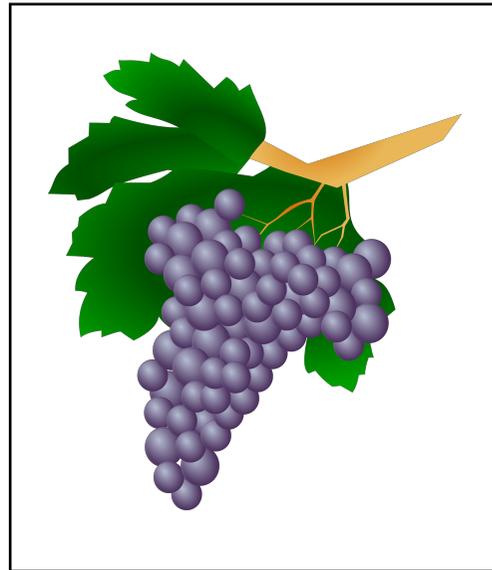
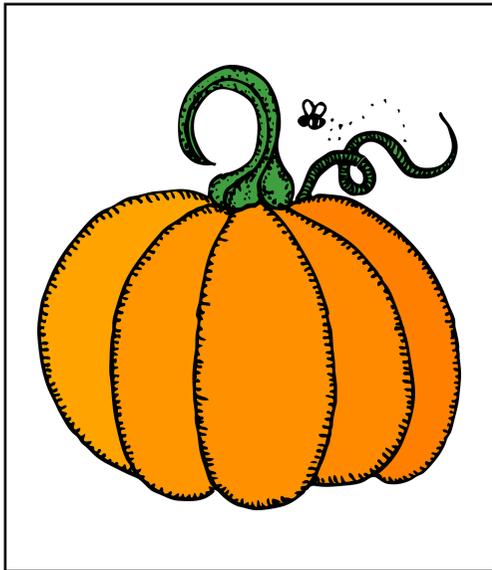
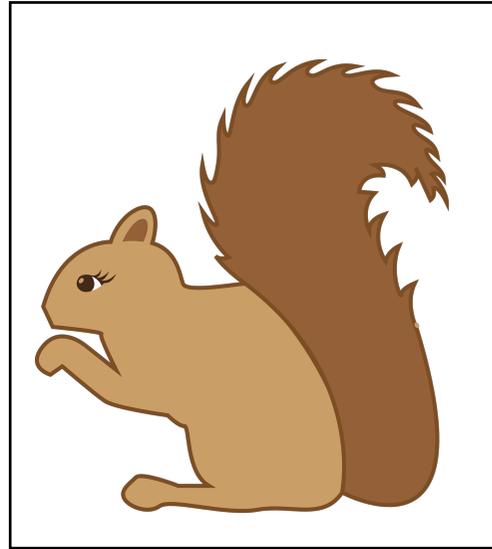
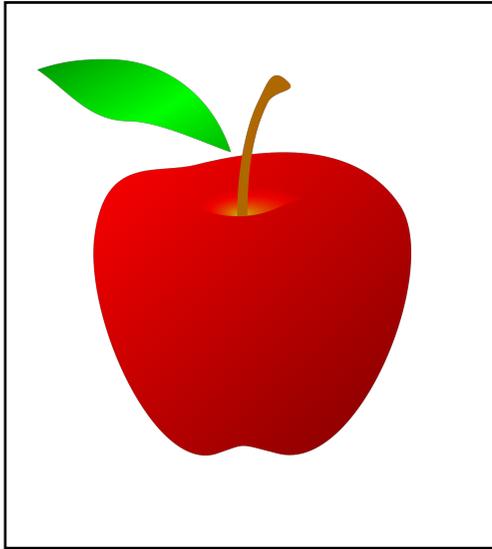
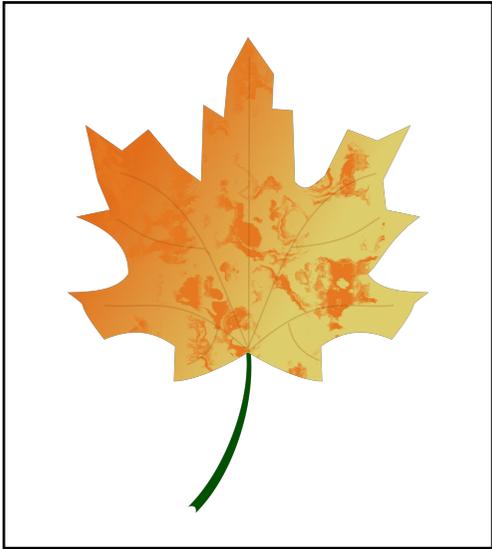
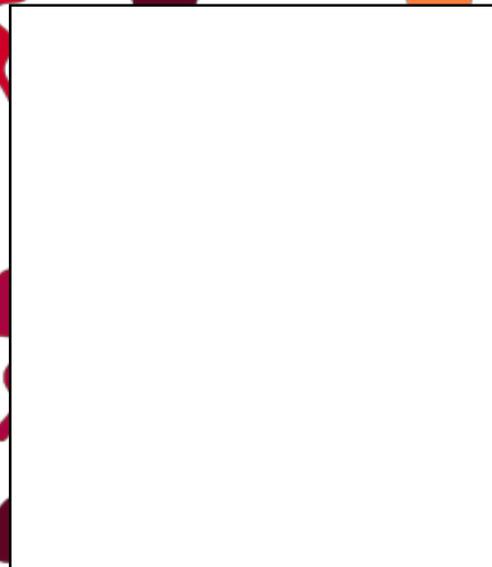
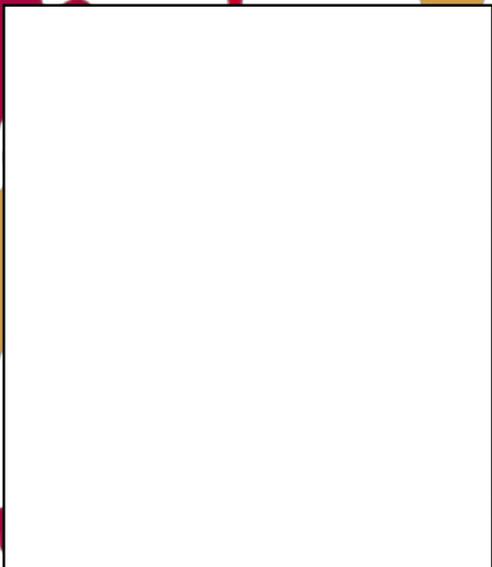
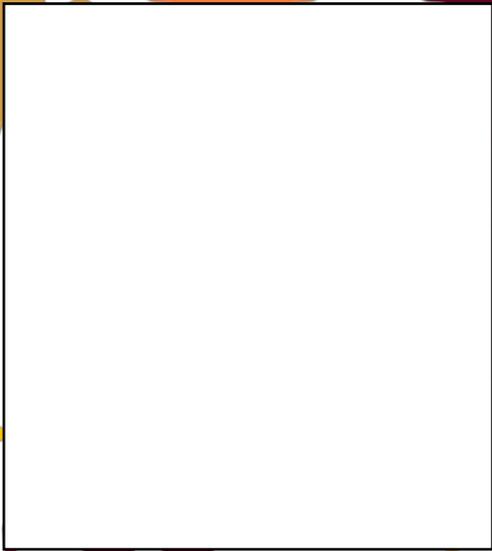
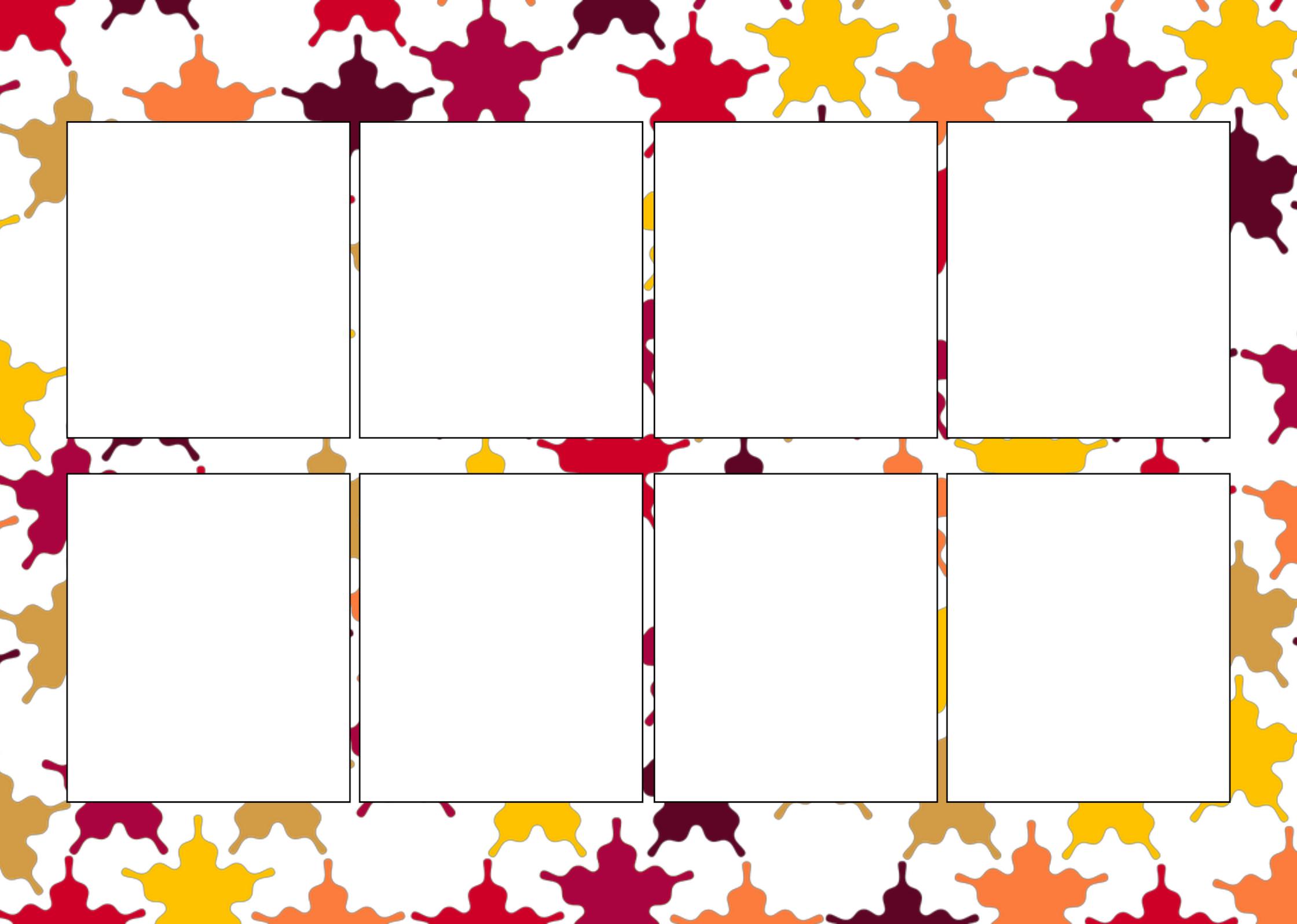
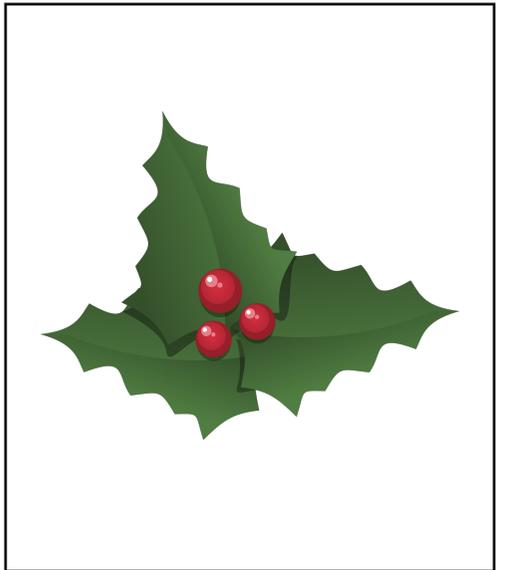
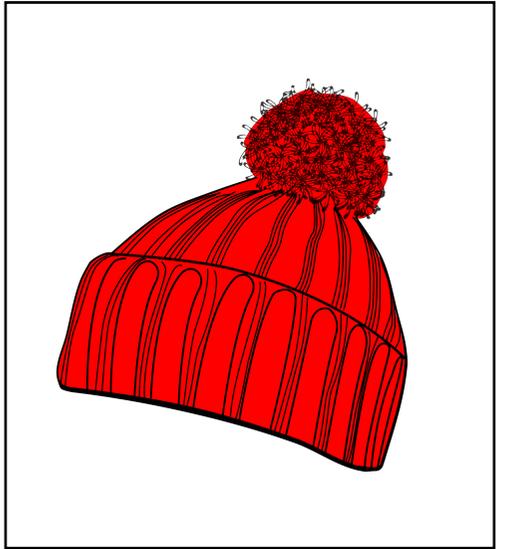
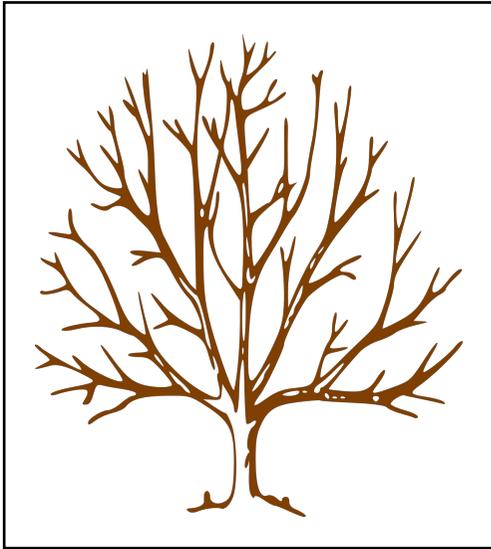
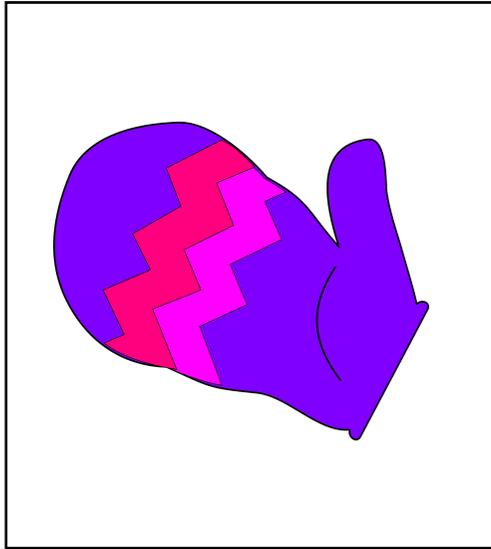
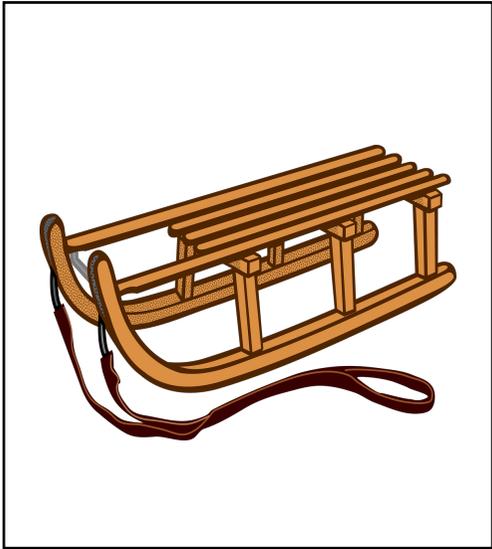


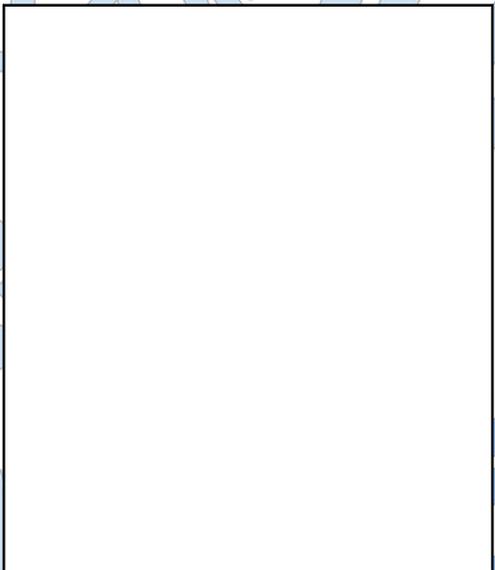
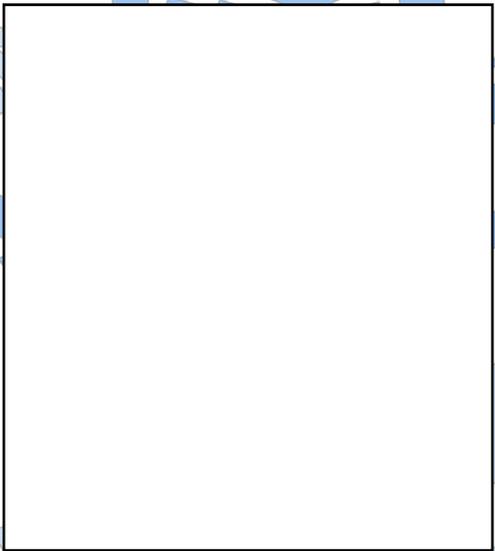
Le jeu des 4 saisons

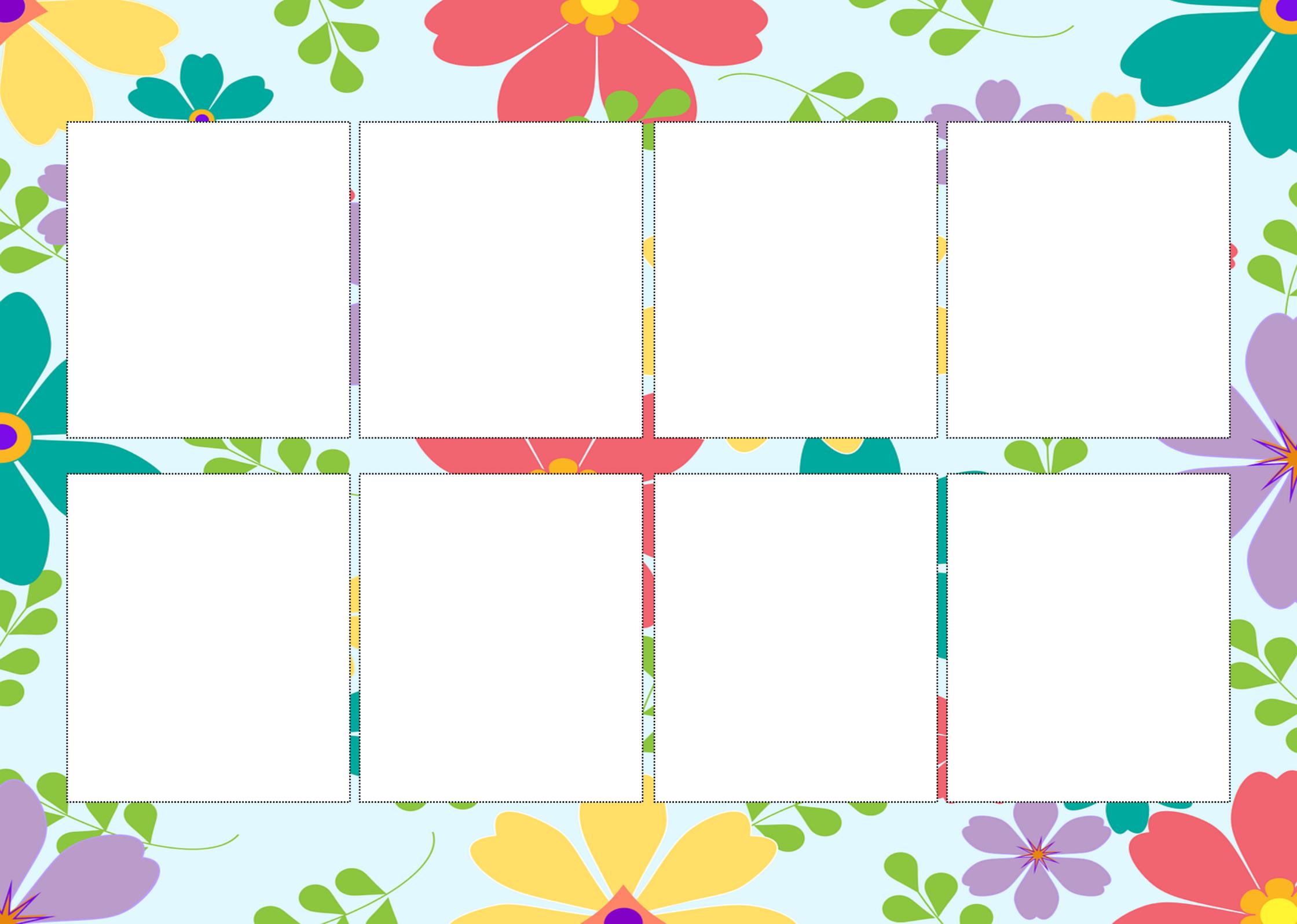
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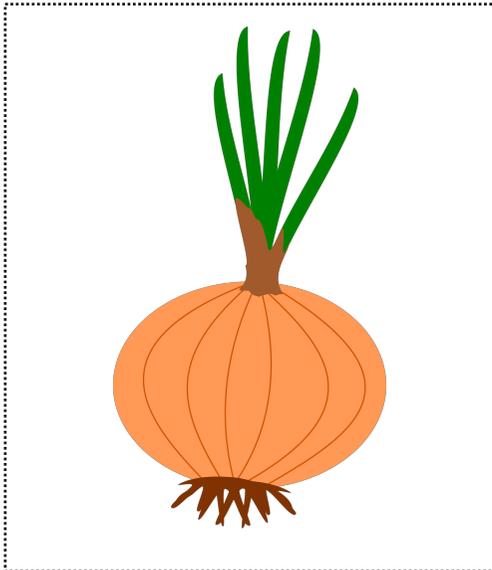
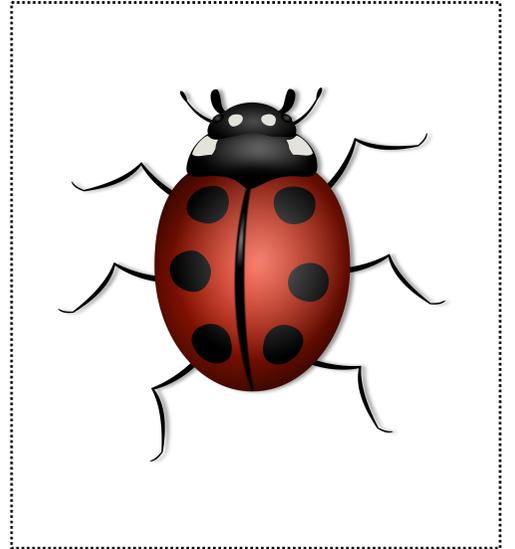
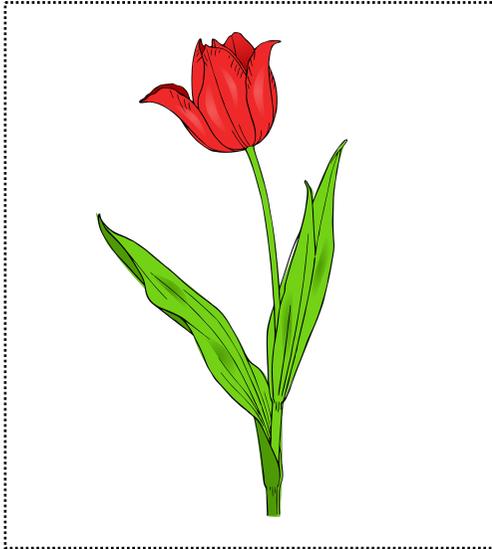
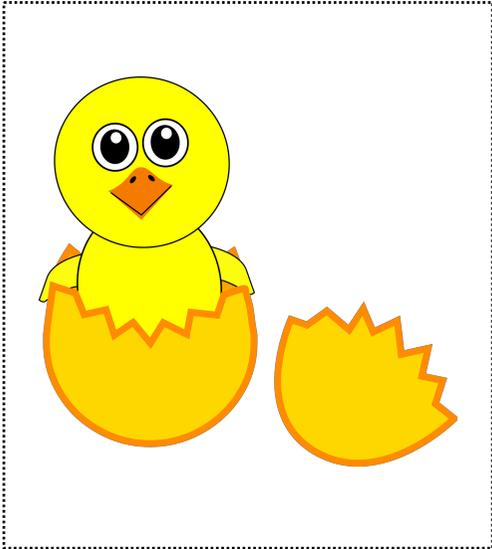


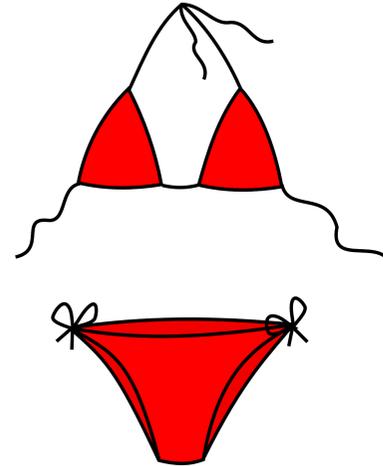
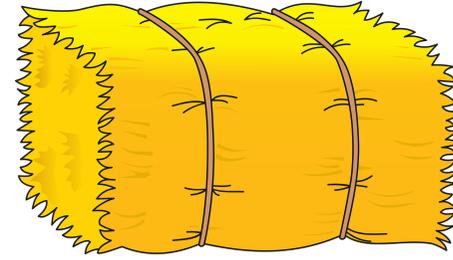
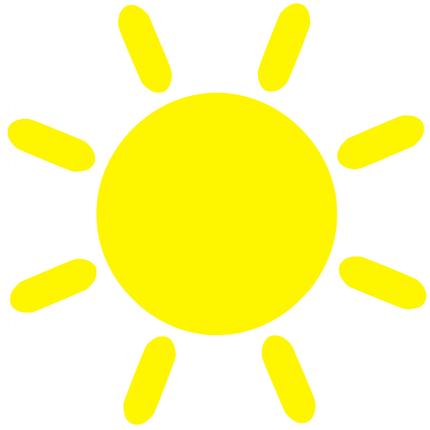


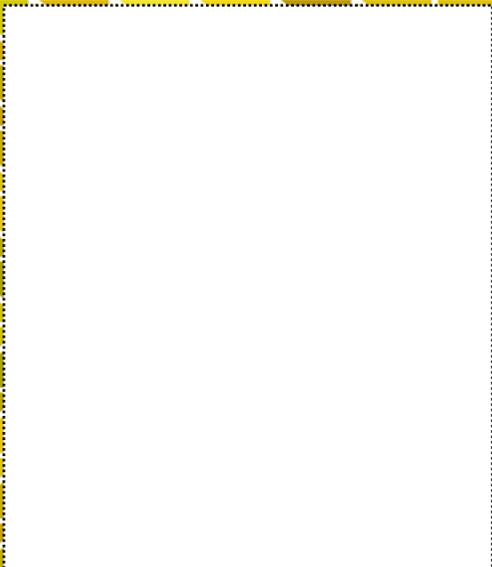
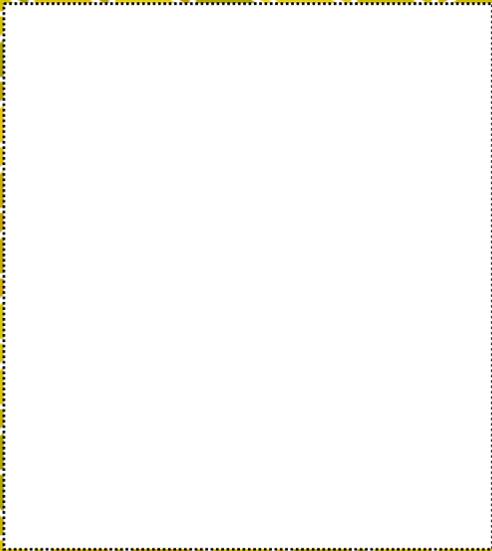
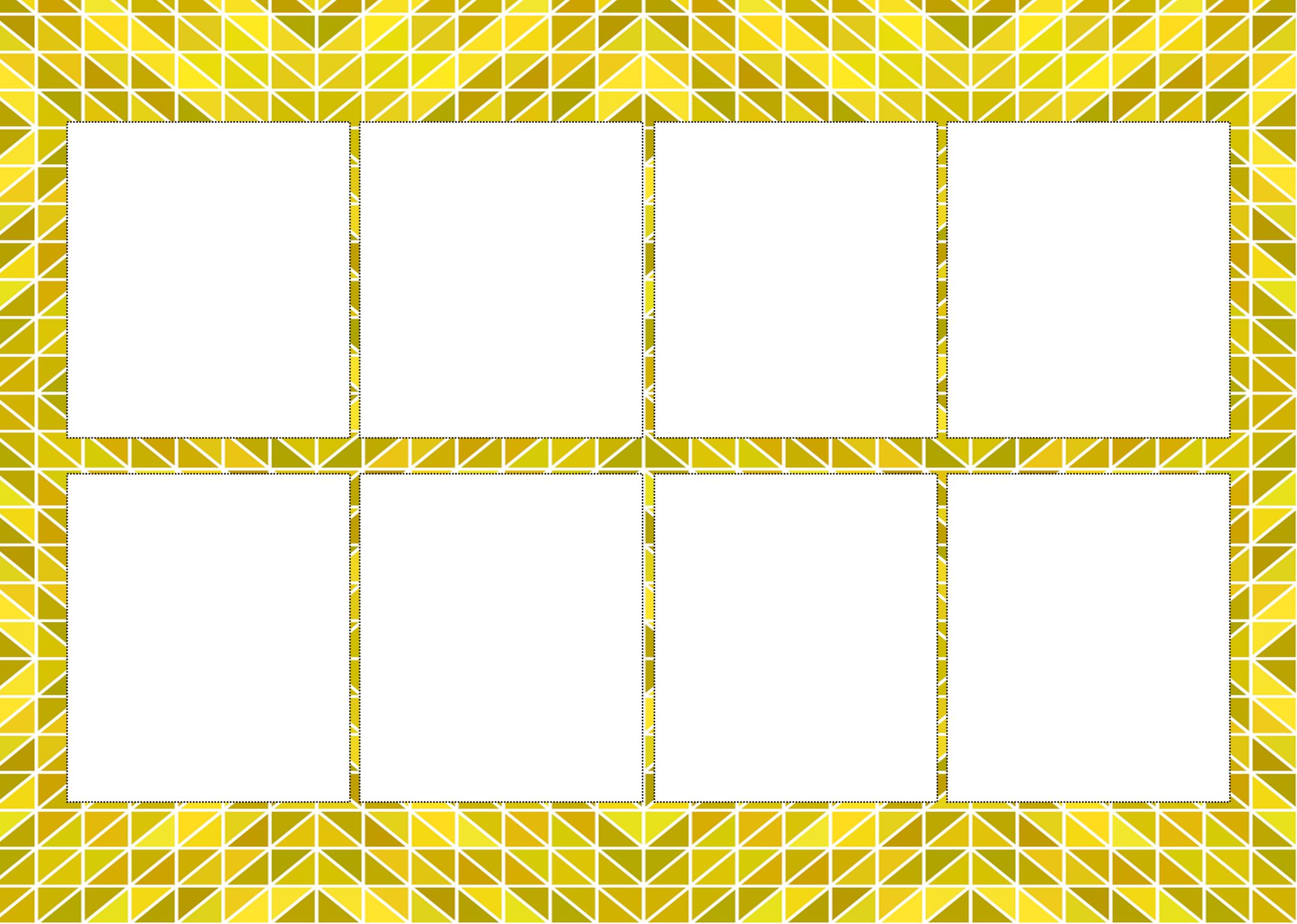


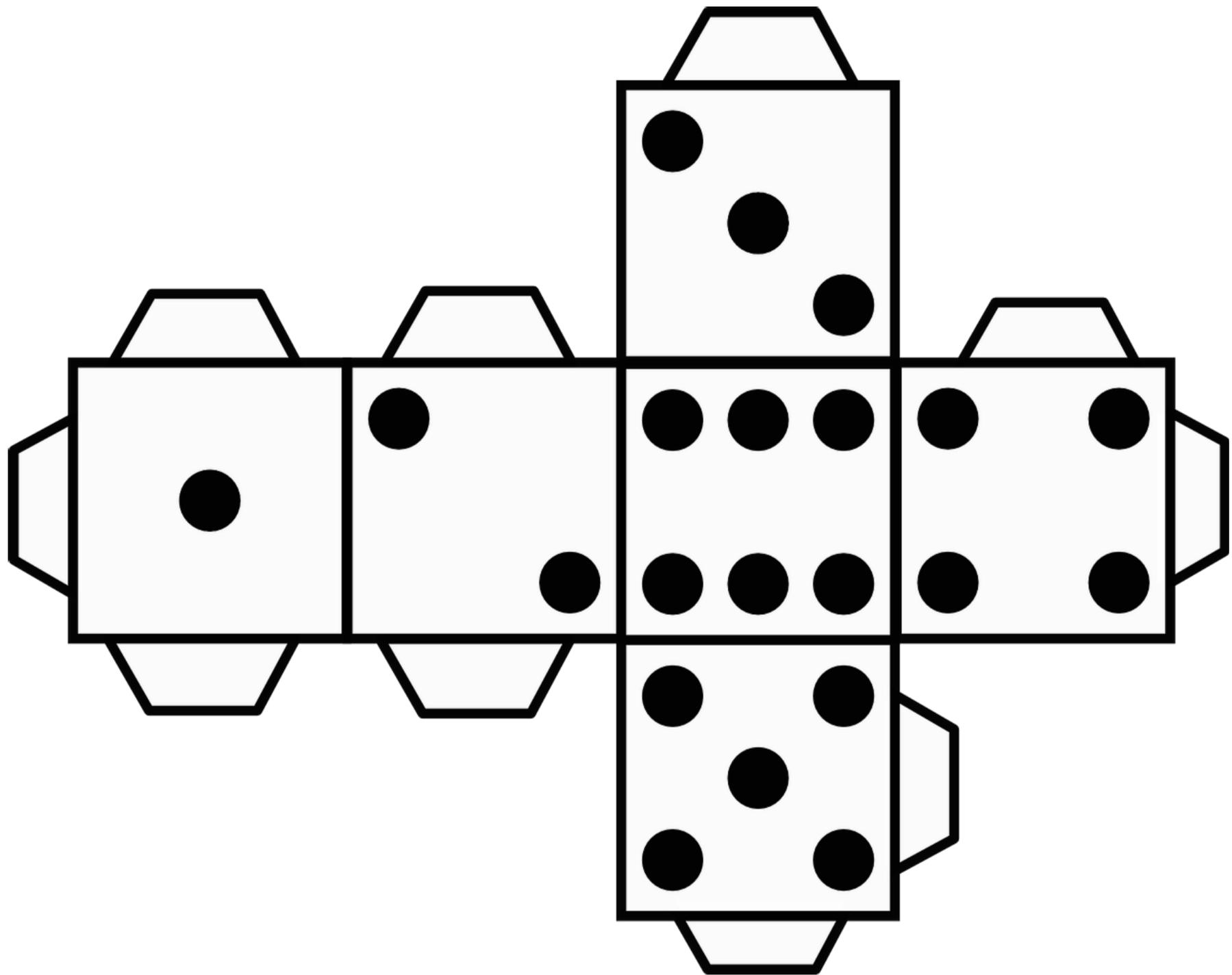


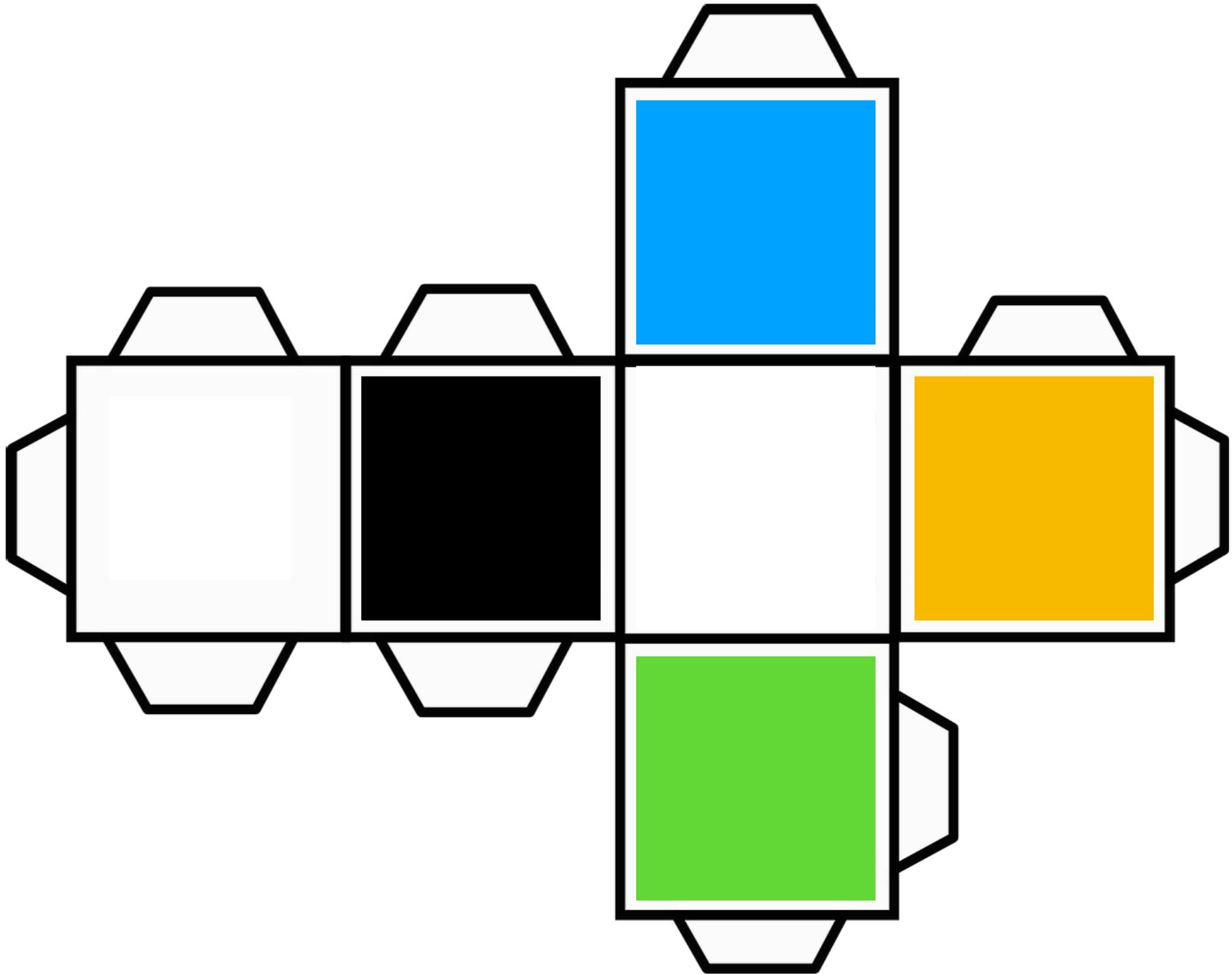












Possibilités de jeux...

- Activités de langage autour des différentes cartes et des différentes saisons.
- Exercices de mémorisation spatiale. Observer les cartes, les retourner et demander à l'enfant où se trouve une image en particulier.
- Lancer le dé. Celui qui obtient le plus de points pioche une carte. Si elle ne lui convient pas, il peut l'échanger avec une carte d'un autre joueur qui ne convient pas non plus.
- Jaune = été, vert = printemps, bleu = automne et noir = hiver. Si la face arrêtée est blanche ou ne correspond pas à la carte saison, on passe son tour. Si elle correspond, on pioche une image pour remplir sa carte.
- Et bien d'autres versions que vous inventerez ;-)