

DEPART



Tu gagnes 4 graines



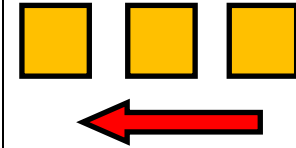
Tu perds 1 graine



Rejoue



Recule de 3 cases



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Rejoue



Tu gagnes 3 graines



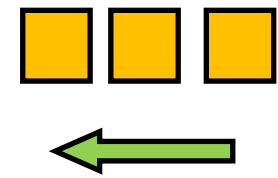
Tu perds 2 graines



Passe ton tour



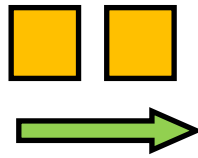
Avance de 3 cases



Tu gagnes 4 graines



Avance de 2 cases



Tu perds 3 graines



Tu gagnes 2 graines



Tu gagnes 1 graine



ARRIVEE

Tu gagnes 3 graines



Retourne au départ



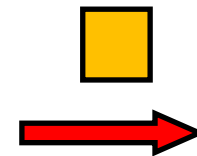
Tu perds 4 graines



Tu gagnes 1 graine



Recule de 1 case



Le jeu des graines

Règle du jeu

Chaque joueur a un pion et se déplace sur le plan de jeu en suivant le sens des flèches oranges et en lançant le dé chacun son tour. Chaque animal a besoin de graines pour faire du pain. Les graines peuvent être des perles, des jetons, des pâtes.



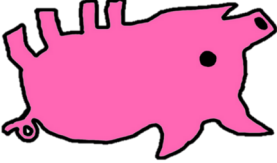
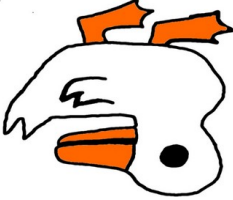
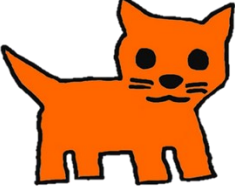

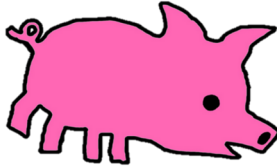
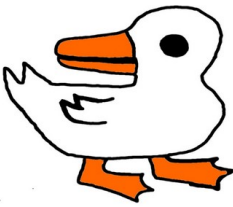
Case verte : on gagne des graines

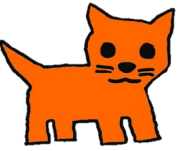
Case rouge : on perd des graines.

L'objectif est d'en récolter le plus possible à l'arrivée.


On compare lorsque tout le monde est arrivé.



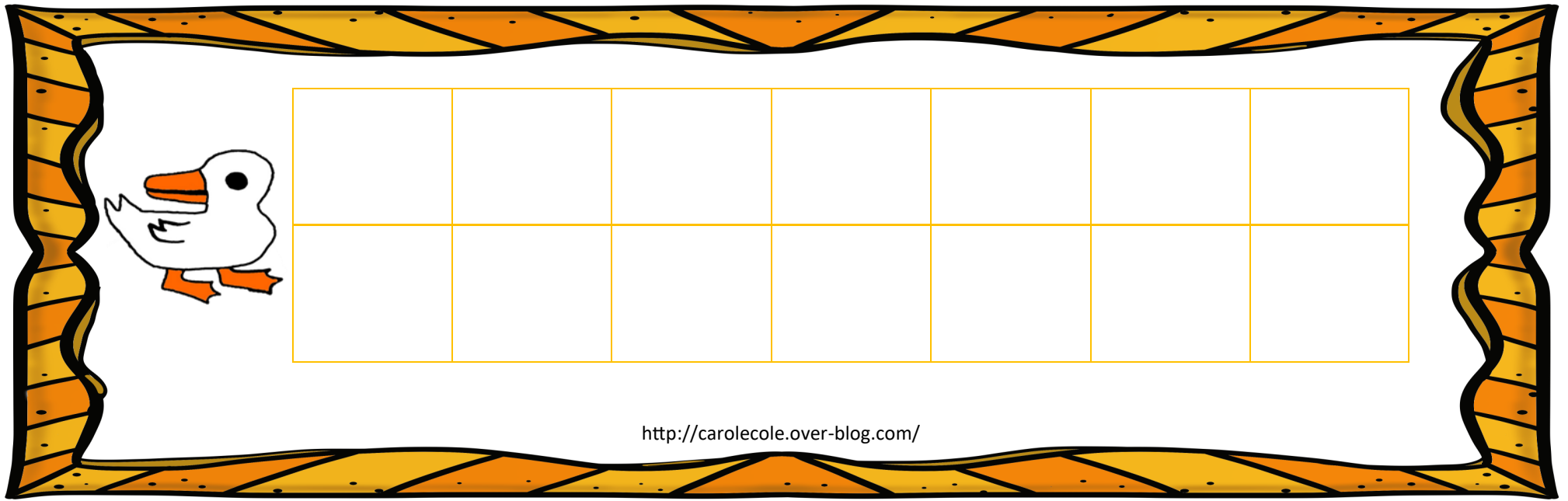
			
			



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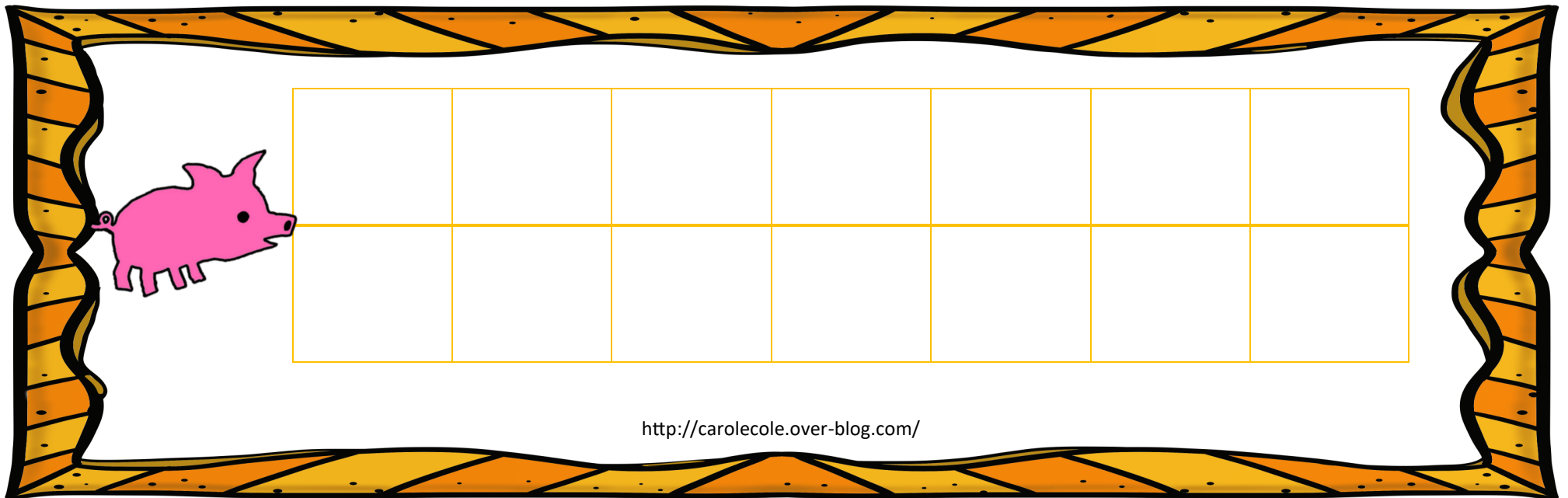


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A worksheet with a decorative orange and yellow border. On the left side, there is a cartoon illustration of a white duck with an orange beak and feet. To the right of the duck is a large grid consisting of two rows and seven columns of empty boxes, intended for writing.

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A worksheet with a decorative orange and yellow border. On the left side, there is a cartoon illustration of a pink pig. To the right of the pig is a large grid consisting of two rows and seven columns of empty boxes, intended for writing.

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