

Tiré d'un document de la mission maths de la DSDEN du Nord

Jeux

« 1 de plus »

« 1 de moins »



Domaine : découvrir les nombres et leur utilisation.

Objectif : l'itération de l'unité.

Compétences : avoir compris que tout nombre s'obtient en ajoutant un au nombre précédent et que cela correspond à l'ajout d'une unité à la quantité précédente. Avoir compris que le cardinal ne change pas si on modifie la disposition spatiale ou la taille des éléments.

Matériel : un jeu de 32 cartes par niveau.

16 cartes avec des fruits (bordures en bleu clair), 16 cartes avec des légumes (bordures en bleu foncé).

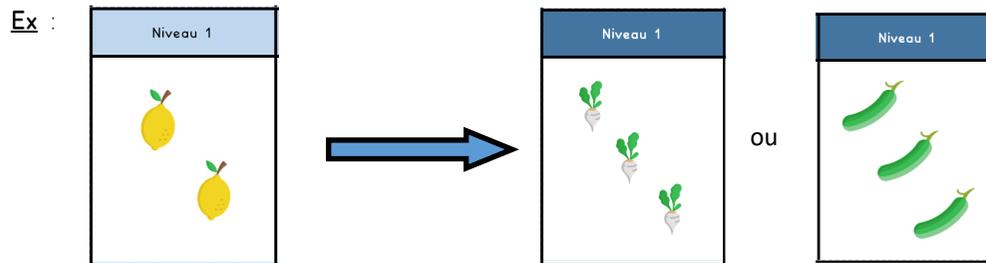
Jeu « UN DE PLUS »

Tu dois constituer des paires. Pour cela, tu vas associer ta carte avec autre carte qui a juste 1 unité (ou un objet) de plus.

Règle du jeu : les cartes légumes sont face visible sur la table. Les cartes fruits sont distribuées entre les joueurs et cachées. Chaque joueur retourne une carte fruit qu'il va chercher à associer avec une carte légumes qui aura une unité de plus. Le gagnant est celui à qui il restera le moins de cartes fruits.

Attention : placer les enfants côte à côte pour jouer pour qu'ils regardent les cartes dans le même sens.

4 niveaux de jeu sont proposés.



Jeu « UN DE MOINS »

Tu dois constituer des paires. Pour cela, tu vas associer ta carte avec autre carte qui a juste 1 unité (ou un objet) de moins.

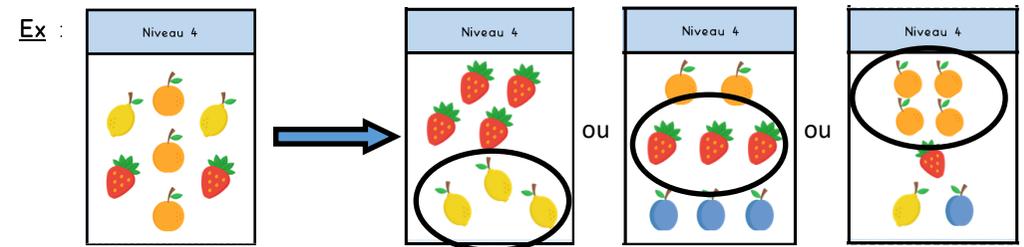
Utiliser le même jeu de cartes mais cette fois-ci les cartes cachées sont les cartes légumes et les cartes posées et visibles sont les fruits.

Reprendre les 3 niveaux.

LES DIFFERENTS NIVEAUX

- Le niveau 1 propose des cartes avec le codage analogique des constellations, ce qui permet une reconnaissance et une comparaison visuelle.
- Le niveau 2 propose une organisation spatiale aléatoire, ce qui oblige à passer par le nombre.
- Le niveau 3 propose en plus de l'organisation spatiale, une variété dans la taille des objets, ce qui oblige à comprendre que le cardinal ne change pas si on modifie la disposition spatiale et la taille des objets.
- Le niveau 4 propose lui 48 cartes avec plusieurs collections d'objets, ce qui oblige à dénombrer plusieurs collections sur la même carte et de faire un choix « 1 de plus pour 1 collection d'objets identiques ».

La règle est différente : poser 16 cartes au hasard face visible parmi les 48, puis distribuer 8 cartes par enfant. Les cartes restantes sont mises de côté. Pour une carte retournée, il y aura plusieurs choix en fonction de la collection choisie. Le gagnant sera celui à qui il restera le moins de cartes à la fin ou celui qui a fait le plus de paires.



Point de vigilance :

- il est important **de ne pas verbaliser qu'il faut chercher le nombre suivant, mais bien la collection qui en a un de plus, de manière à rester dans le domaine cardinal.**

Éviter d'utiliser « tu as combien ? Tu dois trouver combien ? Pour travailler la QUANTITE- pour éviter le comptage numérotage et la récitation de la comptine numérique.

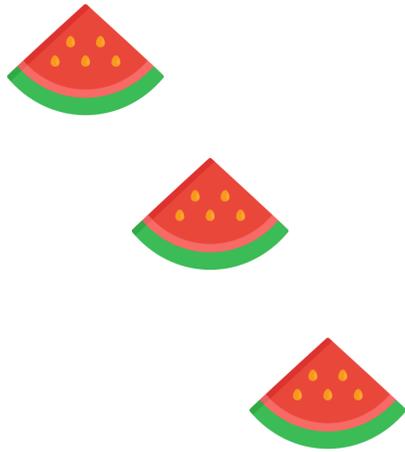
- pour aider les enfants, possibilité de passer par les doigts pour trouver la carte qui a un de plus.



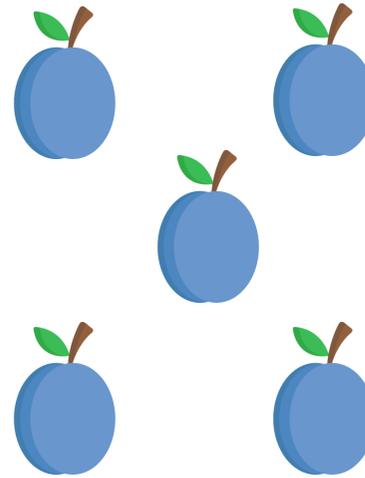
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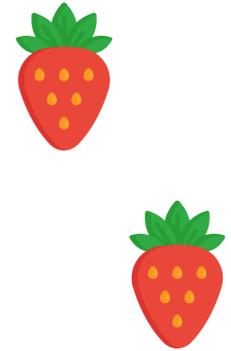
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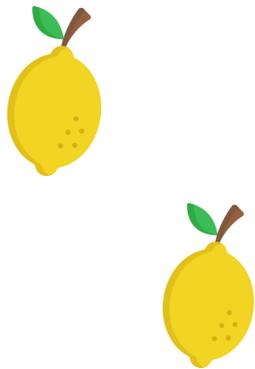
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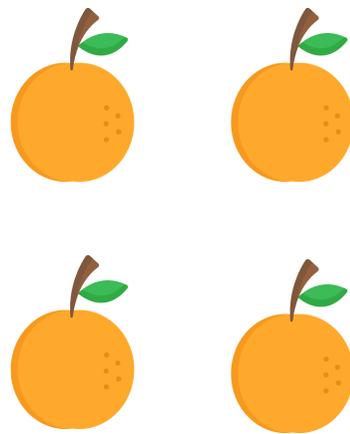
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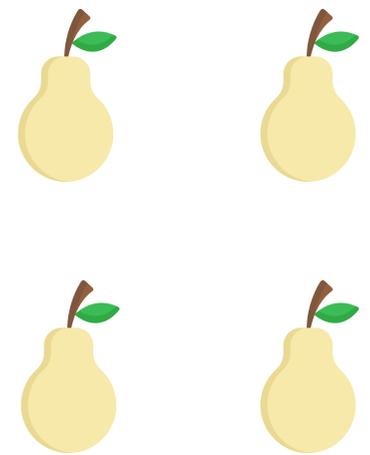
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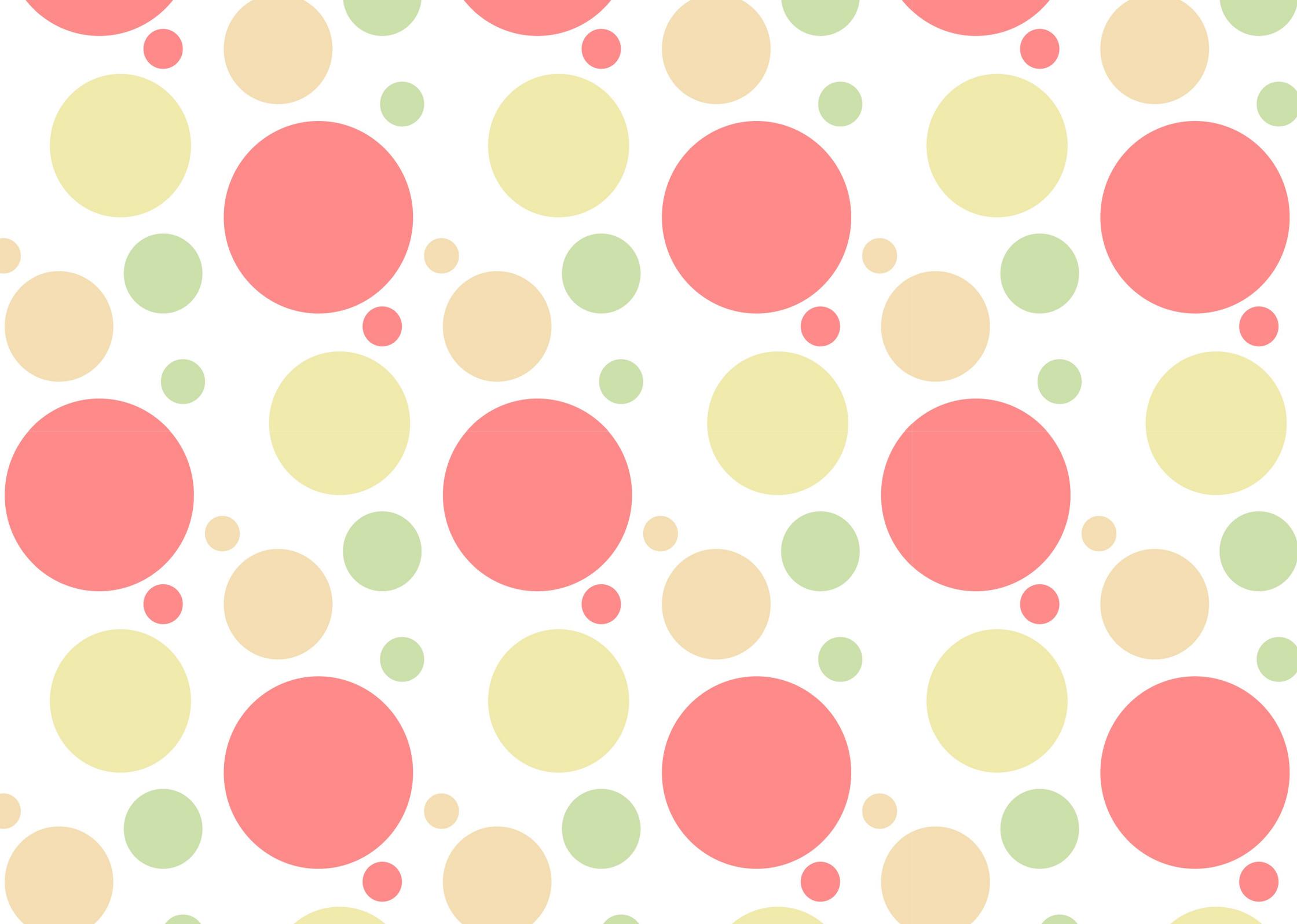


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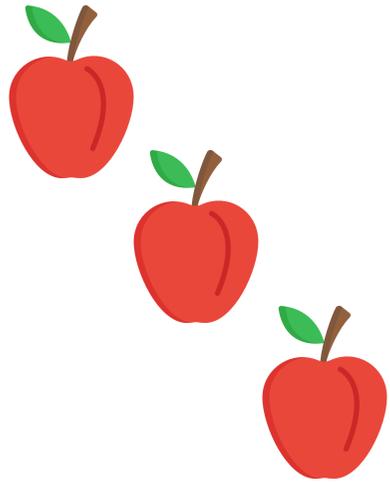


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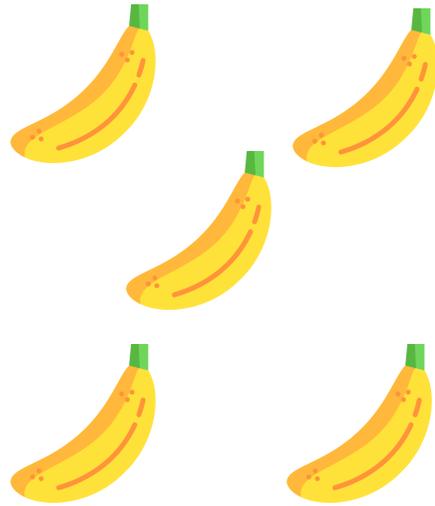




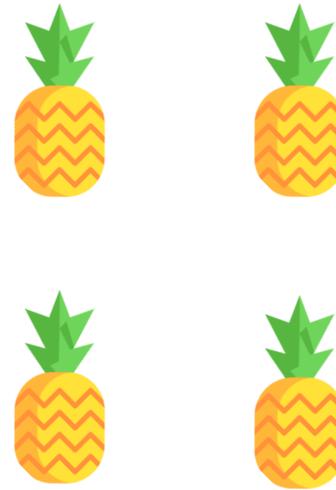
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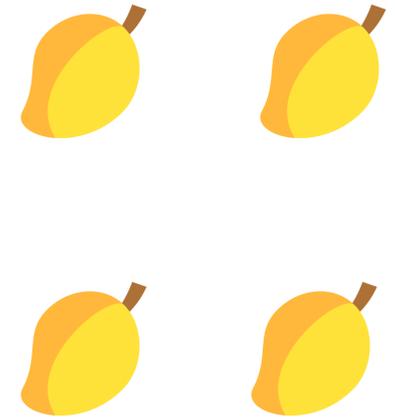
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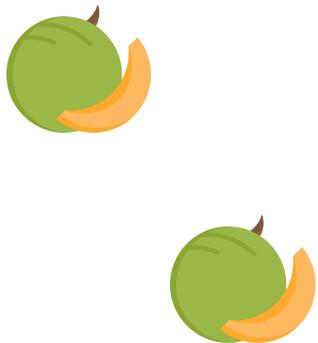
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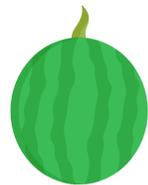
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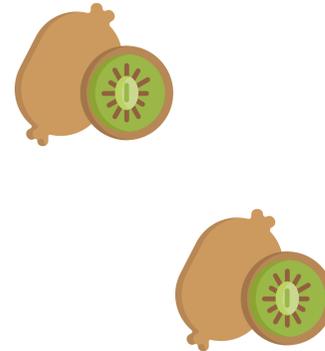
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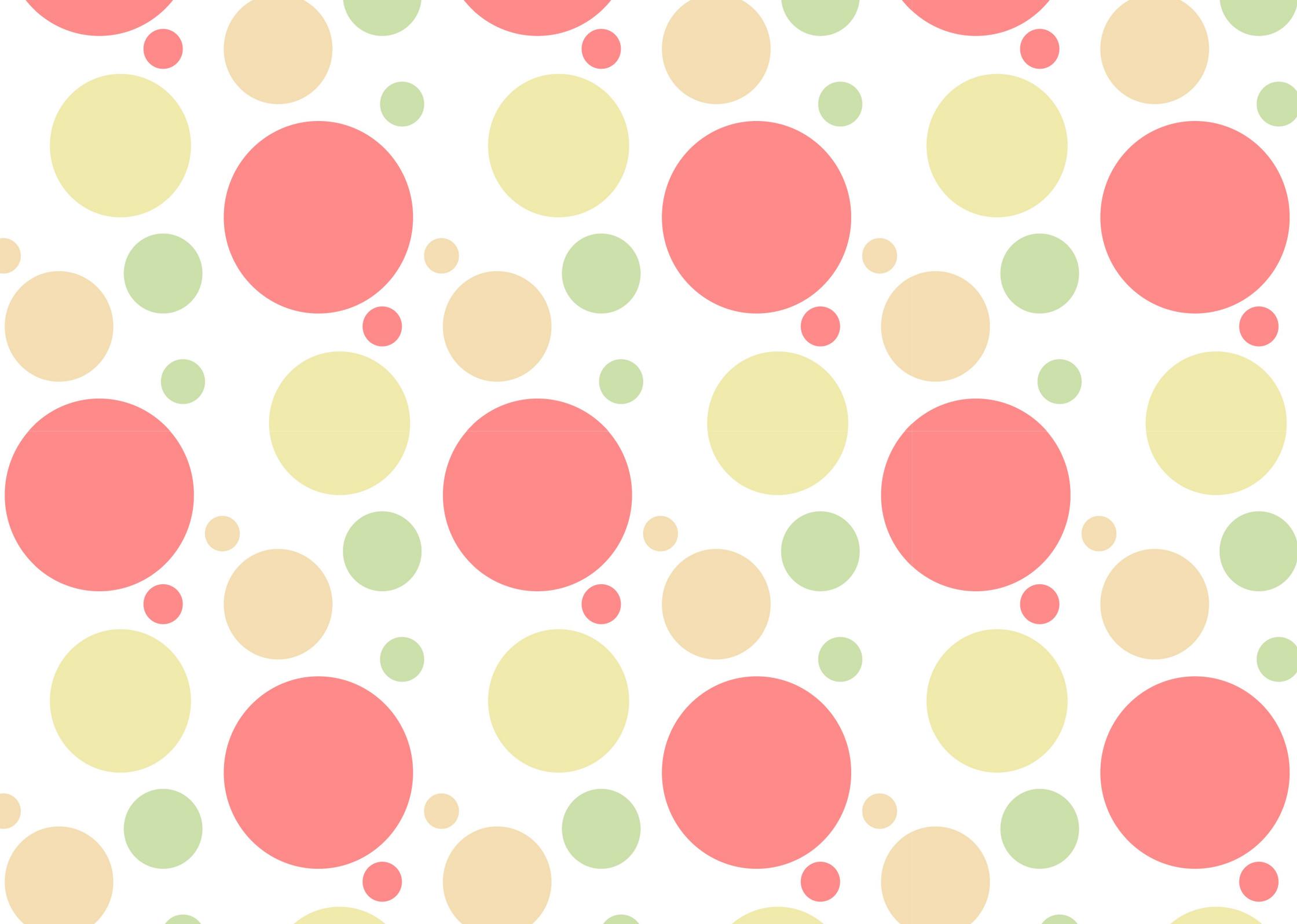
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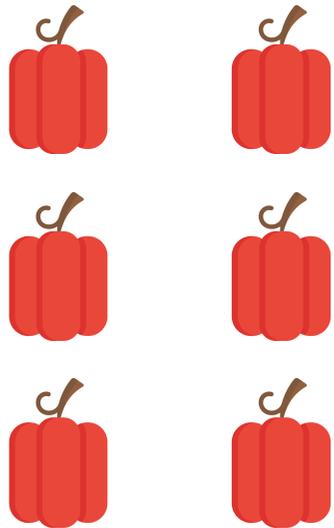
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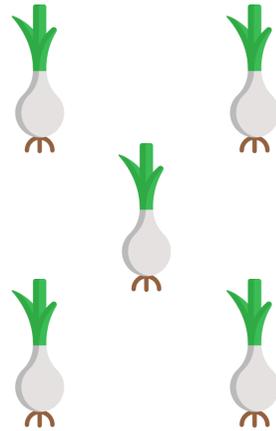
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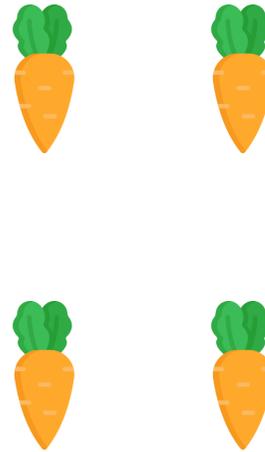
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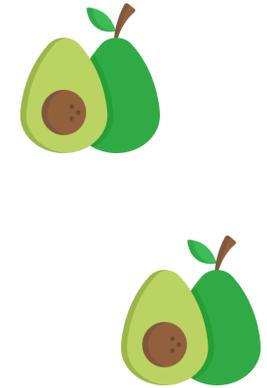
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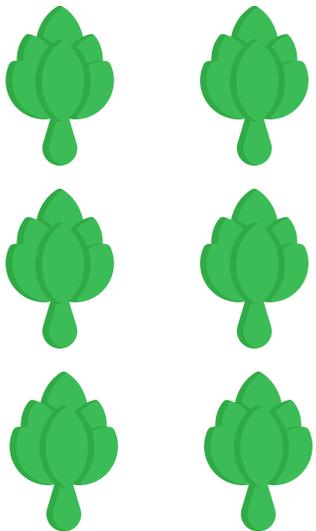
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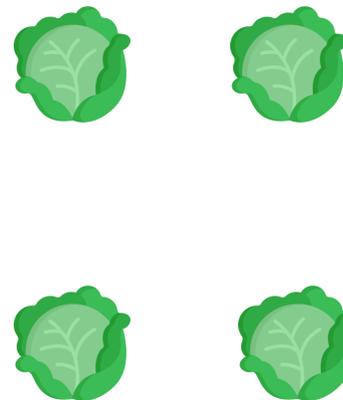
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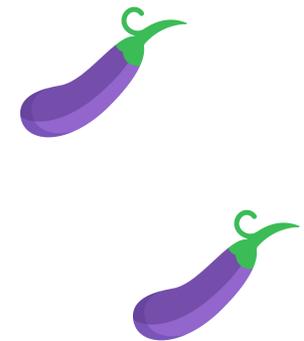
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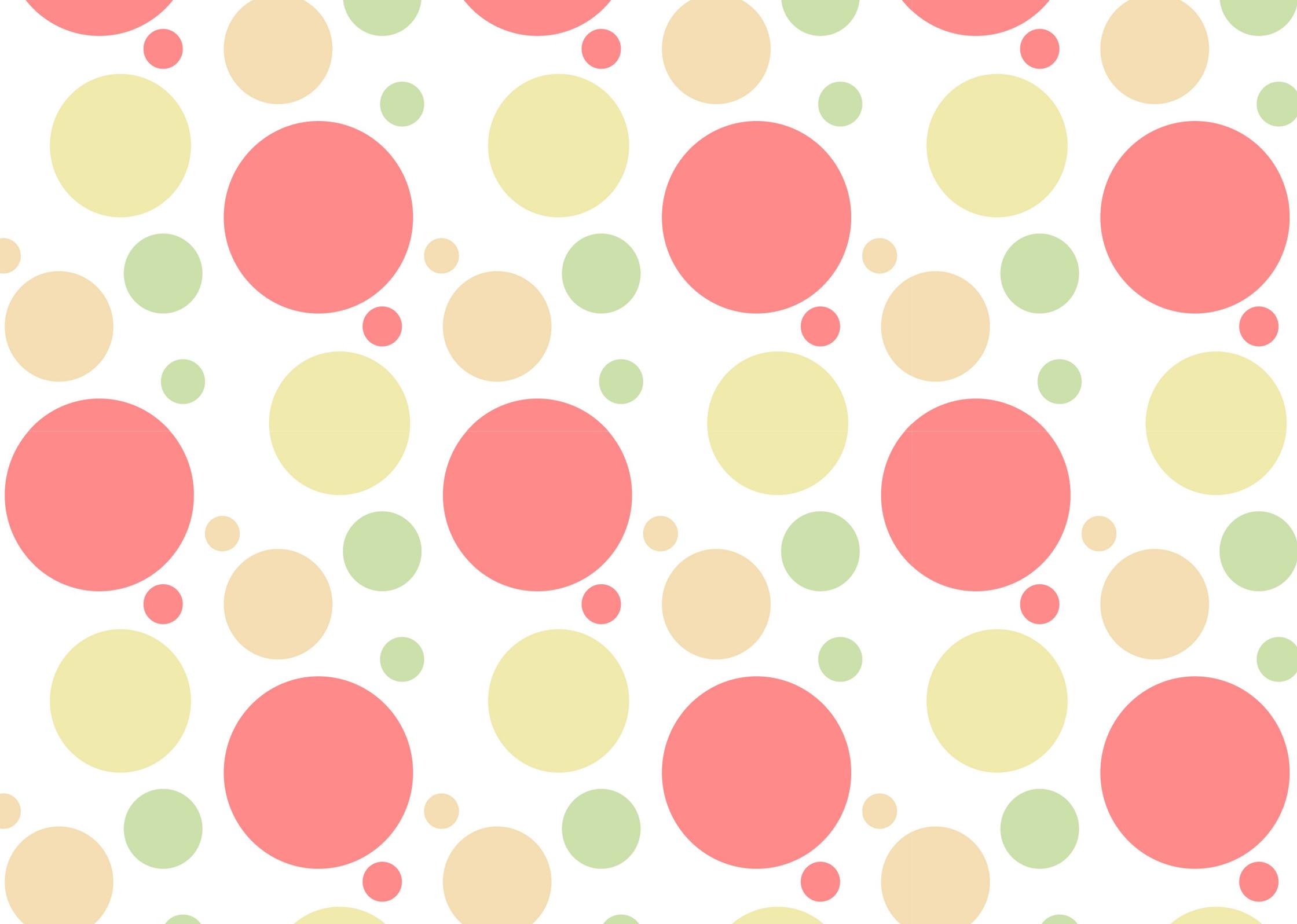


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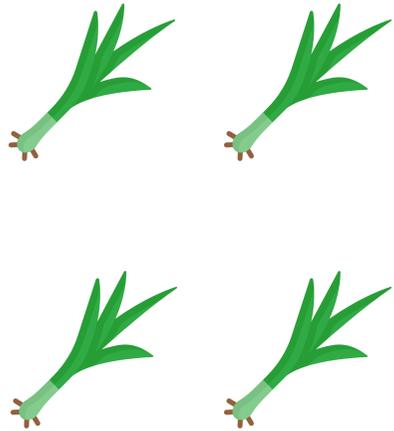


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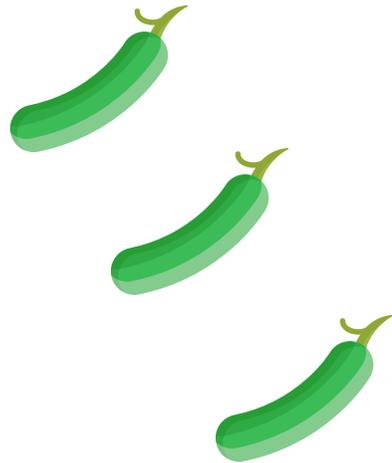




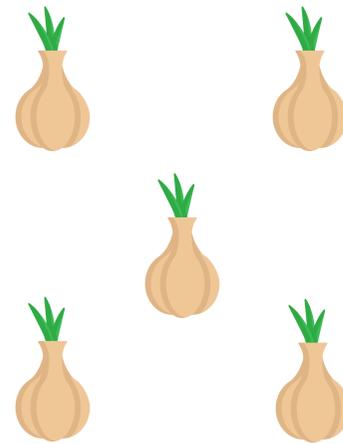
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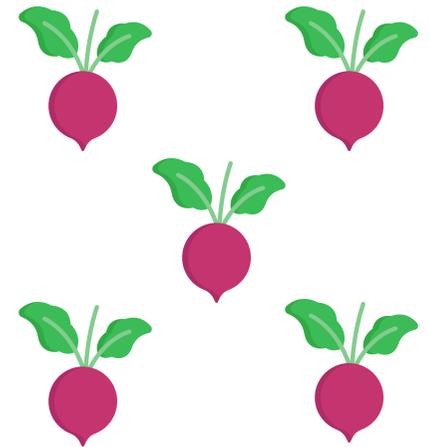
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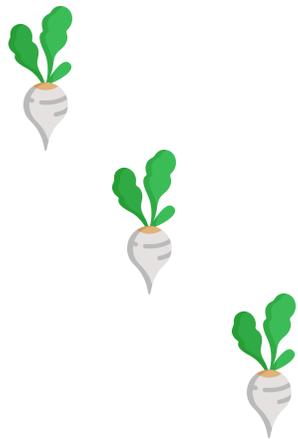
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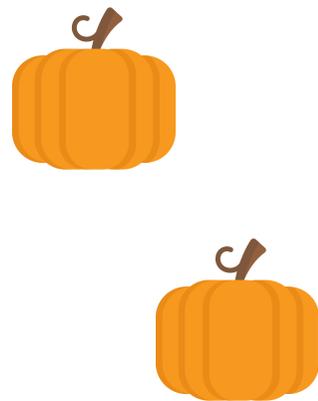
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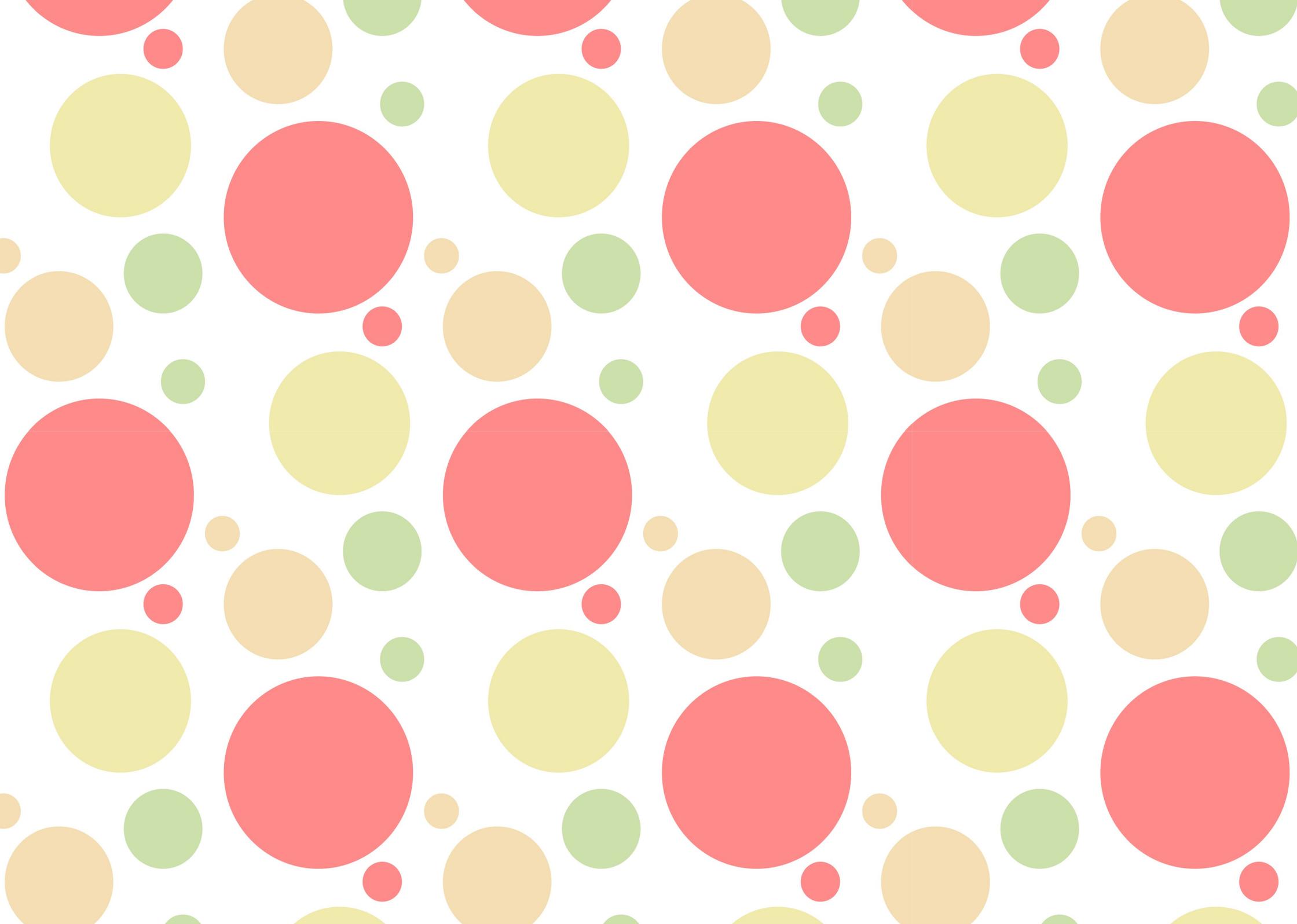


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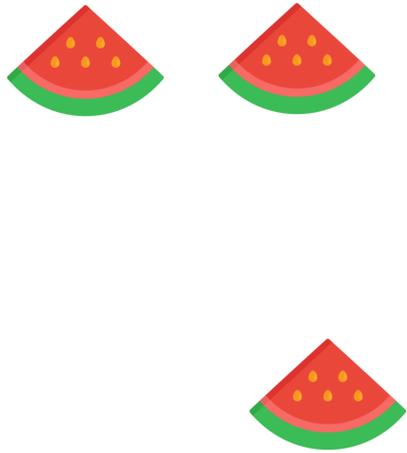




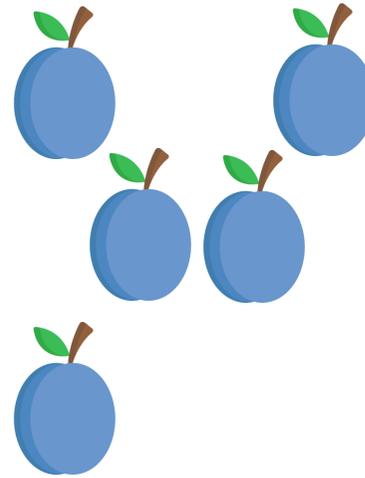
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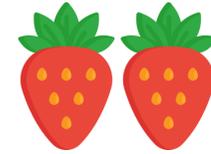
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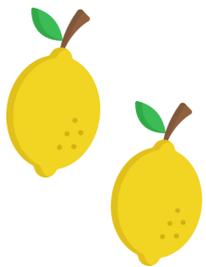
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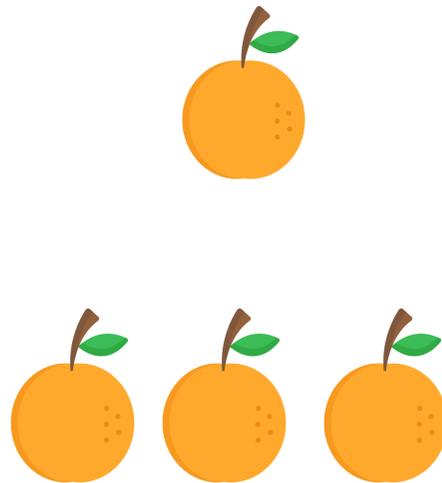
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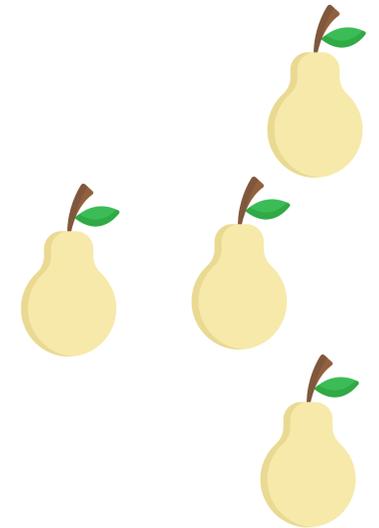
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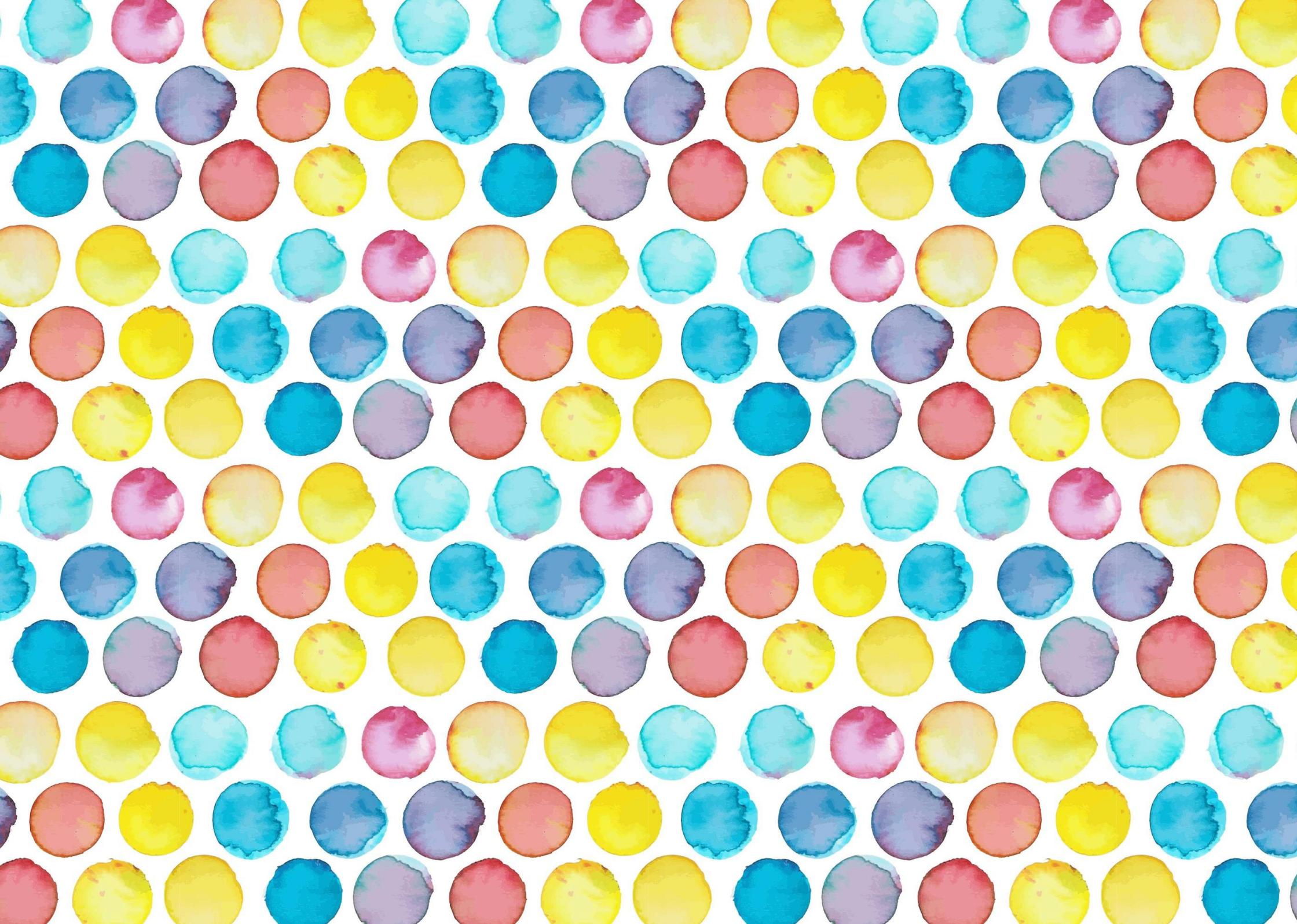


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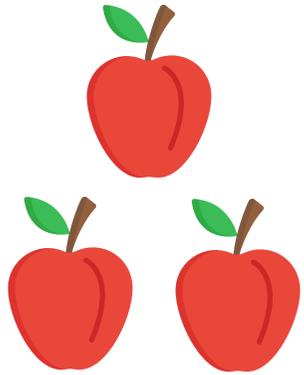


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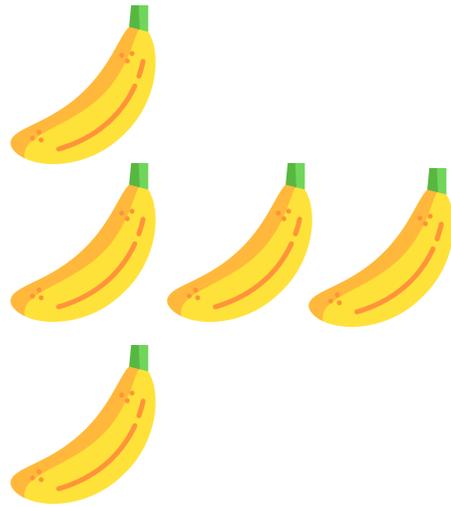




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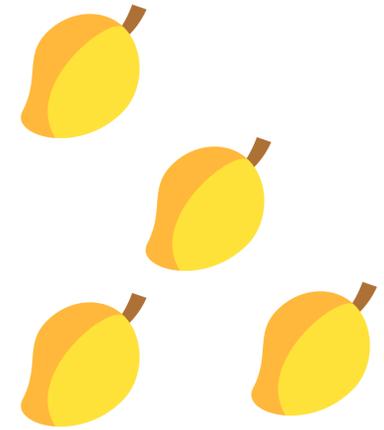
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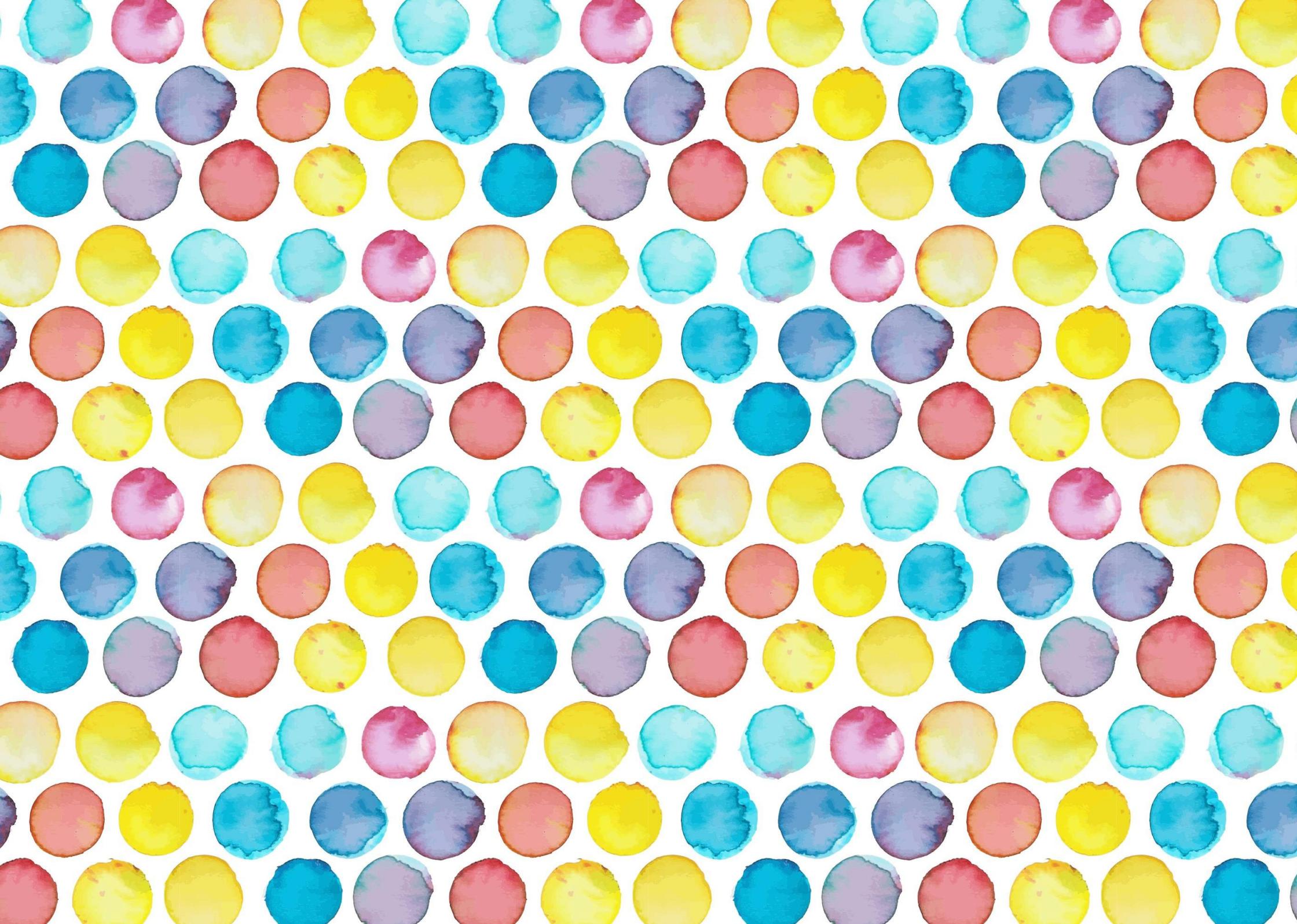
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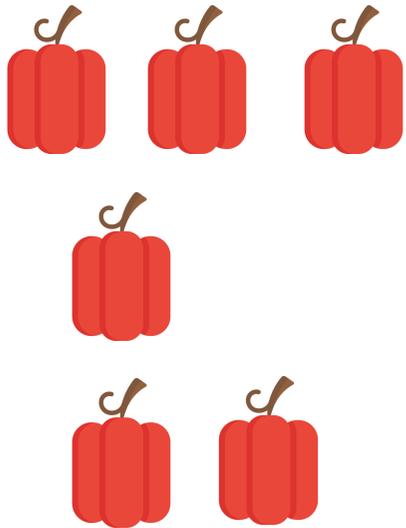
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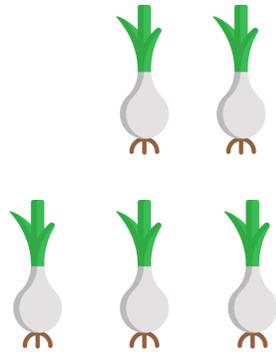
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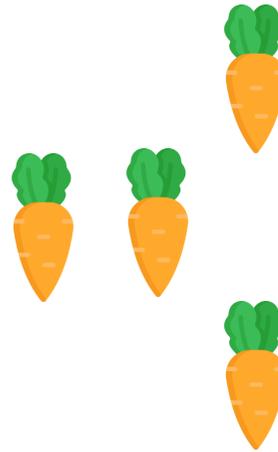
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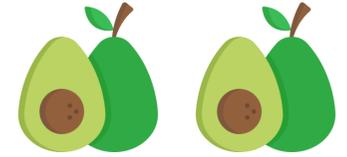
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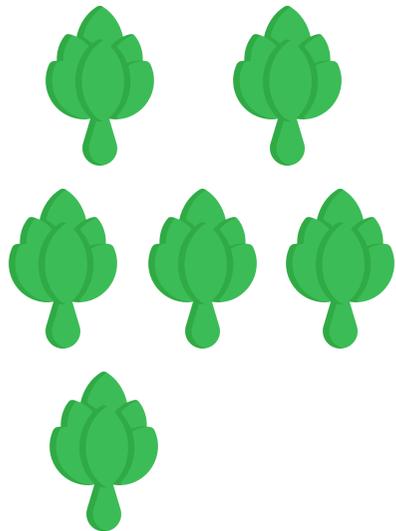
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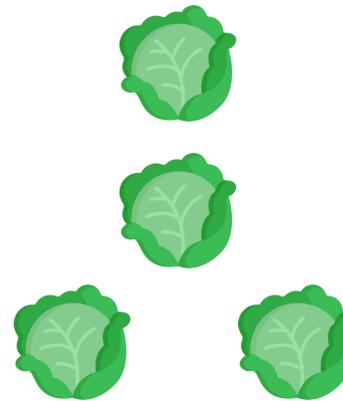
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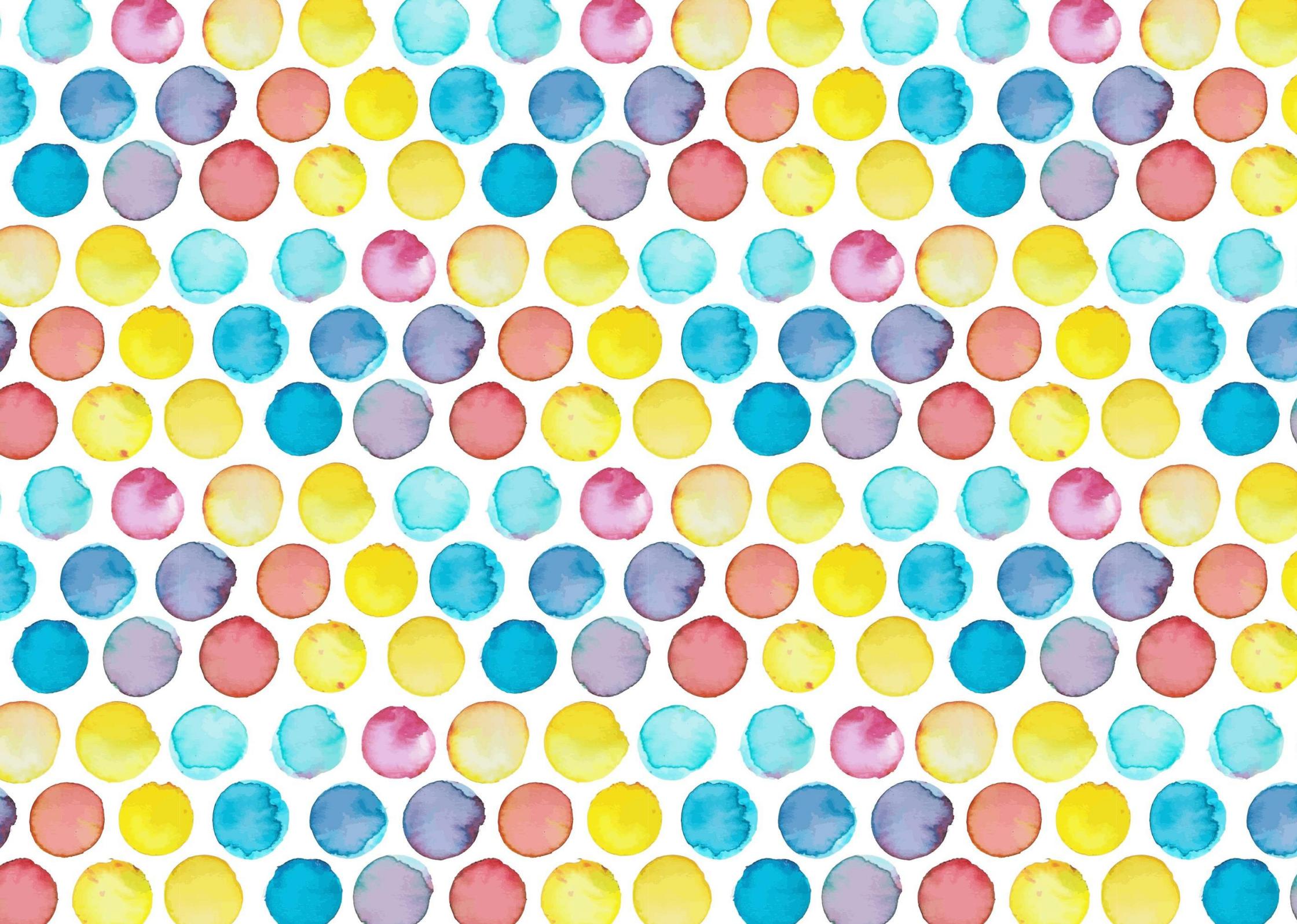


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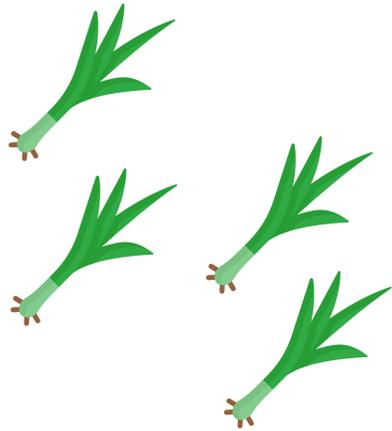


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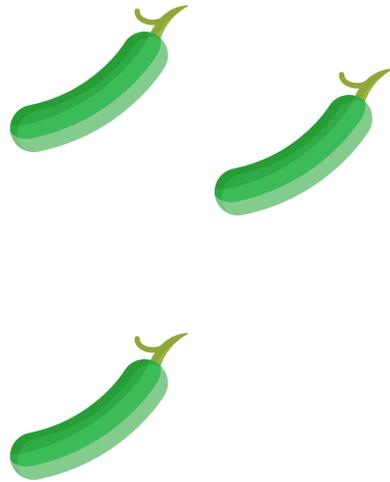




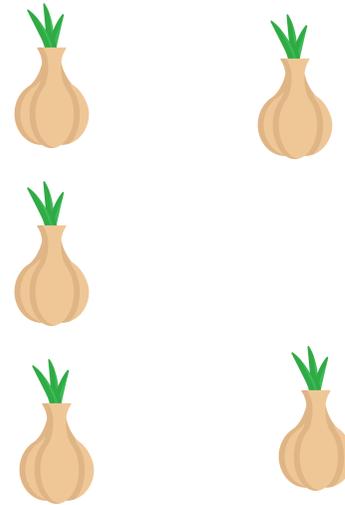
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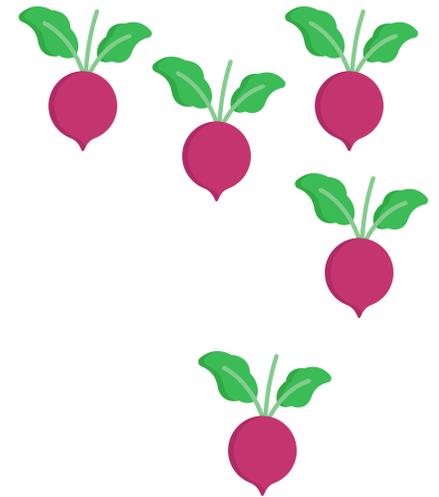
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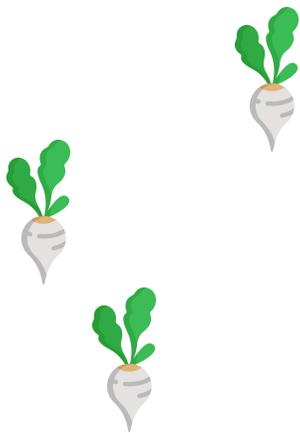
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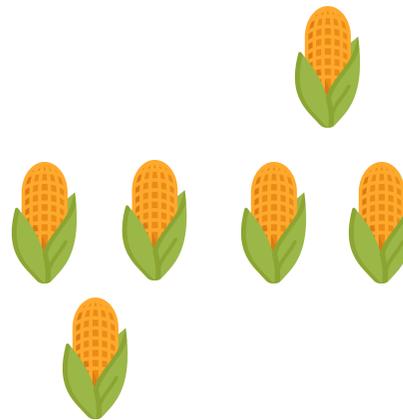
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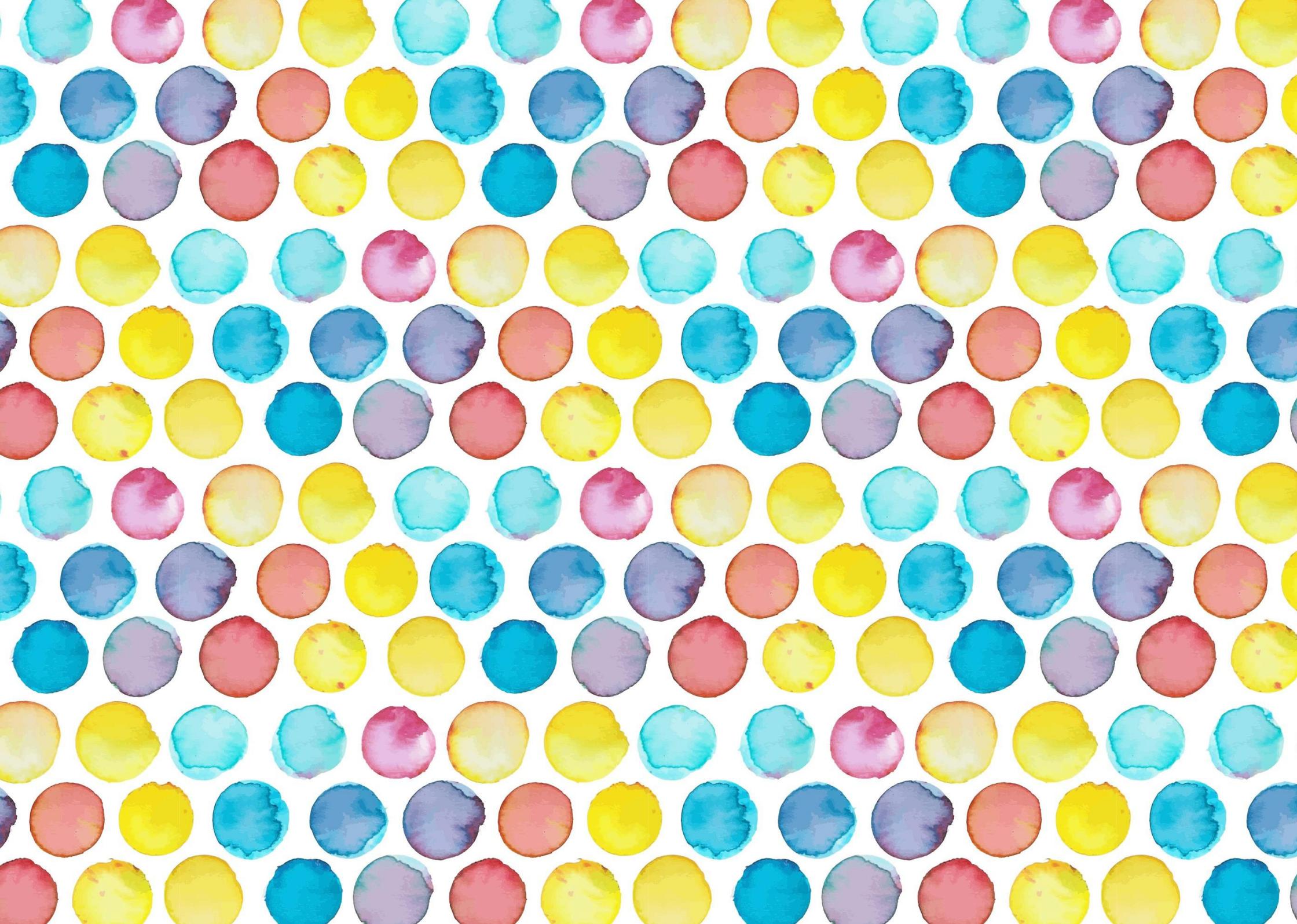


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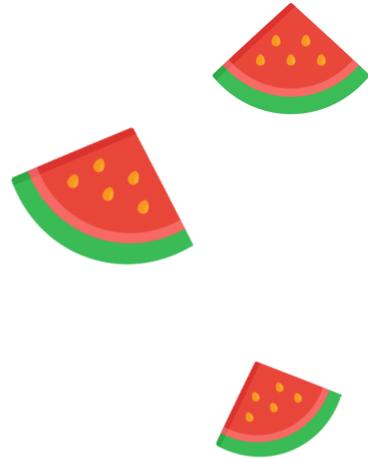




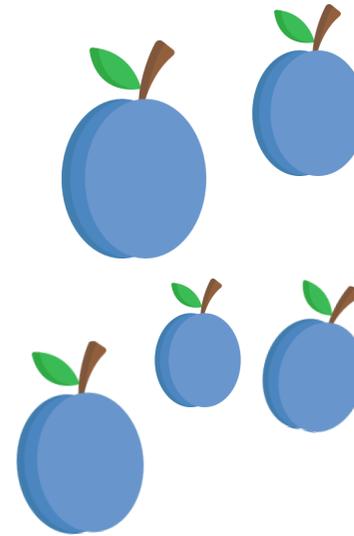
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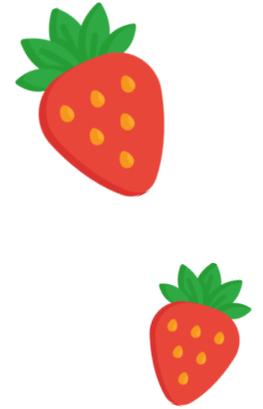
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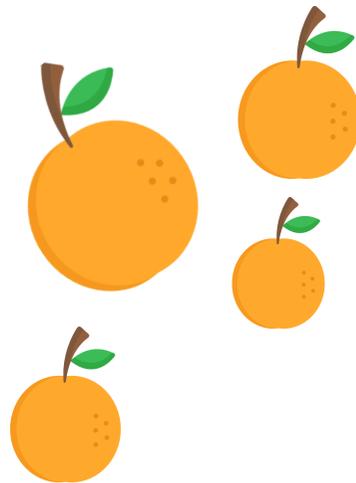
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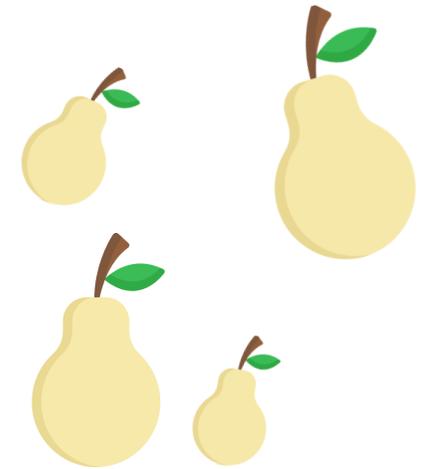
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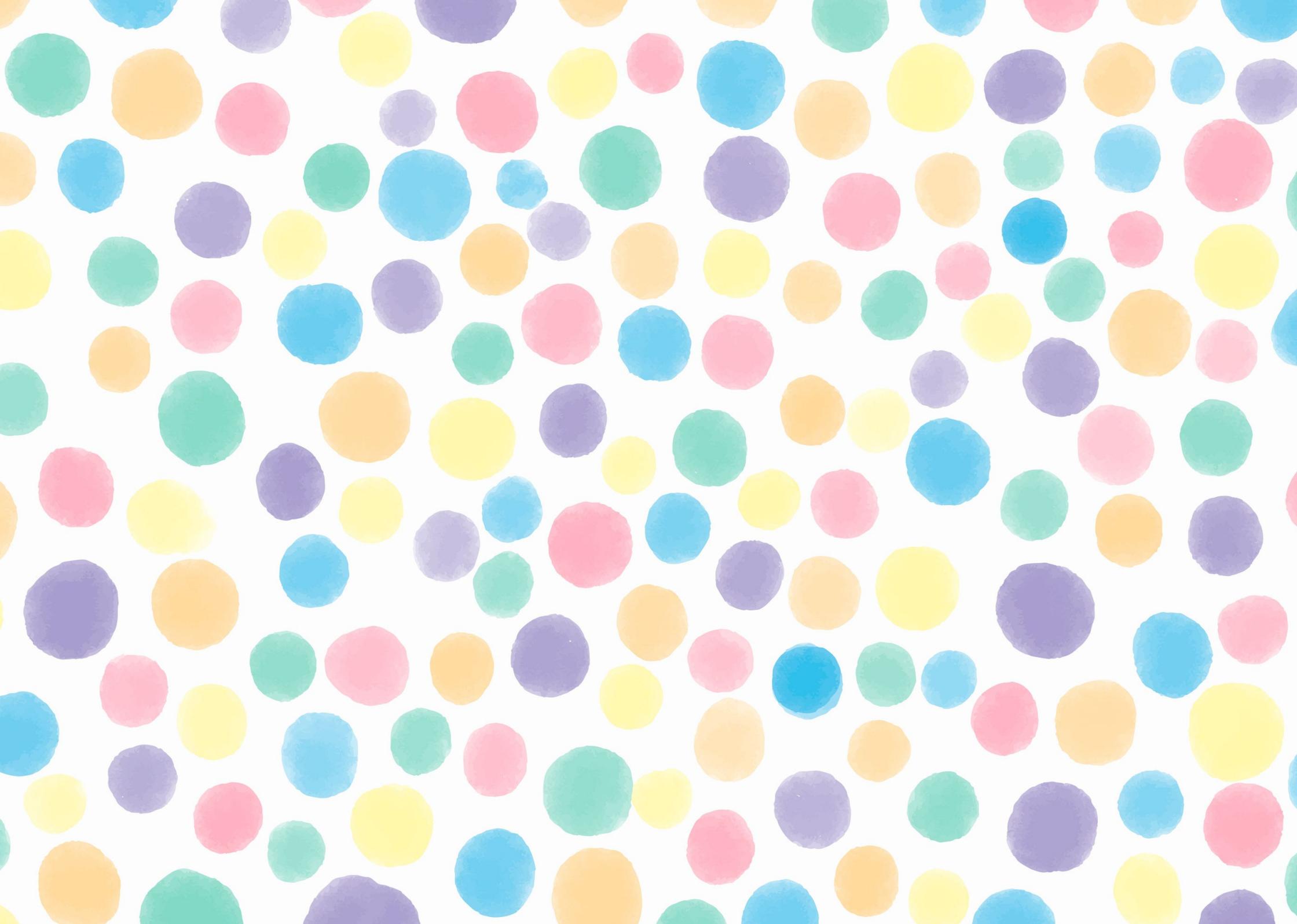


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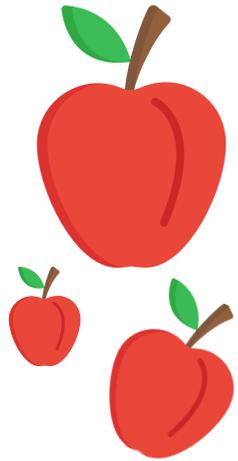


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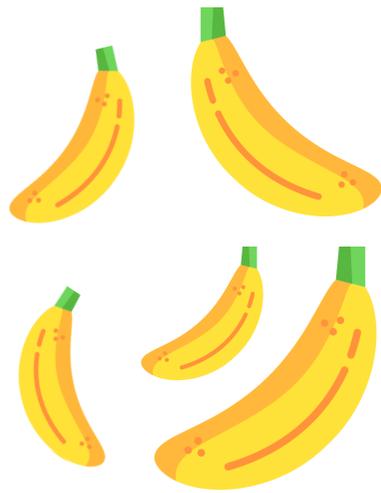




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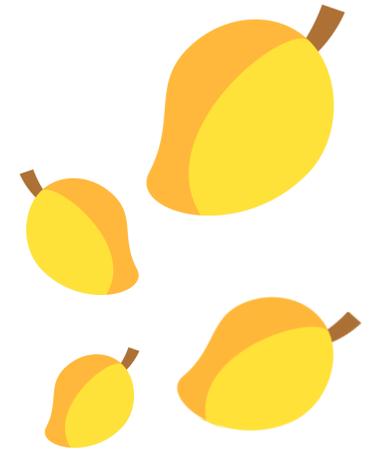
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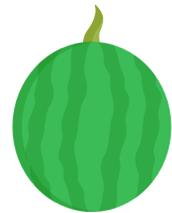
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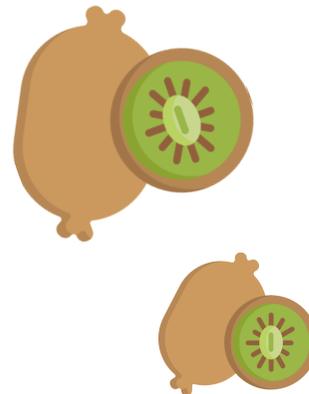
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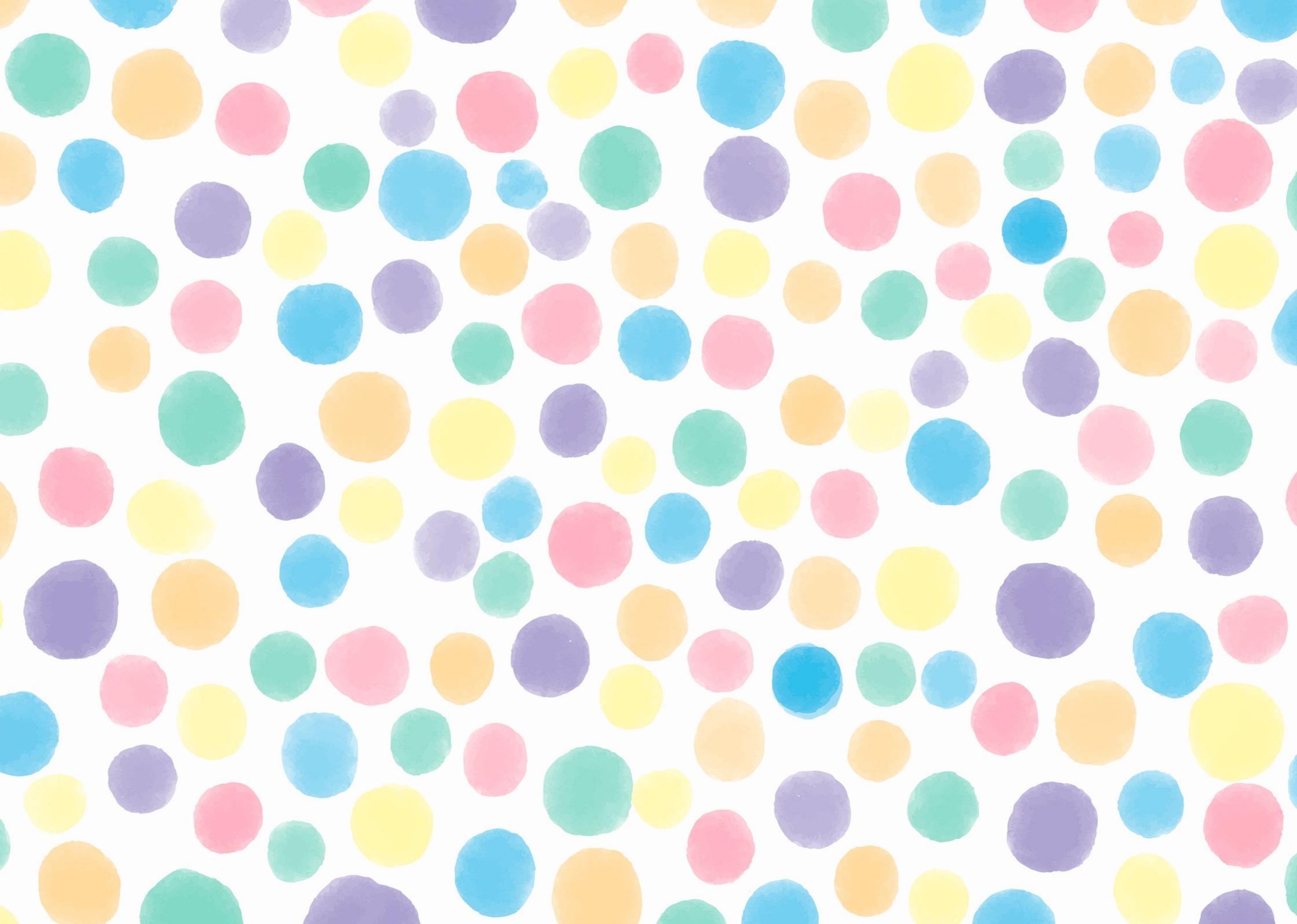
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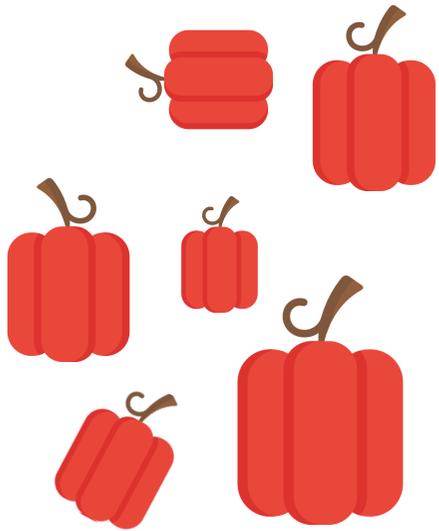
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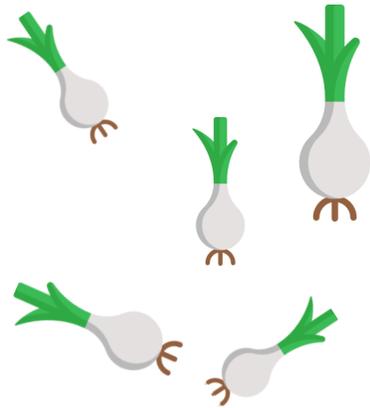
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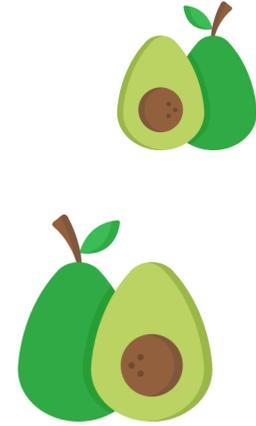
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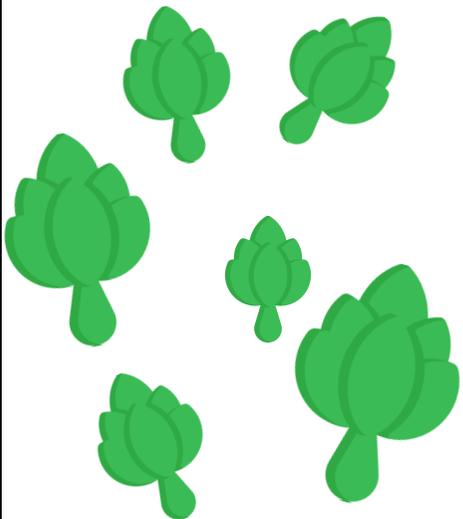
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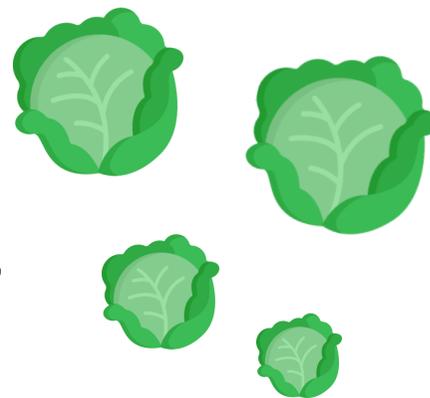
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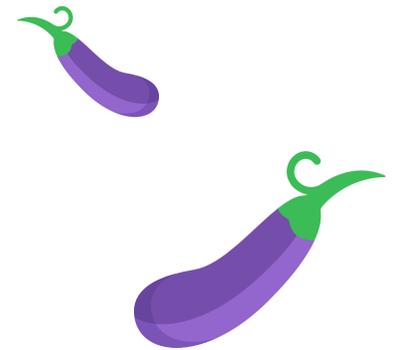
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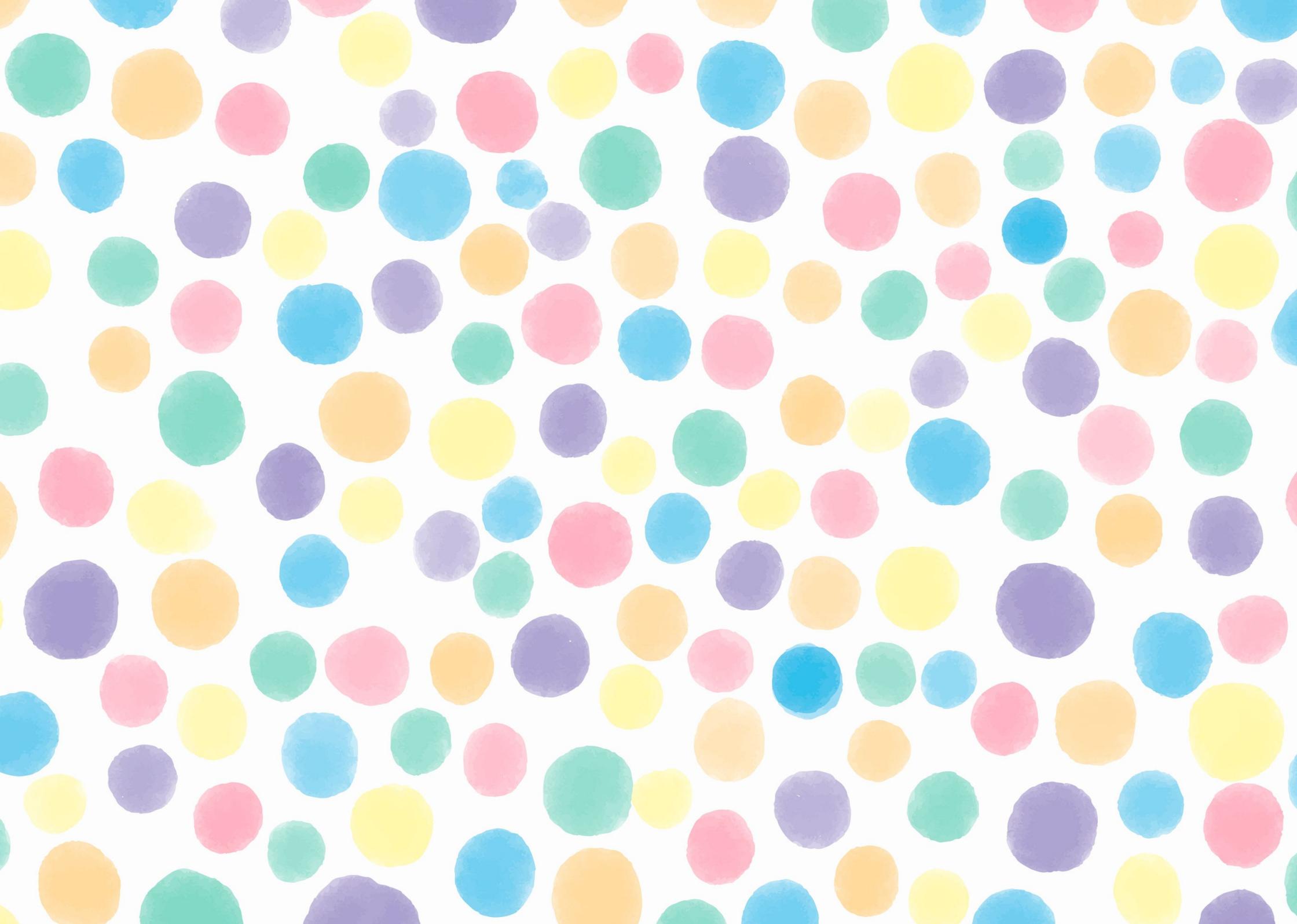
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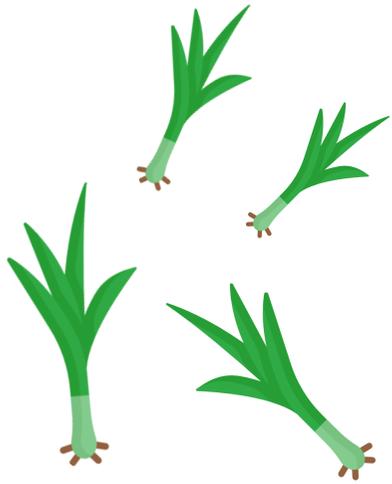
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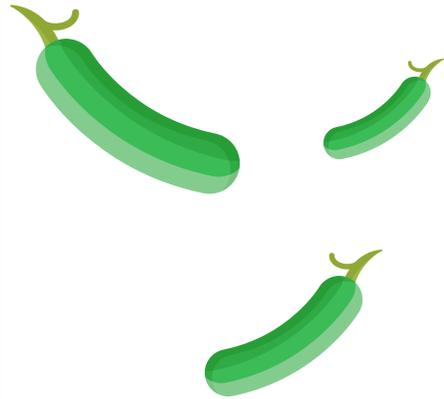
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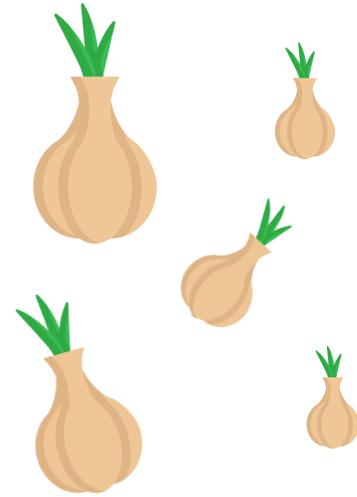
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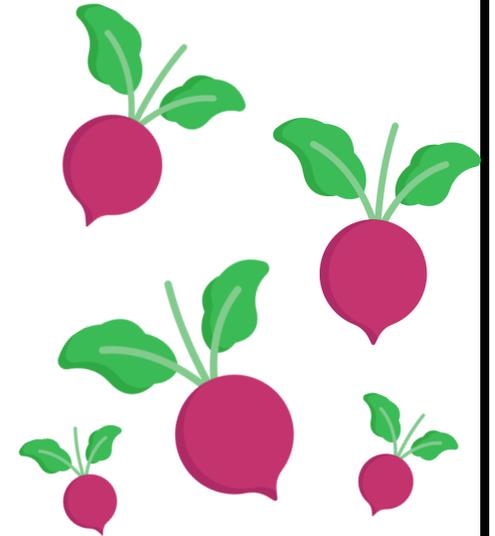
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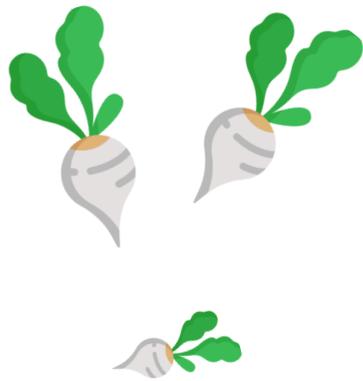
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Niveau 3



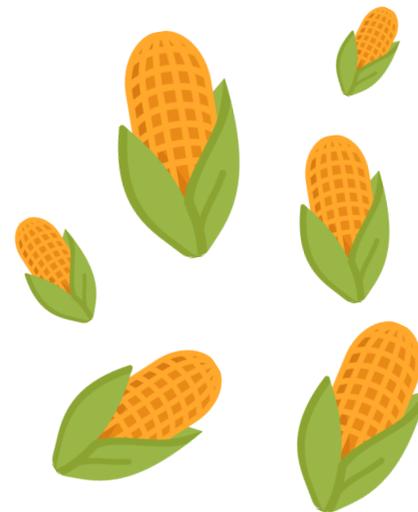
Niveau 3



Niveau 3

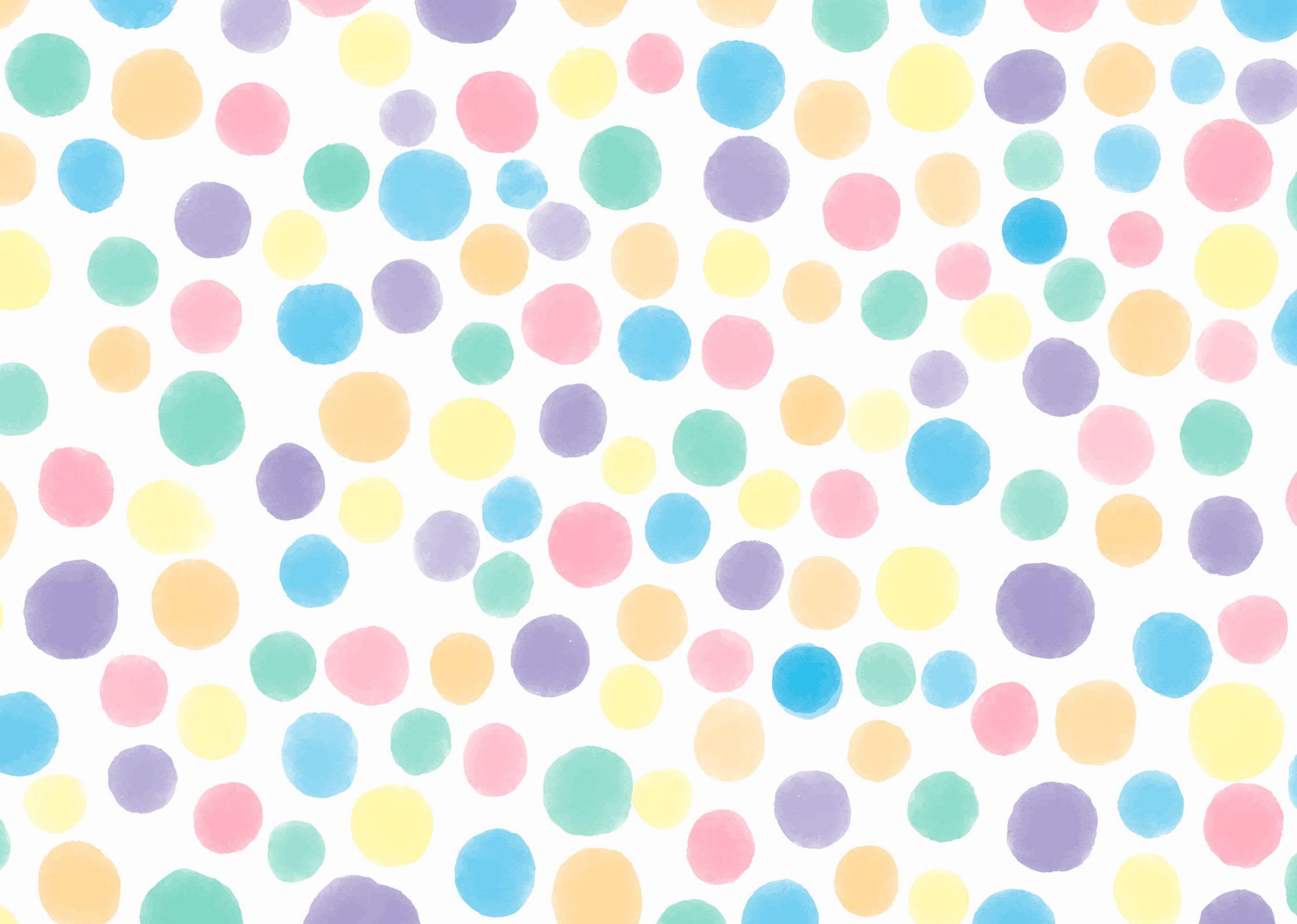


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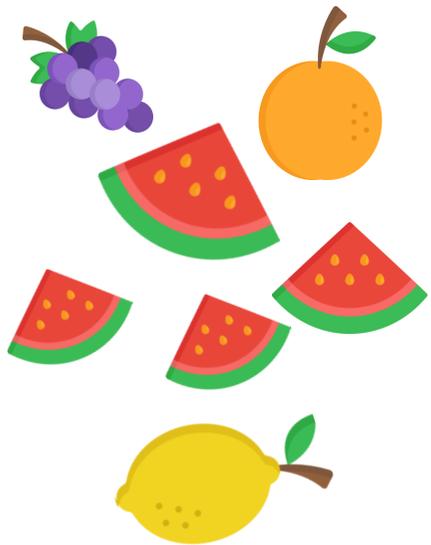


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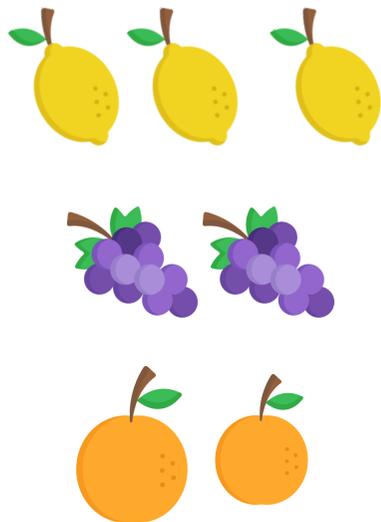




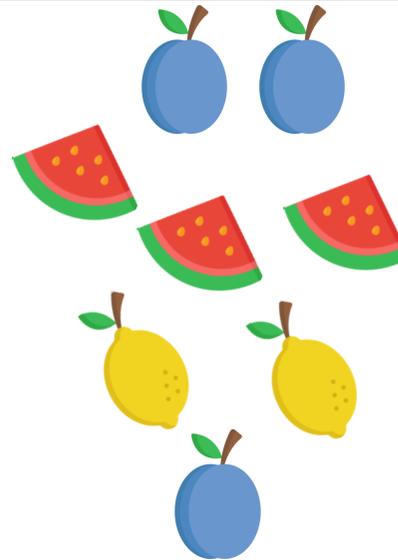
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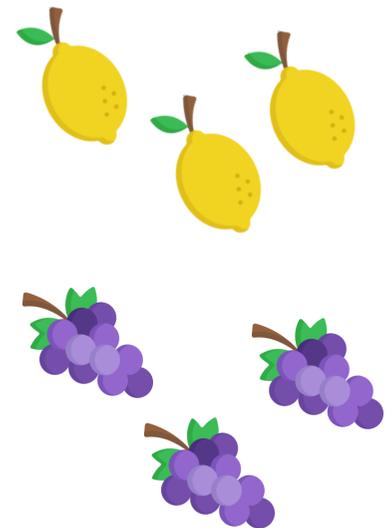
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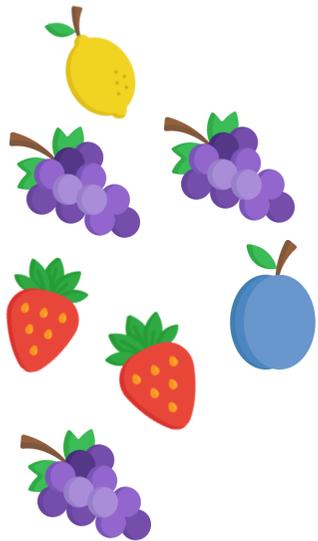
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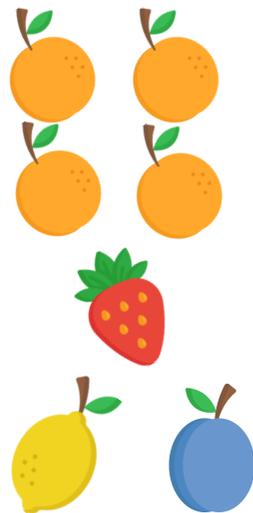
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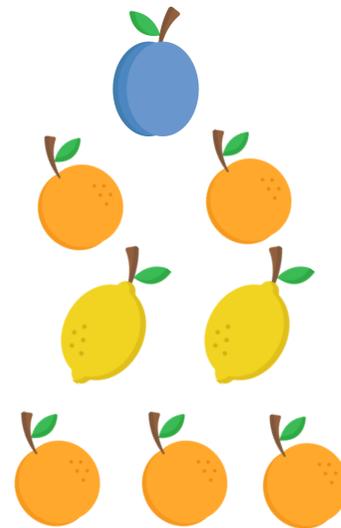
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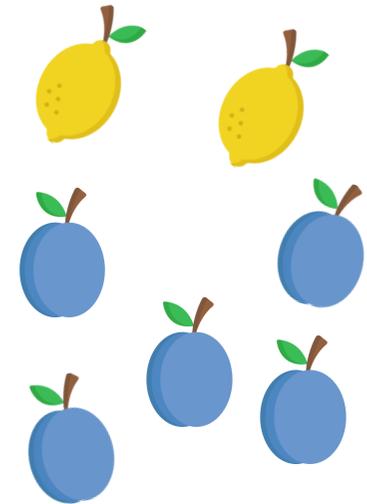
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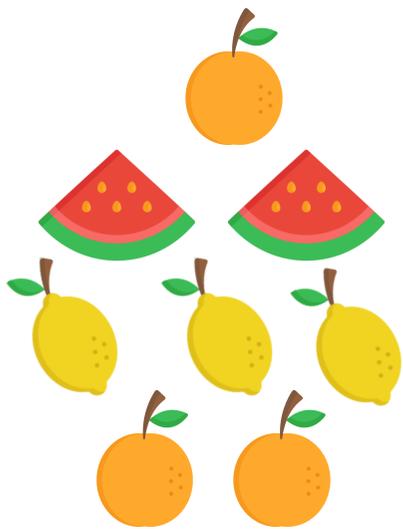


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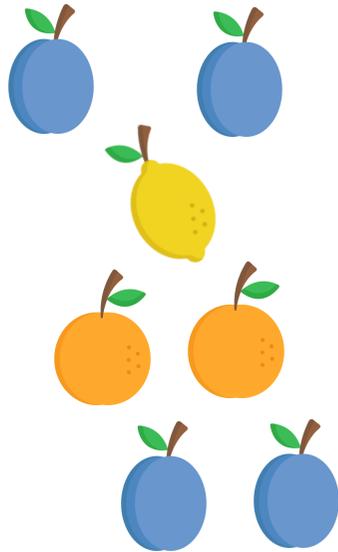




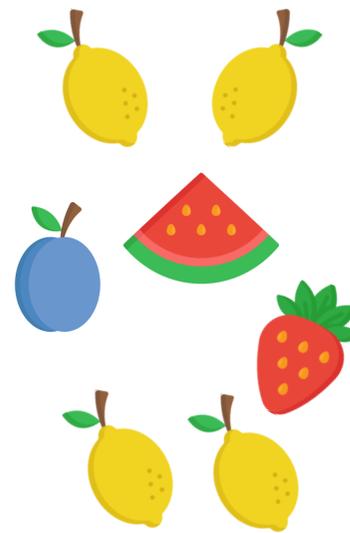
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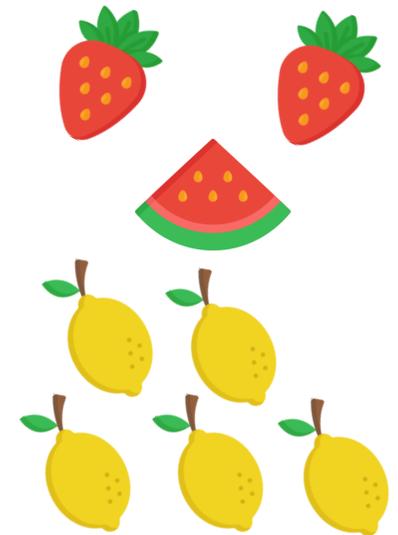
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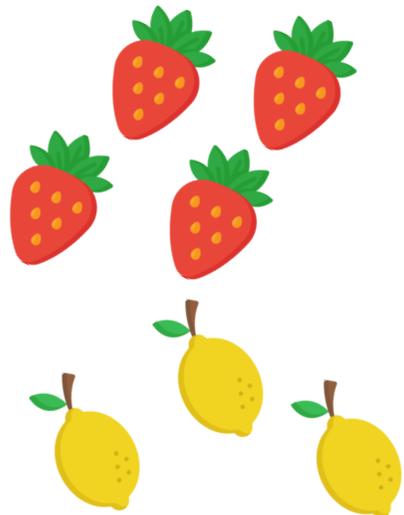
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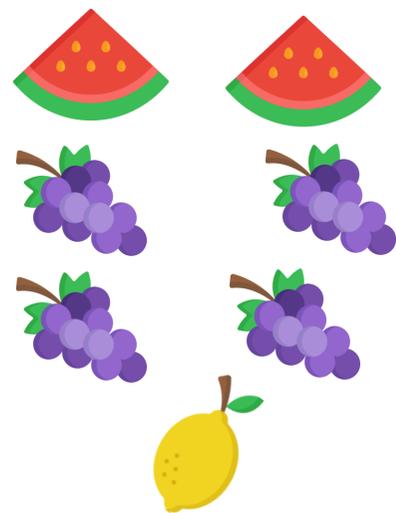
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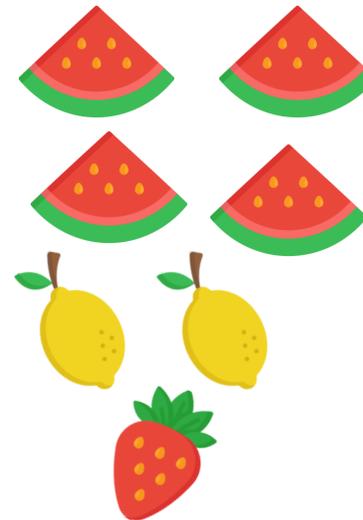
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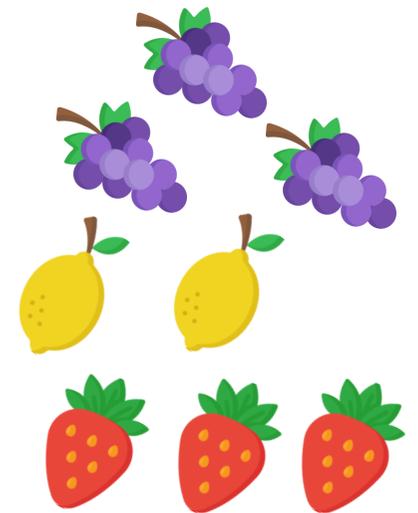
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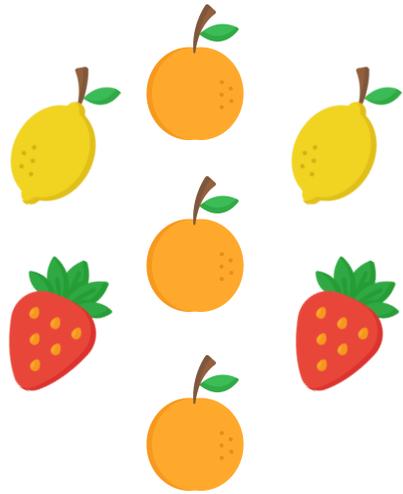


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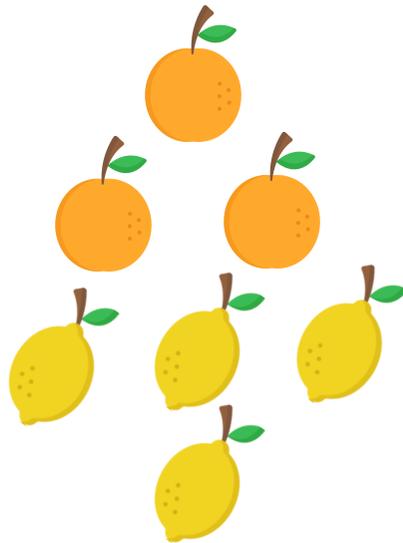




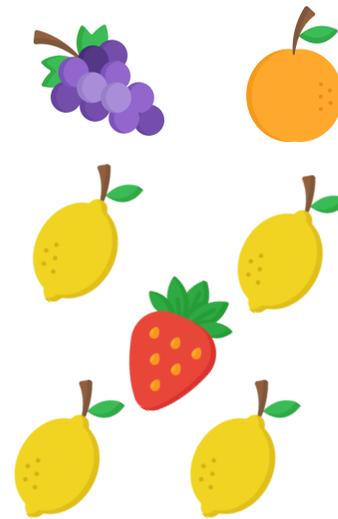
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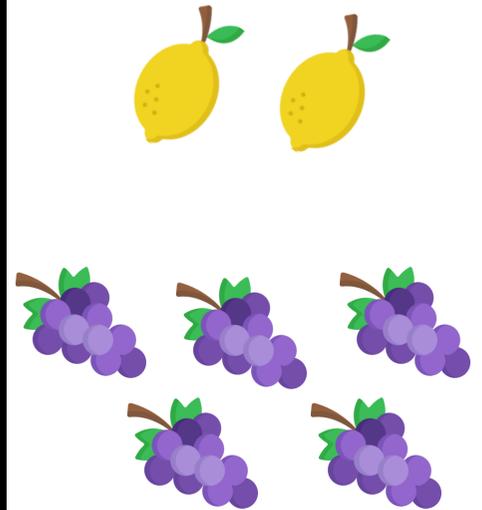
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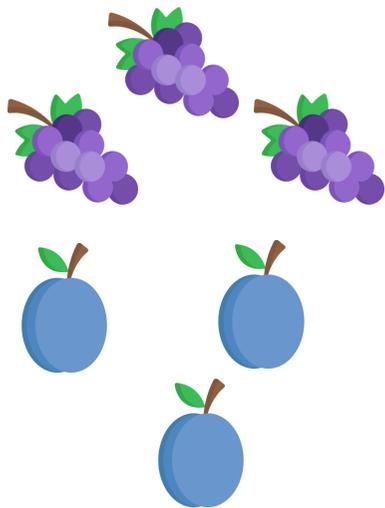
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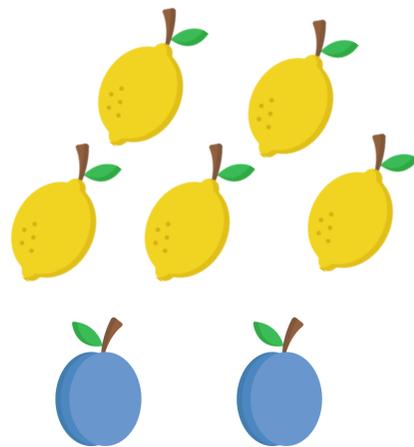
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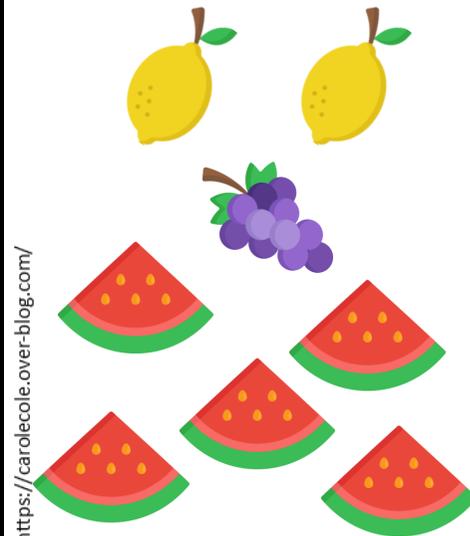
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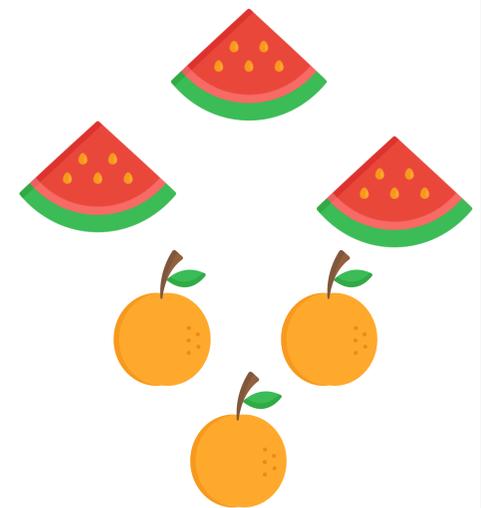
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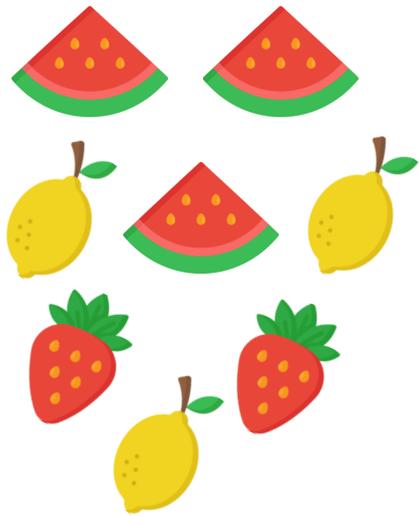


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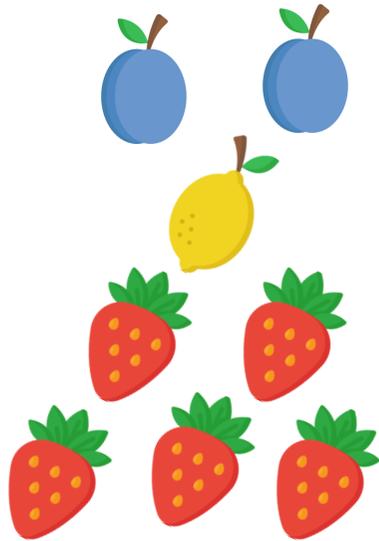




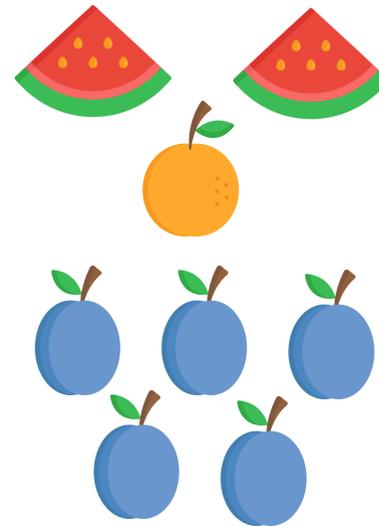
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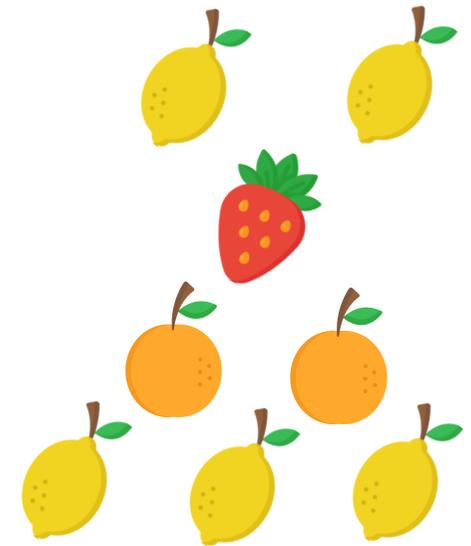
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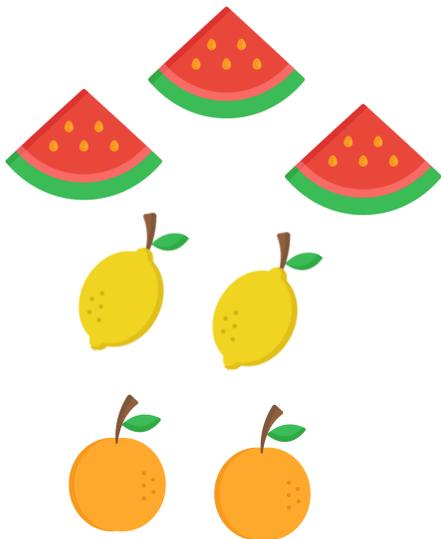
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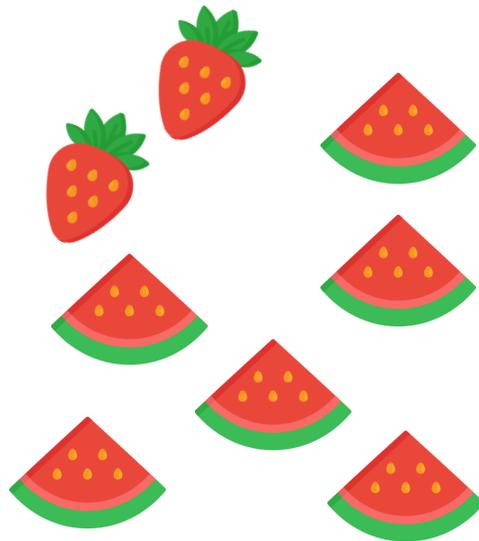
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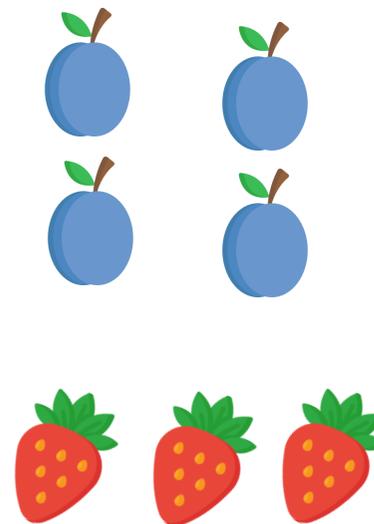
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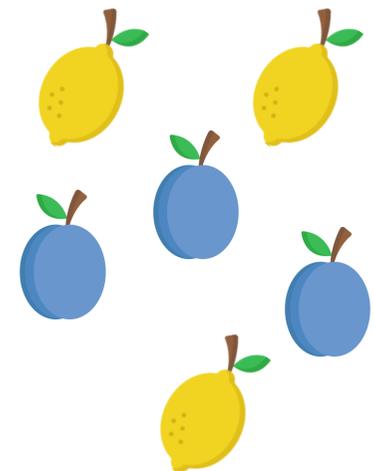
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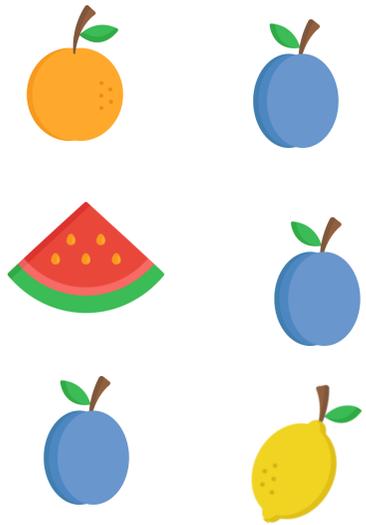


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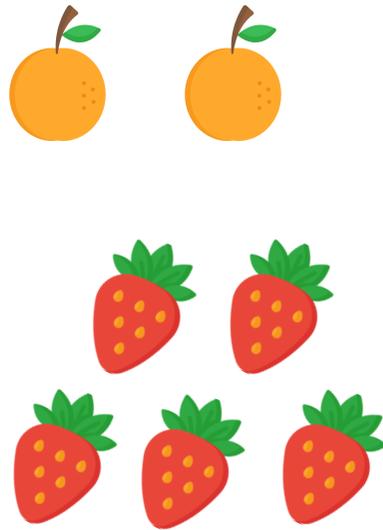




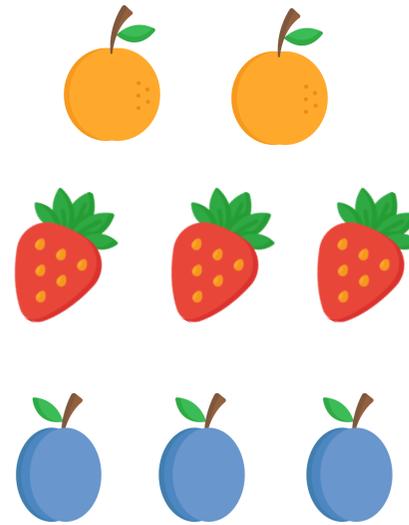
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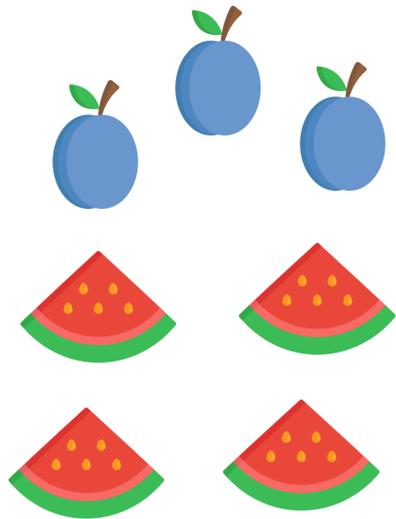
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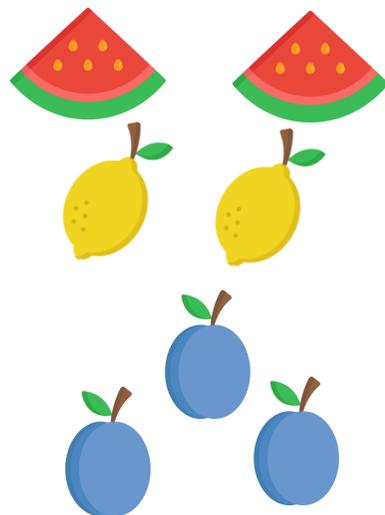
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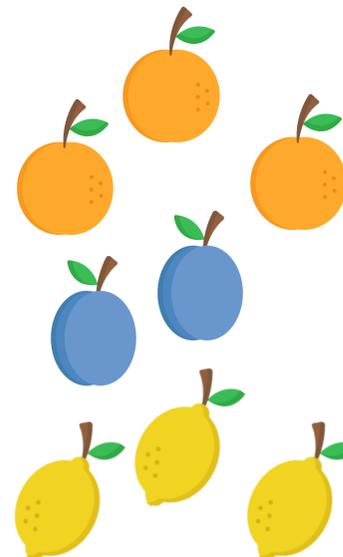
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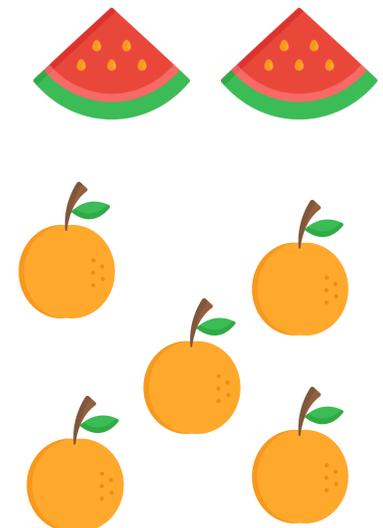
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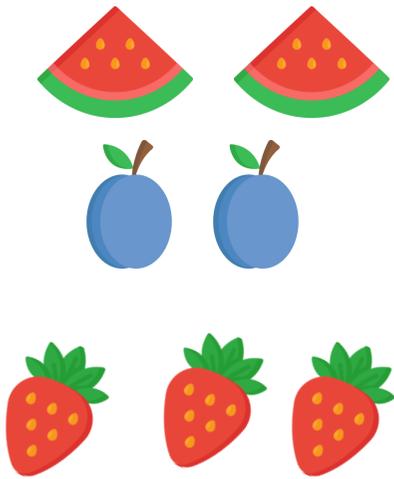


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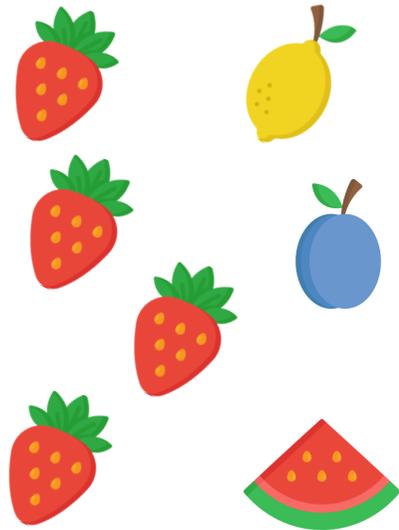




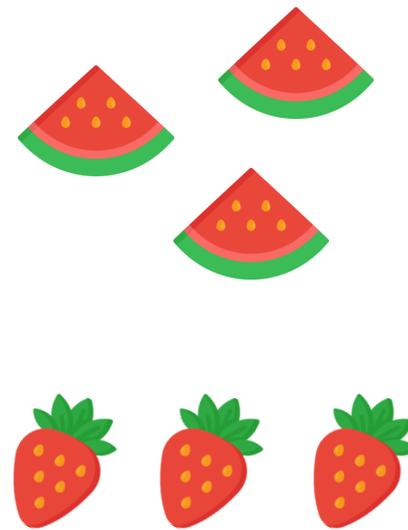
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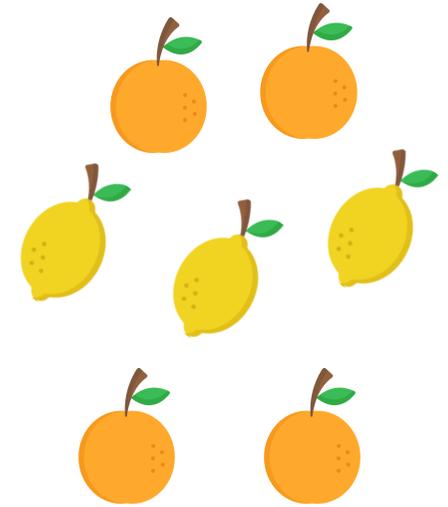
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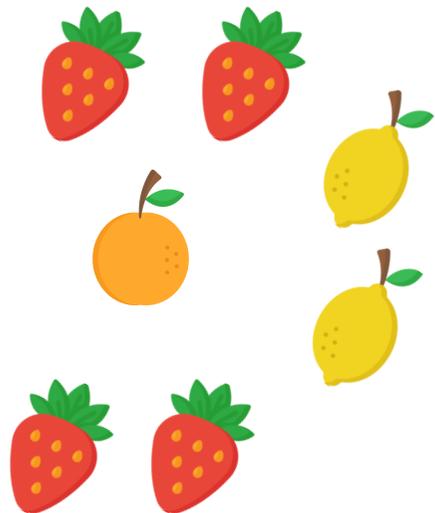
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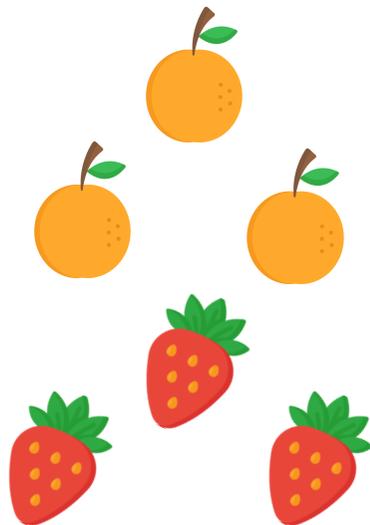
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