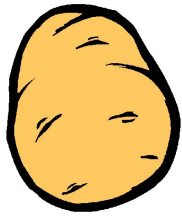


**Choisis ta recette et prépare la soupe
de la sorcière.**

3



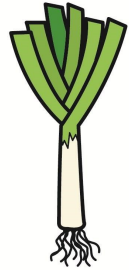
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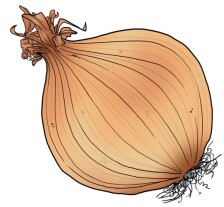
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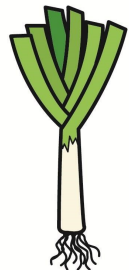
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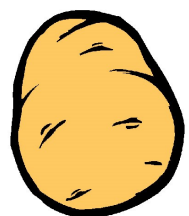
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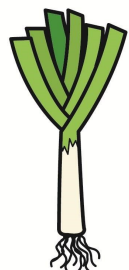
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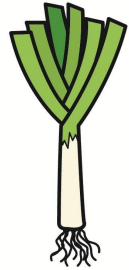
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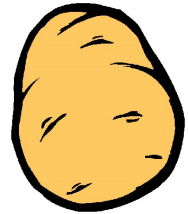
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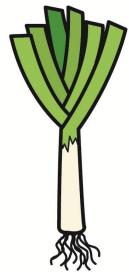
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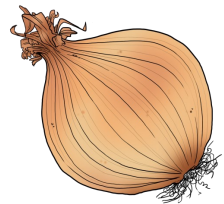
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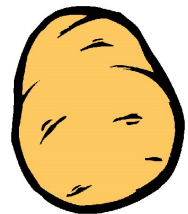
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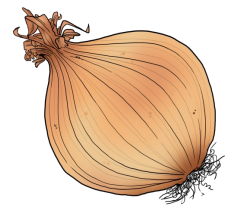
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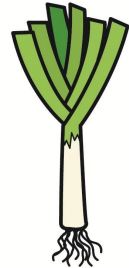
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2



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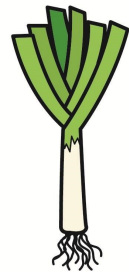
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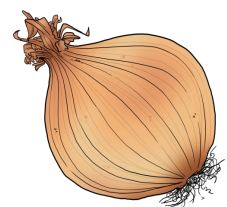
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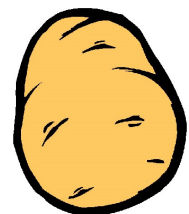
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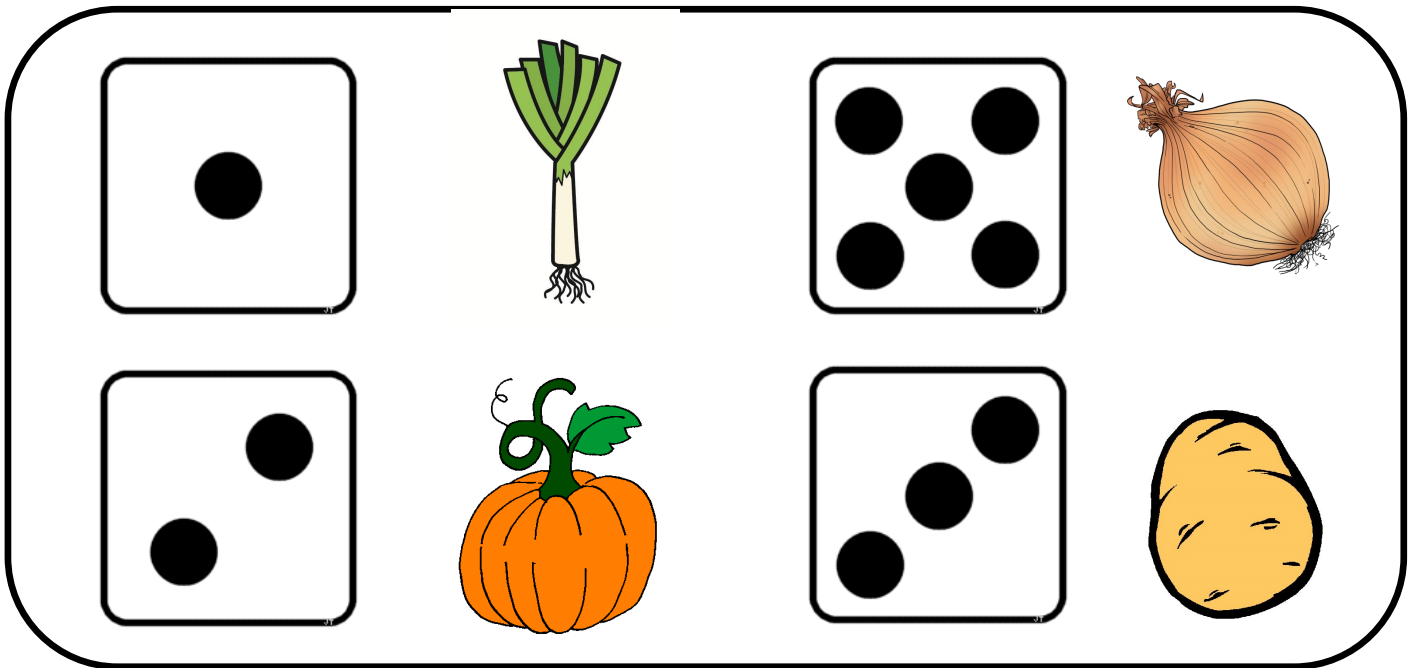
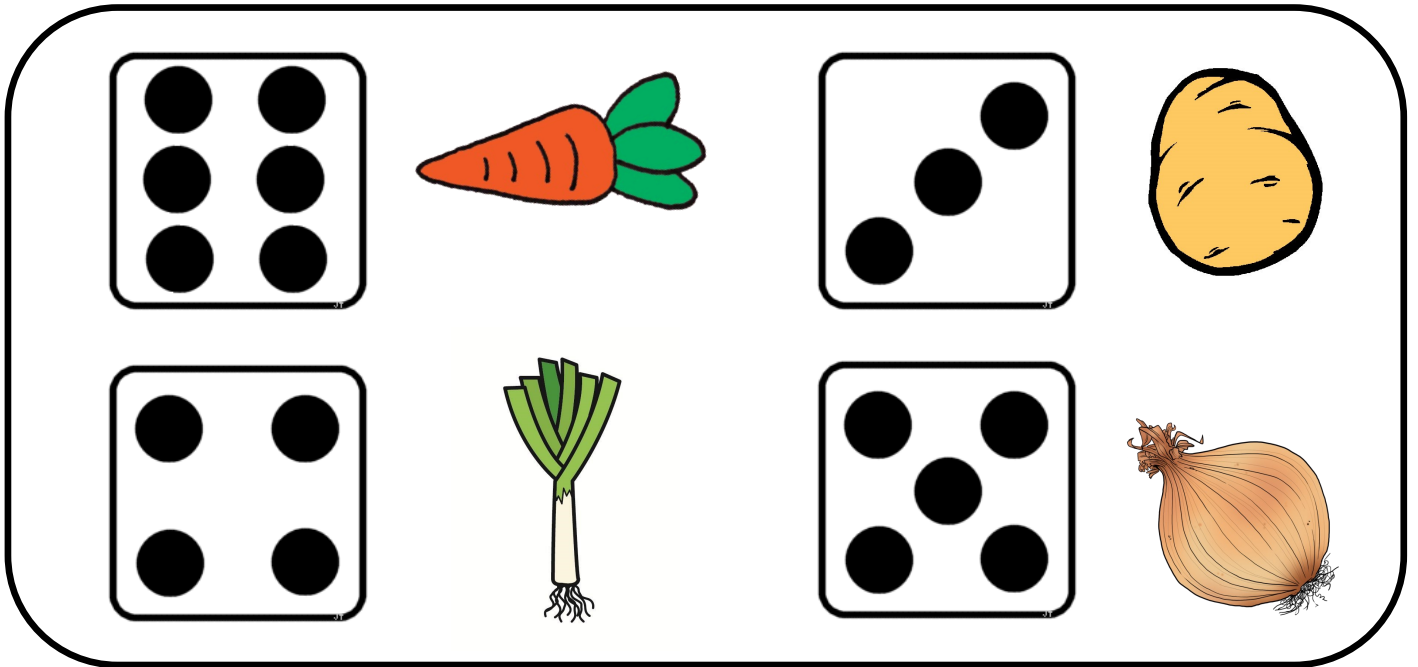
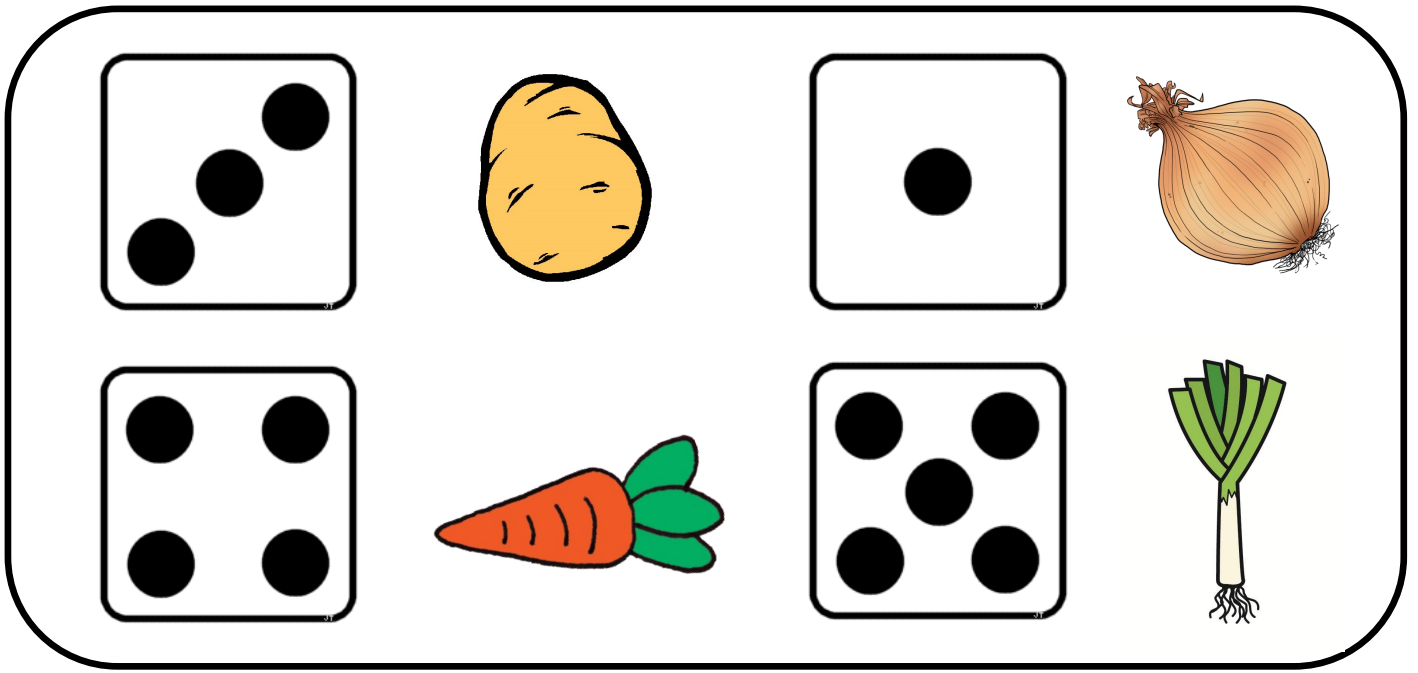





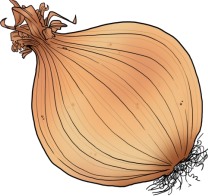



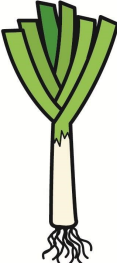
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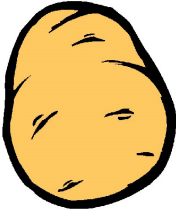

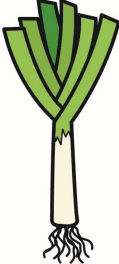





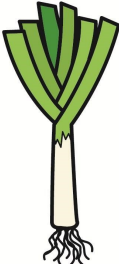

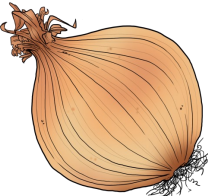
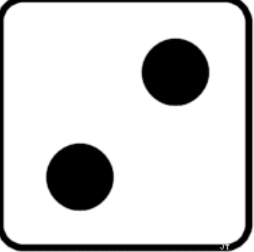



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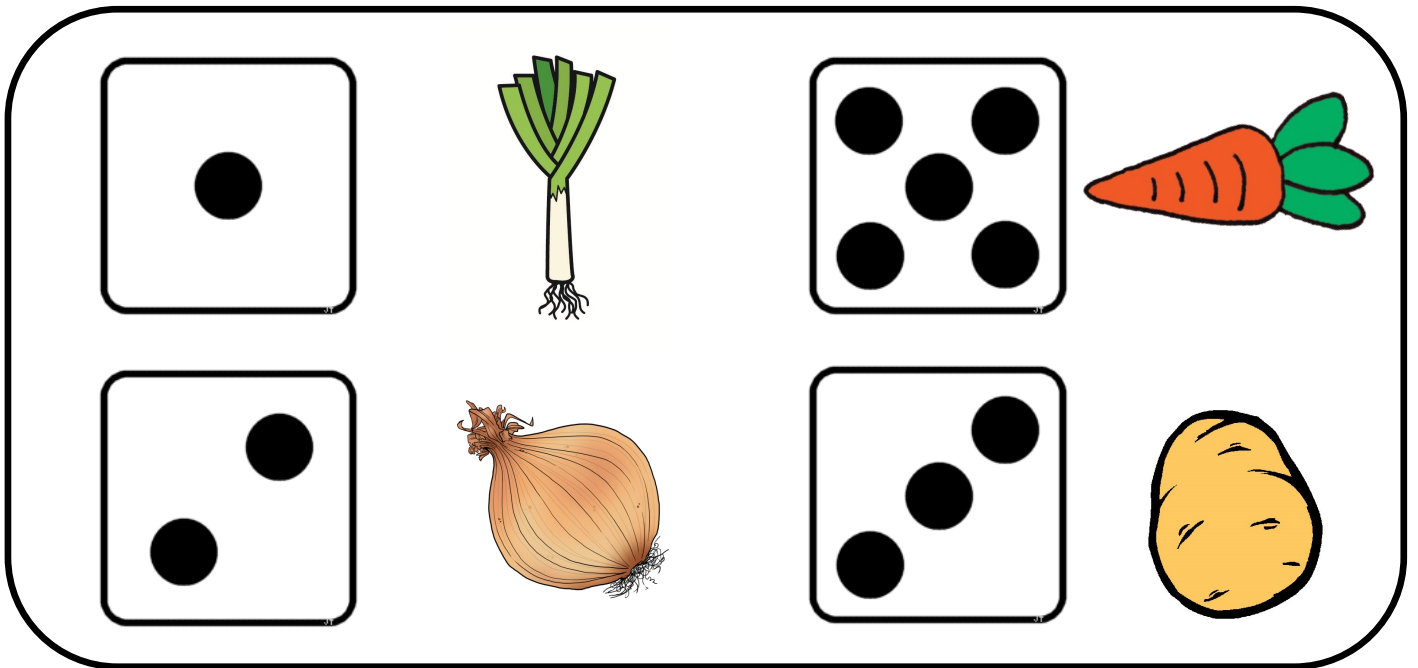
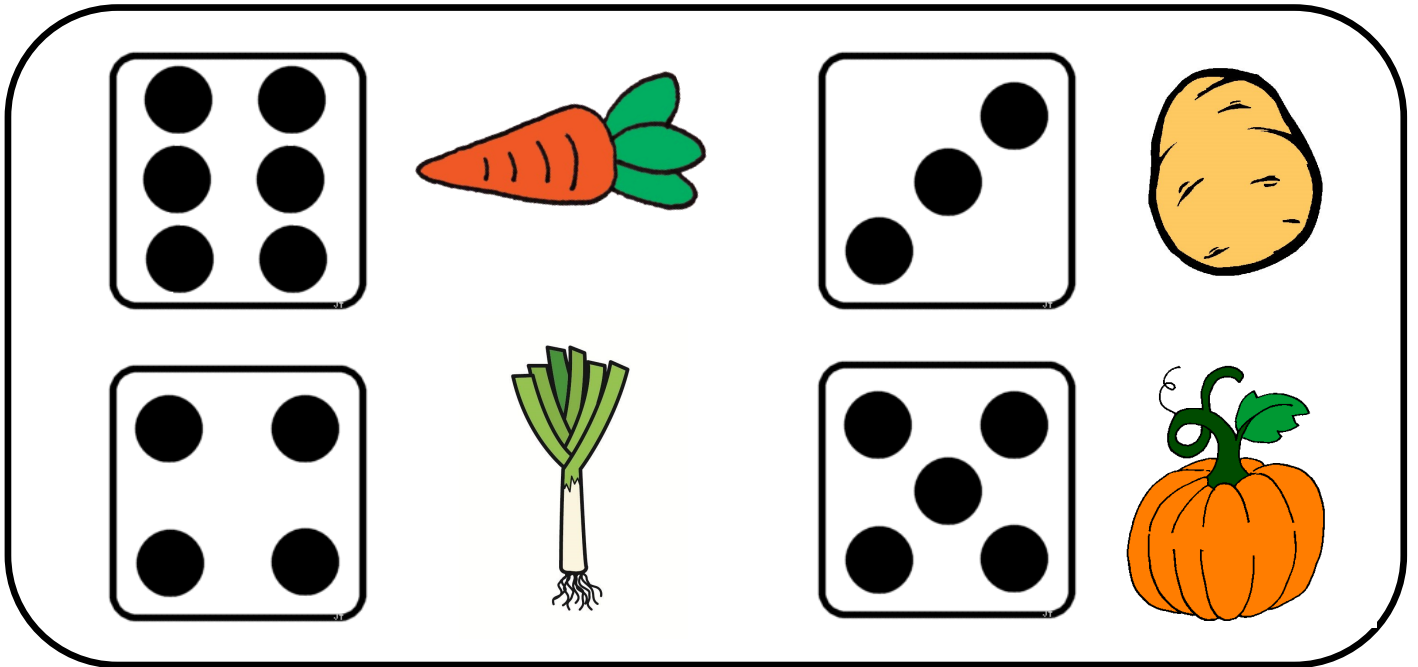
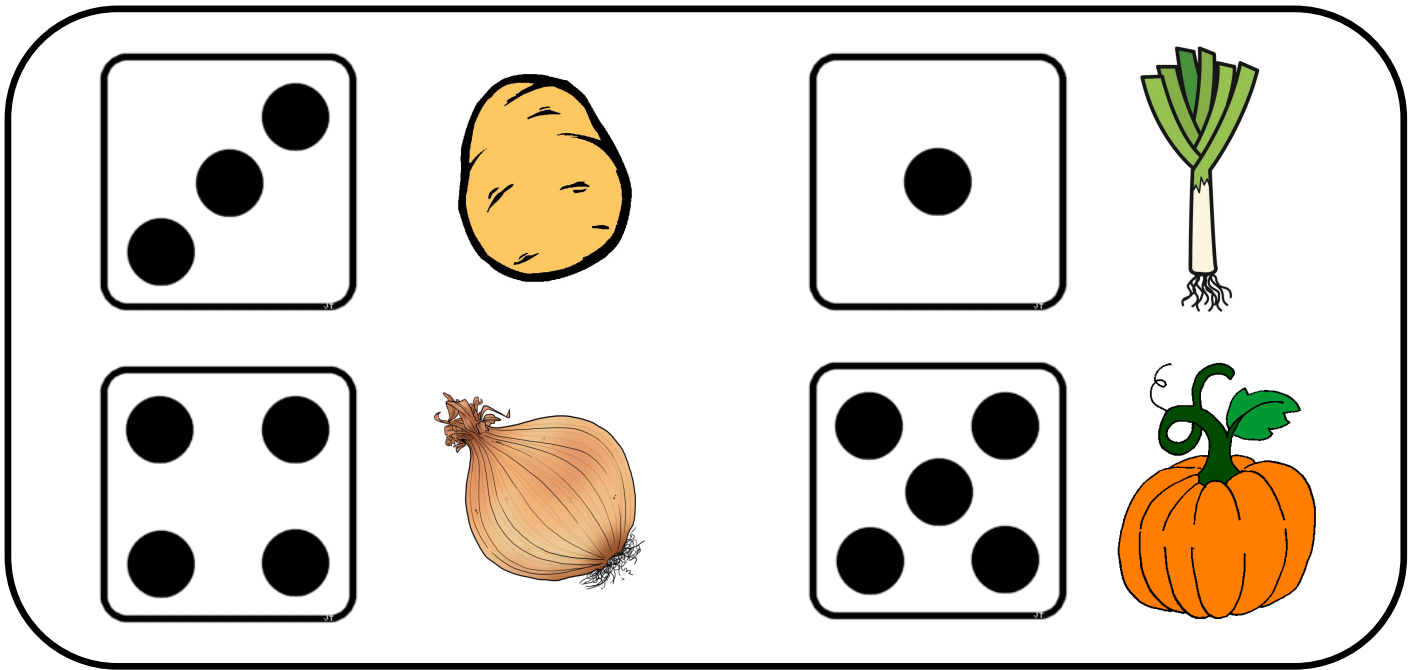


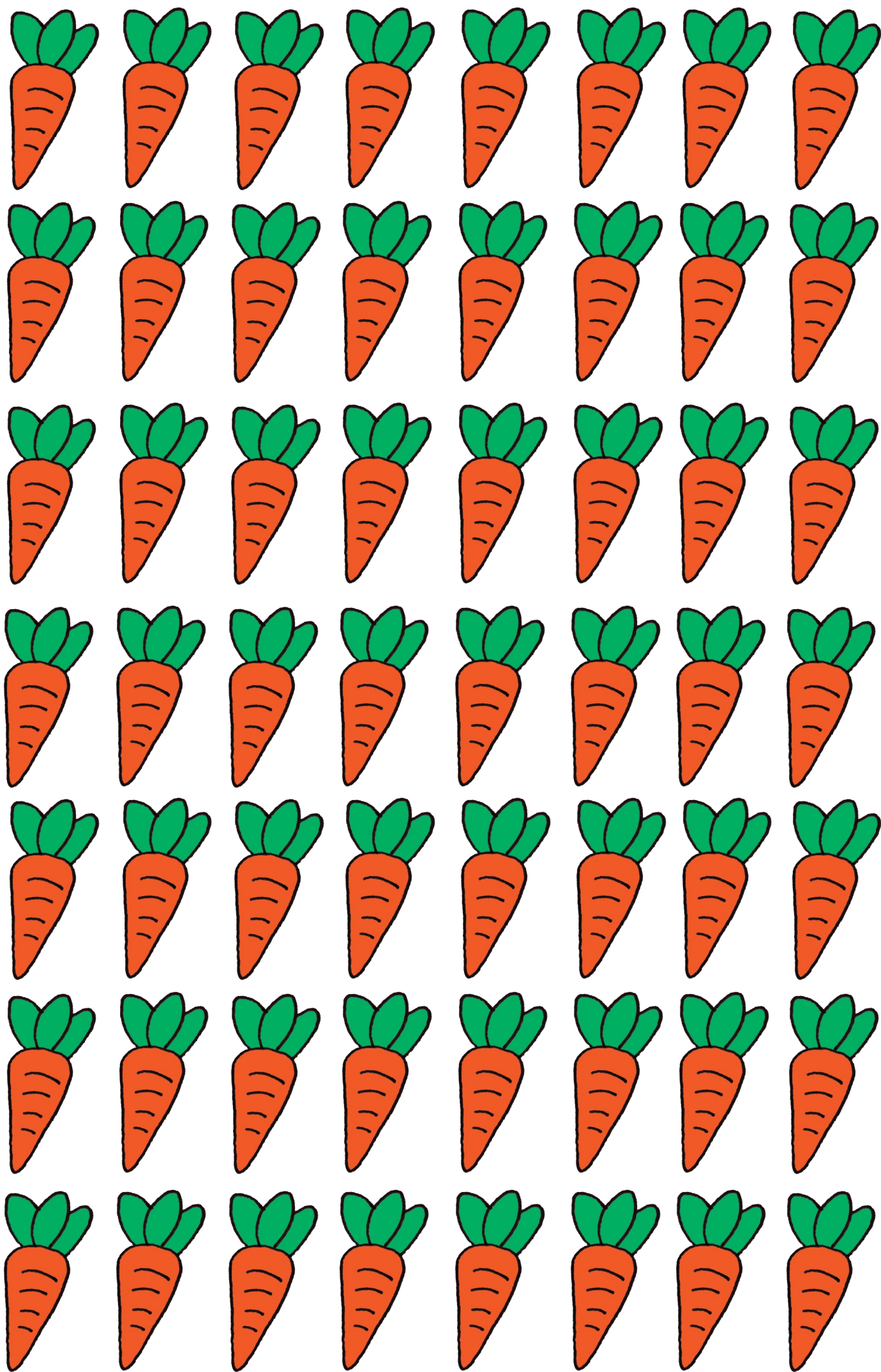


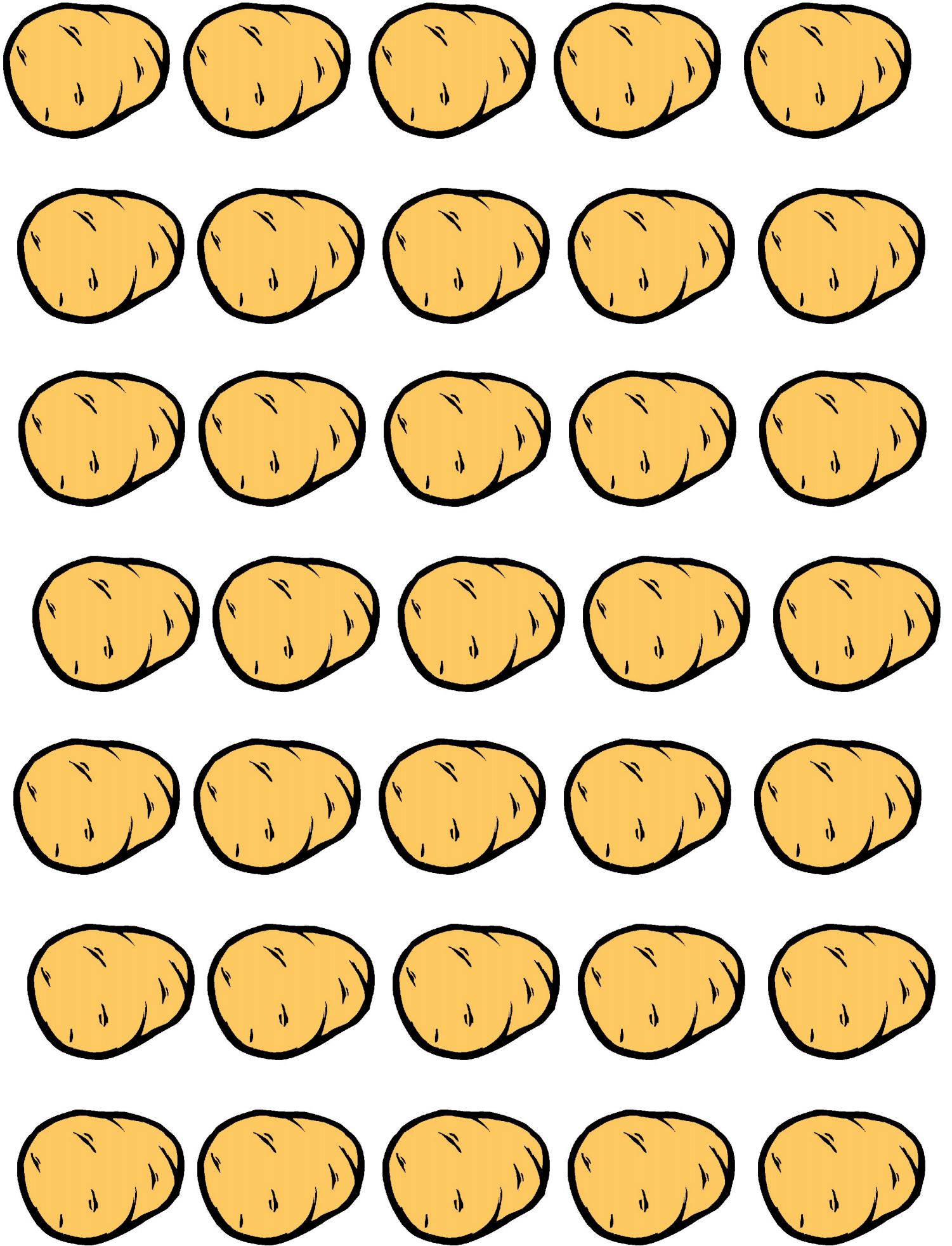
			
			









Le Jeu : La soupe de la sorcière (Nombres et quantités)

Niveau : MS/GS

Objectif : construire des collections jusqu'à 6

Compétences :

- . dénombre
- . reconnaître l'écriture chiffrée jusqu'à 6

Présentation du jeu :

Déroulement

Matériel :

- . 1 chaudron / élève (plastifié)
- . Carte de recette (plastifiée)
- . Légumes (carottes, pommes de terre, poireaux, citrouille, oignons) (plastifiés)

Lire pour chacun les listes de courses pour s'assurer que chacun reconnaît les chiffres jusqu'à 6.

Chaque élève place ses légumes selon la quantité de sa liste de course dans son chaudron.