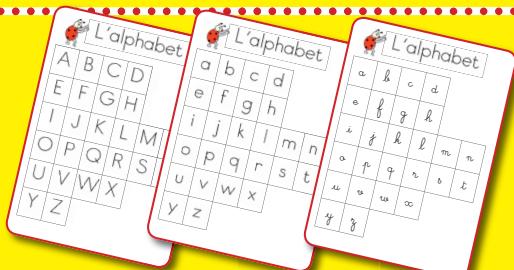




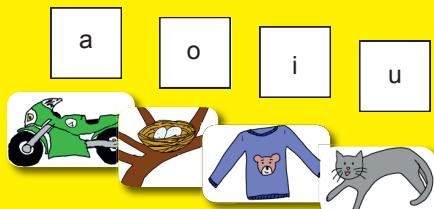
# En route vers les sons

M-C. Sanlaville  
et H. Solinc

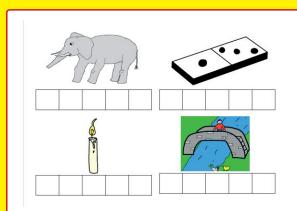
**N°1**



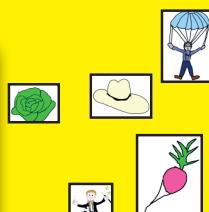
Jeu de l'Alphabet



Repérage des  
voyelles

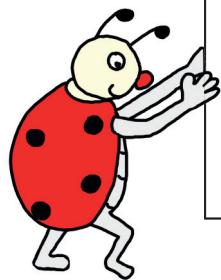


Segmentation  
syllabique



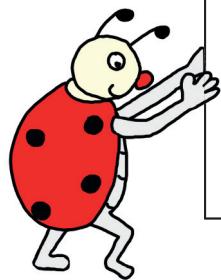
Loto/mémory  
(repérage des  
syllabes initiales)





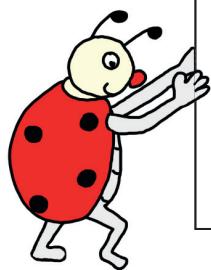
# L'alphabet

A	B	C	D		
E	F	G	H		
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X		
Y	Z				



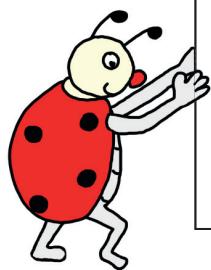
# L'alphabet

A	B	C	D		
E	F	G	H		
I	J	K	L	M	N
O	P	Q	R	S	T
U	V	W	X		
Y	Z				



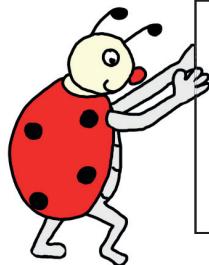
# L'alphabet

a	b	c	d		
e	f	g	h		
i	j	k	l	m	n
o	p	q	r	s	t
u	v	w	x		
y	z				



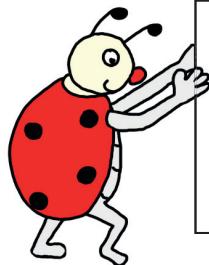
# L'alphabet

a	b	c	d		
e	f	g	h		
i	j	k	l	m	n
o	p	q	r	s	t
u	v	w	x		
y	z				



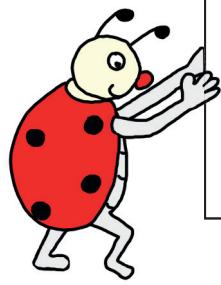
# L'alphabet

a	b	c	d		
e	f	g	h		
i	j	k	l	m	n
o	p	q	r	s	t
u	v	w	x		
y	z				

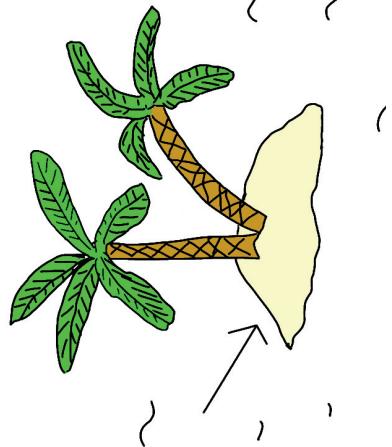
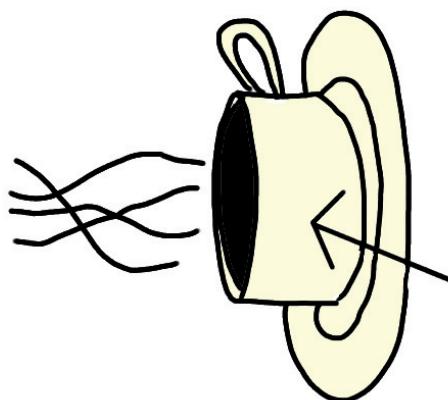
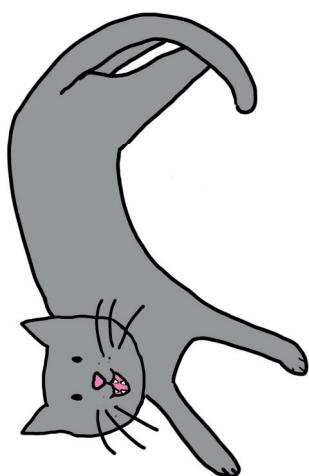
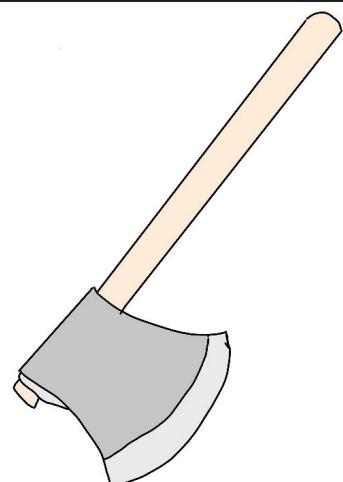
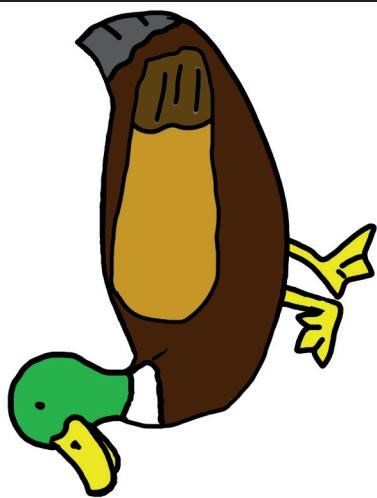
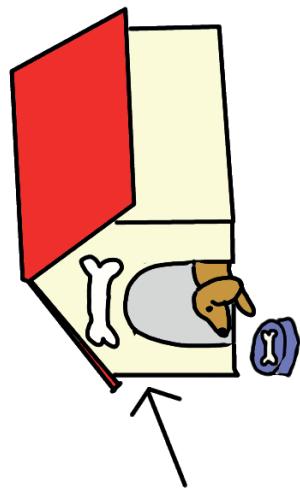
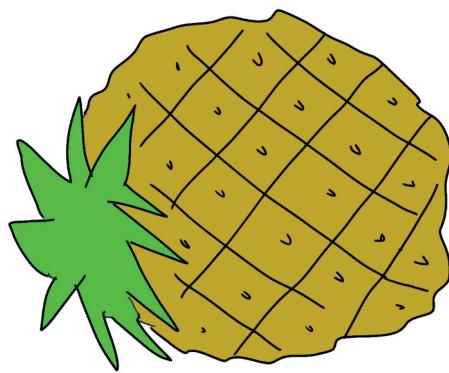
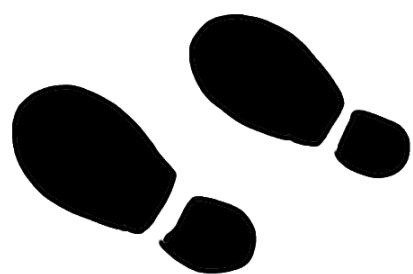
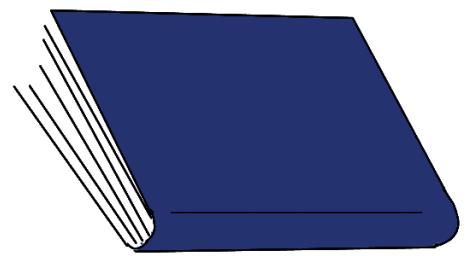
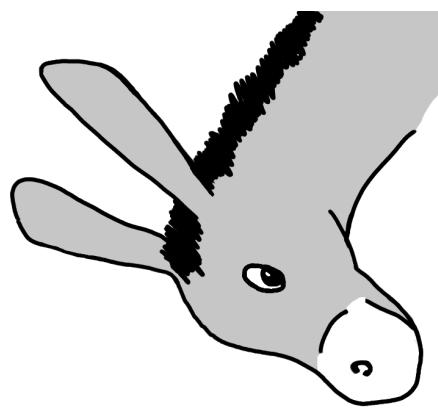
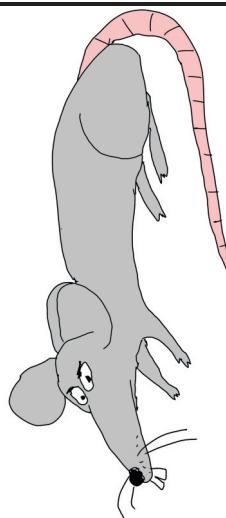


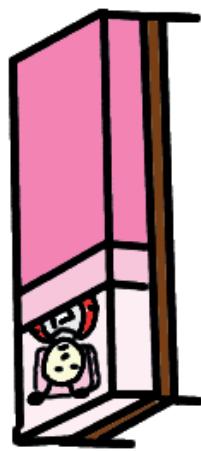
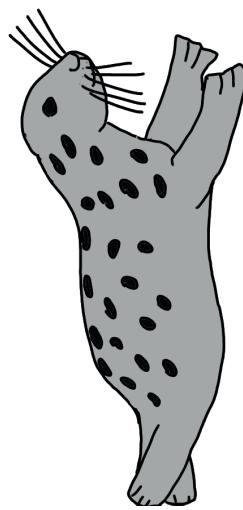
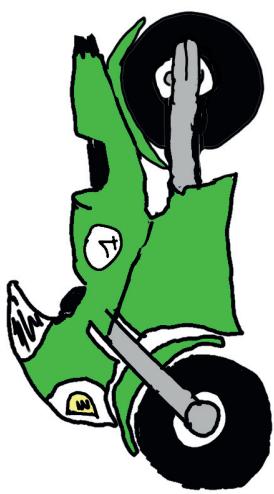
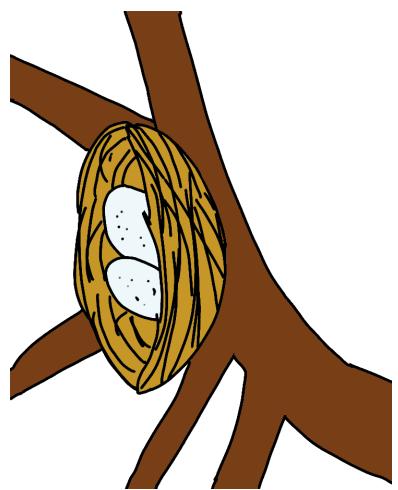
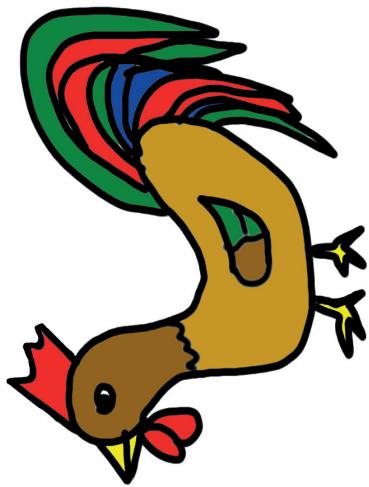
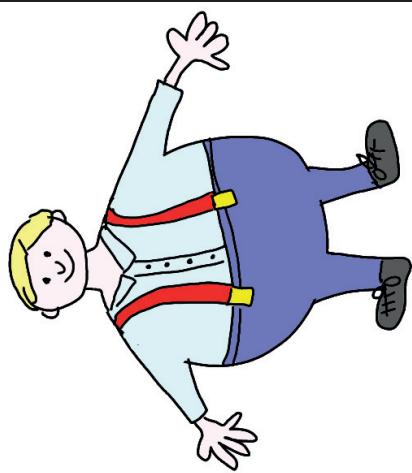
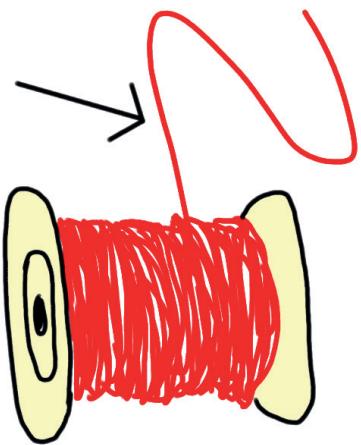
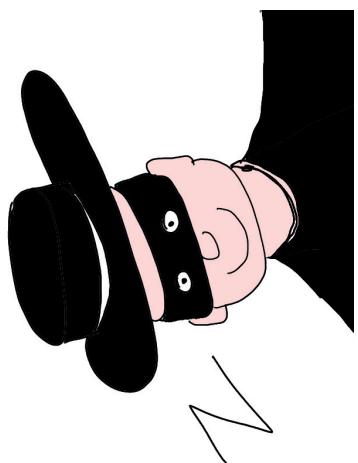
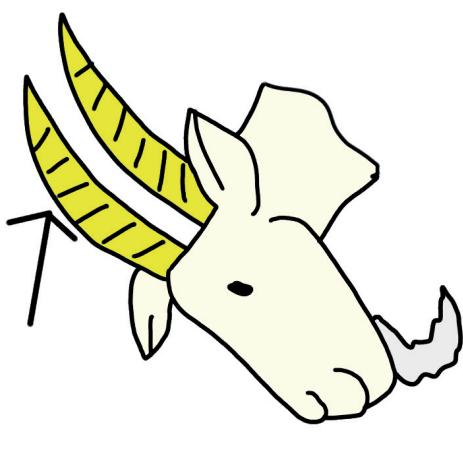
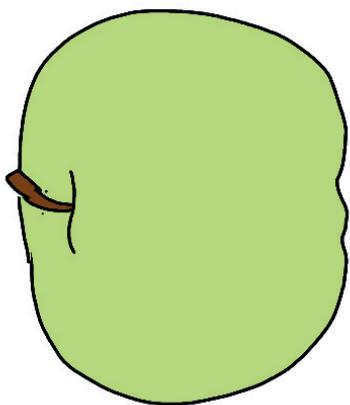
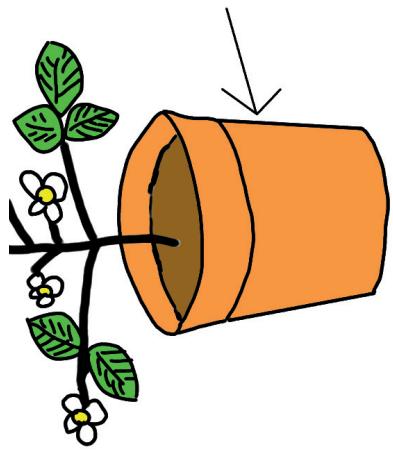
# L'alphabet

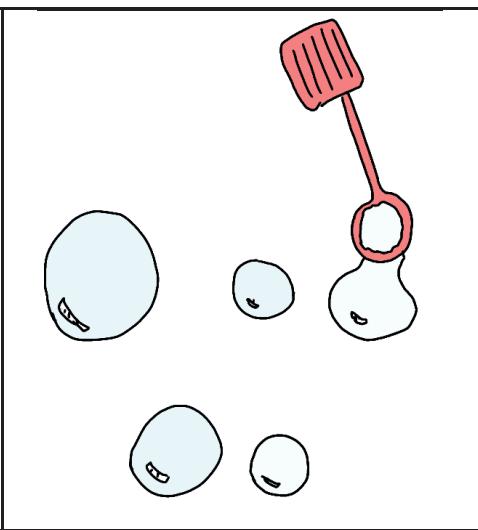
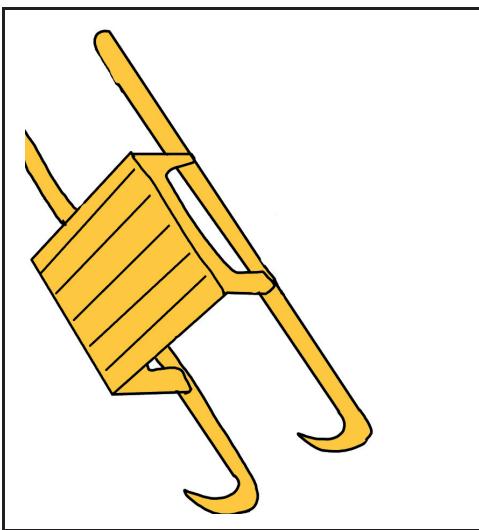
a	b	c	d		
e	f	g	h		
i	j	k	l	m	n
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u	v	w	x		
y	z				



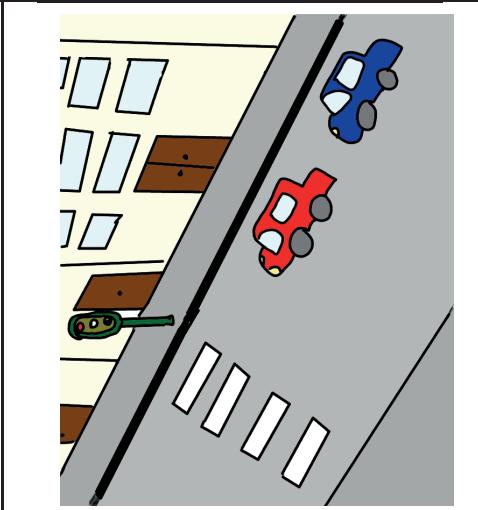
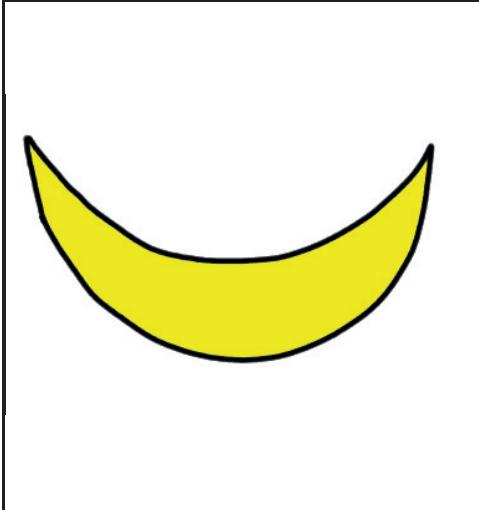
# L'alphabet

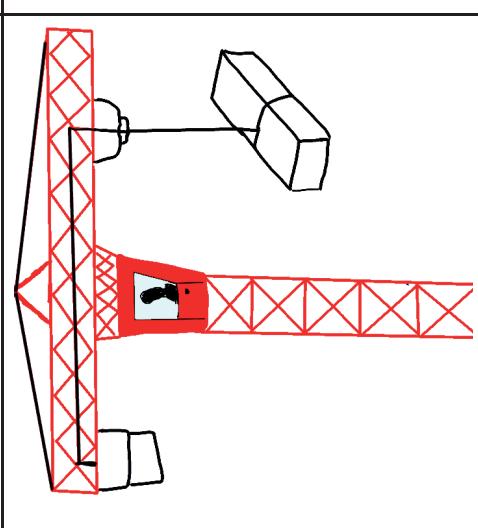
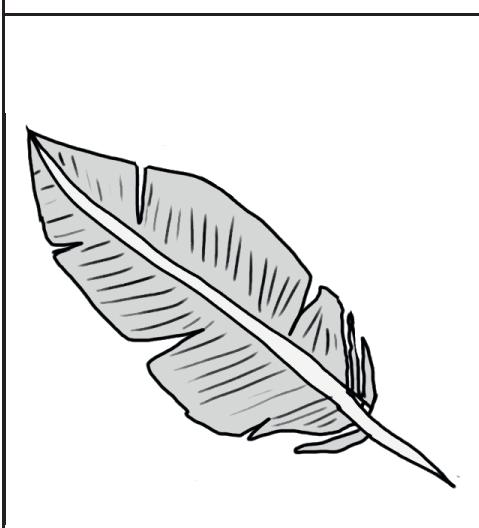




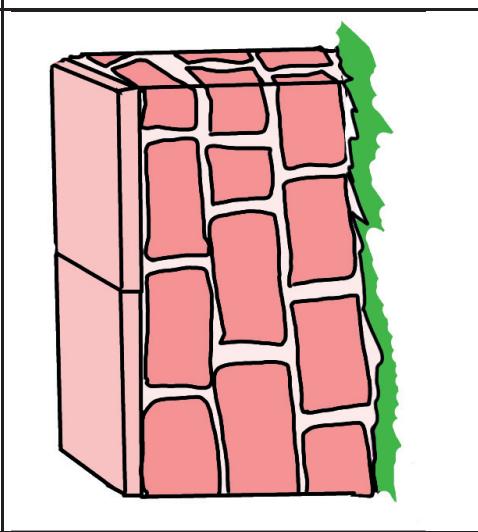
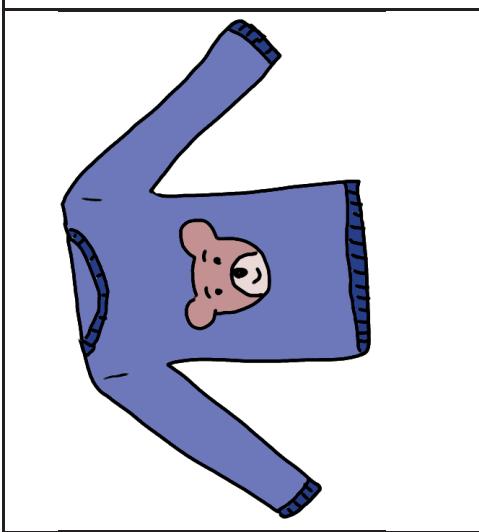
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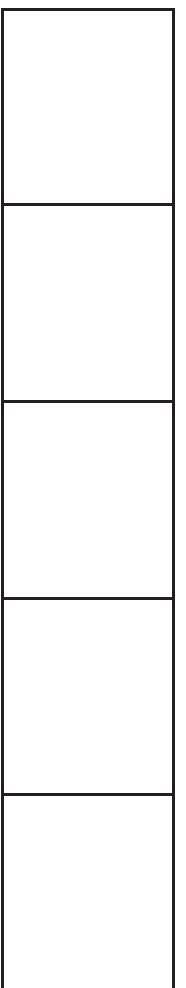
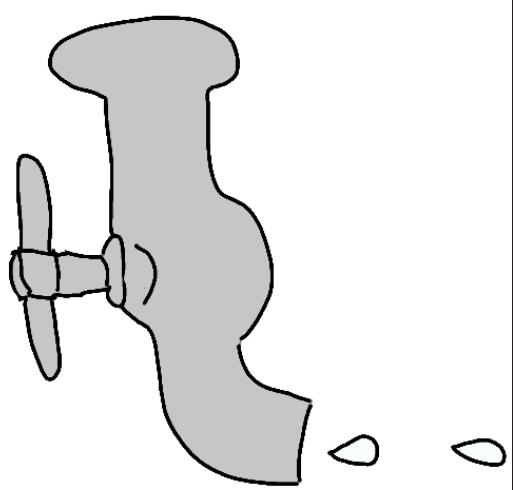
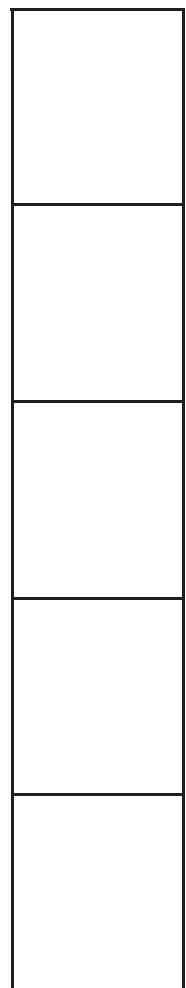
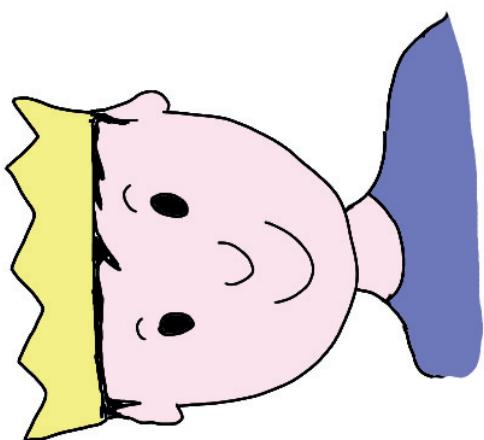
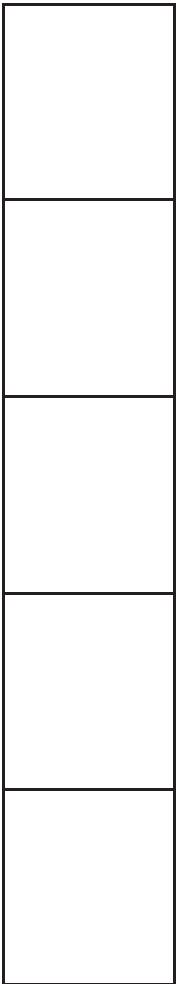
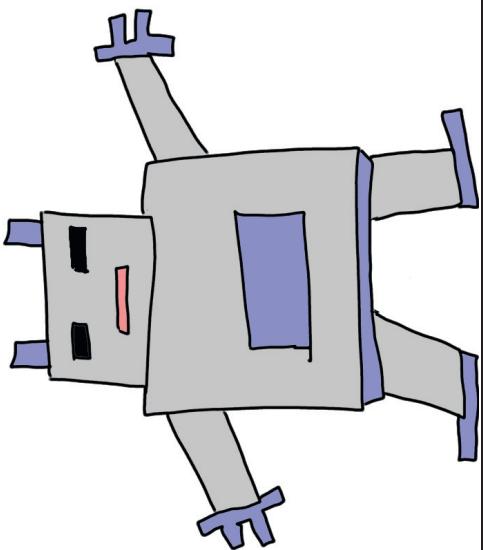
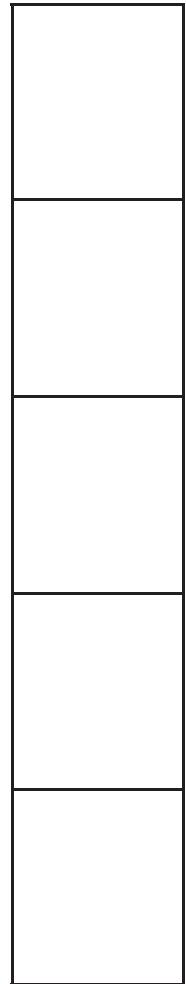
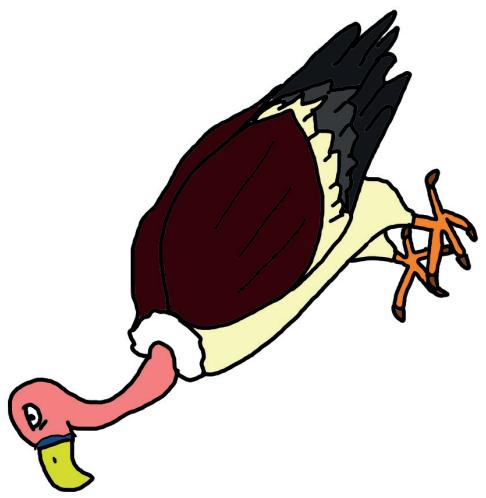
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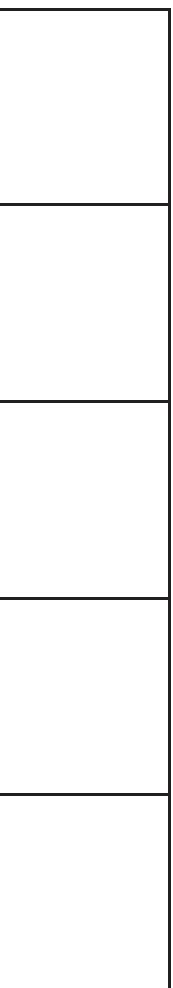
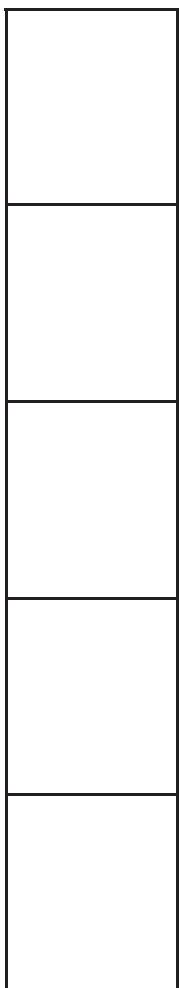
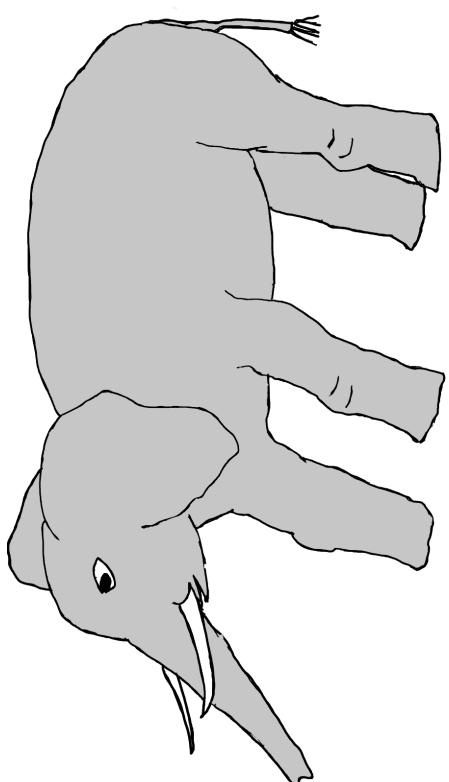
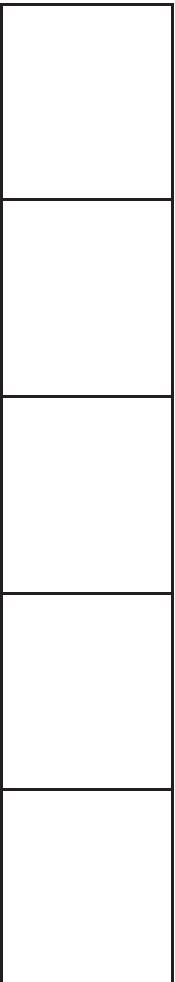
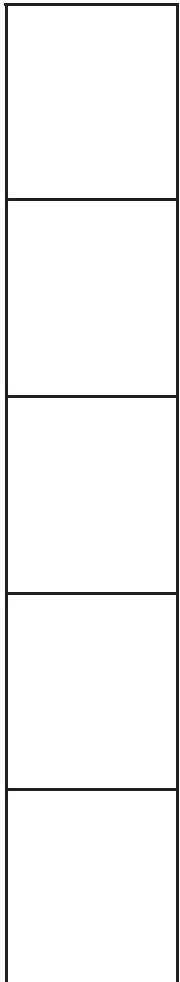
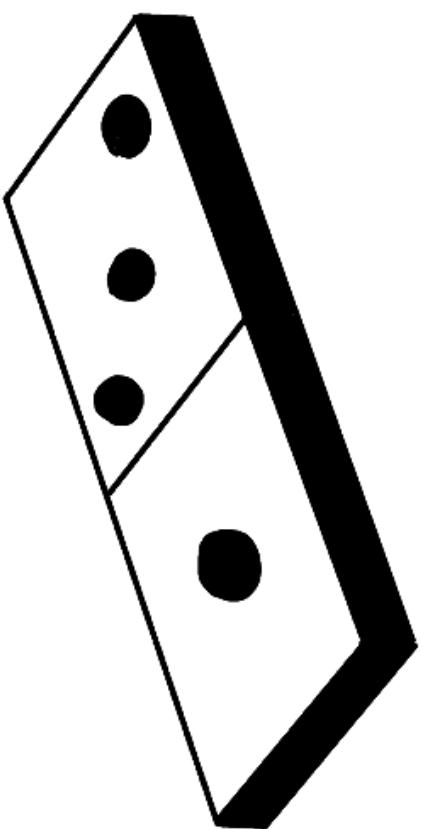


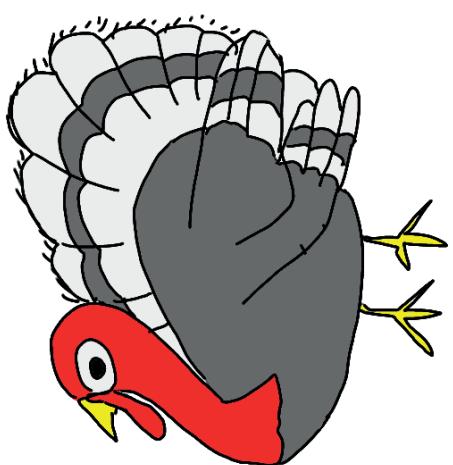
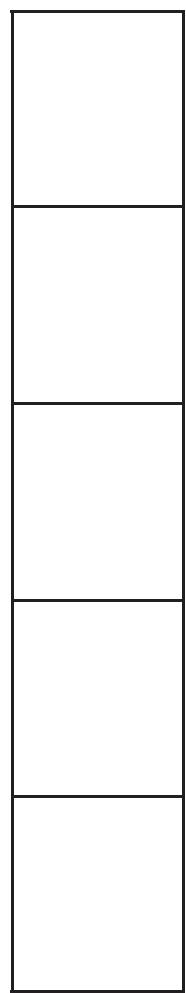
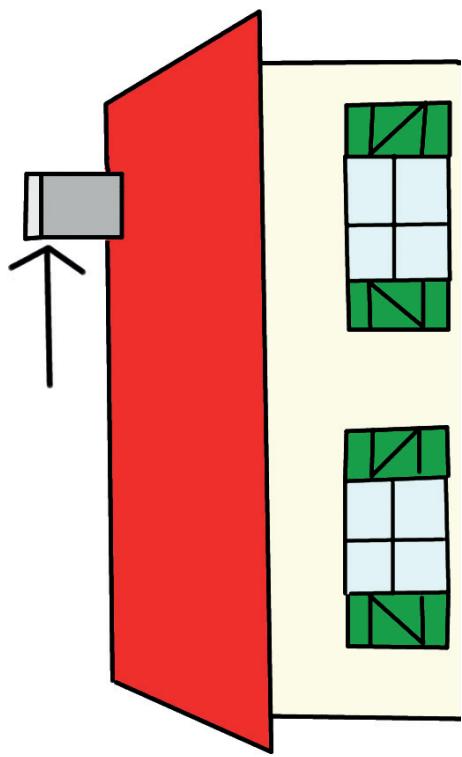
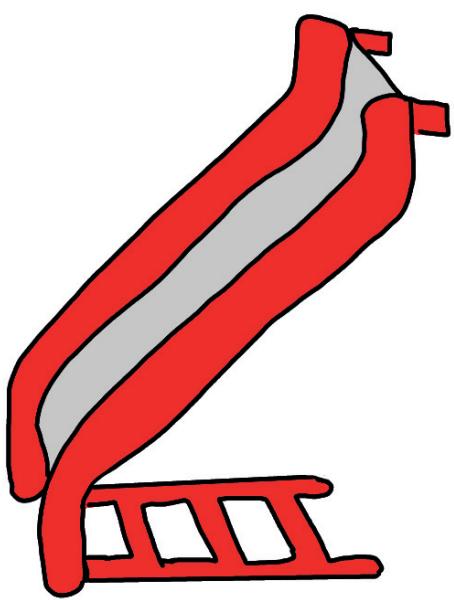
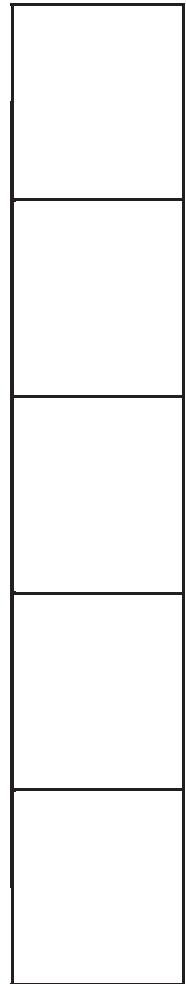
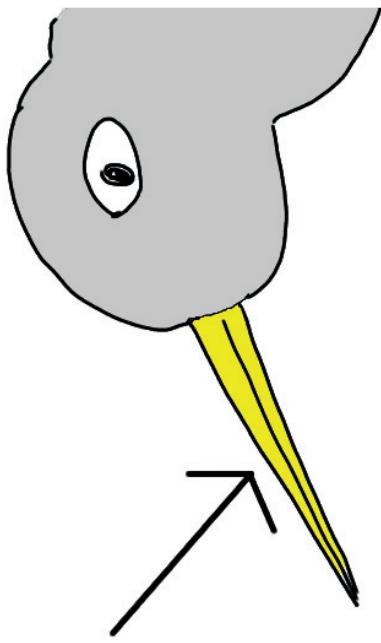
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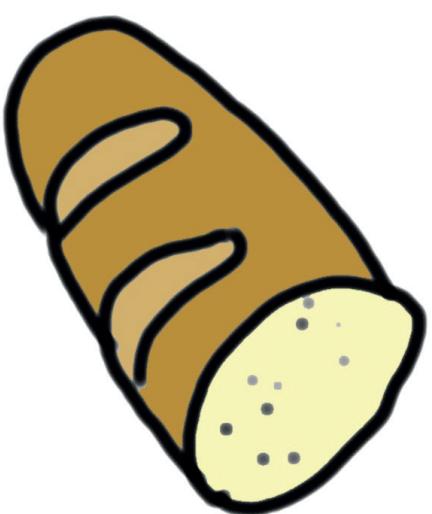
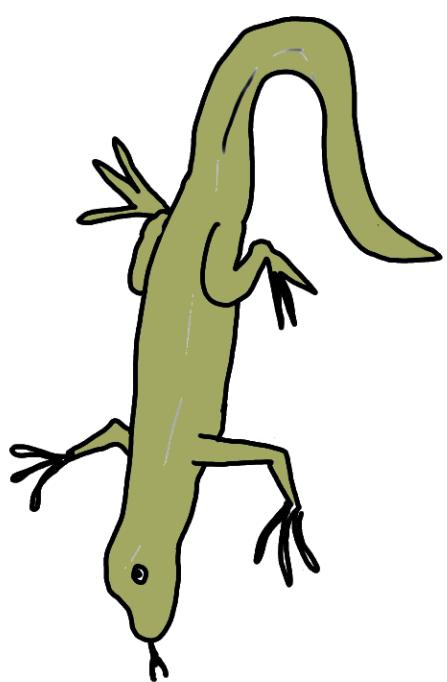
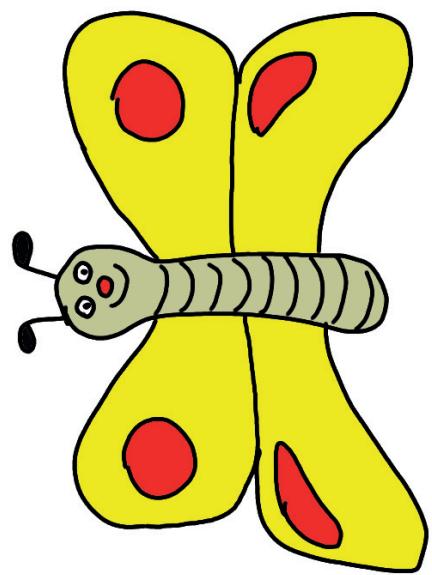
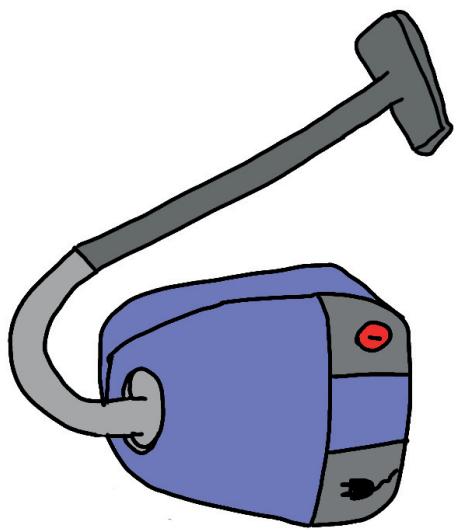


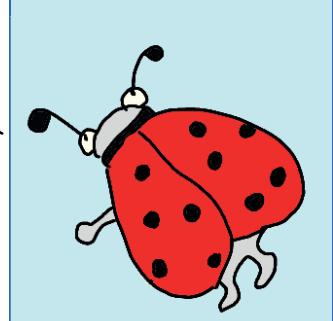
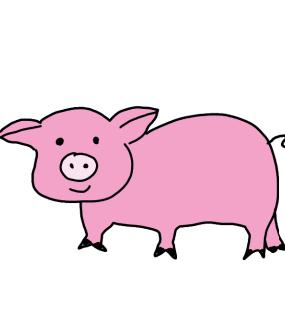
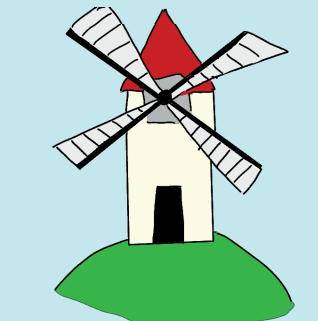
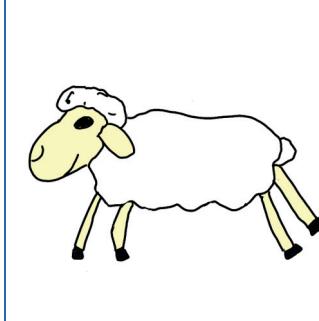
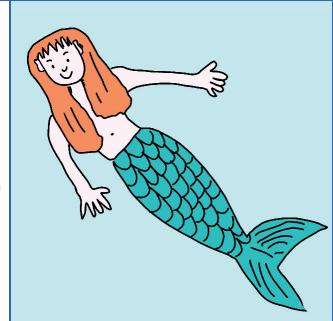
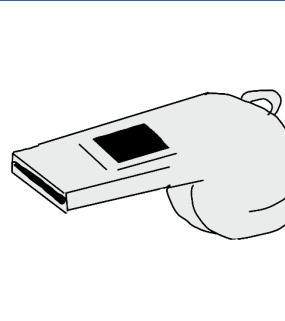
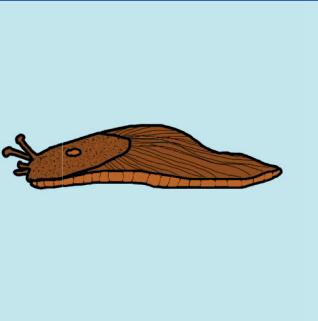
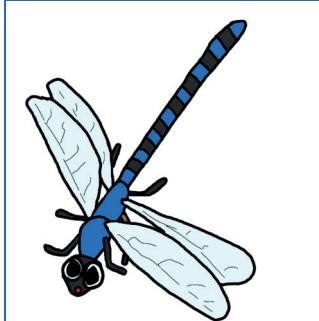
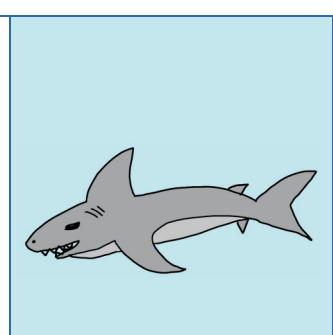
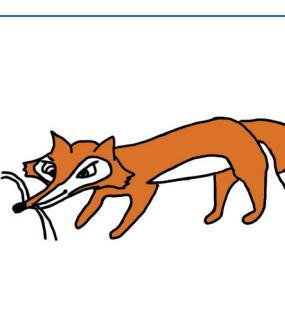
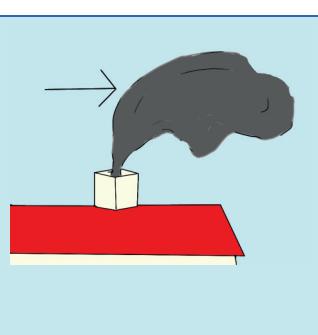
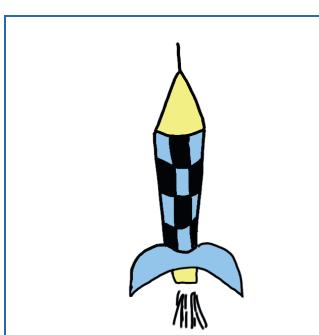
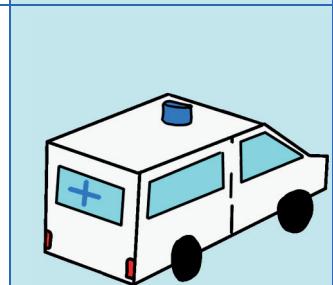
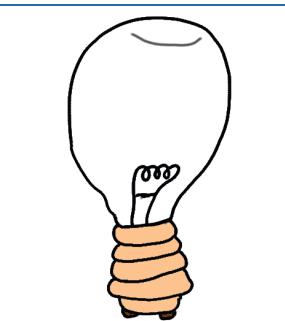
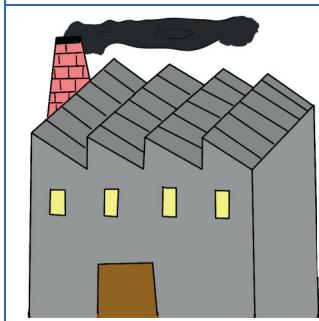
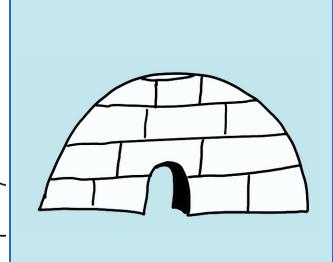
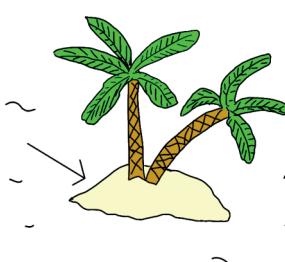
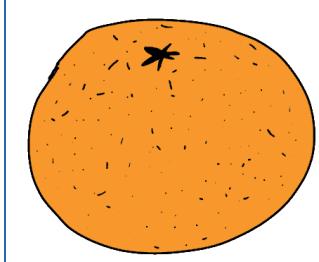
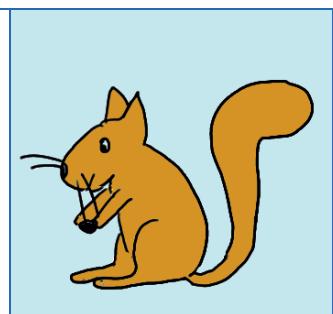
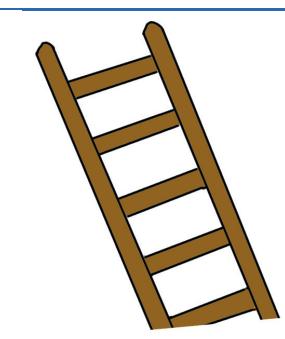
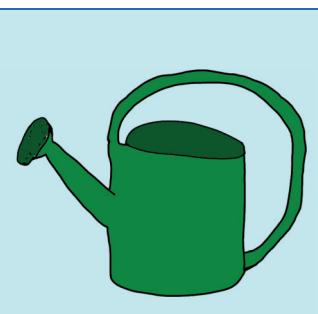
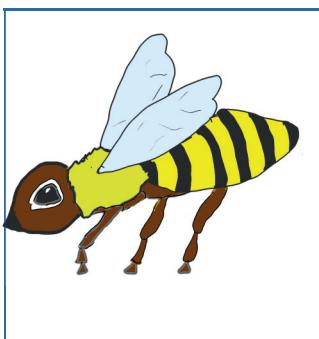
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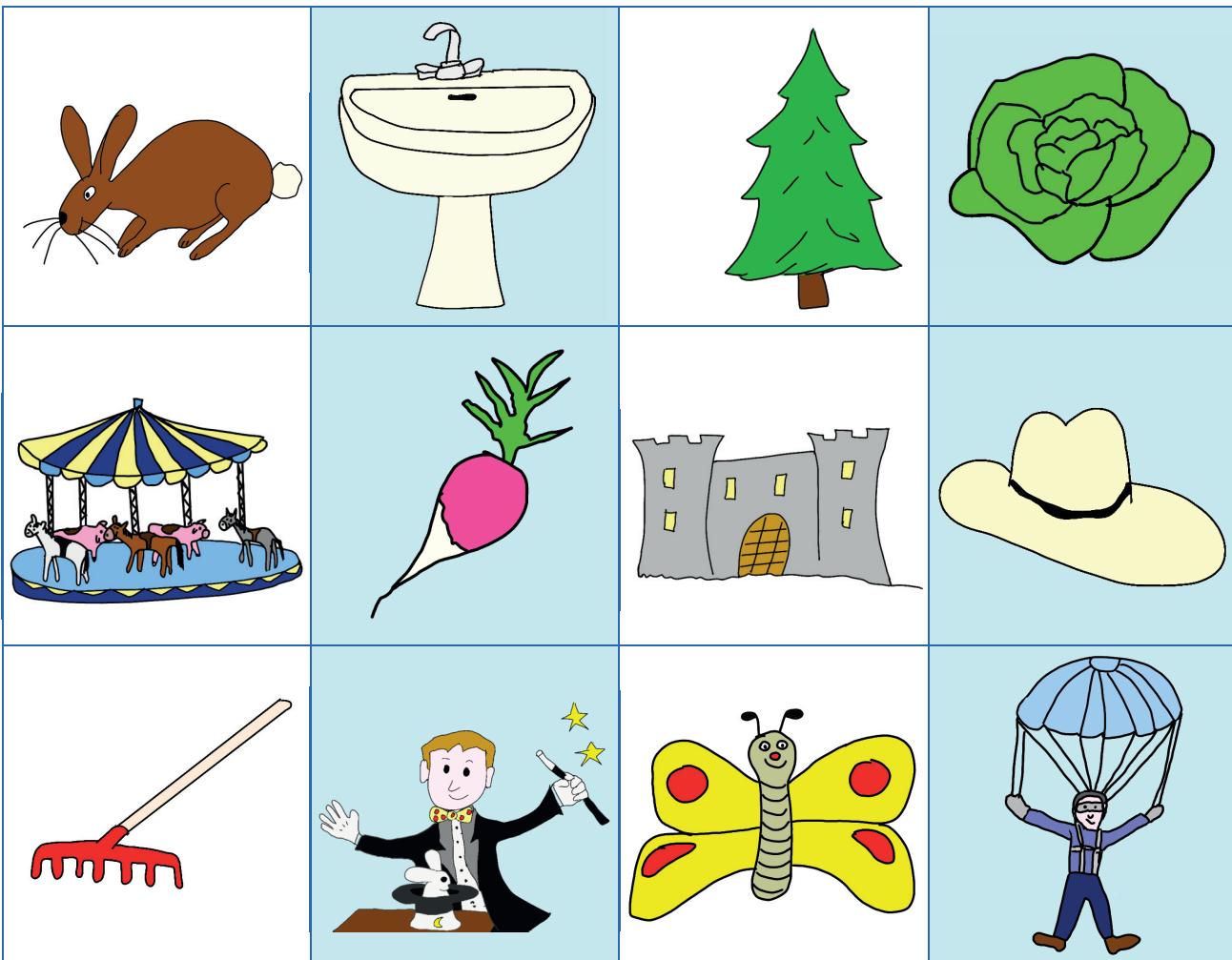
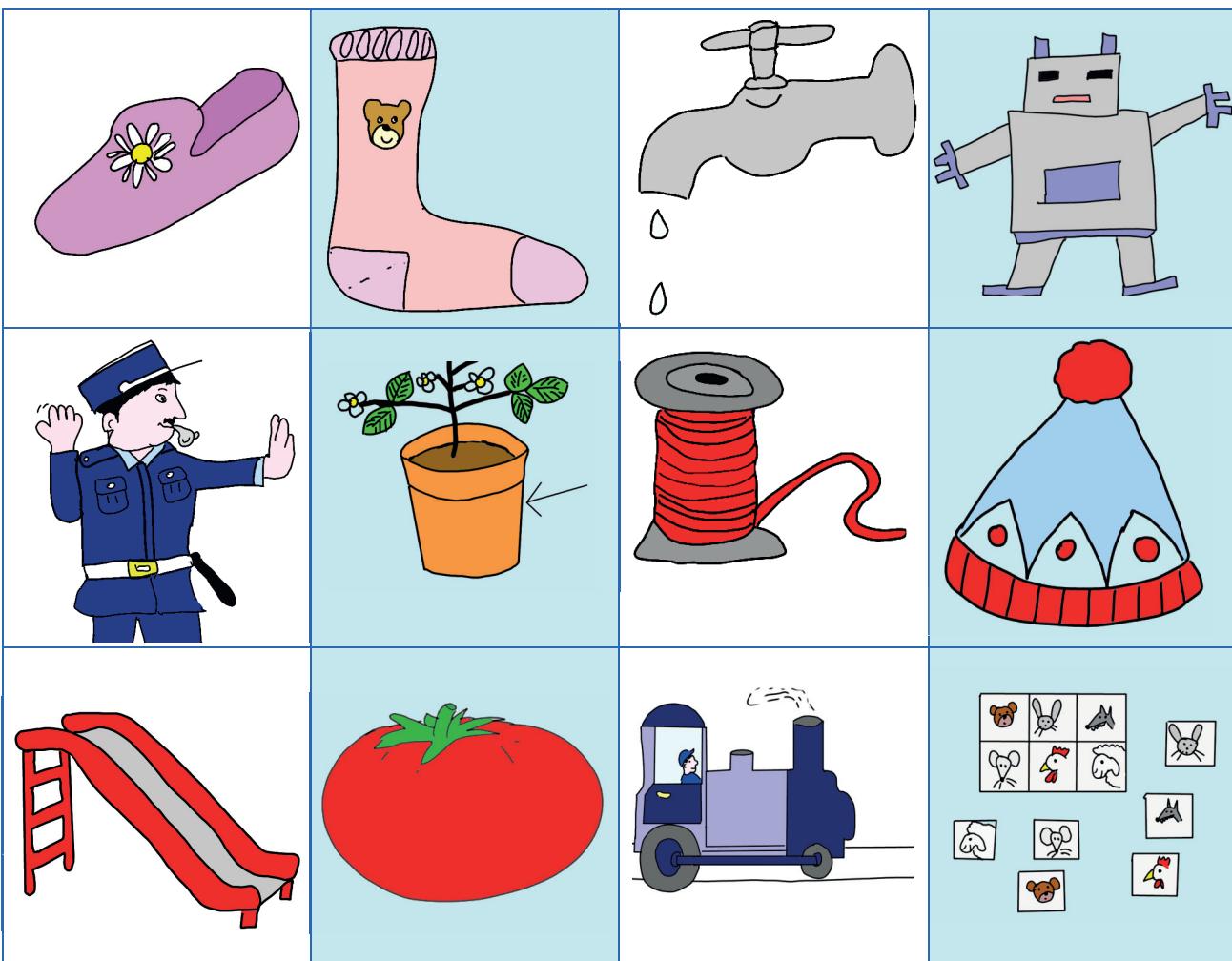


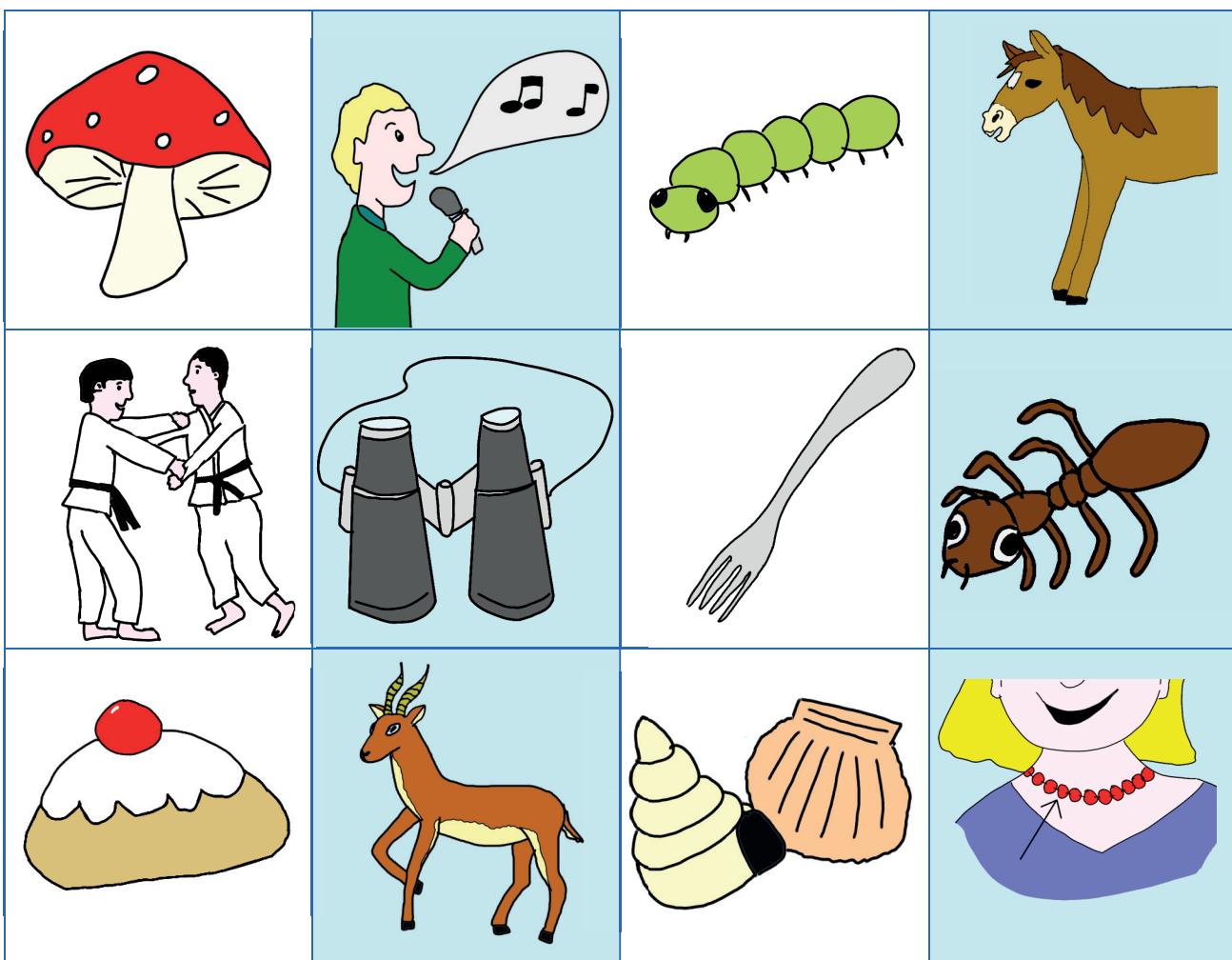
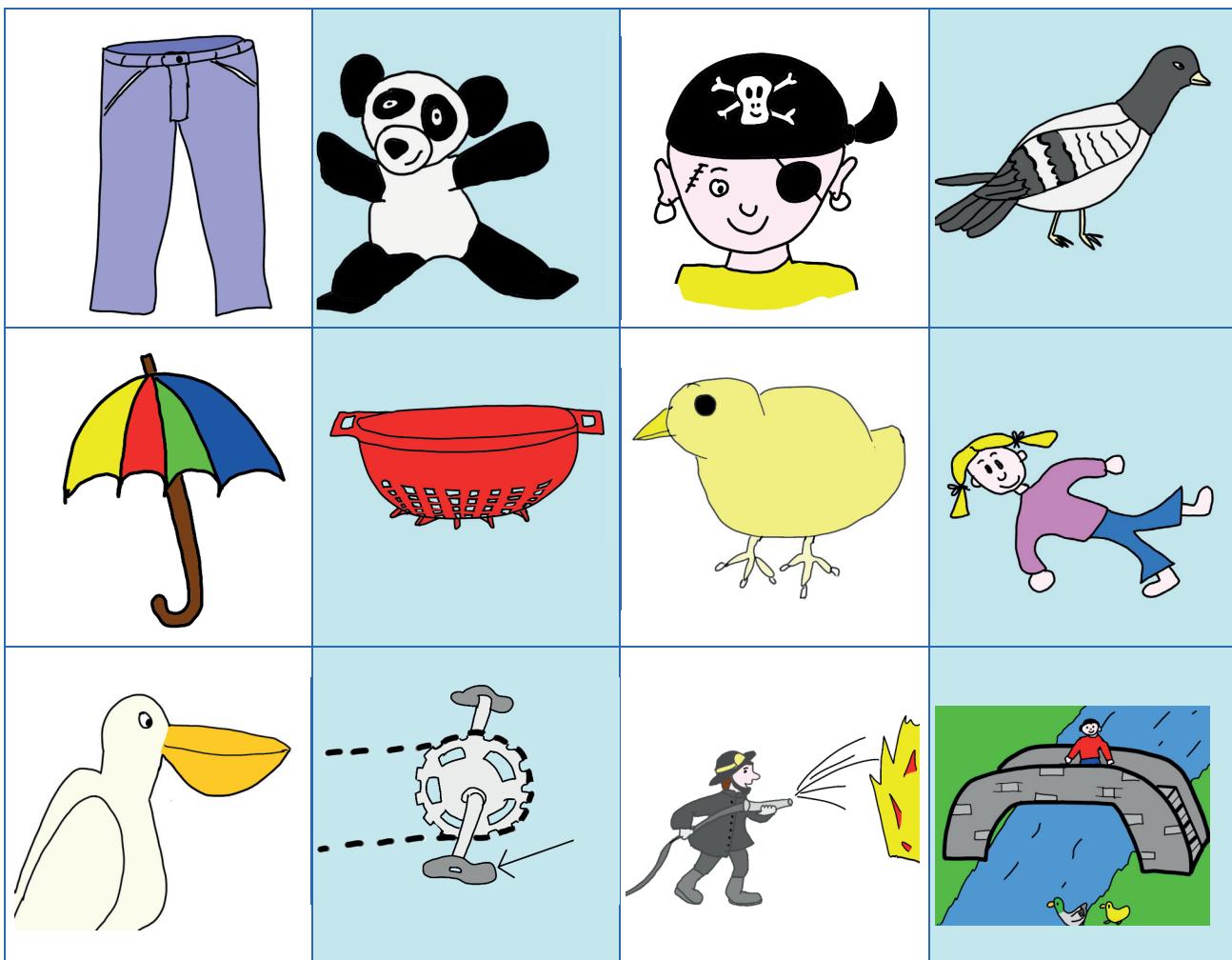


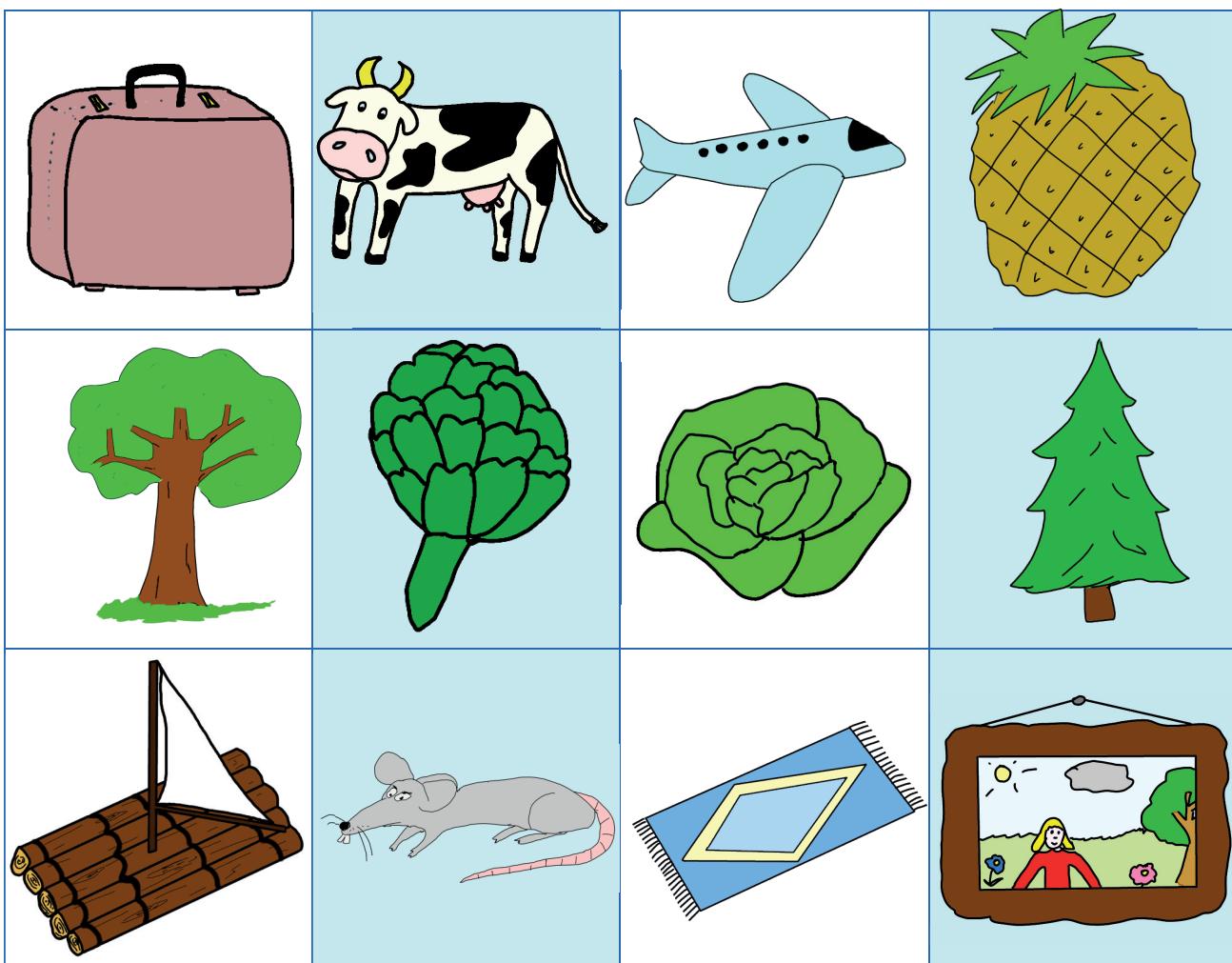
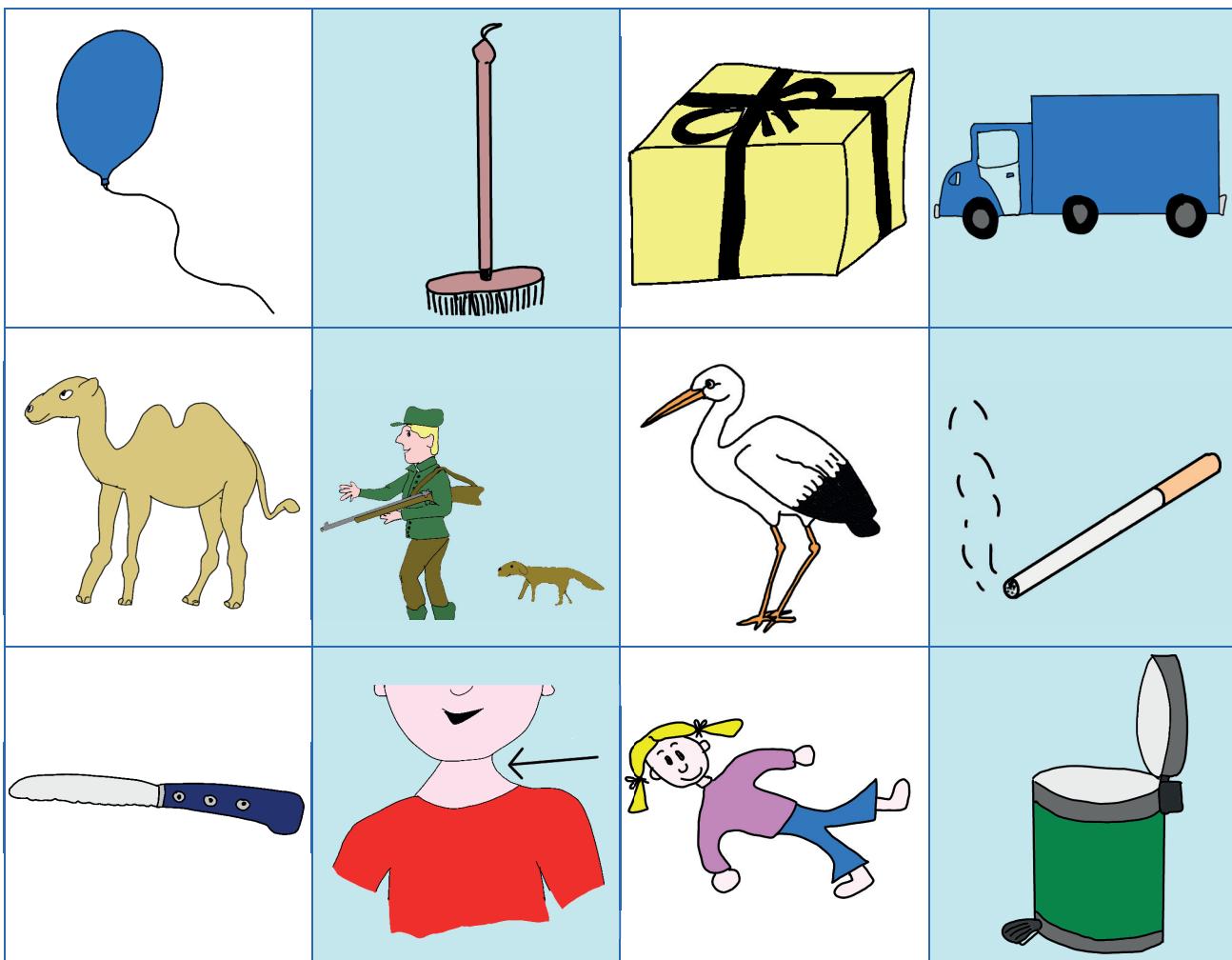


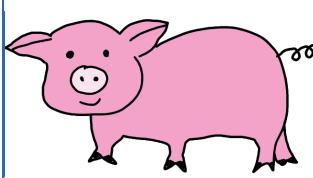
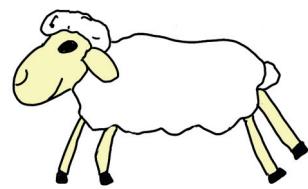
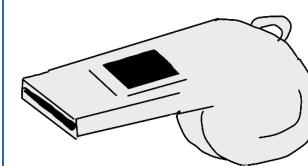
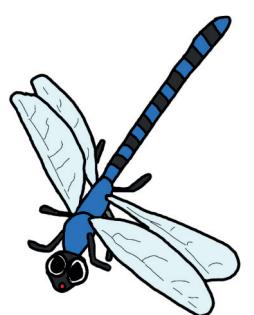
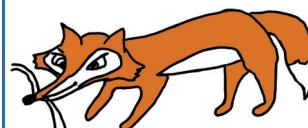
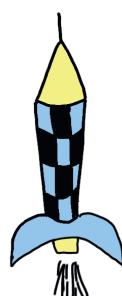
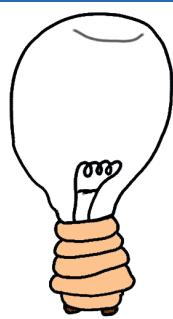
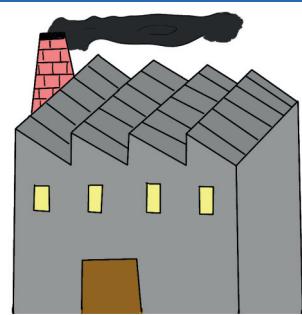
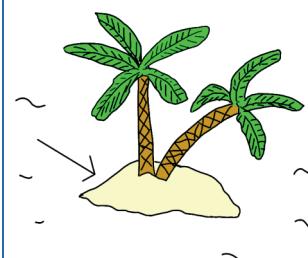
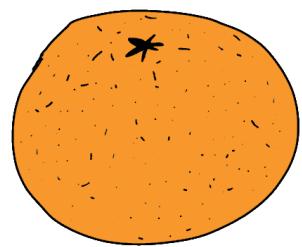
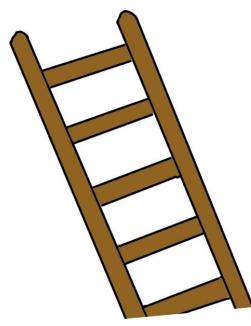


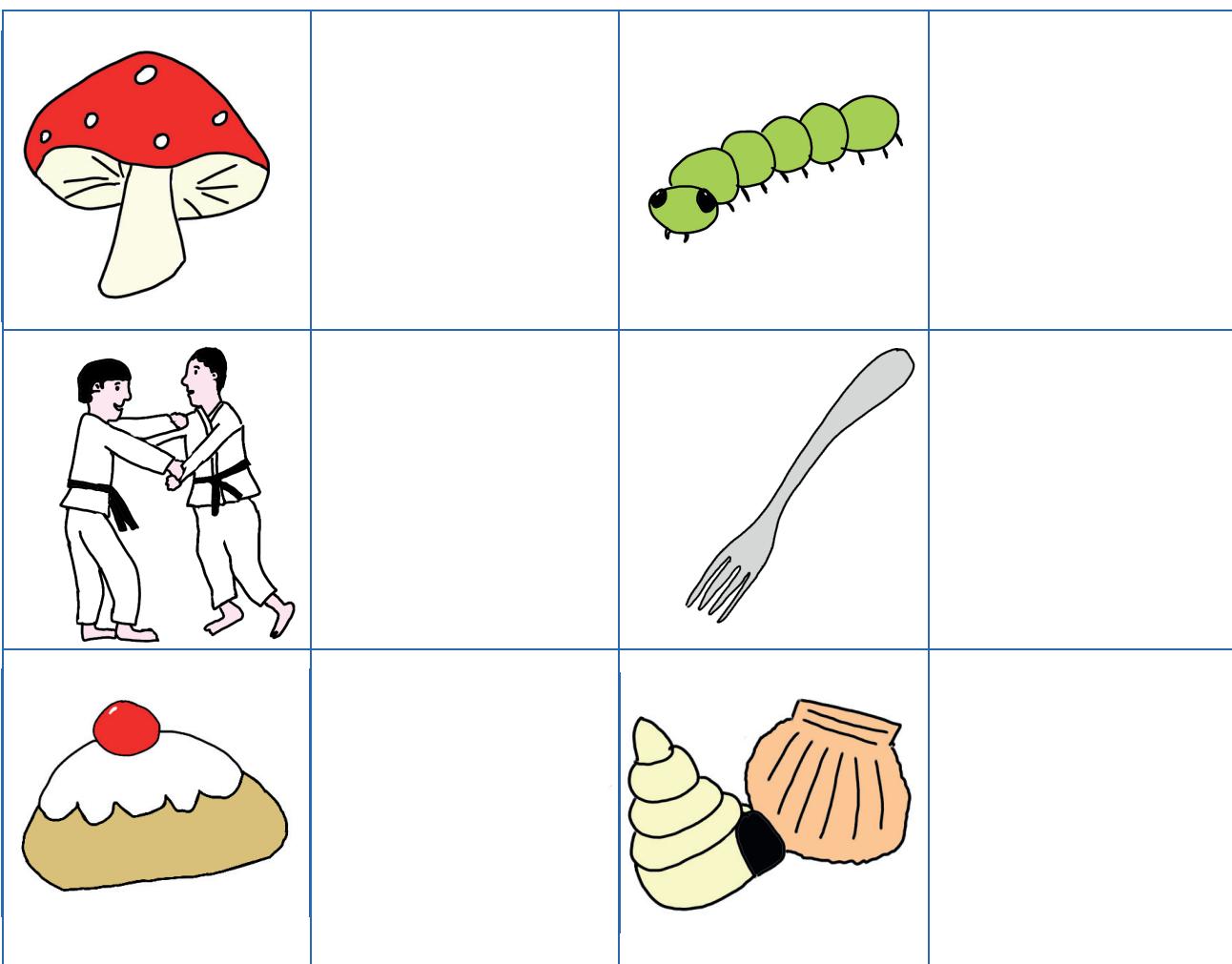
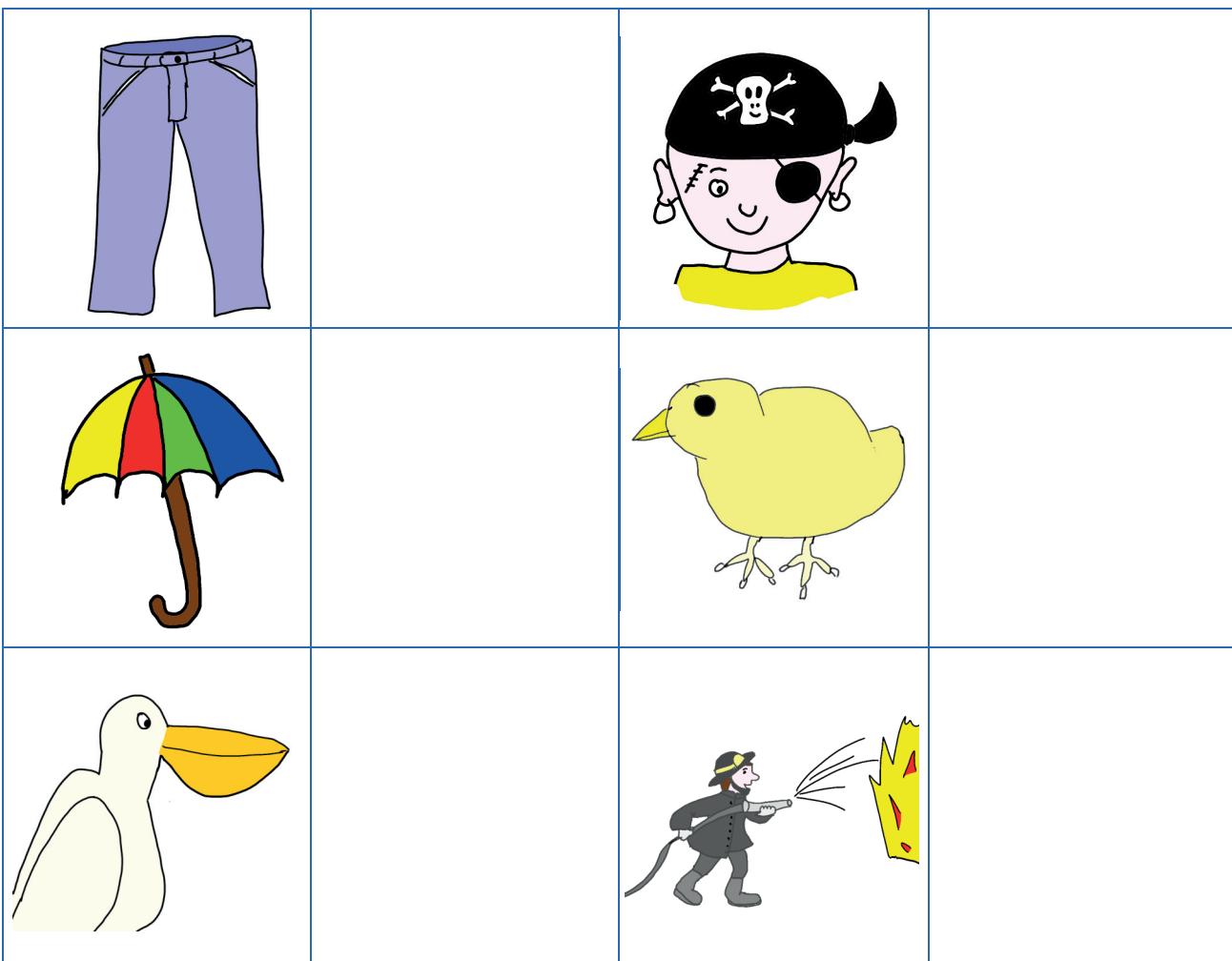


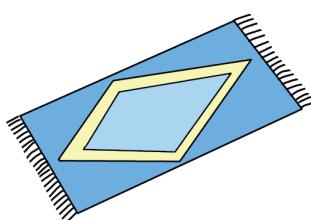
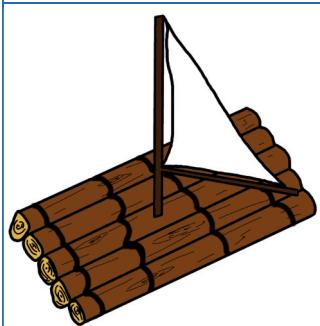
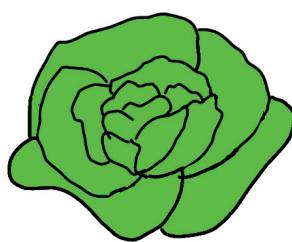
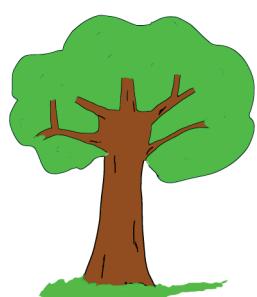
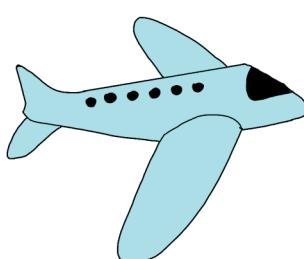
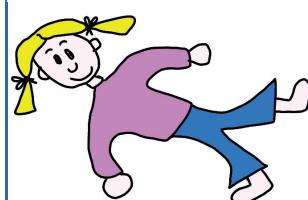
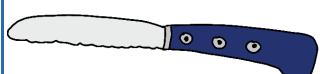
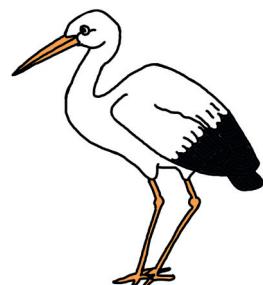
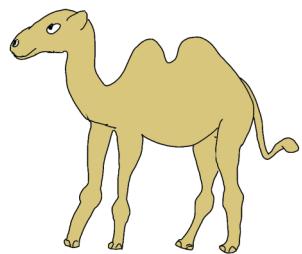
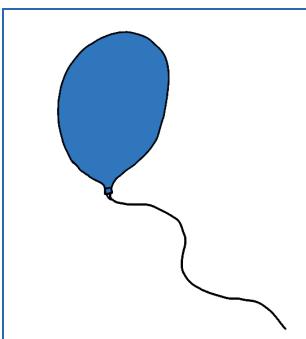


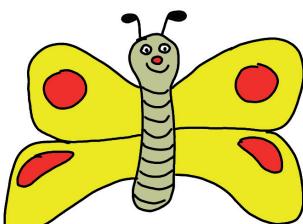
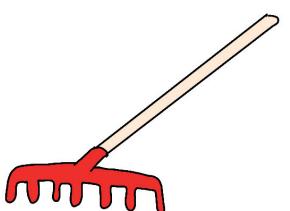
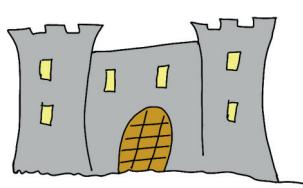
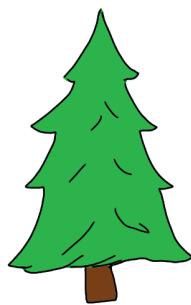
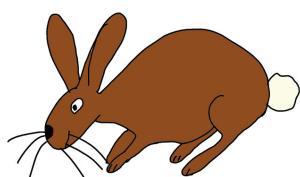
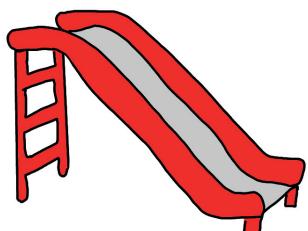
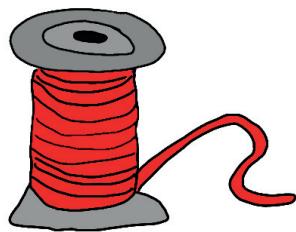
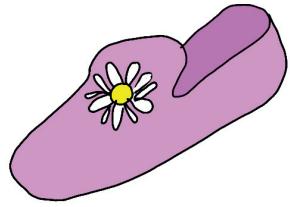












# PRESENTATION DU MATERIEL

## 1) JEU DE L'ALPHABET

**Objectifs :** Familiariser l'enfant avec les lettres cursives et les lettres scriptes et lui permettre de connaître son alphabet.

**Préparation avant de jouer :** Prendre les planches en double et découper toutes les cases du tableau.

**Nombre de joueurs :** 1 à 3.

Le jeu se termine quand un enfant a rempli sa planche soit avec des lettres cursives soit avec des lettres scriptes.

## 2) REPERAGE DES VOYELLES

**Objectif :** Etre capable de percevoir les voyelles dans un mot.

**Préparation avant de jouer :** Découper toutes les cases des planches.

**Nombre de joueurs :** 1 à 4.

Le jeu se termine quand un enfant a réussi à retrouver les 8 images correspondant à une voyelle.

Pour le « a » : chat, canard, pas, rat, tasse, hache, ananas, âne.

Pour le « o » : moto, gros, corne, pot, phoque, coq, zorro, pomme.

Pour le « i » : lit, nid, fil, fille, île, tigre, niche, livre.

Pour le « u » : pull, plume, lune, luge, mur, grue, rue, bulles.

## 3) SEGMENTATION SYLLABIQUE

**Objectif :** Etre capable de segmenter un mot en syllabes et de les compter.

**Préparation avant de jouer :** Prendre les planches et se munir de jetons.

**Principe :** Au fur et à mesure que l'enfant nomme les syllabes d'un mot, il pose ses jetons dans les cases en respectant bien sûr le sens de la lecture.

## 4) LOTO/MEMORY (repérage des syllabes initiales)

**Objectif :** Etre capable de repérer auditivement les mots commençant par la même syllabe.

**Préparation avant de jouer :** Prendre toutes les planches et les couper en 2. Puis découper les tableaux contenant 12 images. Les tableaux restants serviront comme grilles de loto.

**Nombre de joueurs :** 1 à 8.

**Règle du jeu**

Pour jouer au mémory, prendre les cartes images découpées. Avant de jouer, étalez les cartes, d'un côté les images sur fond bleu, de l'autre les images restantes. Chaque joueur, à tour de rôle, retourne une carte de chaque côté. Si les cartes vont ensemble (ex : pantalon avec panda), le joueur prend la paire et rejoue. Si les cartes ne vont pas ensemble, il les replace à la même place, face cachée, et c'est au joueur suivant de tenter sa chance. La partie se termine quand il n'y a plus de carte et celui qui a le plus de paires a gagné.

Pour jouer au loto, prendre les tableaux non découpés et les images sur fond bleu. L'enfant doit associer les images qui commencent par la même syllabe.

Grille 1 : abeille/arrosoir, échelle/écureuil, orange/oreille, île/igloo, usine/ULM, ampoule/ambulance.

Grille 2 : fusée/fumée, renard/requin, libellule/limace, sifflet/sirène, mouton/moulin, cochon/coccinelle.

Grille 3 : chausson/chaussette, robinet/robot, policier/pot, bobine/bonnet, toboggan/tomate, locomotive, loto.

Grille 4 : lapin/lavabo, sapin/salade, manège/magicien, château/chapeau, râteau/radis, papillon/parachute.

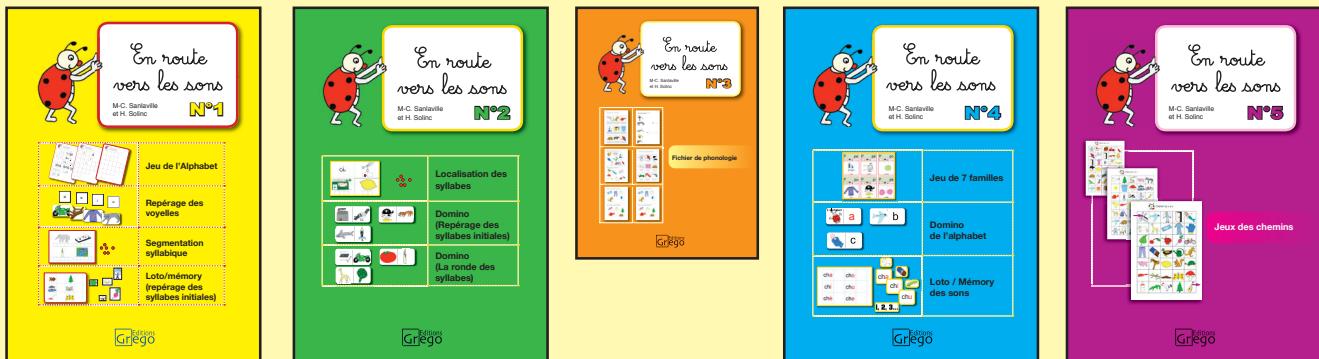
Grille 5 : ballon/balai, cadeau/camion, chameau/chasseur, cigogne/cigarette, couteau/cou, poupee/poubelle.

Grille 6 : valise/vache, avion/ananas, arbre/artichaut, salade/sapin, radeau/rat, tapis/tableau.

Grille 7 : pantalon/panda, pirate/pigeon, parapluie/passoire, poussin/poupee, pélican/pédale, pompier/pont.

Grille 8 : champignon/chanteur, chenille/cheval, judo/jumelles, fourchette/fourmi, gâteau/gazelle, coquillage/collier.

# DANS LA MEME COLLECTION



L'apprentissage de la lecture est un processus complexe qui nécessite certaines compétences préalables. Les jeux d'Annabelle (livres 1 à 5) permettent au futur lecteur de se familiariser avec les sons en cultivant son écoute, son observation, sa concentration et sa mémoire. Petit à petit, tout en jouant, l'enfant développe une bonne conscience phonologique et commence à comprendre comment fonctionne le système alphabétique. Il acquiert ainsi les connaissances indispensables pour savoir lire et écrire.

Des mêmes auteurs :

## Matériel pédagogique

Affiche de l'Alphabet (majuscules) (A2)	4 €	Mots fléchés (noir et blanc) (34 p.)	3 €
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## En route vers la lecture

### Méthode de lecture complète sans démarrage global



- Livre 1
- Cahier d'exercices 1
- Livre 2
- Cahier d'exercices 2
- Cd audio de comptines
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