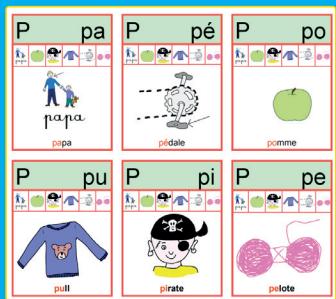


En route vers les sons

M-C. Sanlaville
et H. Solinc

N°4



Jeu de 7 familles



a



b



c

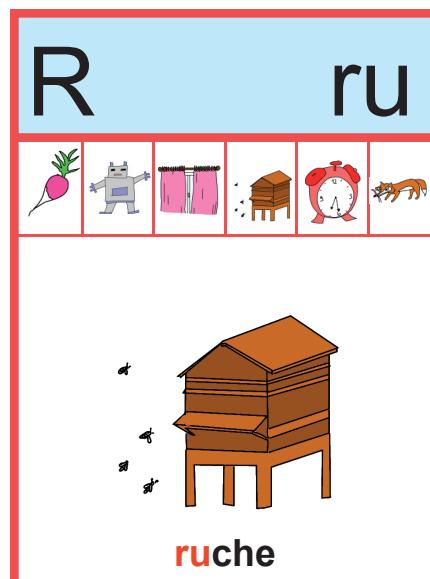
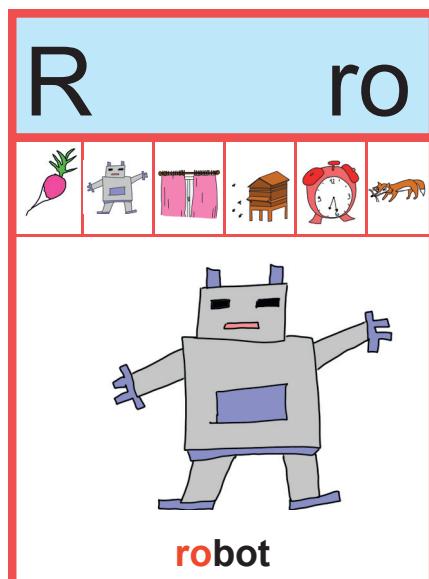
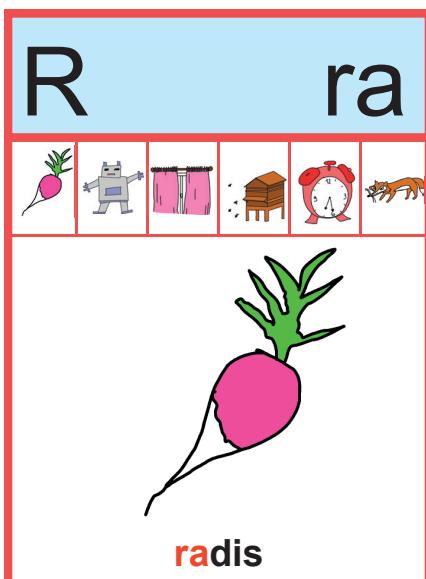
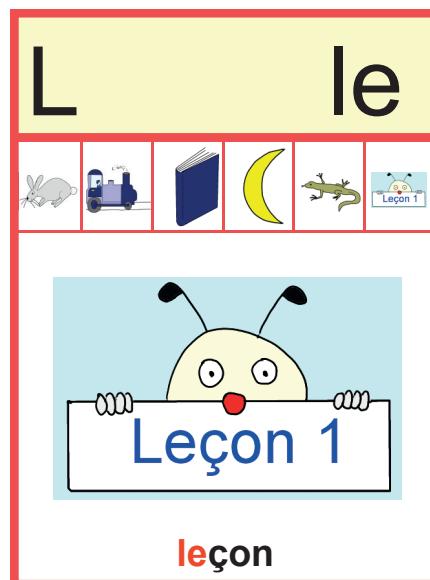
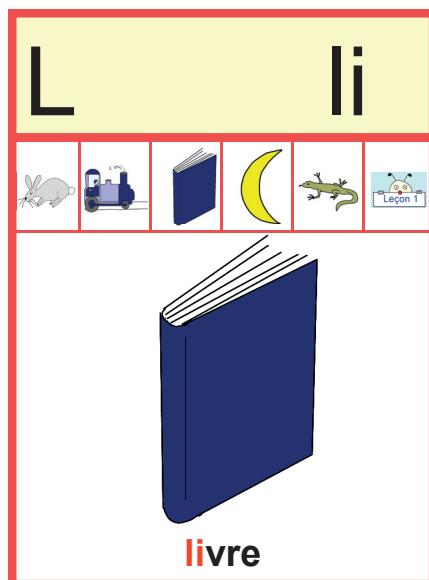
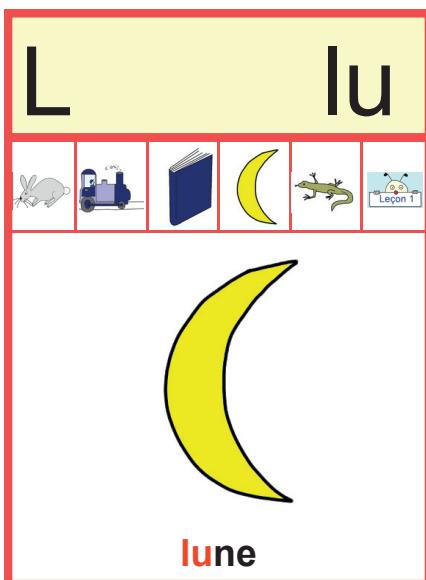
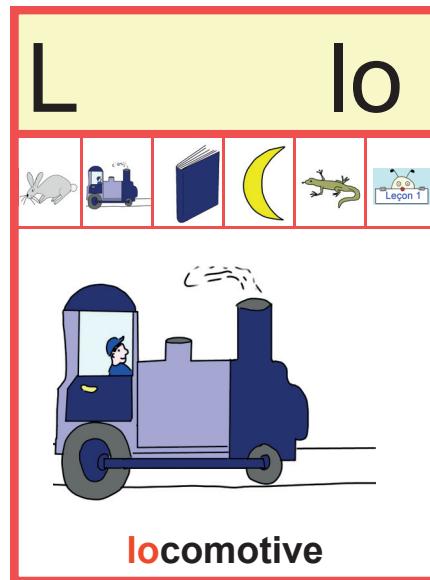
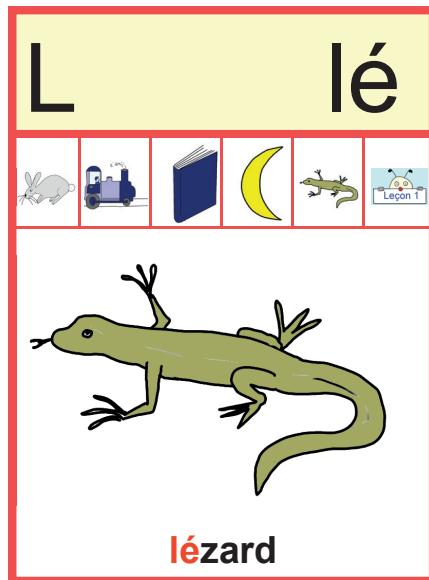
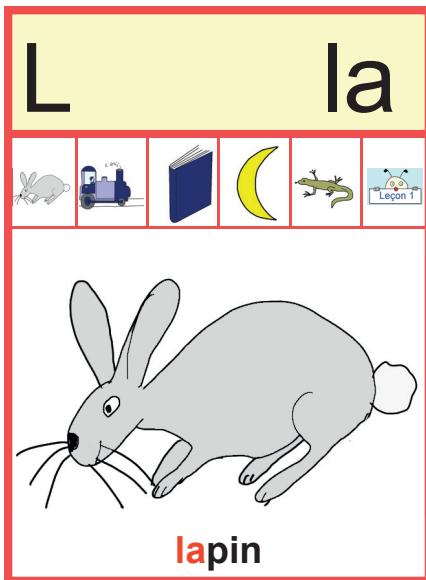
Domino
de l'alphabet

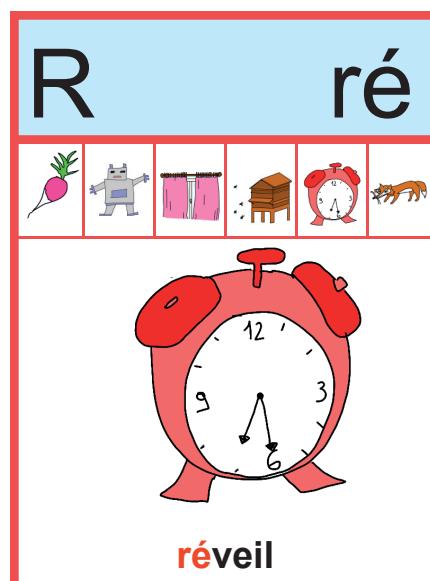
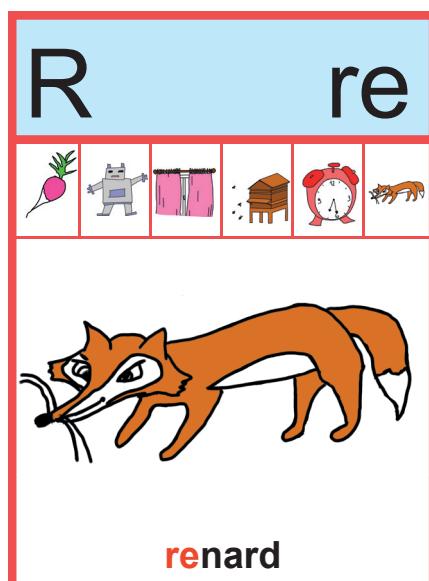
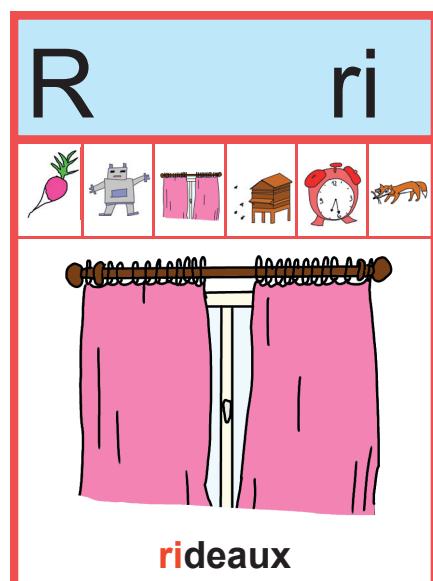
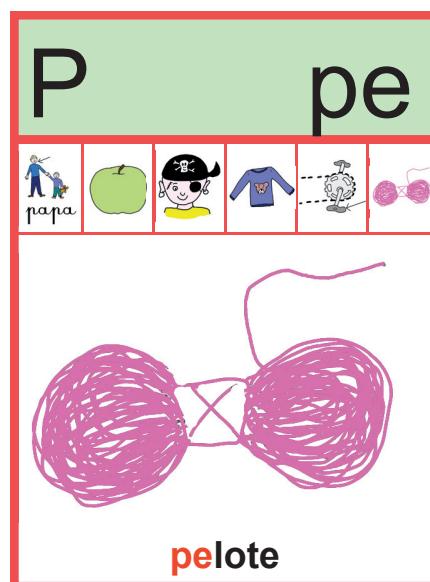
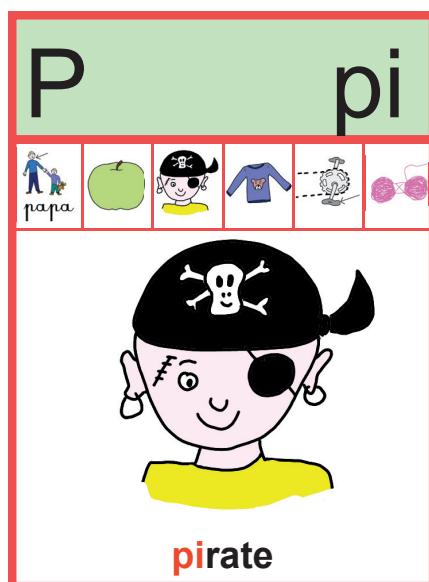
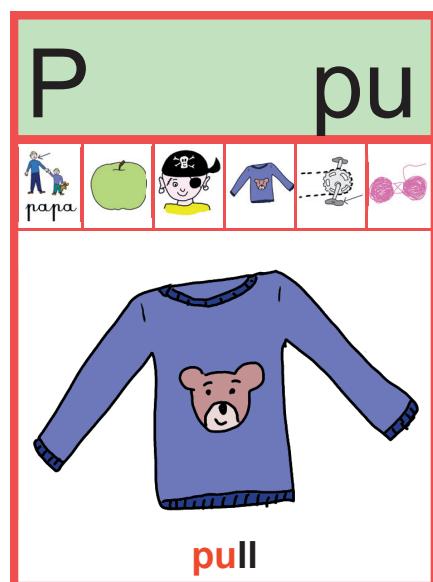
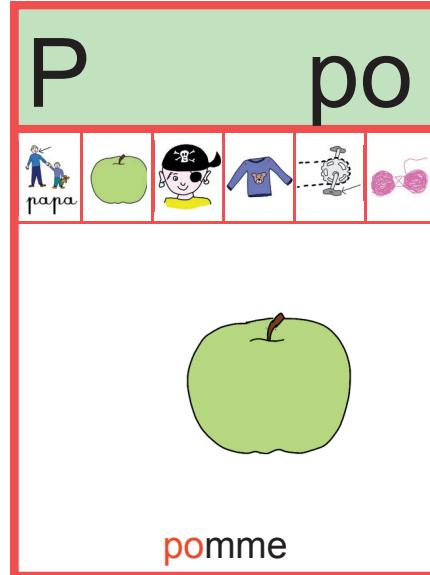
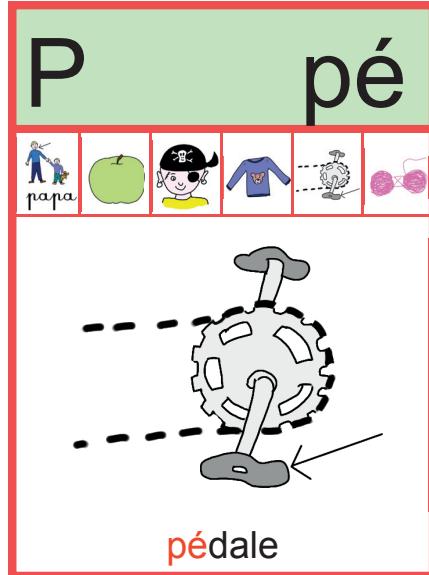
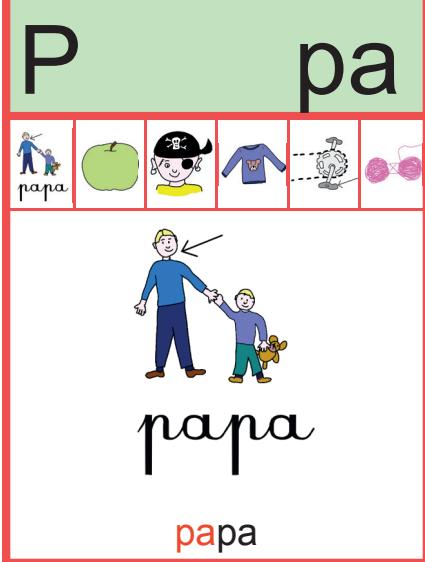
cha	cho
chi	chu
chè	che

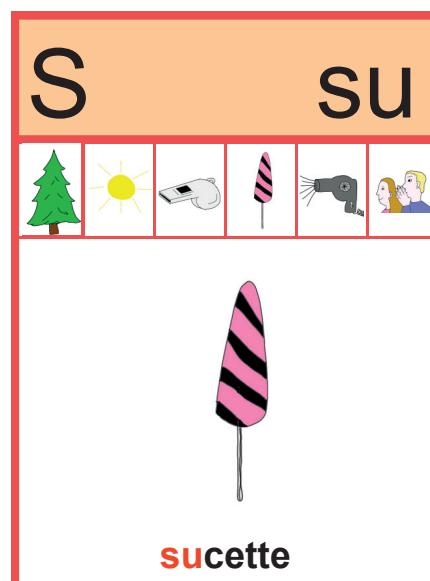
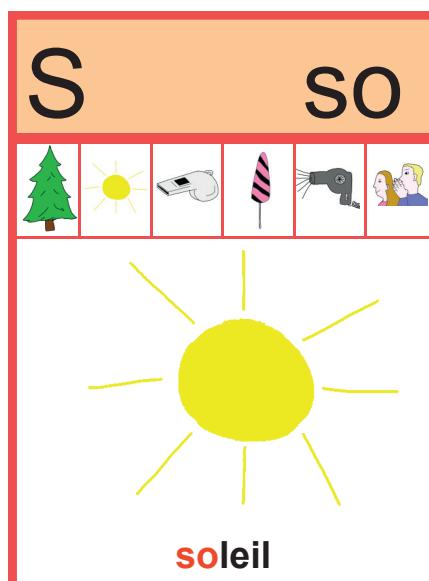
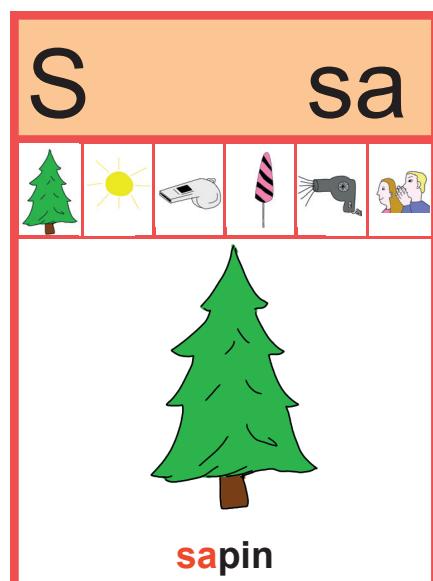
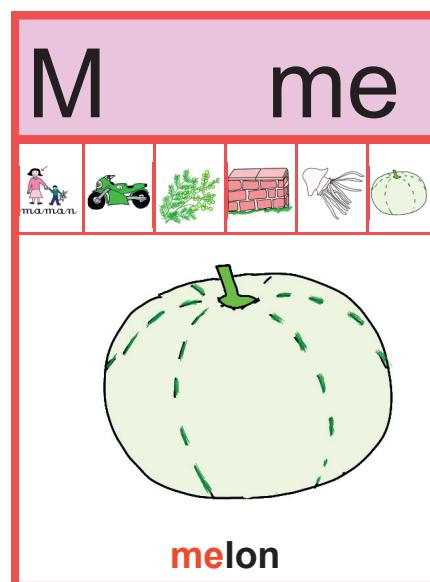
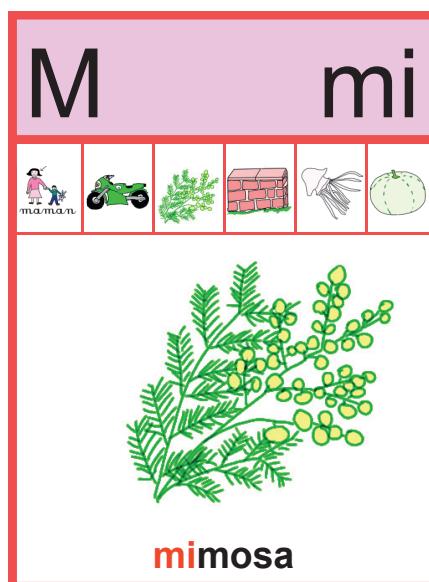
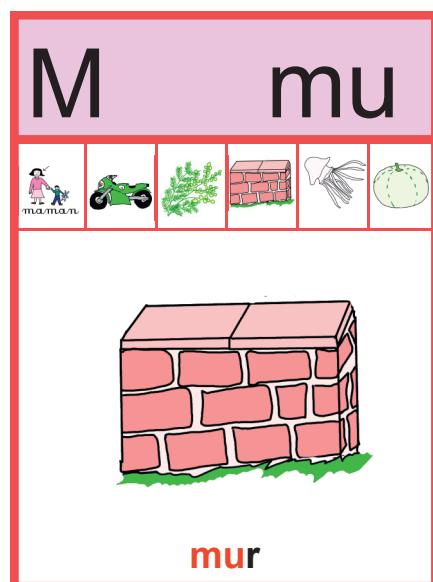
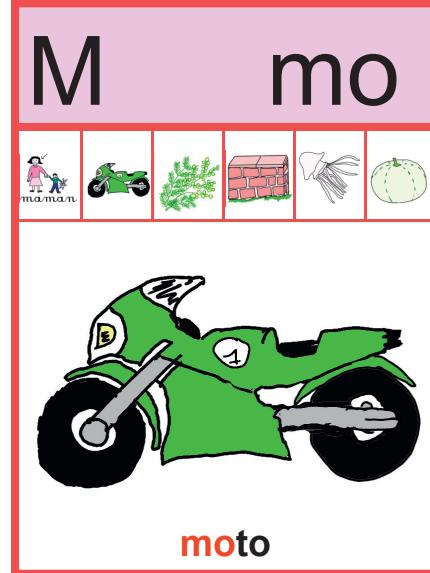
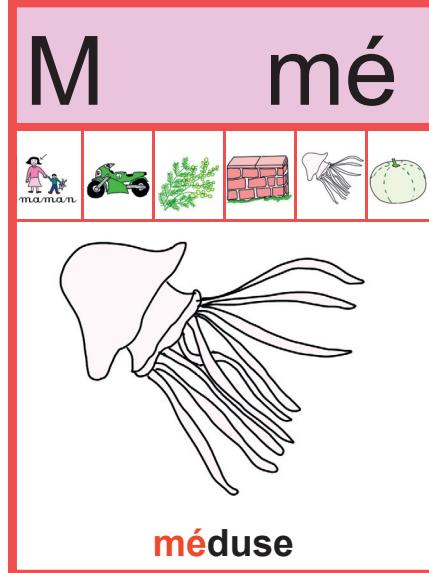
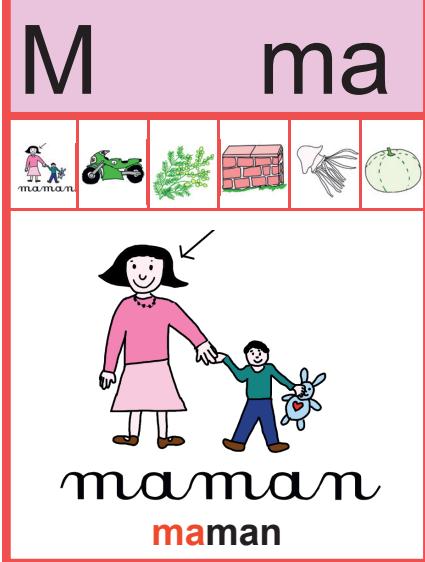


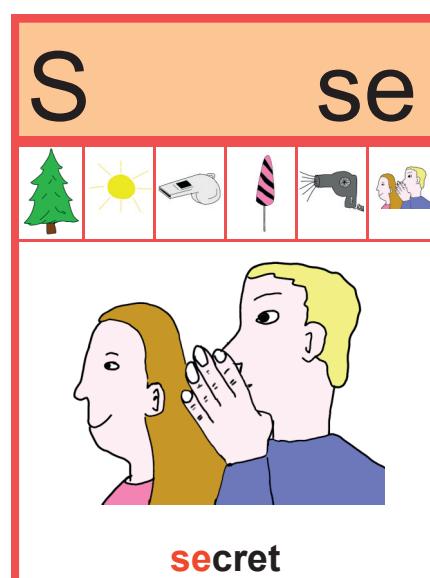
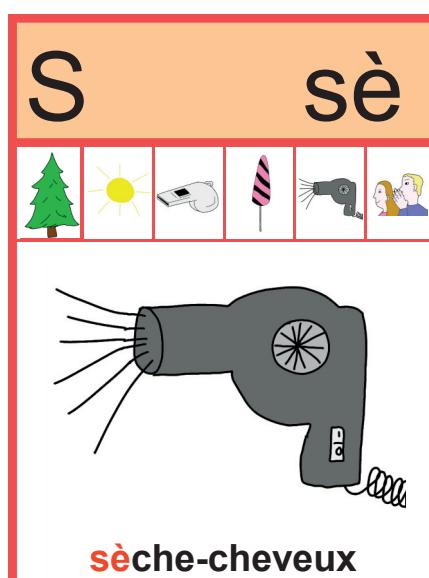
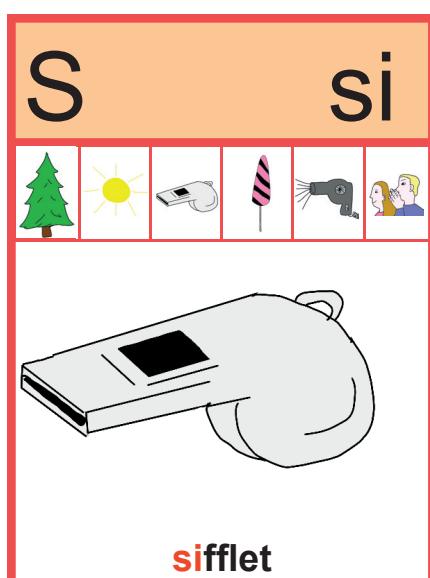
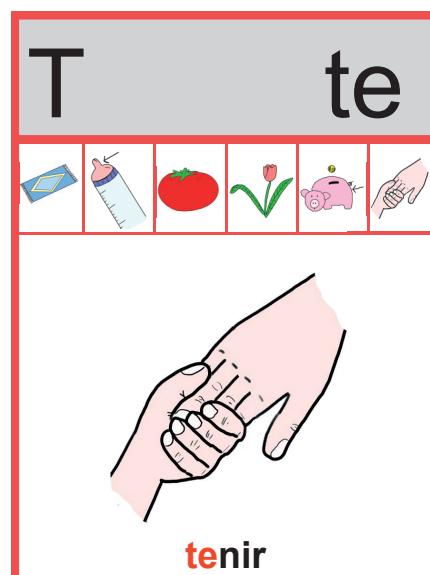
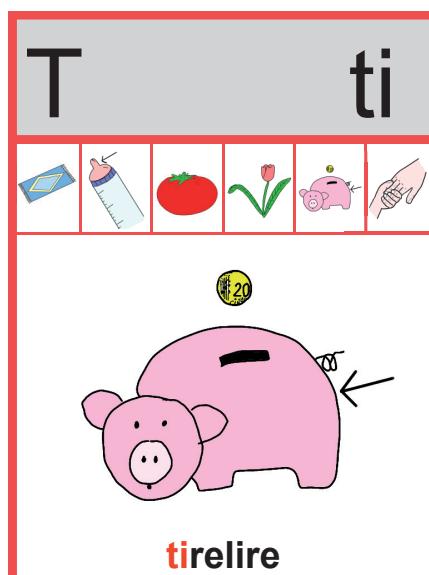
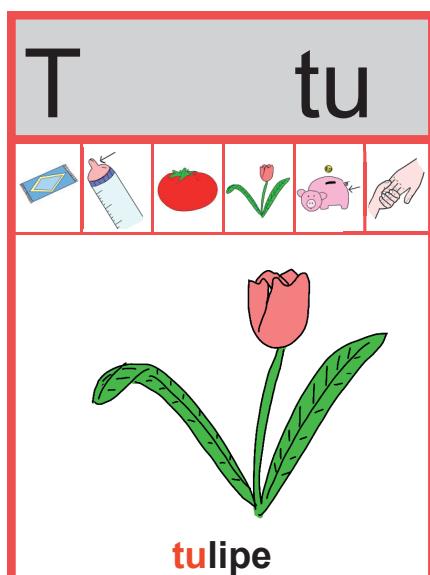
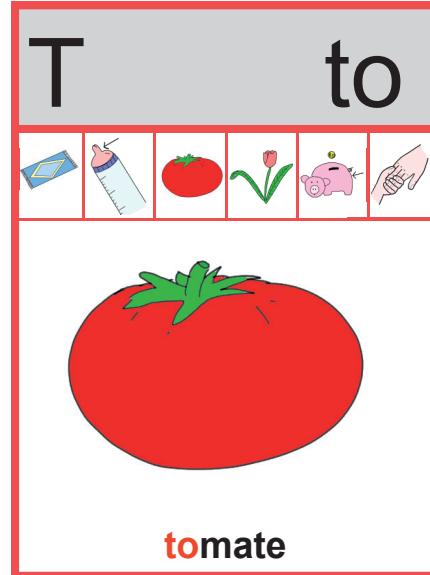
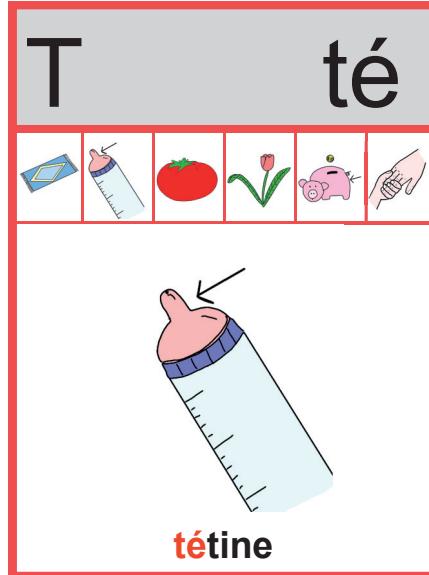
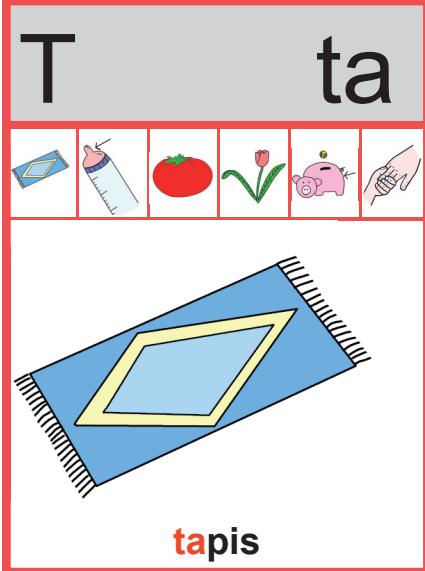
1, 2, 3...

Loto / Mémoire
des sons

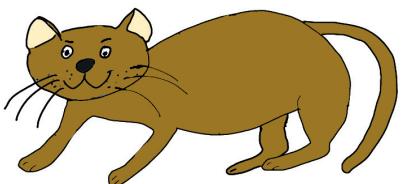






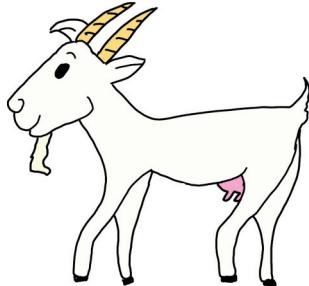


Ch cha



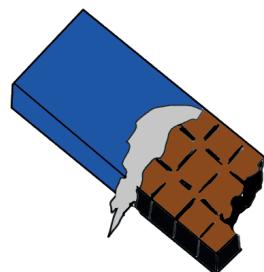
chat

Ch chè



chèvre

Ch cho



chocolat

Ch chu



chut !

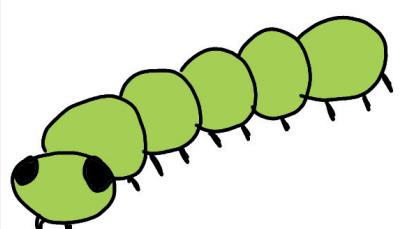
Ch chi



1, 2, 3...

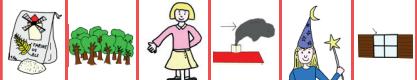
chiffres

Ch che



chenille

F fi



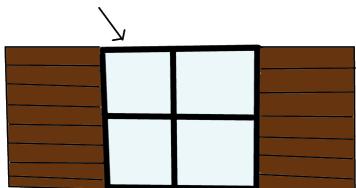
fille

F fé

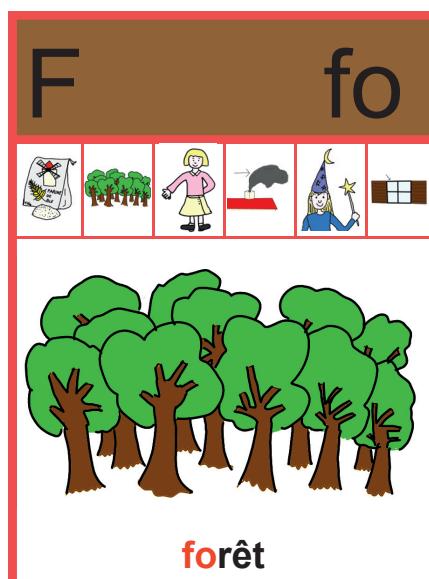
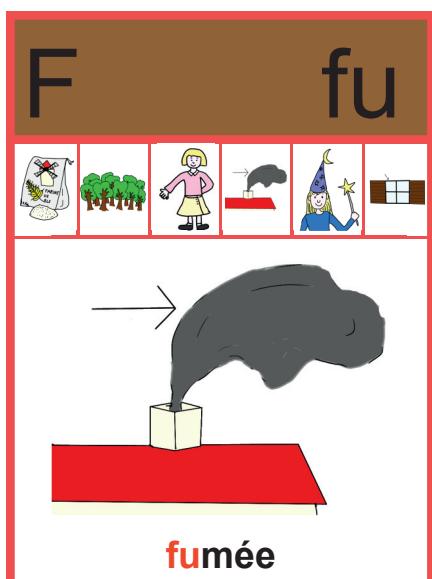
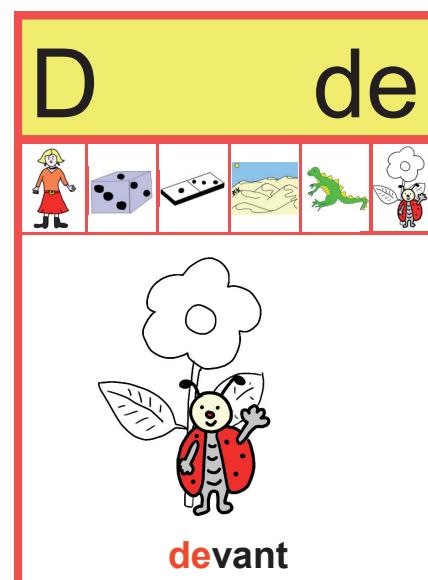
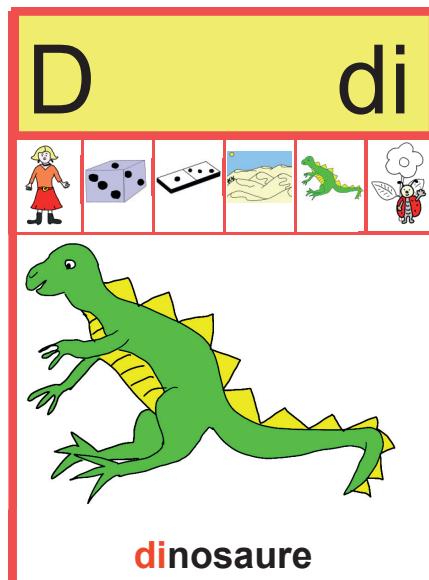
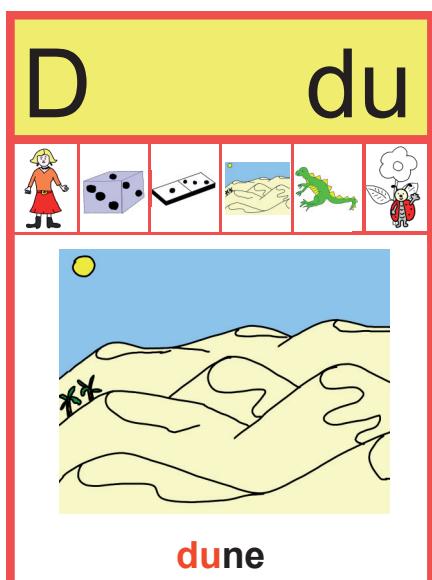
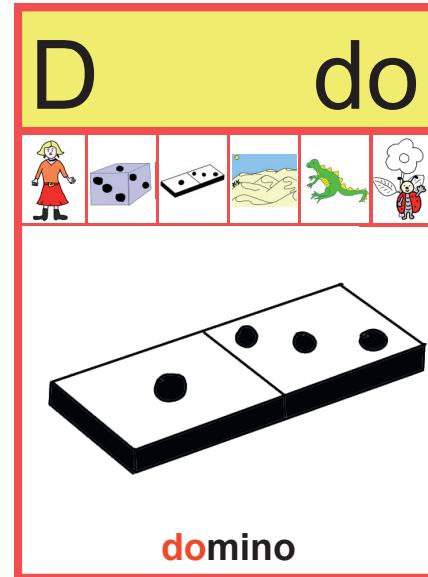
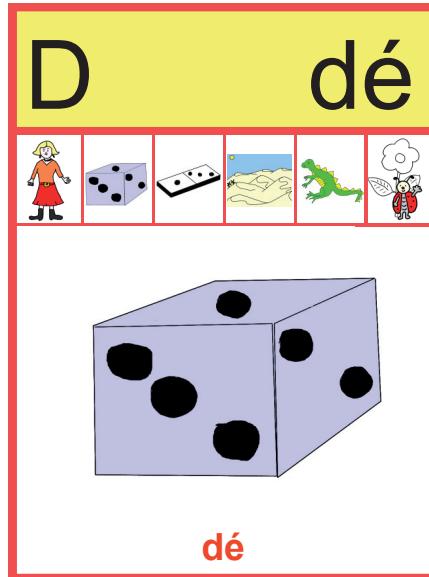
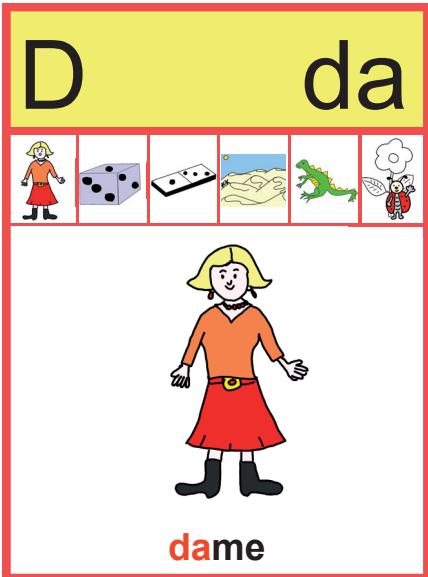


fée

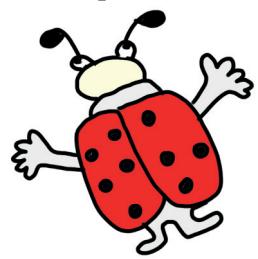
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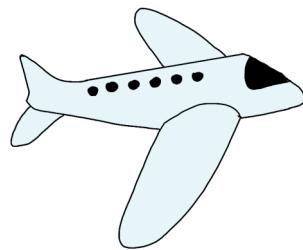
fenêtre



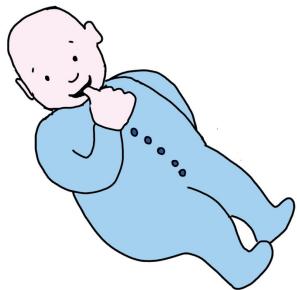
L'alphabet



a



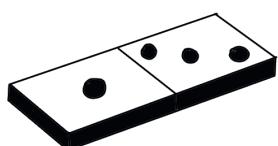
b



c



d



e



f



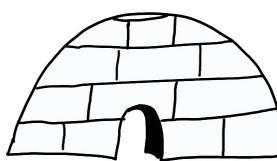
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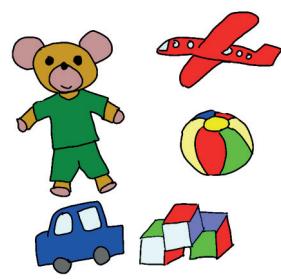
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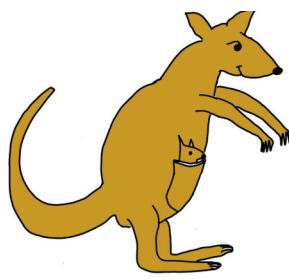
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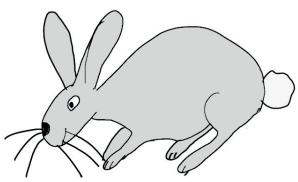
j



k



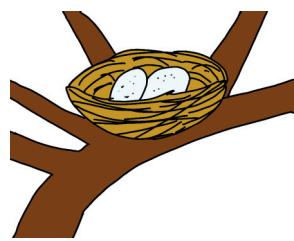
l



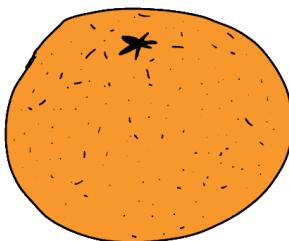
m



maman



o

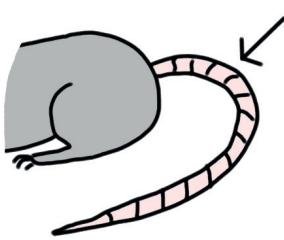


n

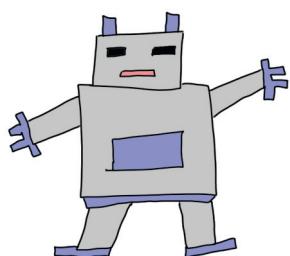


papa

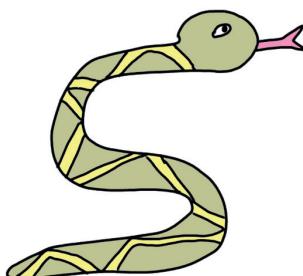
q



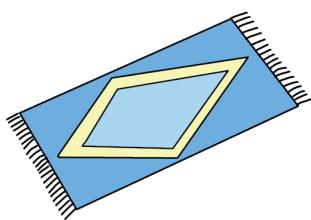
r



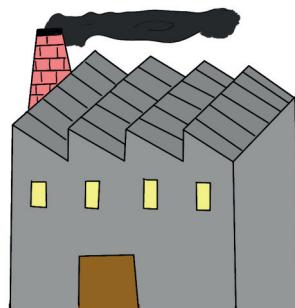
s



t



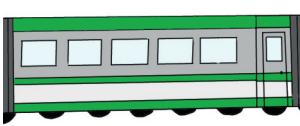
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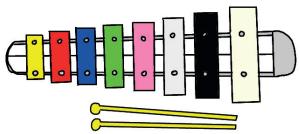
v



w



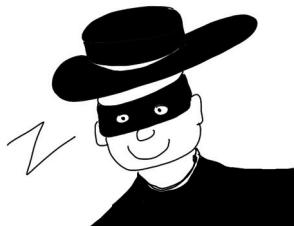
x



y



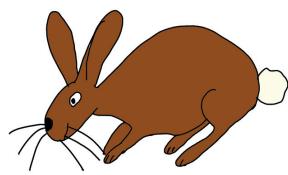
Z



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

la



lo



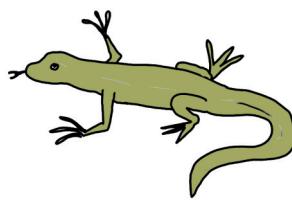
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lu



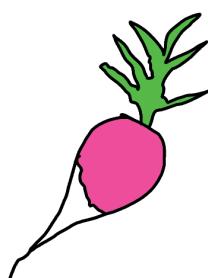
lé



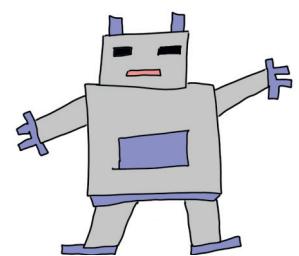
le



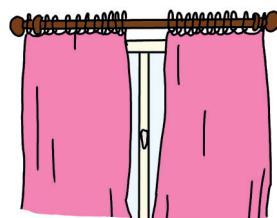
ra



ro



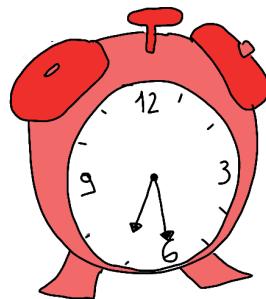
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ru



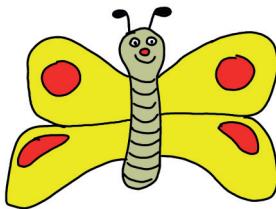
ré



re



pa



po



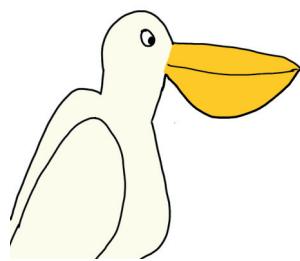
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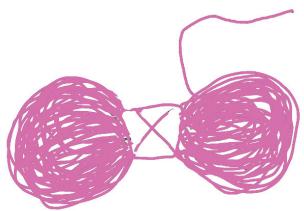
pu



pé



pe



ma



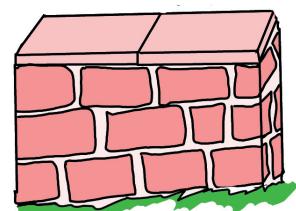
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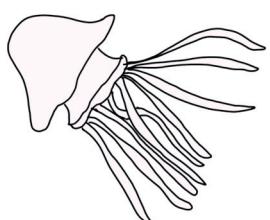
mi



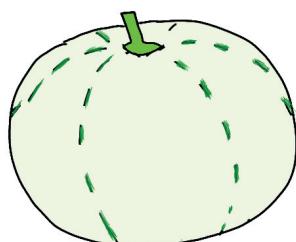
mu



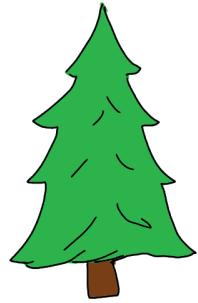
mé



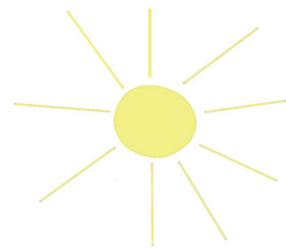
me



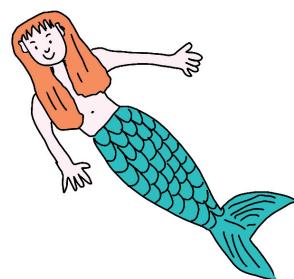
sa



so



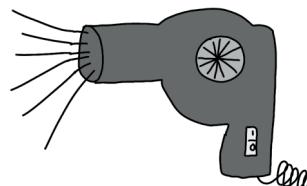
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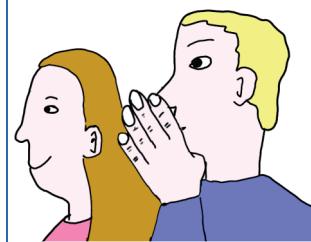
su



sè



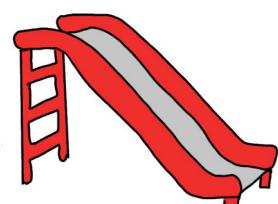
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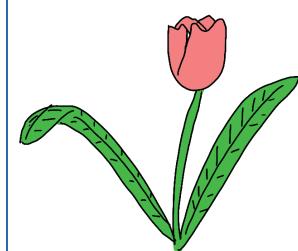
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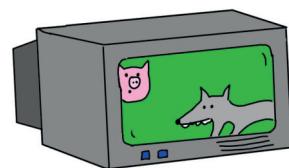
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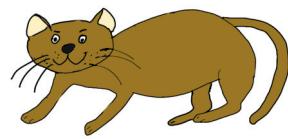
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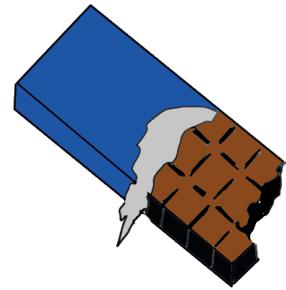
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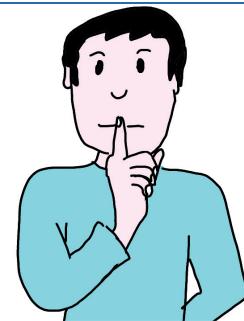
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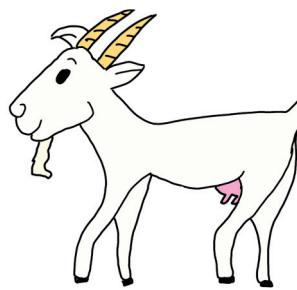
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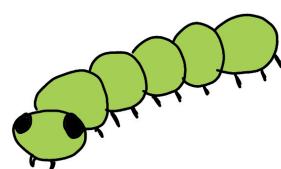
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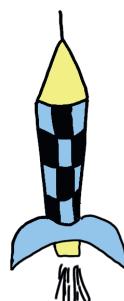
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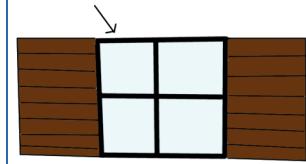
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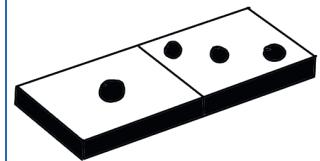
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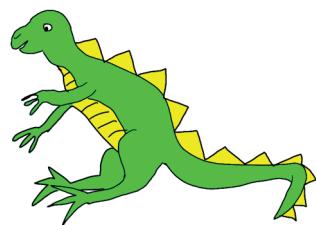
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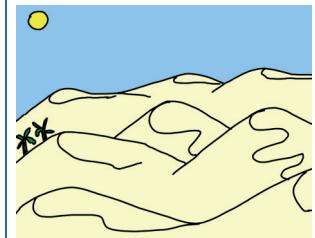
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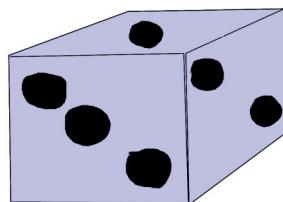
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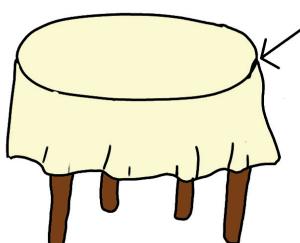
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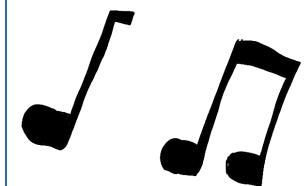
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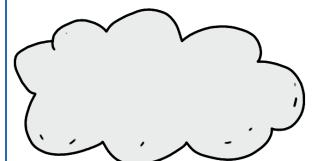
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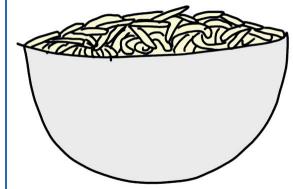
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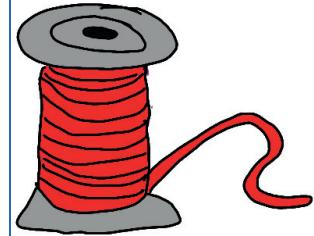
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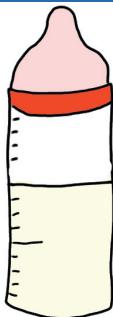
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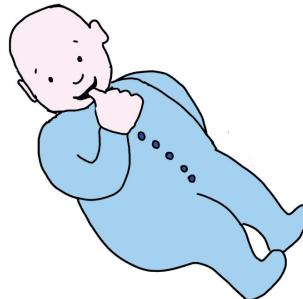
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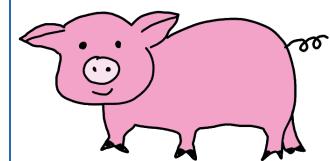
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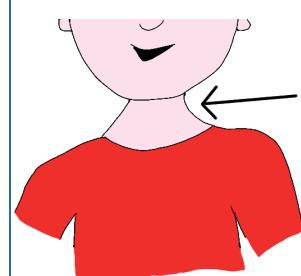
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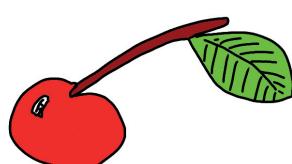
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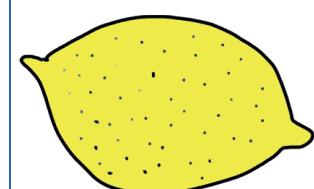
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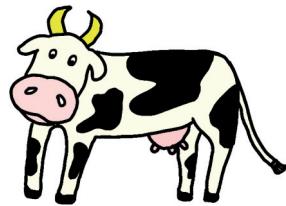
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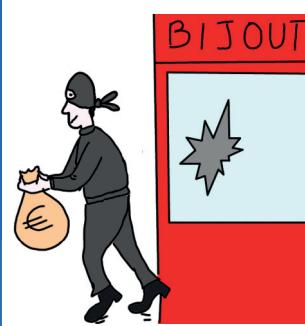
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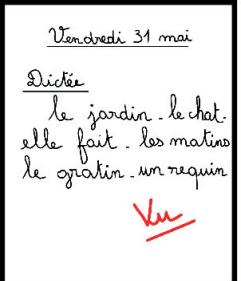
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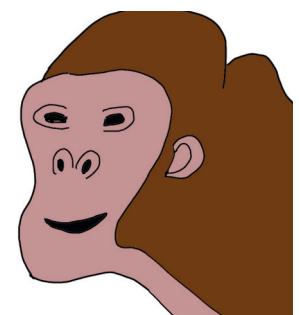
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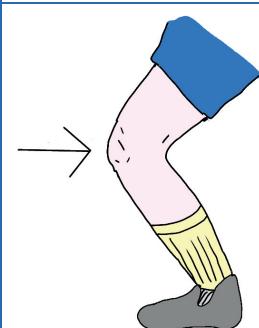
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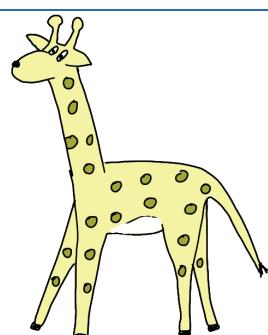
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PRESENTATION DU MATERIEL

1) JEU DE 7 FAMILLES

Préparation avant de jouer : Prendre les planches et découper toutes les cartes.

Règle du jeu :

Une liste des familles : L, R, M, S, P, T, D, F, CH. 6 cartes par famille. Ce jeu se joue comme un jeu traditionnel de 7 familles. On choisit 7 familles parmi les 9 en fonction des sons que l'on veut étudier. Si on joue à deux, on met une pioche de 20 cartes et on distribue les autres aux 2 joueurs. Si on joue à plus de 2 joueurs , on distribue toutes les cartes. Le gagnant est celui qui a le plus de familles complètes.

2) DOMINO DE L'ALPHABET

Préparation avant de jouer : Prendre toutes les planches et les couper en 2. Puis découper les tableaux sur les traits bleus de façon à obtenir 28 dominos.

Règle du jeu :

Ce jeu comprend 27 dominos. Chaque joueur prend 8 dominos ; le reste servira de pioche. Le premier joueur pose un domino, le joueur suivant doit déposer le domino correspondant à gauche ou à droite selon ce qu'il a. S'il n'a pas de domino qui convienne, il pioche. Le vainqueur est celui qui n'a plus de domino.

3) LOTO/MEMORY DES SONS

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.

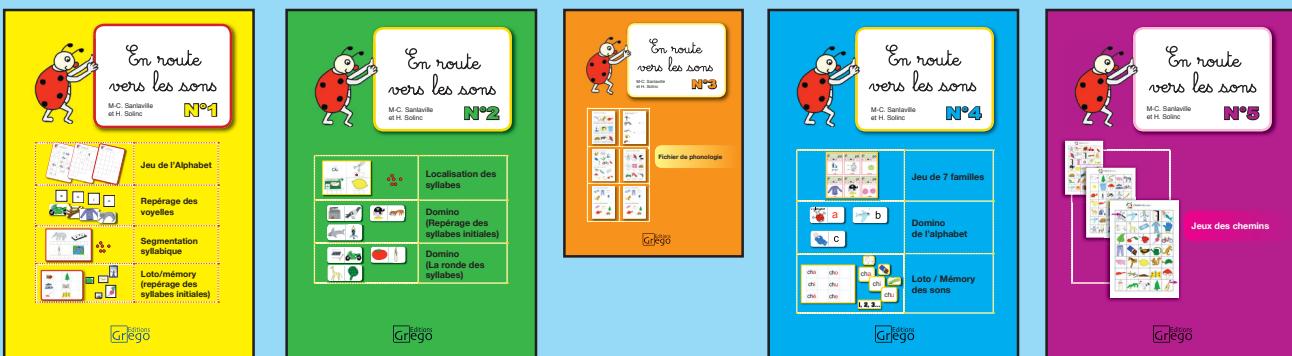
Nombre de joueurs : 1 à 8.

Règle du jeu :

Pour jouer au mémory, prendre les cartes images découpées. Avant de jouer, étalez les cartes, d'un côté les syllabes, de l'autre les images. Chaque joueur, à tour de rôle, retourne une carte de syllabe et une d'image. Si les cartes vont ensemble (ex : pi avec pirate), 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. Ce jeu développe la concentration et assure les acquis de la lecture. Si l'enfant est seul, il peut s'entraîner à associer les syllabes et les images.

Pour jouer au loto, prendre les tableaux des syllabes et les images. L'enfant doit associer les syllabes et les images.

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 €
Affiche de l'Alphabet (minuscules) (A2)	4 €
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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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