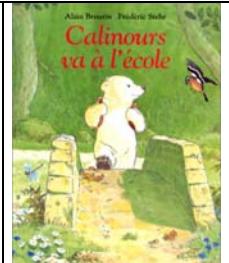


Album : « Calinours va à l'école »

Jeu : « Jeu de bataille des petites bêtes »

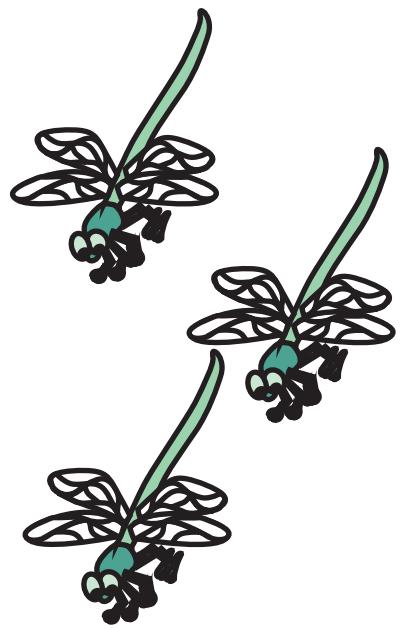
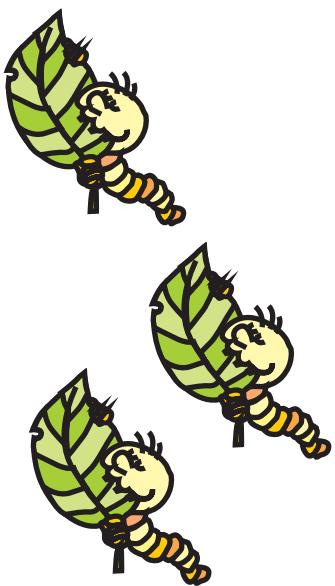
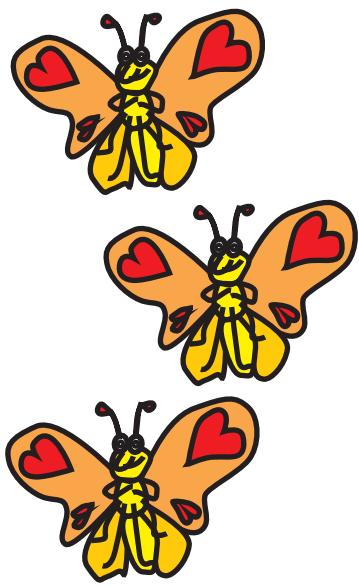
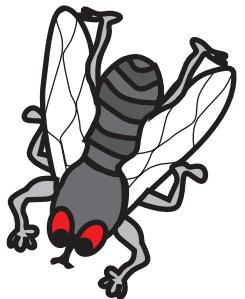
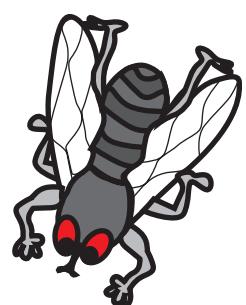
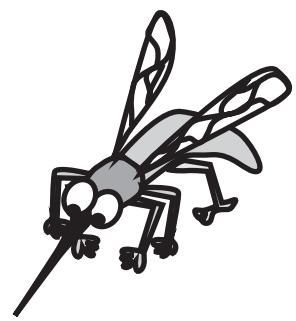
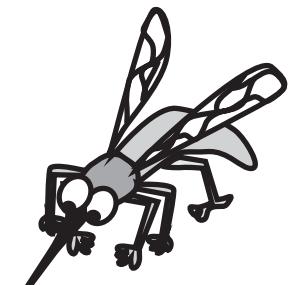
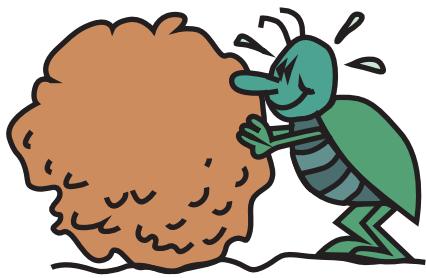
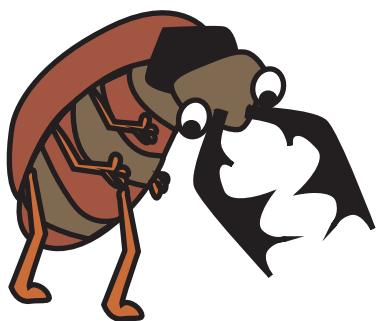


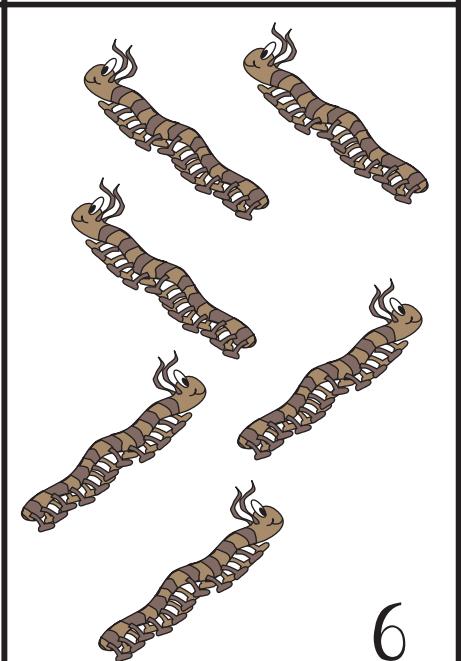
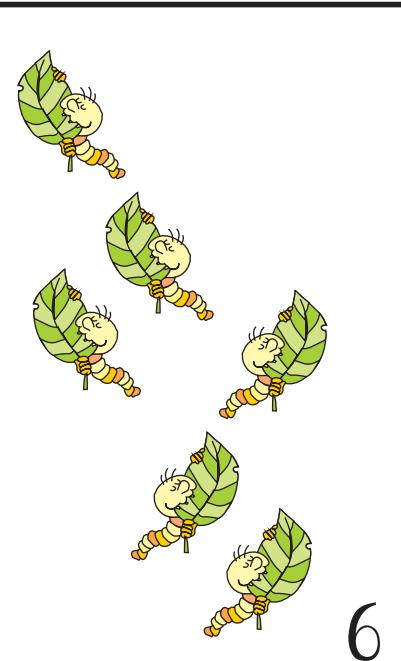
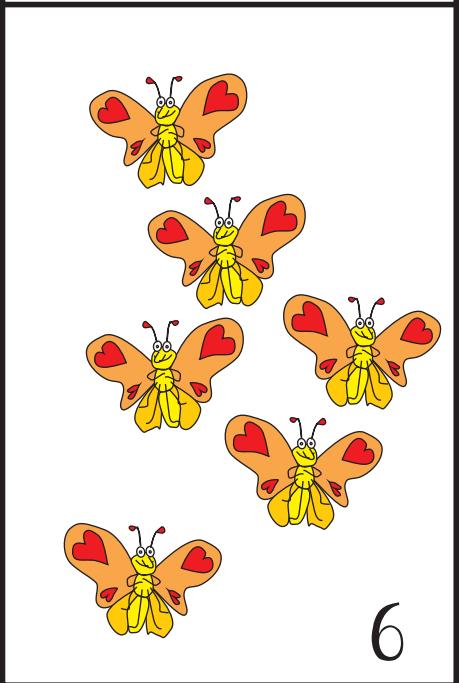
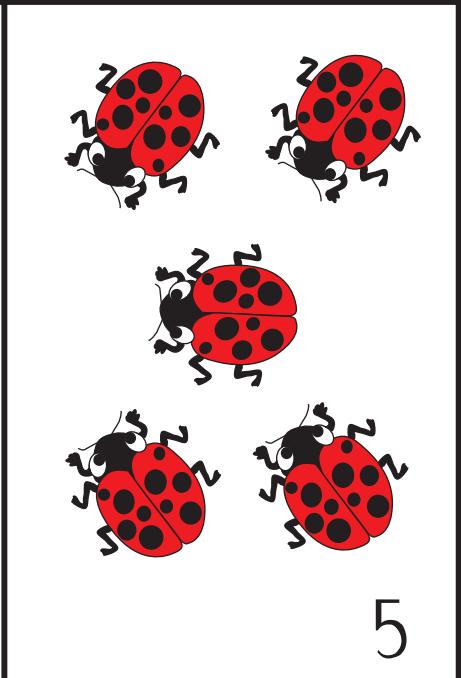
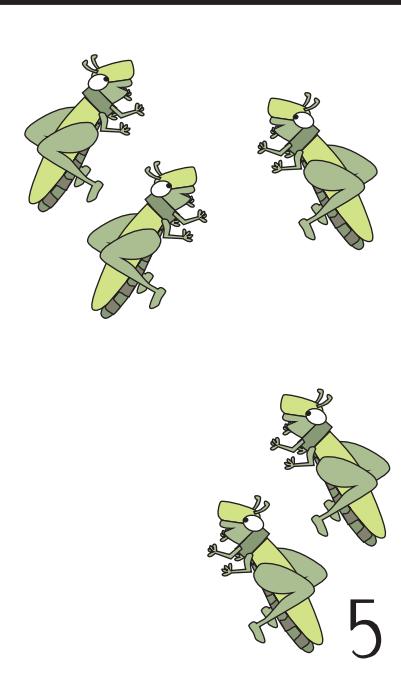
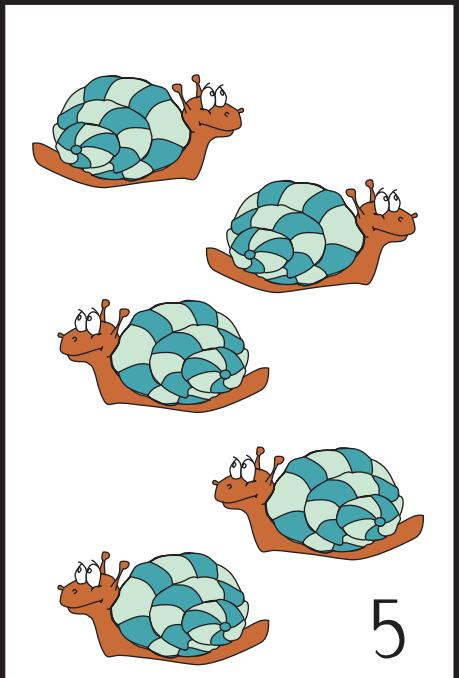
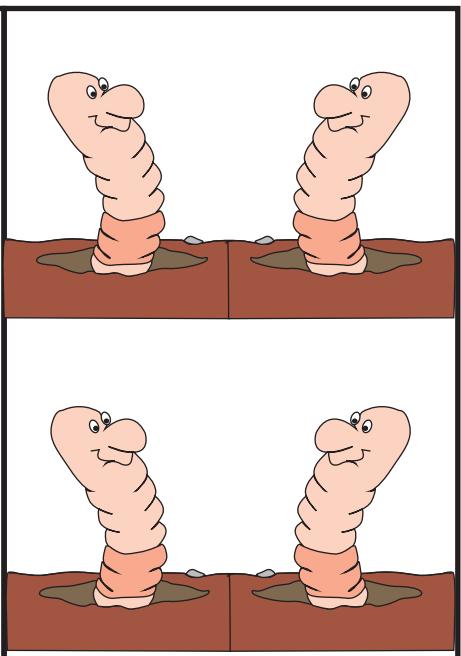
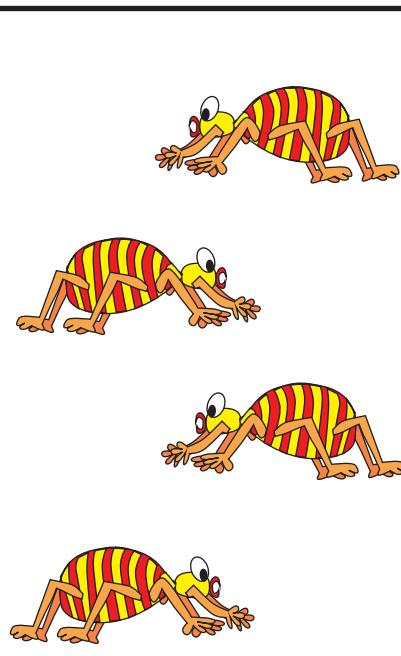
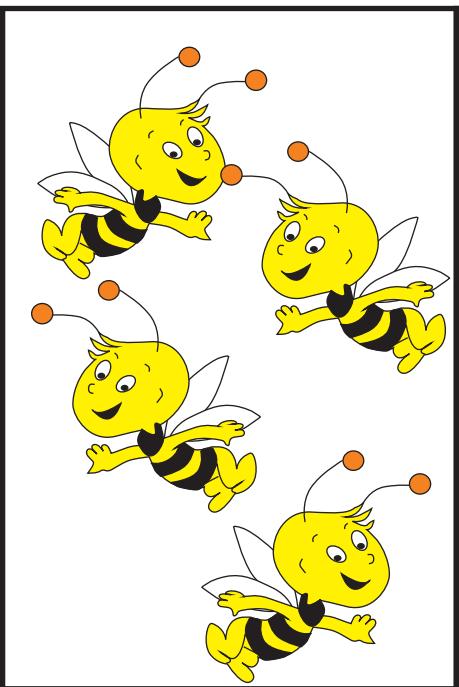
Cycles concernés : 2 et 3

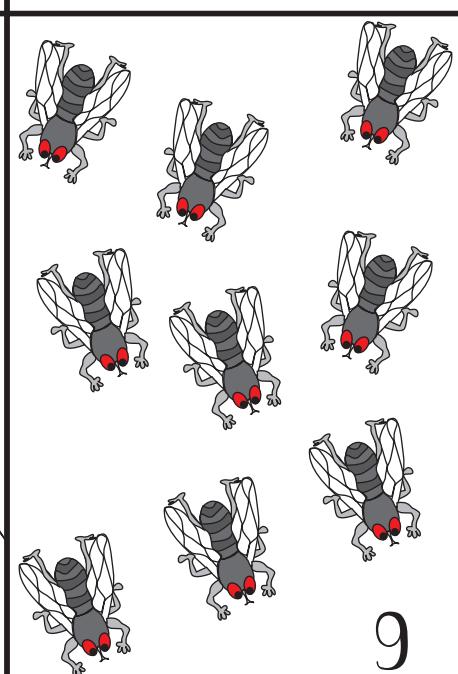
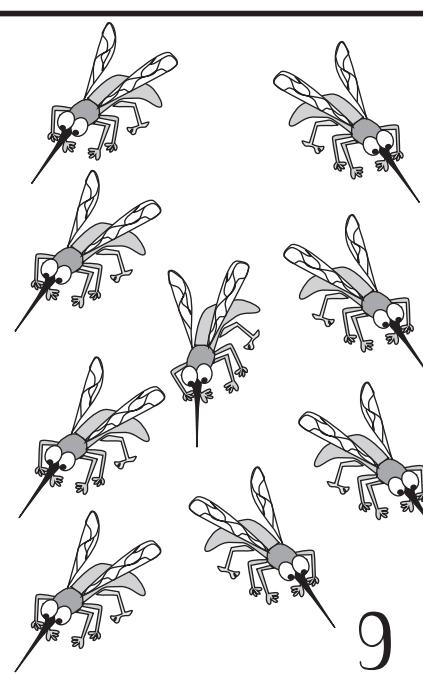
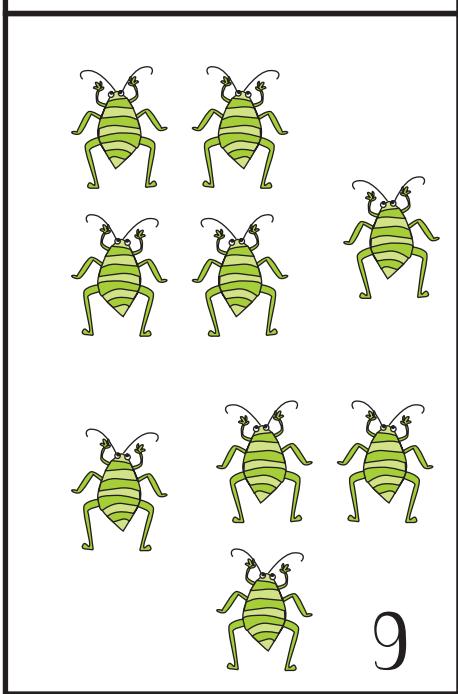
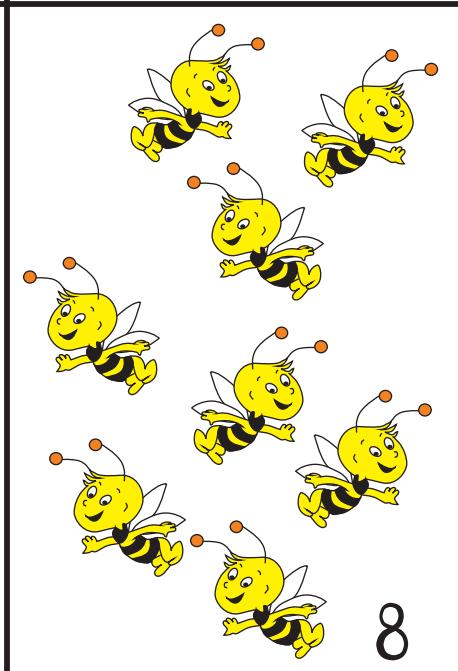
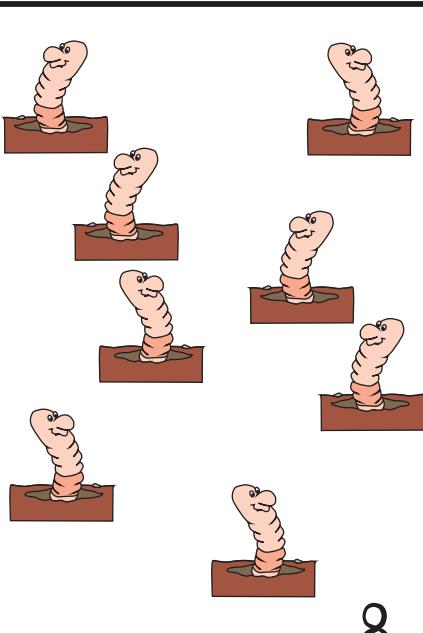
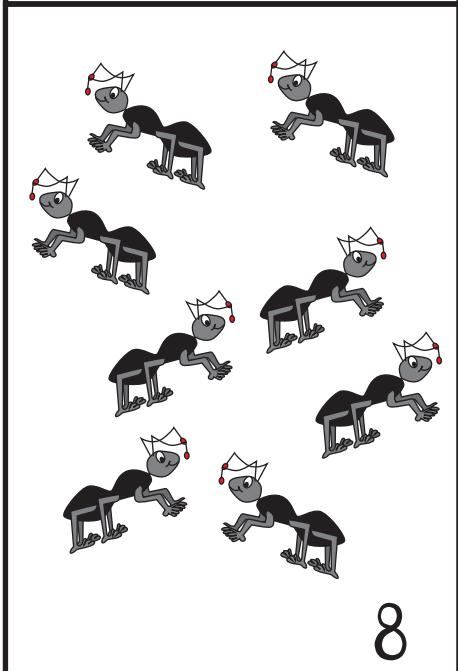
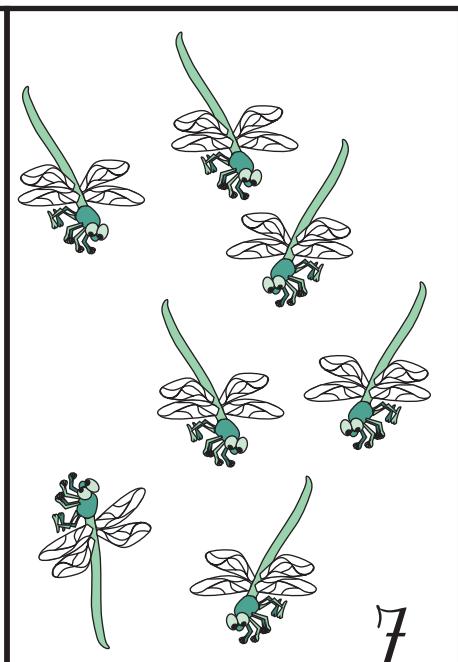
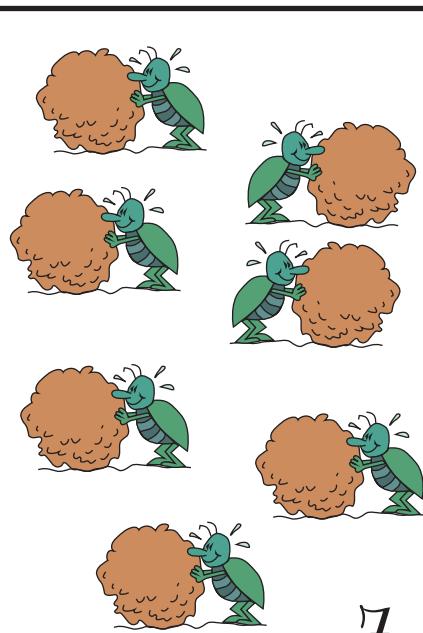
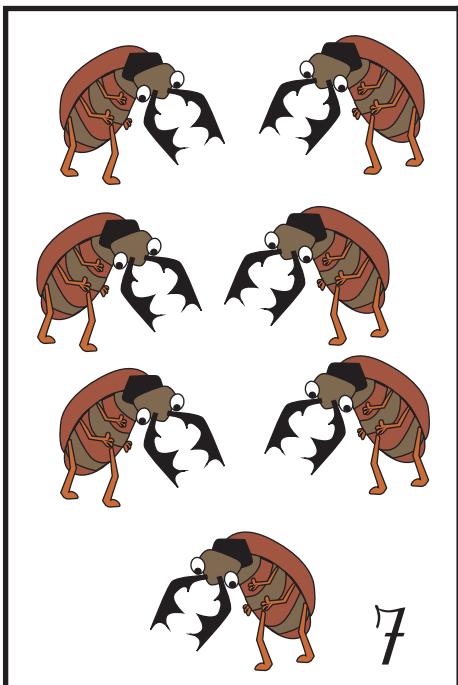
Compétences transversales ou disciplinaires des programmes en vigueur :

- Écouter autrui.
- Respecter les règles du jeu.
- Liens avec la discipline SVT

Compétences culturelles	<ul style="list-style-type: none">• Utiliser l'album comme référent d'apprentissage.• Jouer pour apprendre.• Les insectes et autres « petites bêtes » de l'environnement en France.
Compétences linguistiques	<p>Morpho-syntaxe :</p> <p><u>Liée au déroulement du jeu :</u></p> <ul style="list-style-type: none">• Phrases déclaratives : <i>c'est pour moi/toi, c'est moi/toi qui l'emporte(s)</i>• Interjections : <i>à moi/toi !</i>• Clôture : <i>Ca y'est, c'est fini ! / J'ai fini ! / J'ai gagné !</i> <p>Lexique :</p> <ul style="list-style-type: none">• Les nombres de 1 à 10 (sous forme de constellation, représentation chiffrée et de collection)• Les insectes et autres « petites bêtes » représentant les collections. <p>Phonologie :</p> <ul style="list-style-type: none">• Sons inconnus dans la langue d'origine.
Compétences pragmatiques / de communication	<ul style="list-style-type: none">• Formulation des usages de civilité• Formulation d'une clôture de jeu







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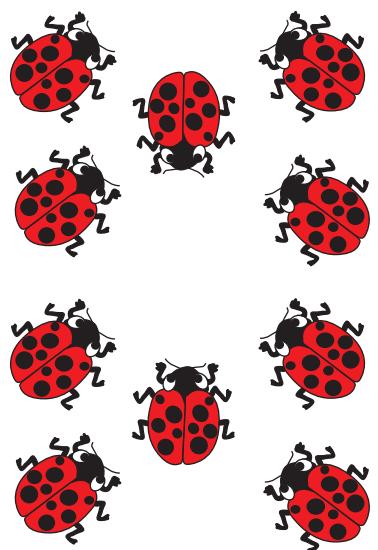
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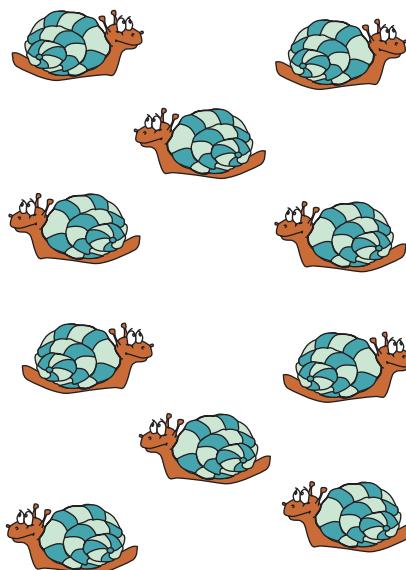
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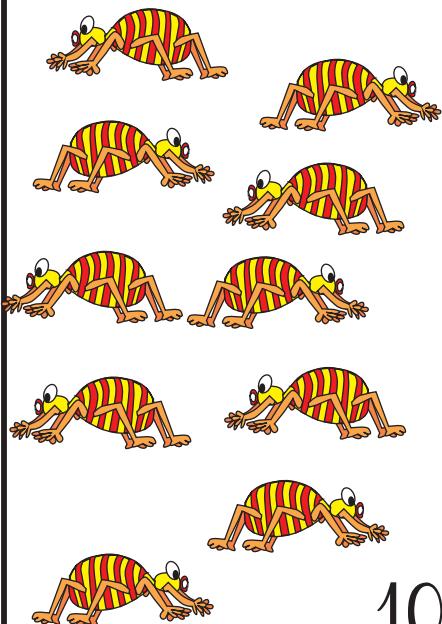
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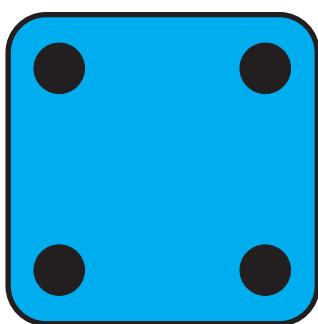
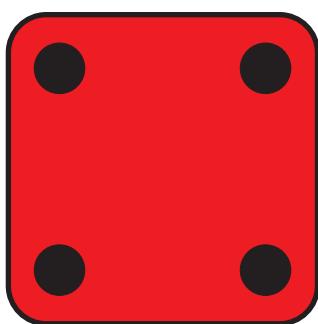
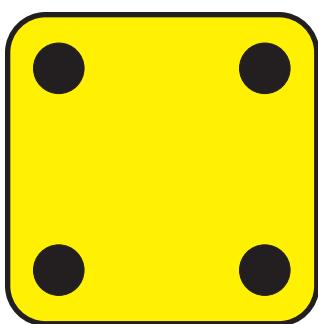
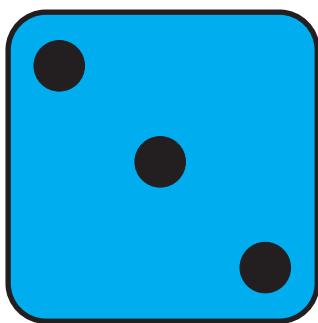
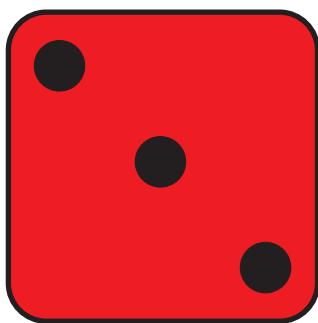
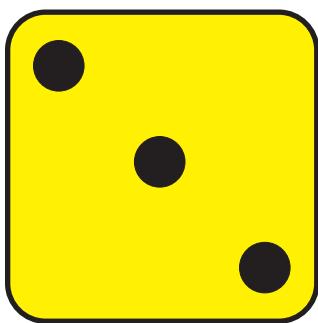
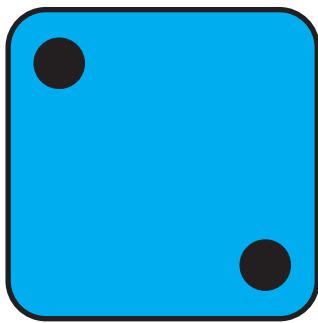
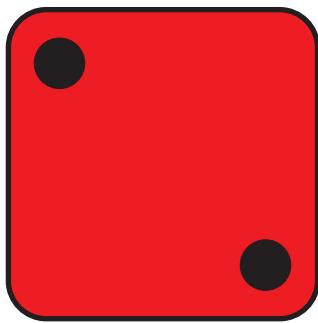
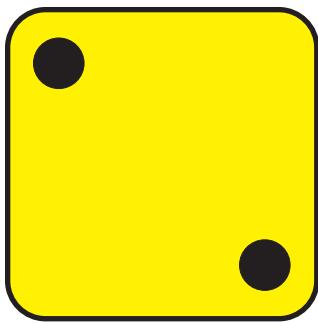
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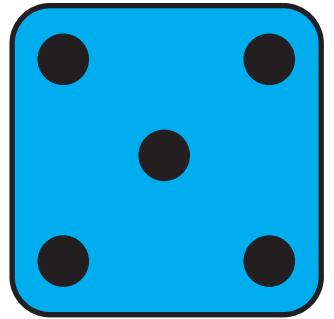
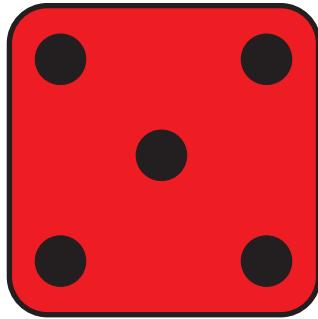
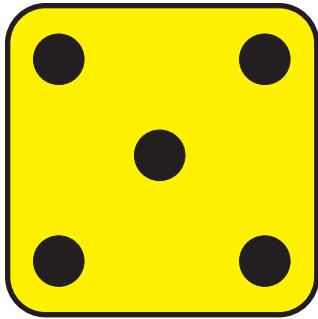
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