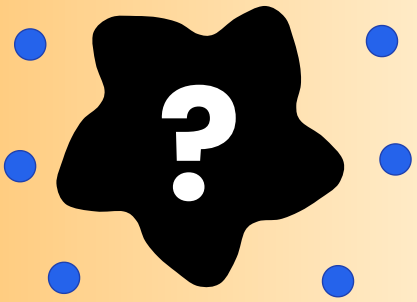
CORRECTION

MON LIVRET · MONDE 1

Petit SPLAT!

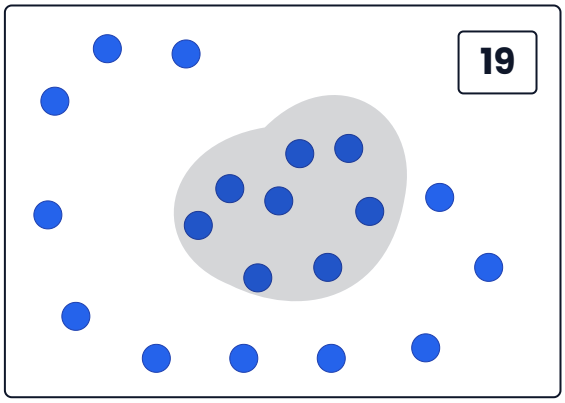
**Le tout, les parties…
et les premières taches !**



COMMENT ÇA MARCHE ?

Au total, il y a 19 jetons : la tache en cache une partie.

Ici la tache est transparente : on voit les 8 jetons qu'elle cache. Le schéma en barres représente la situation.



Livret corrigé

DANS CE LIVRET

1 Complète le schéma

2 Dessine les jetons

3 Mélange !

4 Deux taches

5 Plein de taches !

6 Dessine en expert

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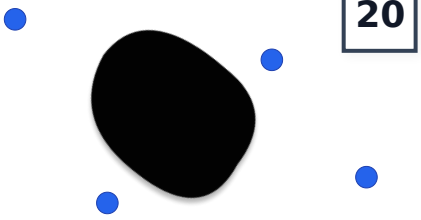
PETIT SPLAT!

Fiche 1 — Complète le schéma — Correction

Pour chaque carte :
- complète le schéma en barres,
- trouve le nombre de jetons cachés derrière chaque tache.

Je rejoue ces cartes en ligne



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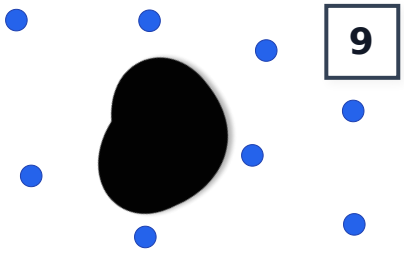

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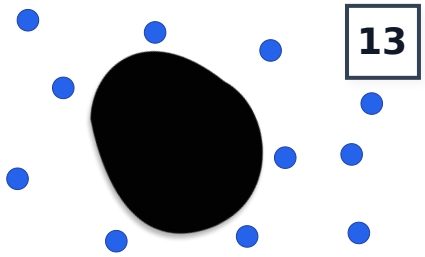

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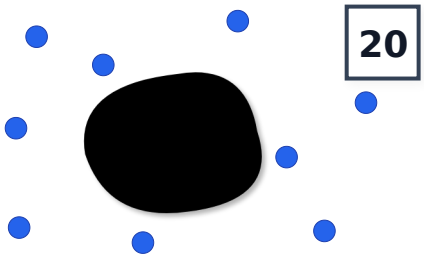

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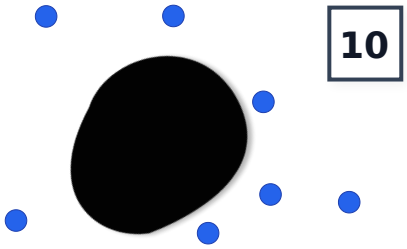

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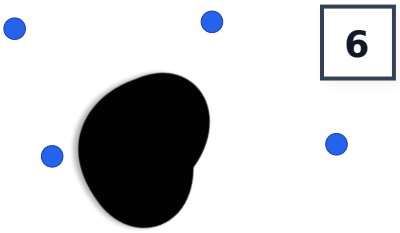

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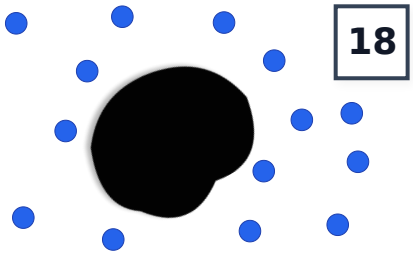

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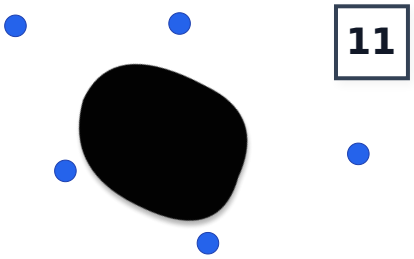

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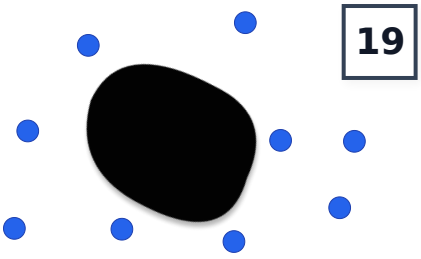

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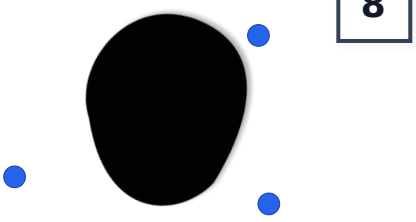

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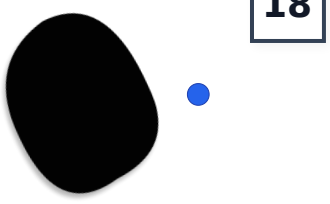

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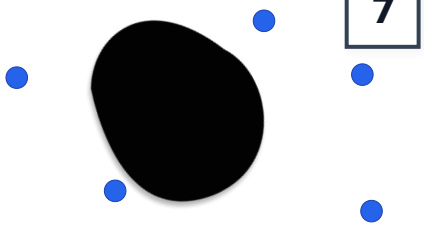
PETIT SPLAT!

Fiche 2 — Dessine les jetons — Correction

Pour chaque carte :
- observe le schéma en barres,
- complète le dessin et le schéma.

Je rejoue ces cartes en ligne

7



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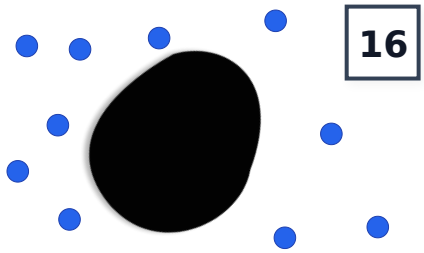

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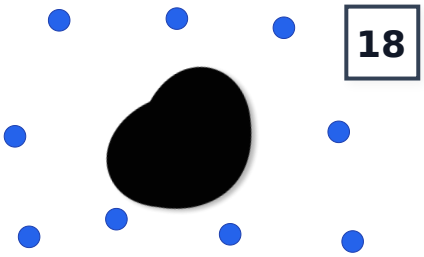

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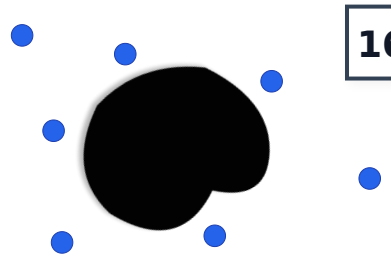

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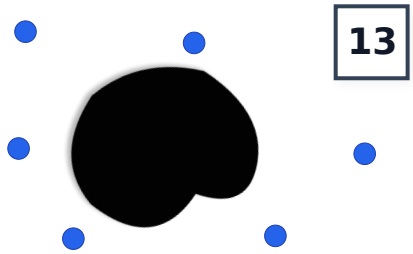

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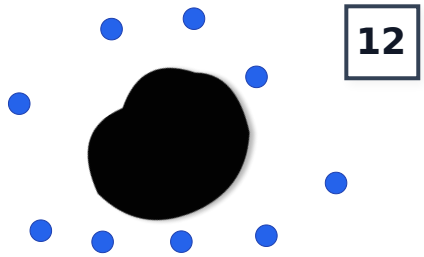

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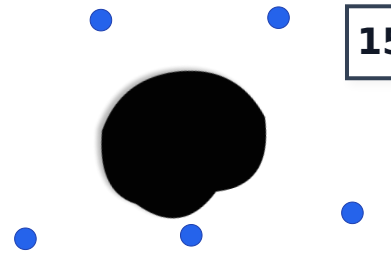

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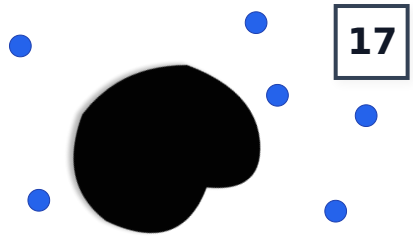

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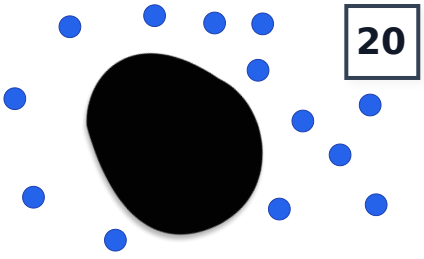

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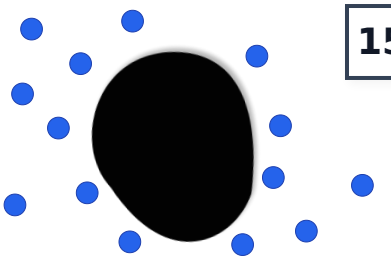

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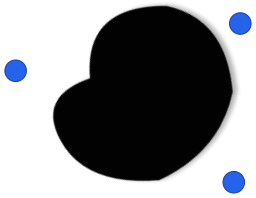
PETIT SPLAT!

Fiche 3 — Mélange ! — Correction

Pour chaque carte :
- observe les informations données,
- complète ce qui manque dans le dessin ou le schéma en barres.

Je rejoue ces cartes en ligne



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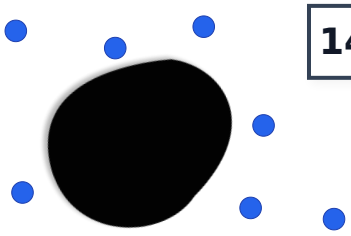

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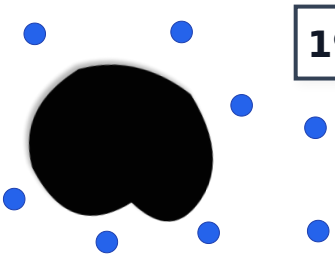

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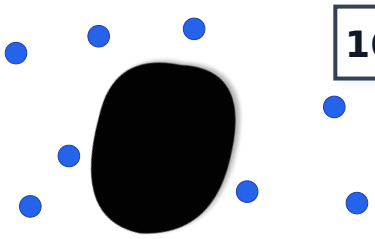

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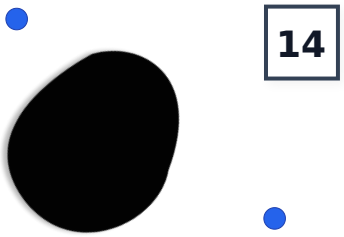

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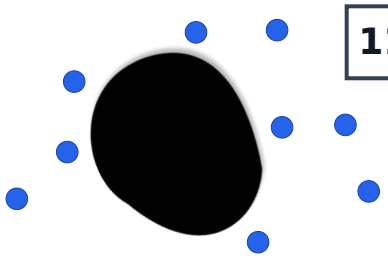

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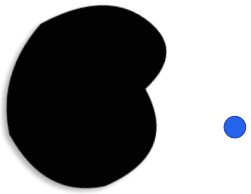

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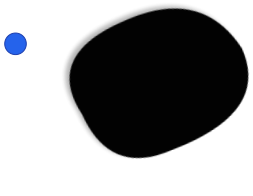

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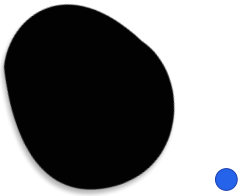

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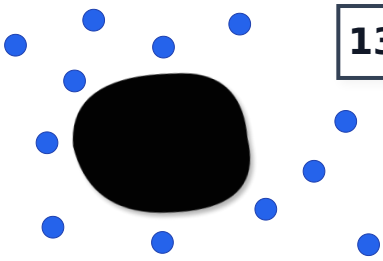

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PETIT SPLAT!

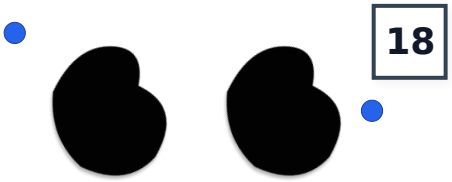
Fiche 4 — Deux taches — Correction

Pour chaque carte :

- complète le schéma en barres,
- trouve le nombre de jetons cachés derrière chaque tache.

Lorsque plusieurs taches apparaissent, elles cachent le même nombre de jetons.

Je rejoue ces cartes
en ligne



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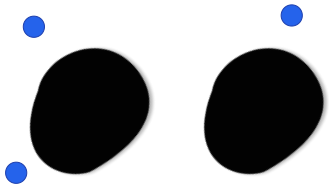

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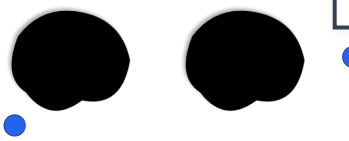

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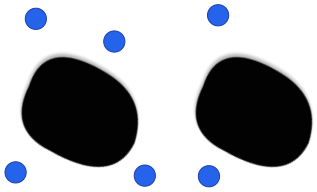

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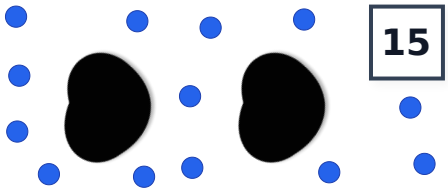

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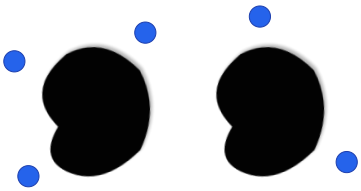

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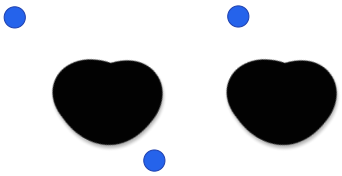

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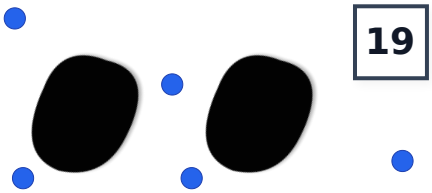

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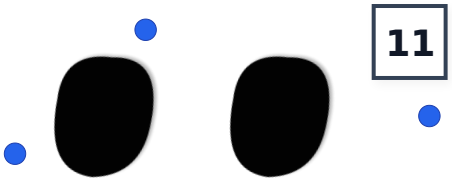

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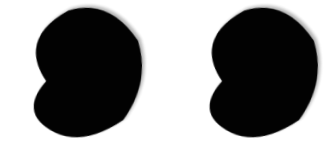

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1	7	7

PETIT SPLAT!

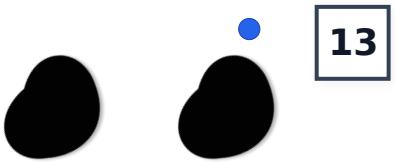
Fiche 5 — Plein de taches ! — Correction

Pour chaque carte :

- complète le schéma en barres,
- trouve le nombre de jetons cachés derrière chaque tache.

Lorsque plusieurs taches apparaissent, elles cachent le même nombre de jetons.

Je rejoue ces cartes en ligne



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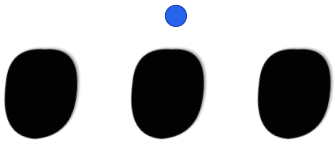

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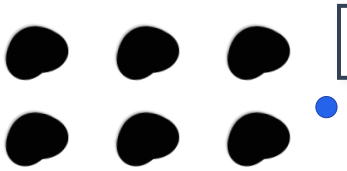

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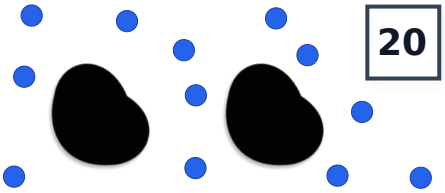

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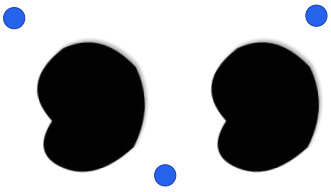

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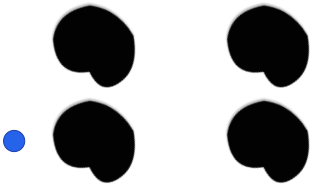
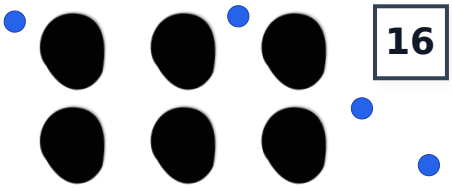


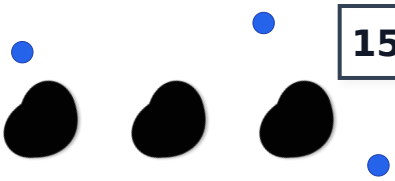
9

9				
1	2	2	2	2



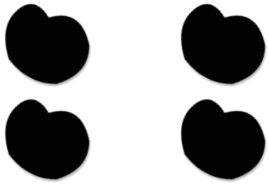
16

16						
4	2	2	2	2	2	2



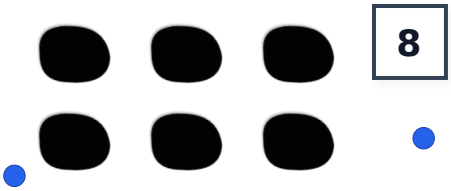
15

15			
3	4	4	4



20

20			
5	5	5	5



8

8						
2	1	1	1	1	1	1

PETIT SPLAT!

Fiche 6 — Dessine en expert — Correction

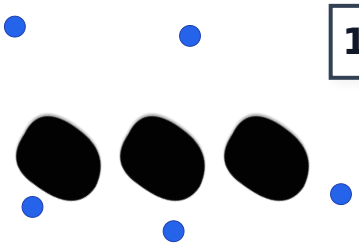
Pour chaque carte :

- observe le schéma en barres,
- complète le dessin et le schéma.

Lorsque plusieurs taches apparaissent, elles cachent le même nombre de jetons.

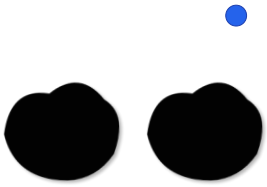
Je rejoue ces cartes
en ligne

11



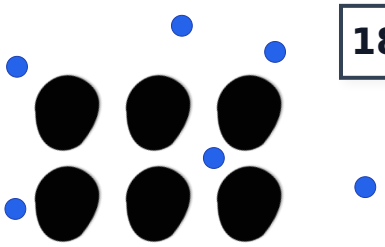
11			
5	2	2	2

17



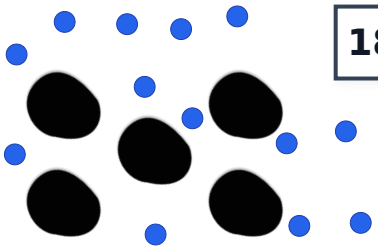
17		
1	8	8

18



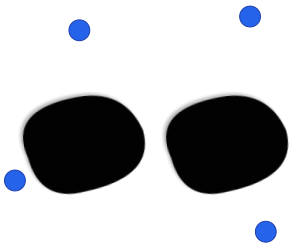
18						
6	2	2	2	2	2	2

18



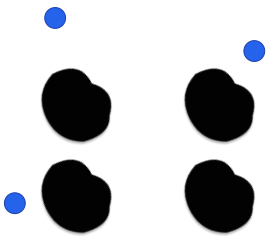
18					
13	1	1	1	1	1

14



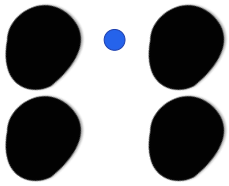
14		
4	5	5

19



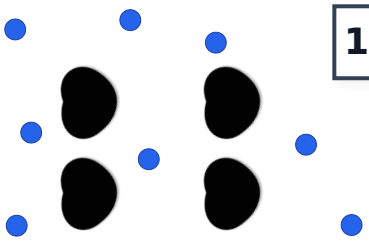
19				
3	4	4	4	4

13



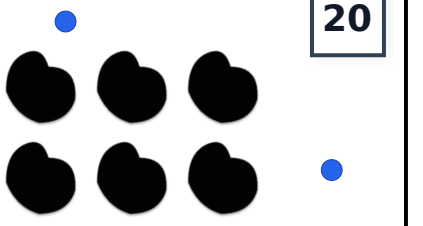
13				
1	3	3	3	3

16



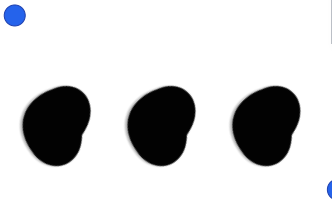
16				
8	2	2	2	2

20



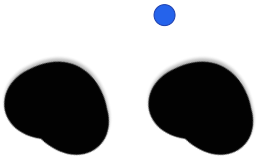
20						
2	3	3	3	3	3	3

17



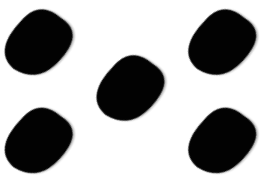
17			
2	5	5	5

19



19		
1	9	9

20



20				
4	4	4	4	4

LE LIVRET EST FINI ?

Et après ?

ENCORE DES CARTES !

Le jeu en tire douze nouvelles à chaque fois. Choisis ton niveau :

Facile
Une seule tache, comme les fiches 1 à 3.

Normal
De 2 à 6 taches, comme les fiches 4 à 6.

Avancé
De 2 à 6 taches, jusqu'à 50 jetons.

Expert
De 2 à 6 taches, jusqu'à 100 jetons !

La suite du voyage
Après les taches, l'enquête et l'équation : va voir les mondes 2 à 6 de l'univers SPLAT!

POUR SE SOUVENIR

14

Le nombre encadré, c'est le **total** : tous les jetons, ceux qu'on voit et ceux qui sont cachés.

Les points bleus, ce sont les **jetons visibles** : on peut les compter.

La tache cache un certain nombre de jetons : c'est **ce qu'il faut trouver** ! Lorsque plusieurs taches apparaissent, elles cachent le même nombre de jetons.

Jeu **SPLAT!** créé par **Steve Wyborney** (stevewyborney.com) — merci Steve !
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Unité apprenante Michel Debré