LE LIVRET EST FINI ?

Et après ?

ENCORE DES CARTES !

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

Une tache
Une seule tache, jusqu'à 100 jetons.

Plein de taches
De 2 à 6 taches, jusqu'à 100 jetons.

Réviser · 1 tache
Une seule tache, jusqu'à 50 jetons.

Réviser · 2 à 6 taches
De 2 à 6 taches, jusqu'à 50 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 !
Livret et outil **Petit SPLAT!** de maths&go, avec l'IREMI de La Réunion.
Libre d'être imprimé, partagé et adapté — sans usage commercial, et sous la même licence.

Unité apprenante Michel Debré

MON LIVRET · MONDE 1 · EXPERT
JE FAIS LE SCHÉMA EN BARRES

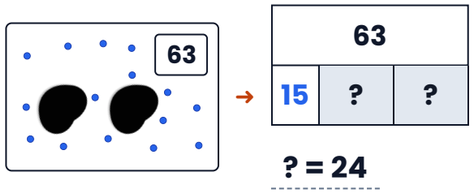
Petit SPLAT!

**Le tout, les parties…
et jusqu'à 100 jetons !**

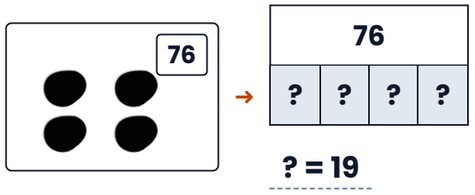
COMMENT ÇA MARCHE ?

Sous chaque carte, fais le schéma en barres, puis écris ta réponse : ? = …

Avec des jetons posés



Sans jeton posé



ATTENTION ! Dans ce livret, tu ne dessines **jamais de jetons**. Quand aucun jeton n'est posé autour des taches, ils sont tous cachés dessous.

Prénom

Classe

DANS CE LIVRET

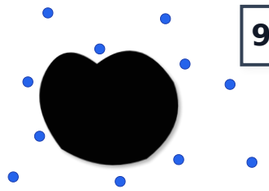
1 Une tache
2 Deux taches
3 De 2 à 4 taches
4 Mélange !
5 Encore du mélange
6 Le grand mélange

PETIT SPLAT!

Fiche 1 — Une tache

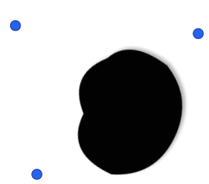
Pour chaque carte :
- dessine le schéma en barres, puis
- trouve le nombre de jetons cachés derrière chaque tache.

J'ai terminé ma fiche,
je rejoue en ligne



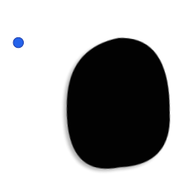
96	
11	?

? = 85 EXEMPLE



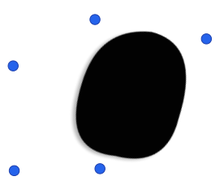
58	
3	?

? = ...

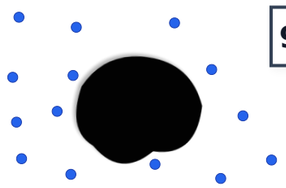


80	
1	?

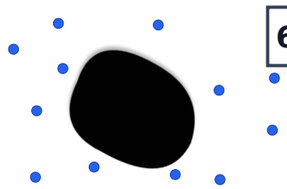
? = ...



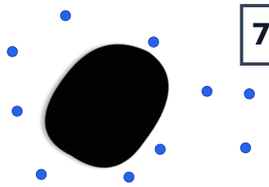
? = ...



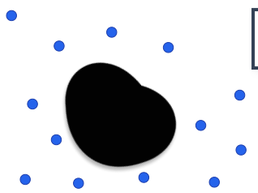
? = ...



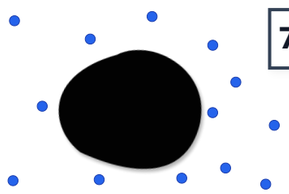
? = ...



? = ...



? = ...



? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0

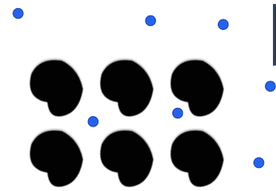
PETIT SPLAT!

Fiche 6 — Le grand mélange

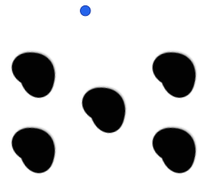
Pour chaque carte :
- dessine le schéma en barres, puis
- trouve le nombre de jetons cachés derrière chaque tache.

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

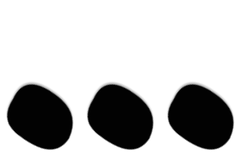
J'ai terminé ma fiche,
je rejoue en ligne



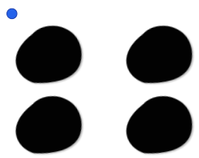
? = ...



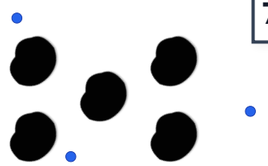
? = ...



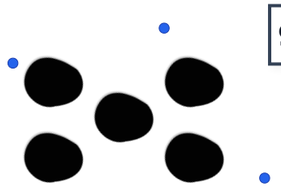
? = ...



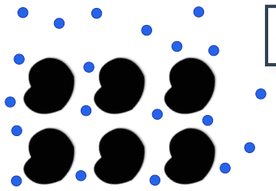
? = ...



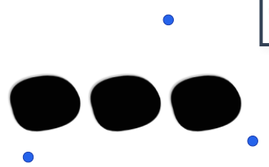
? = ...



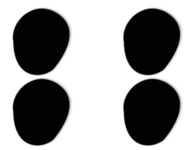
? = ...



? = ...



? = ...



? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0

PETIT SPLAT!

Fiche 5 — Encore du mélange

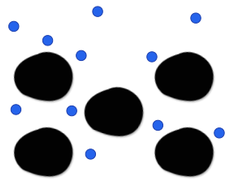
Pour chaque carte :
- dessine le schéma en barres, puis
- trouve le nombre de jetons cachés derrière chaque tache.

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

J'ai terminé ma fiche,
je rejoue en ligne

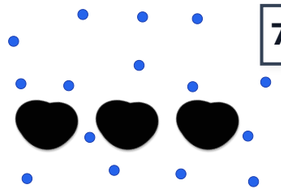
86

? = ...



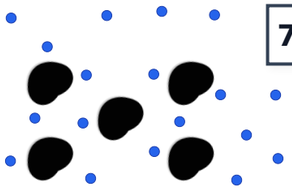
68

? = ...



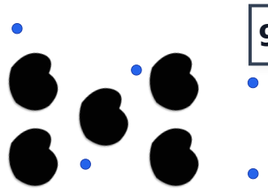
72

? = ...



78

? = ...

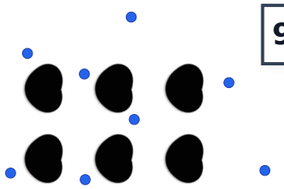


90

? = ...

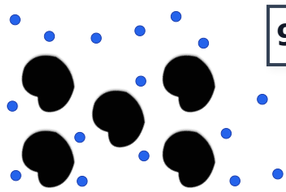
72

? = ...



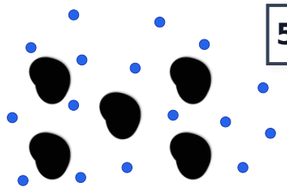
92

? = ...



91

? = ...



51

? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0

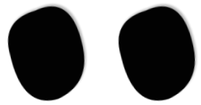
PETIT SPLAT!

Fiche 2 — Deux taches

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

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

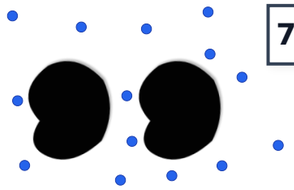
J'ai terminé ma fiche,
je rejoue en ligne



54

54	
?	?

? = 27 EXEMPLE



78

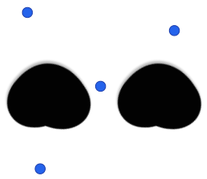
78		
14	?	?

? = ...

52

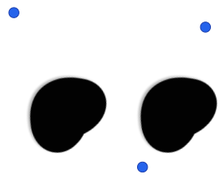
52	
?	?

? = ...



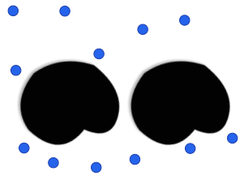
89

? = ...



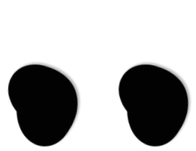
91

? = ...



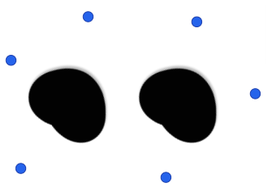
90

? = ...



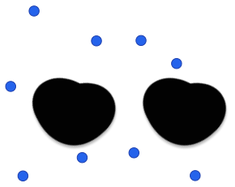
68

? = ...



54

? = ...



89

? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0

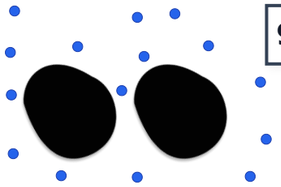
PETIT SPLAT!

Fiche 3 — De 2 à 4 taches

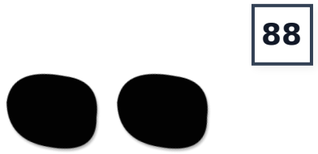
Pour chaque carte :
- dessine le schéma en barres, puis
- trouve le nombre de jetons cachés derrière chaque tache.

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

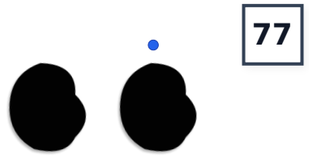
J'ai terminé ma fiche,
je rejoue en ligne



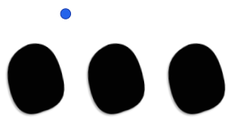
? = ...



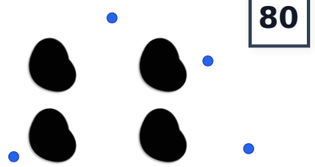
? = ...



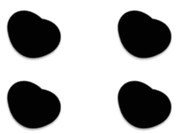
? = ...



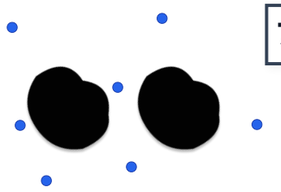
? = ...



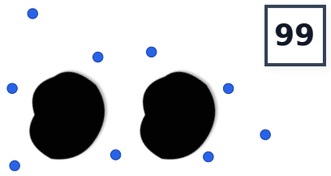
? = ...



? = ...



? = ...



? = ...

? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0

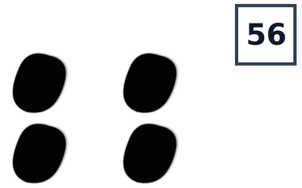
PETIT SPLAT!

Fiche 4 — Mélange !

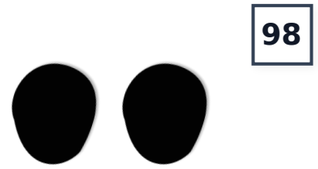
Pour chaque carte :
- dessine le schéma en barres, puis
- trouve le nombre de jetons cachés derrière chaque tache.

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

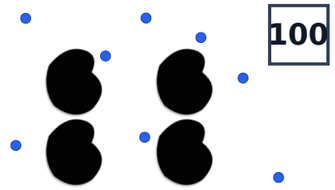
J'ai terminé ma fiche,
je rejoue en ligne



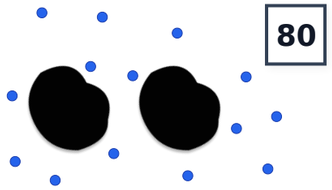
? = ...



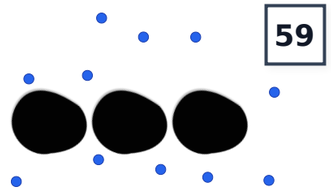
? = ...



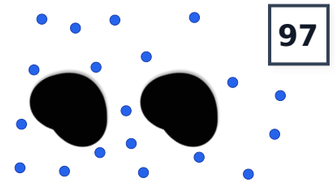
? = ...



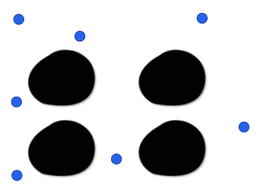
? = ...



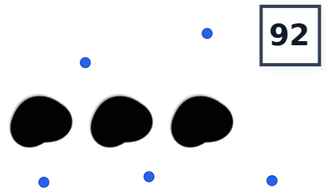
? = ...



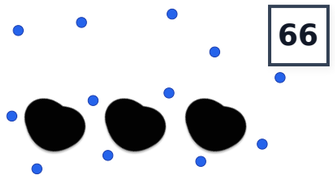
? = ...



? = ...



? = ...



? = ...

mathsgo.re/splat · CC BY-NC-SA 4.0