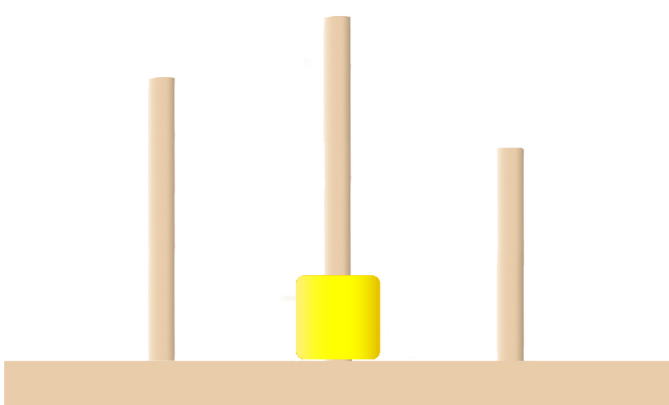
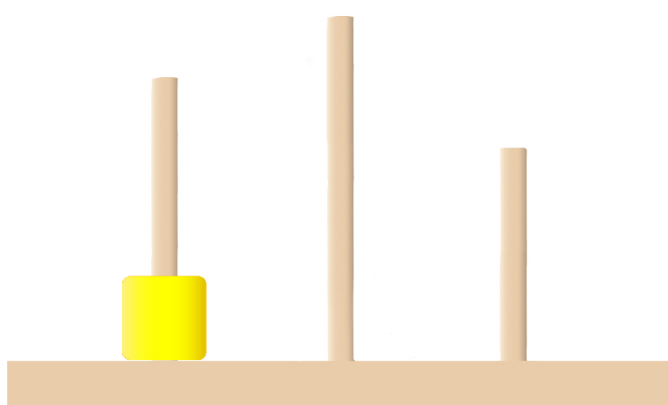
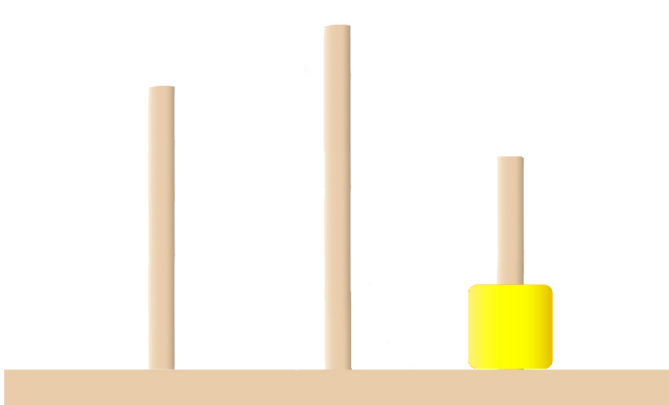
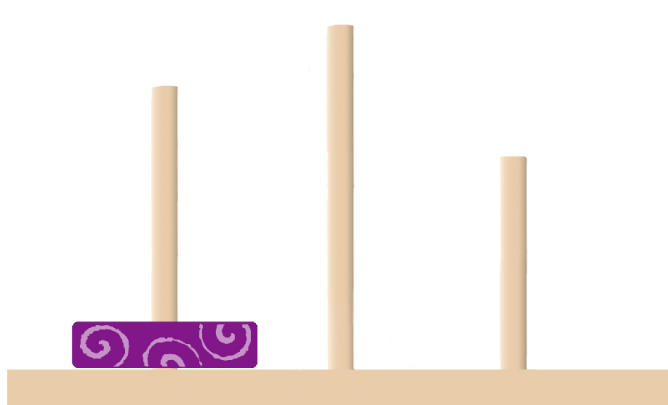
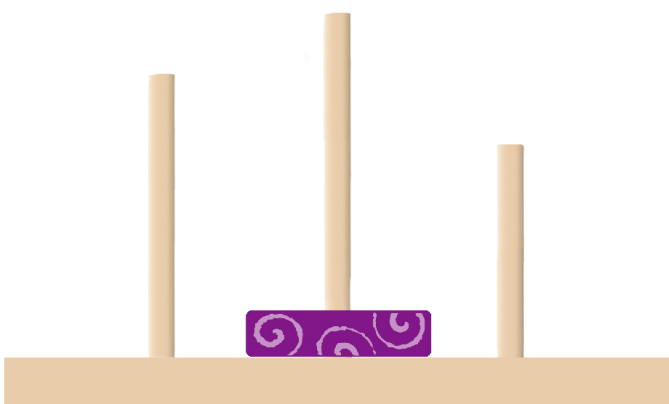
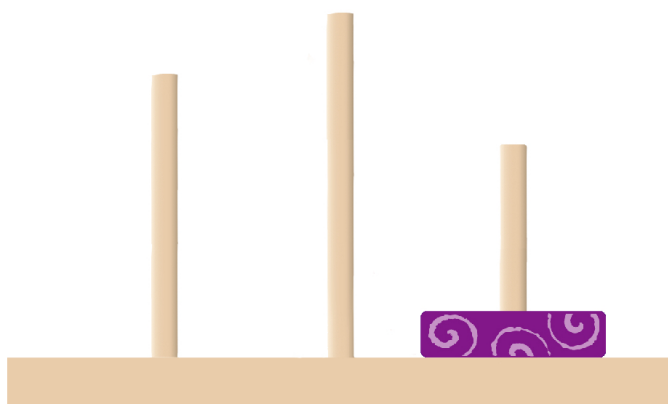
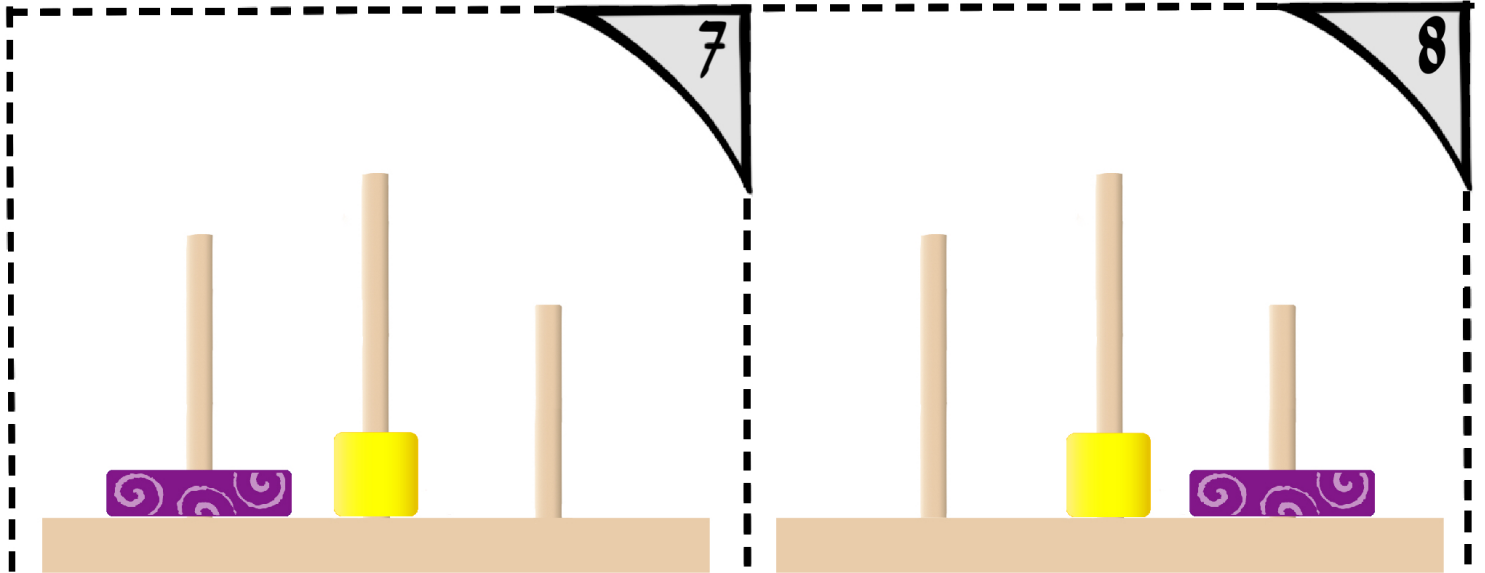


Jour&nuit - Smartgames - adaptation - 1

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<p>3</p>  <p>Jour&nuit - SmartGames</p>	<p>4</p>  <p>Jour&nuit - SmartGames</p>
<p>5</p>  <p>Jour&nuit - SmartGames</p>	<p>6</p>  <p>Jour&nuit - SmartGames</p>

Jour&nuit - Smartgames - adaptation - 1



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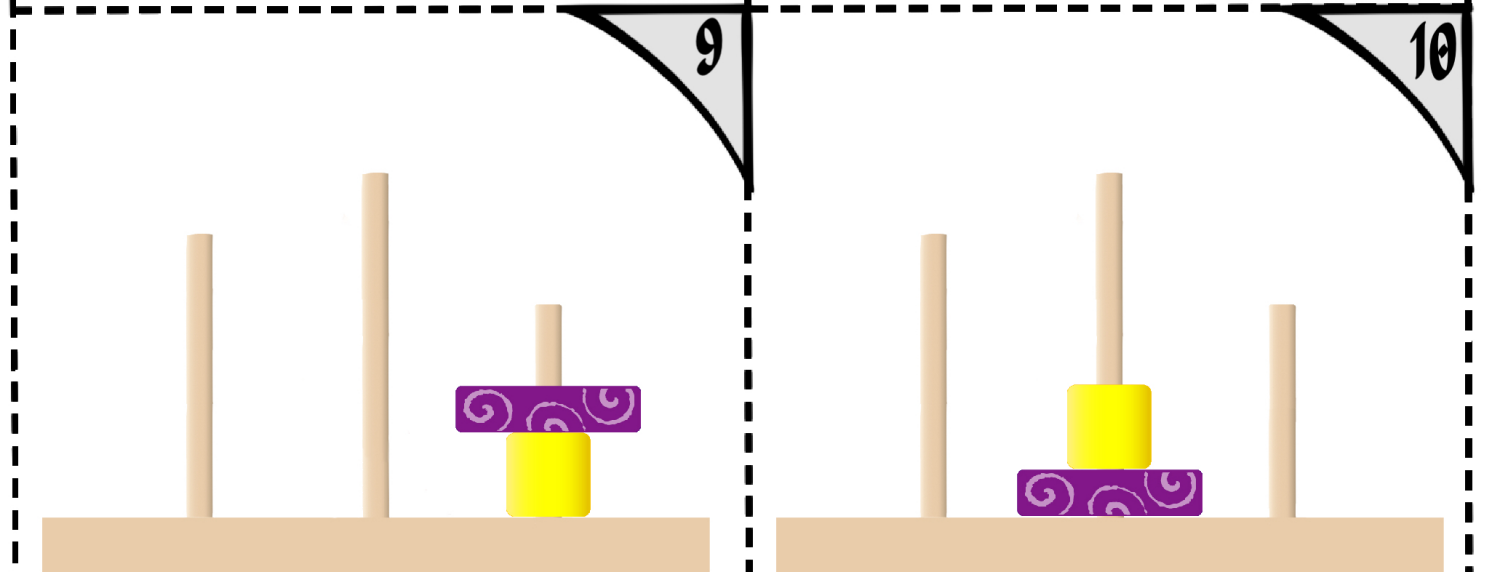
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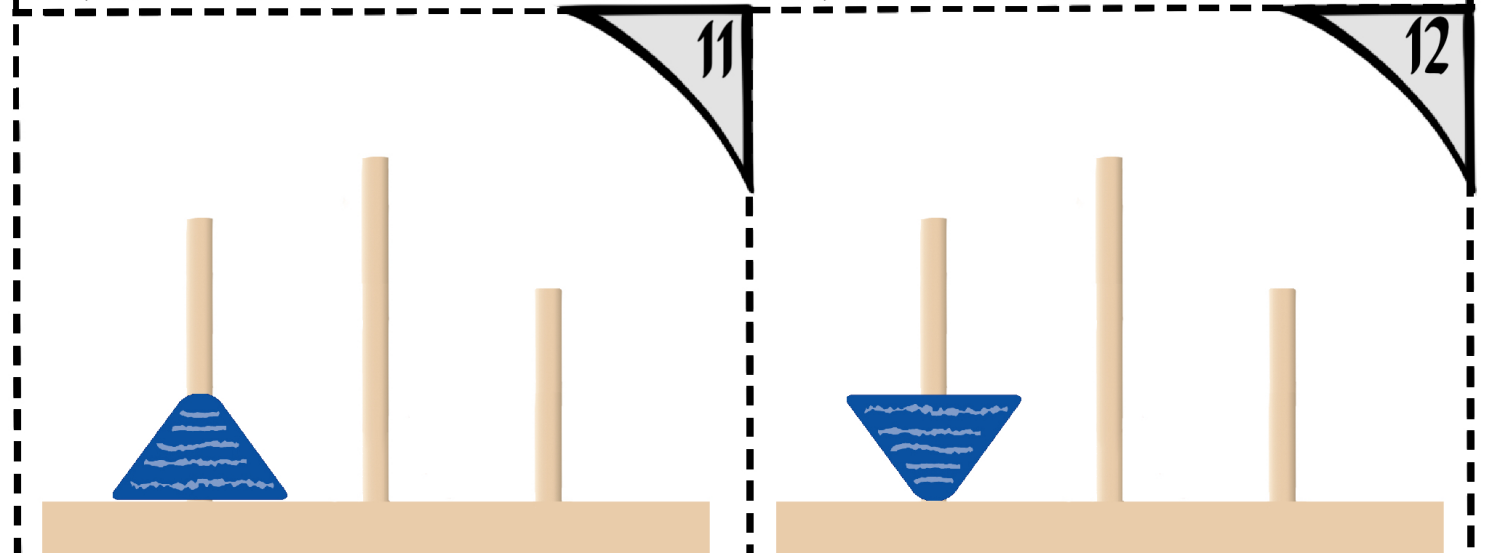
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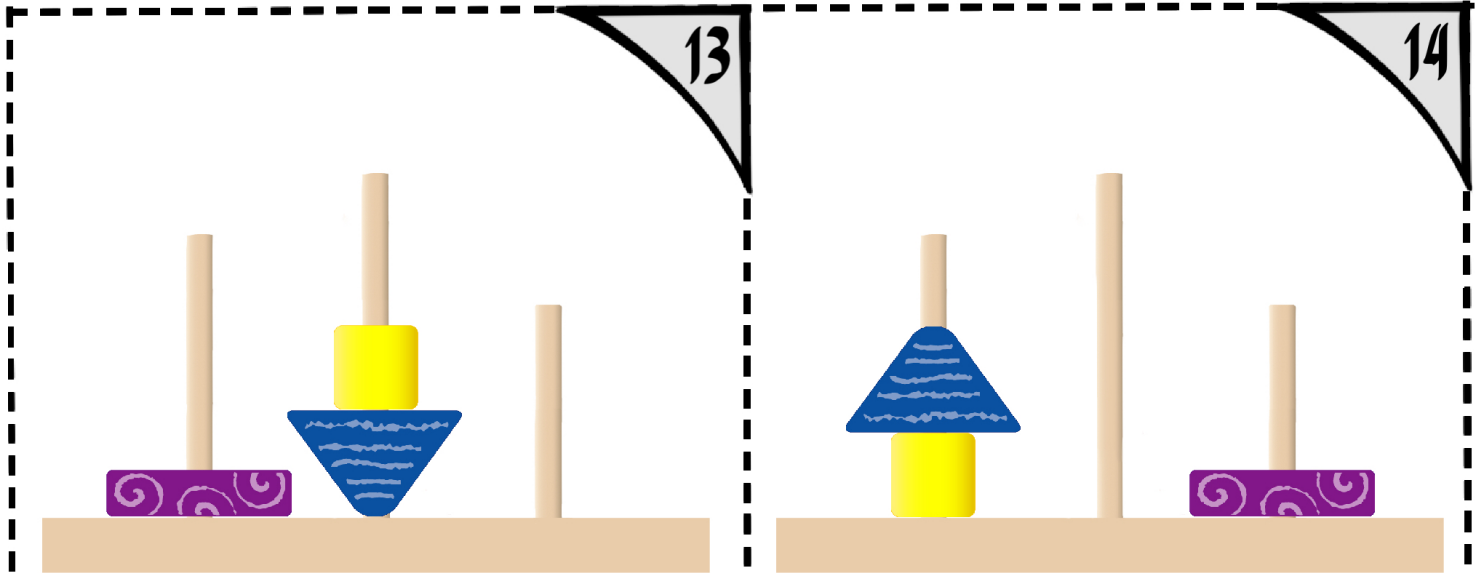
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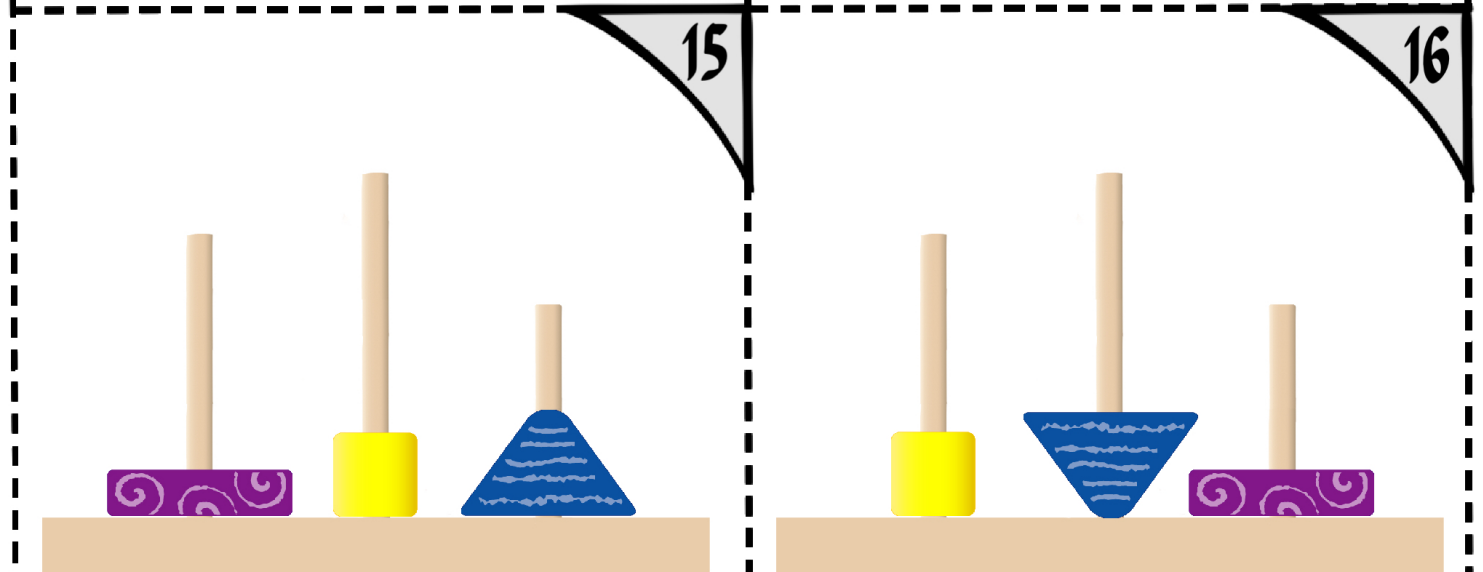
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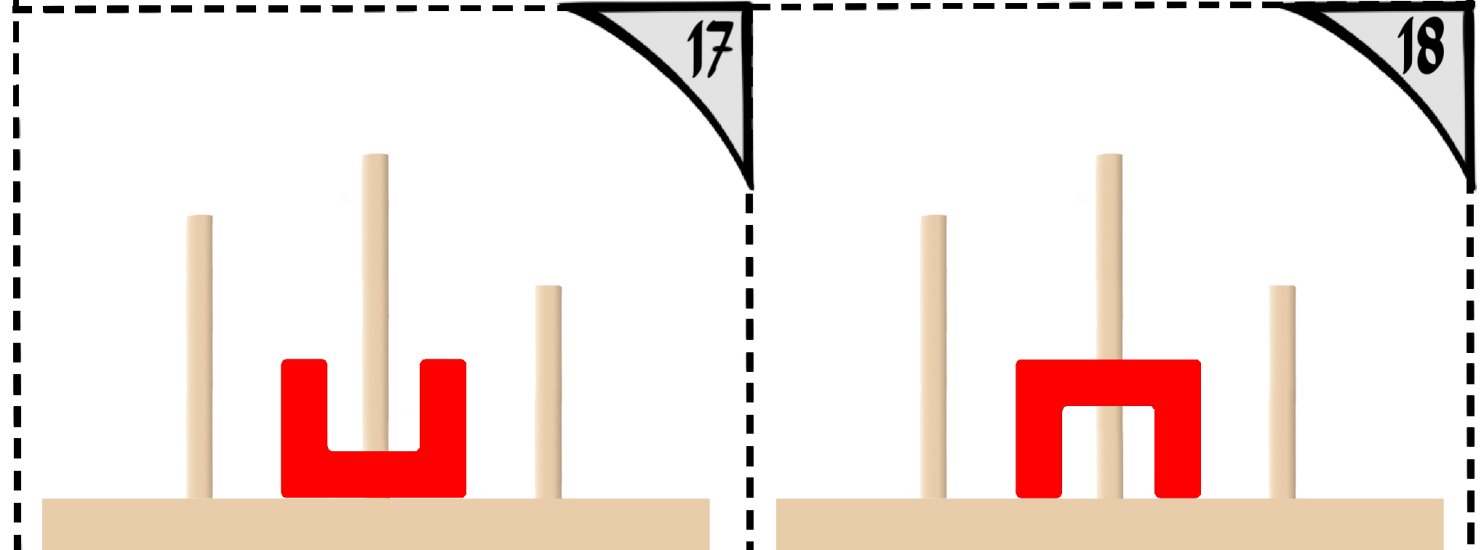
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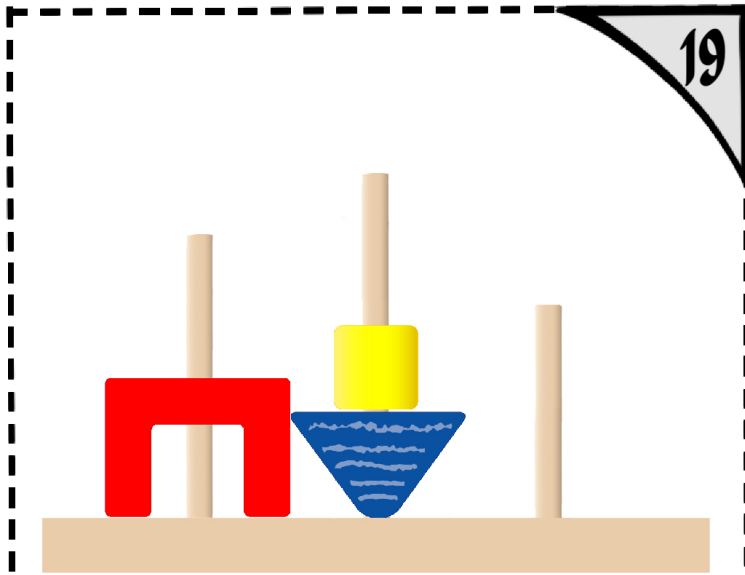
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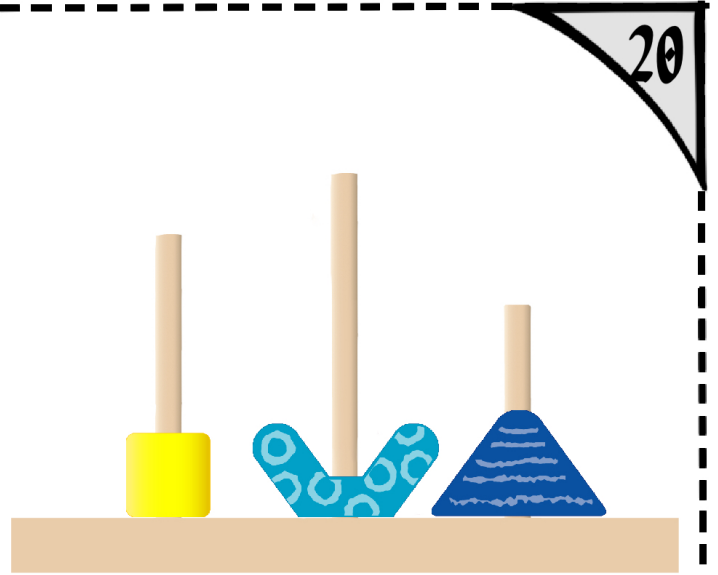
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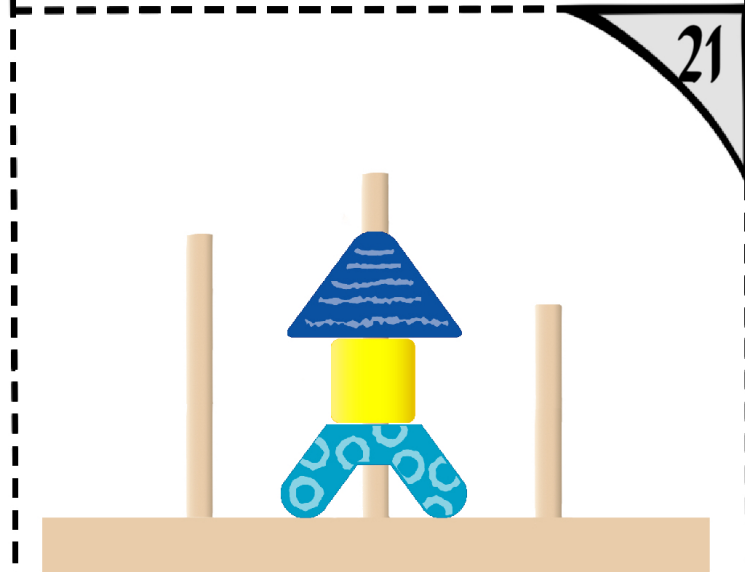
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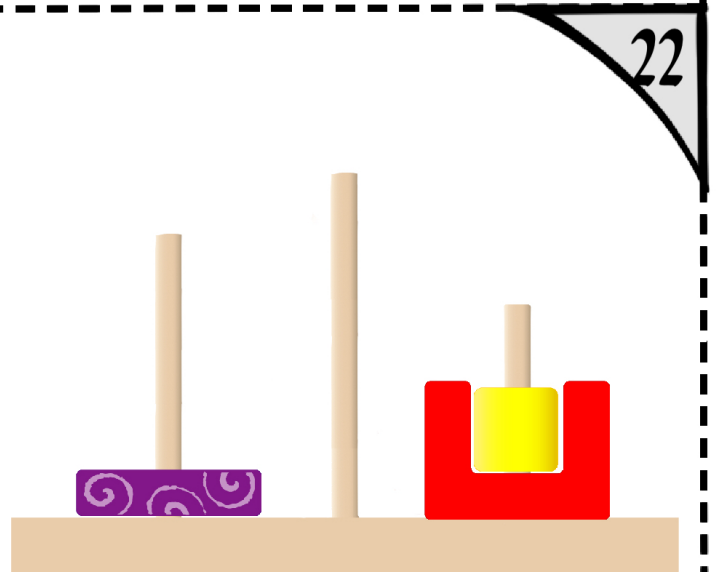
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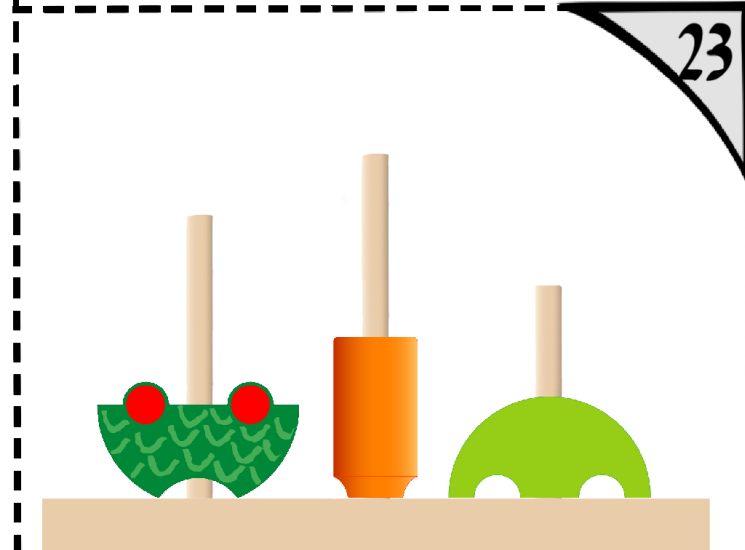
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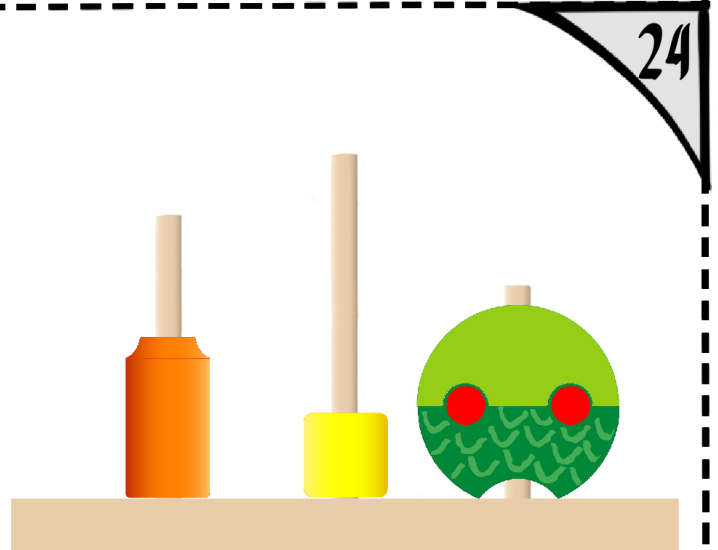
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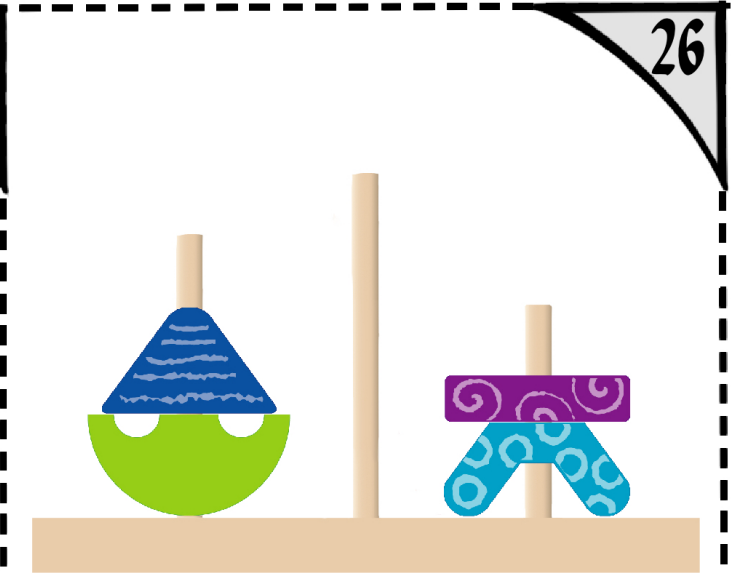
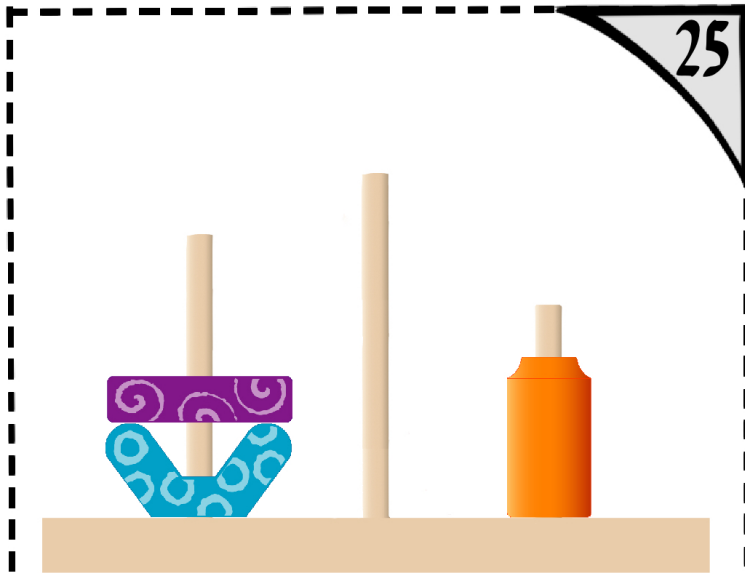
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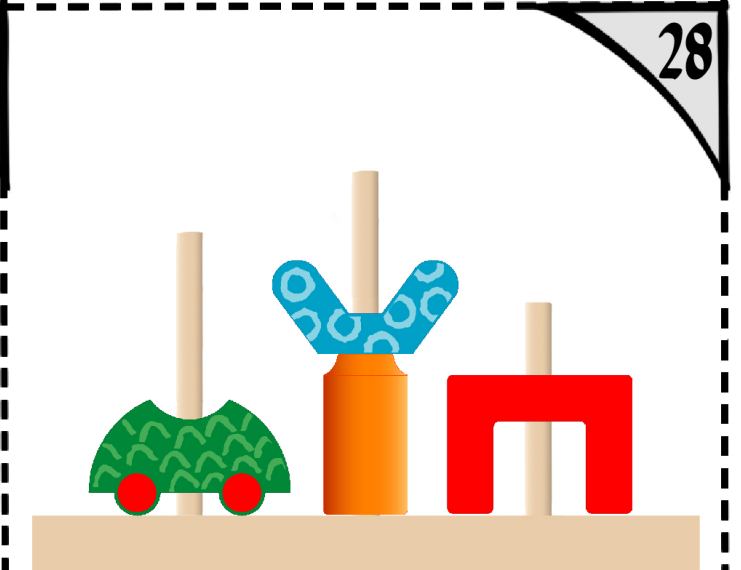
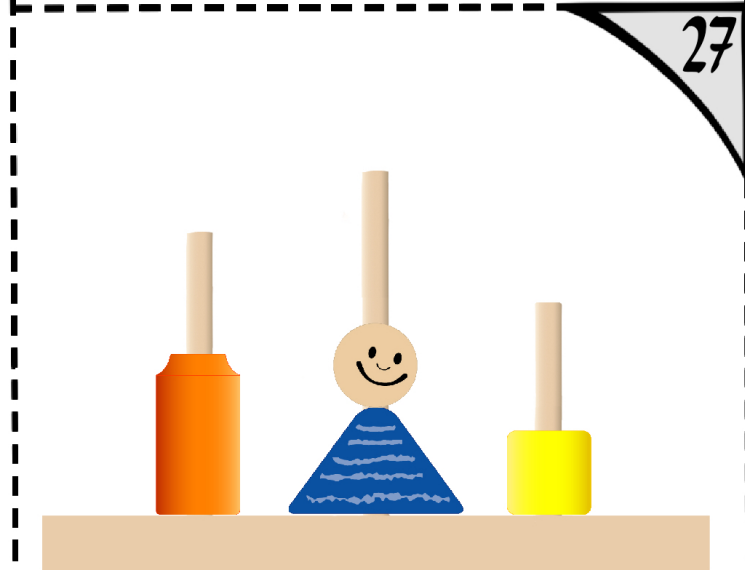


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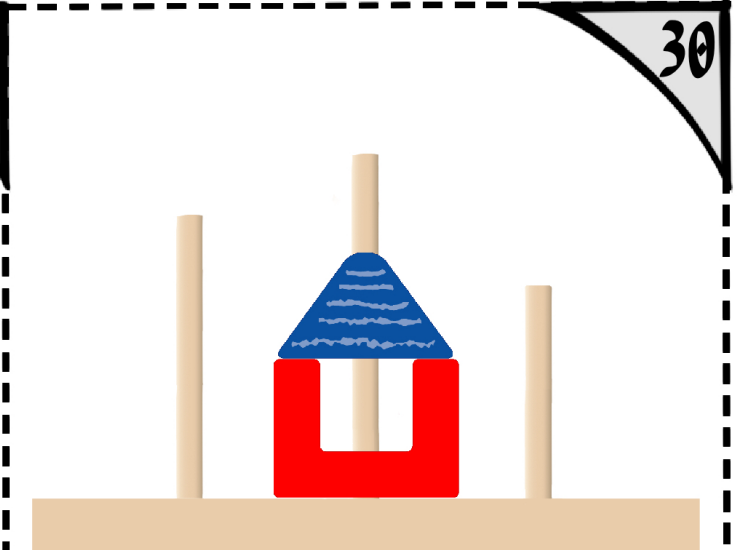


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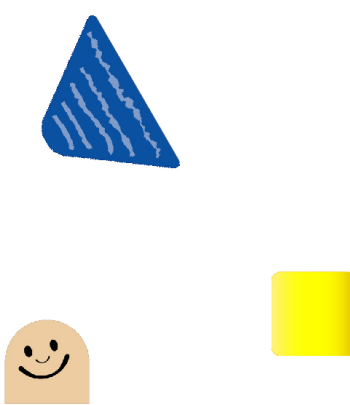
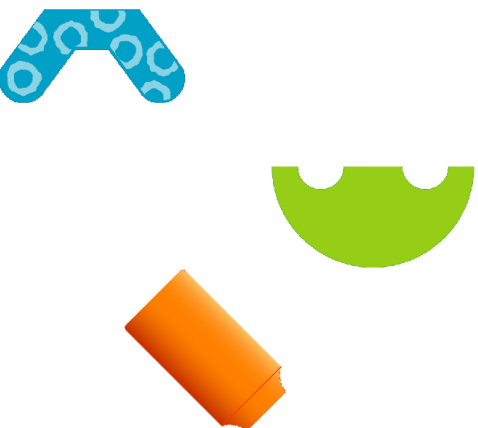
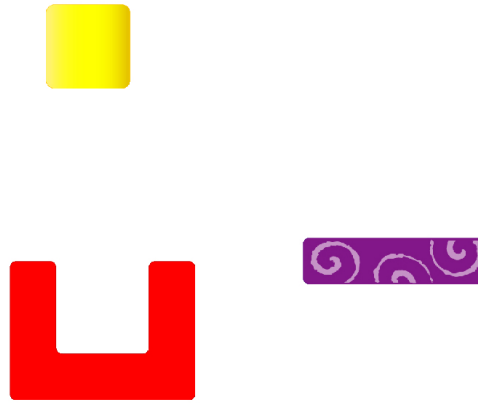
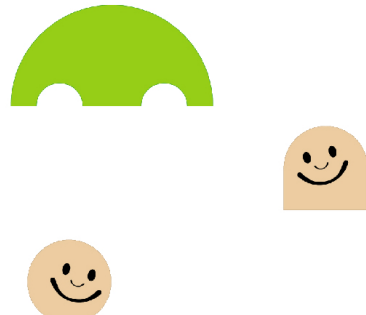
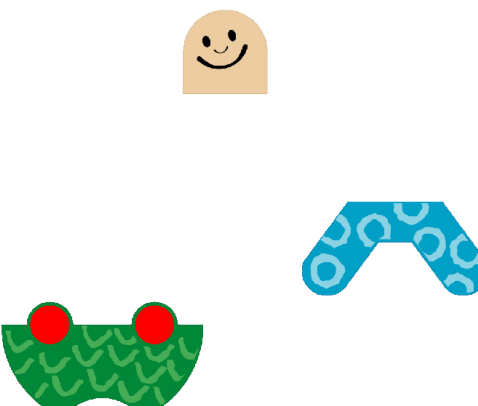
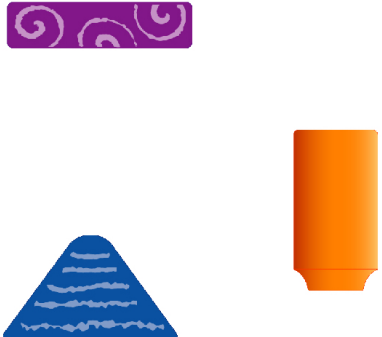
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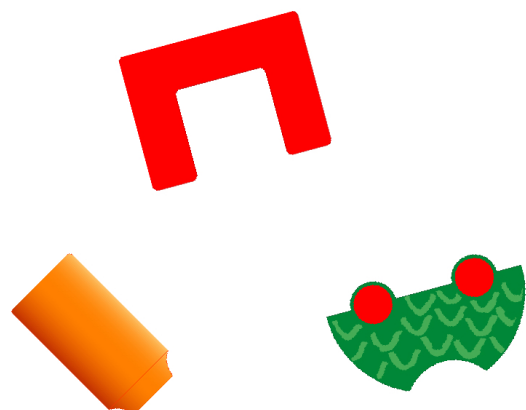
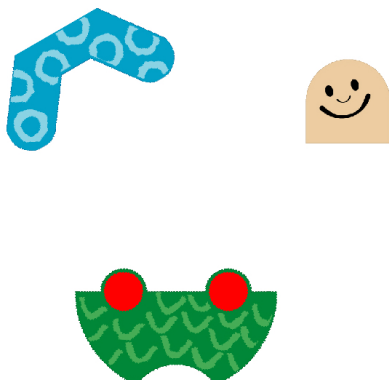
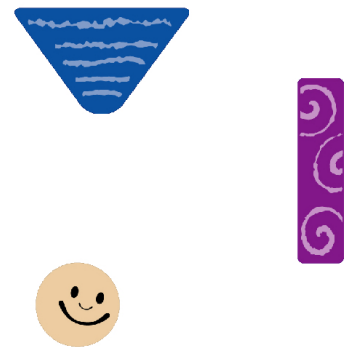
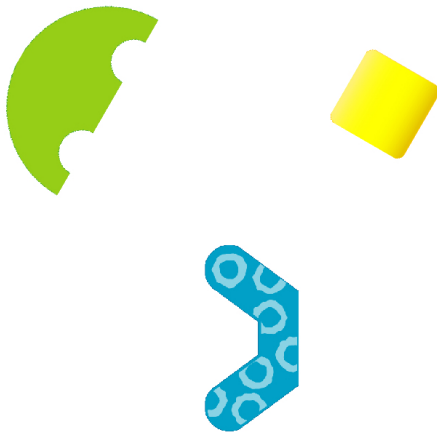
JOUR ET NUIT



ADAPTATION DU JEU JOUR ET NUIT.

Cartes 0 : l'enfant s'entraînera à sélectionner les 3 éléments représentés sur la carte et se familiarisera avec les pièces du jeu. Pour faciliter la tâche, posez un carton carré blanc : l'enfant reproduira sur cet espace délimité.

Cartes 1 à 30 : l'enfant devra repérer l'emplacement des 3 tiges, puis, il pourra superposer les pièces pour reproduire le modèle. La difficulté est crescendo.



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