

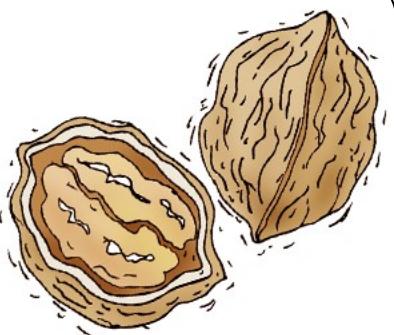
<b>FICHE N° 21</b>	<b>Loto phono</b>
<b>DOMAINE</b>	<b>Mobiliser le langage dans toutes ses dimensions.</b> Acquérir une conscience phonologique.
<b>Objectifs pour votre enfant</b>	Amener votre enfant à : <ul style="list-style-type: none"> <li>Dénombrer les syllabes</li> </ul>
<b>Matériel nécessaire</b>	<ul style="list-style-type: none"> <li>Grilles phono</li> <li>Graines, perles, jetons etc</li> <li>Imagier phono</li> </ul>
<b>Durée de l'activité</b>	15min
<b>Degré d'autonomie</b>	<ul style="list-style-type: none"> <li>Avec un adulte</li> </ul>
<b>But de l'activité</b>	<p>L'enfant doit :</p> <ul style="list-style-type: none"> <li>- Dénombrer les syllabes des mots-images</li> <li>- Mettre le nombre de graines correspondant au nombre de syllabe dans la grille.</li> </ul>
<b>Comment réaliser l'activité</b>	<ol style="list-style-type: none"> <li>1. Imprimez ou recopier à la main les deux grilles phono (une pour vous, une pour votre enfant.)</li> <li>2. Placez-vous sur une des pages de l'imagier phono.</li> <li>3. A tour de rôle, vous choisissez un mot, scandez ce mot pour dénombrer les syllabes. Placez les graines correspondantes au nombre de syllabe du mot dans la grille.</li> </ol> <p>Ex : Vous choisissez le mot COCHON.  <b>« CO-CHON, il y a 2 syllabes dans ce mot, je place donc 2 graines dans ma grille. »</b></p> <ol style="list-style-type: none"> <li>4. Le premier ayant rempli sa grille remporte la partie.</li> </ol>
<b>Comment aider votre enfant</b>	<ul style="list-style-type: none"> <li>- Commencez la partie afin de montrer l'exemple à votre enfant.</li> <li>- Dénommez les syllabes à l'aide des doigts.</li> <li>- Lorsque c'est votre tour, montrez-lui que vous prenez en compte les cases manquantes lorsque vous choisissez un mot à scander.</li> </ul> <p><b>Niveau 1 du jeu :</b> L'enfant dénombre les syllabes en choisissant aléatoirement les mots.</p> <p><b>Niveau 2 du jeu :</b> L'enfant dénombre les syllabes mais prend également en compte le nombre de cases manquantes pour compléter la grille.</p> <p>Ex : « Il me manque 3 graines pour compléter la grille. Je dois donc trouver un mot avec 3 syllabes »</p>

<b>Ce qui est attendu de votre enfant à la fin de la GS</b>	Manipuler des syllabes.
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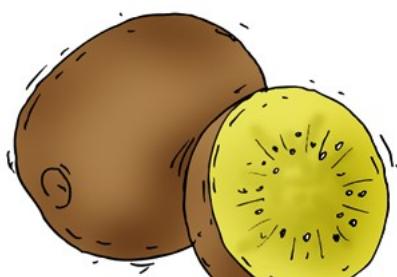
## Grilles phono

### Joueur 1


### Joueur 2

NOIX



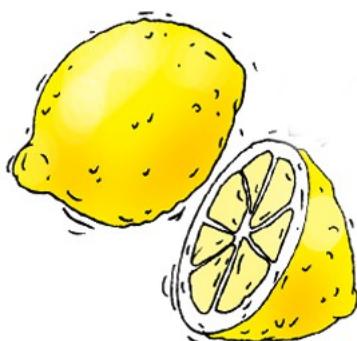
KIWI



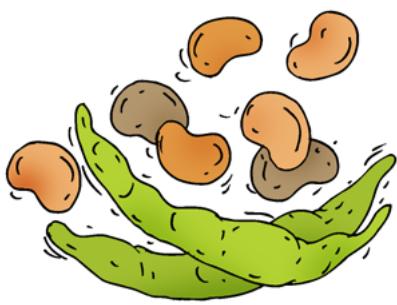
ABRICOT



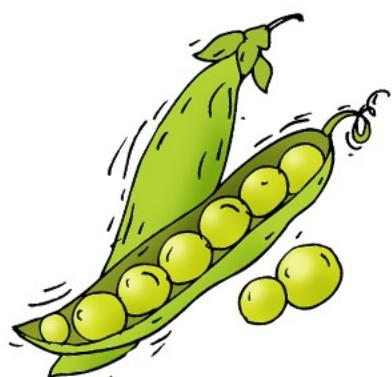
CHOU



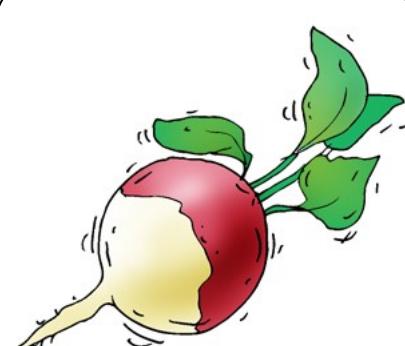
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ARICOTS



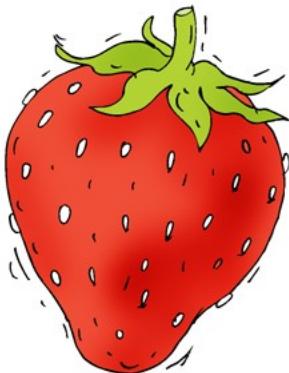
PETITS POIS



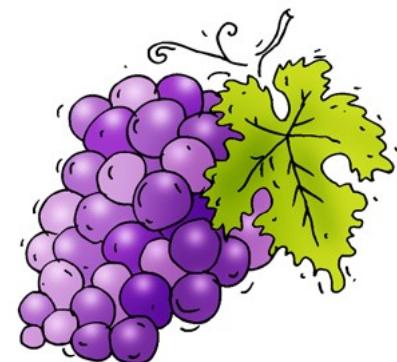
RADIS



CHAMPIGNON



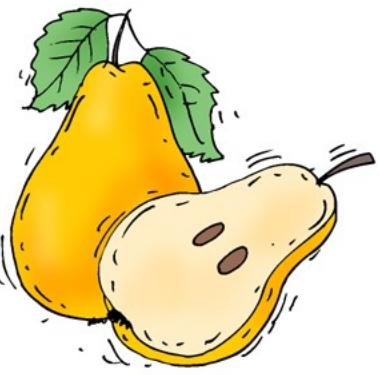
FRAISE



RAISIN



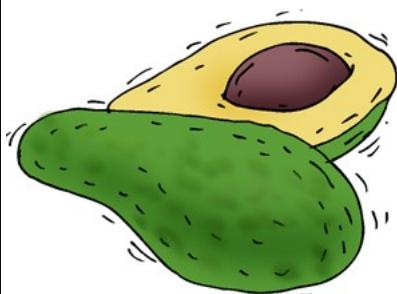
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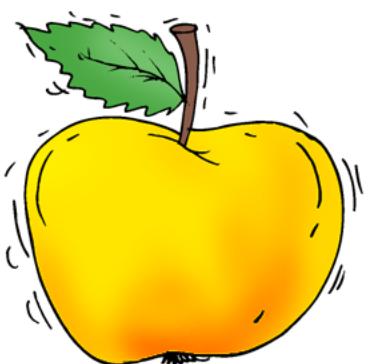
POIRE



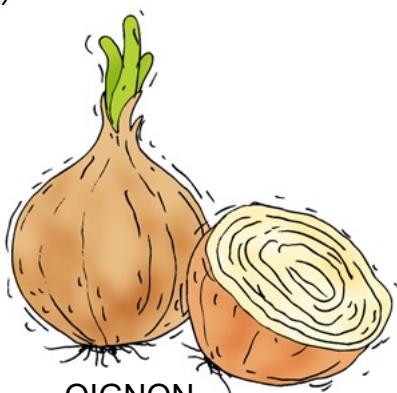
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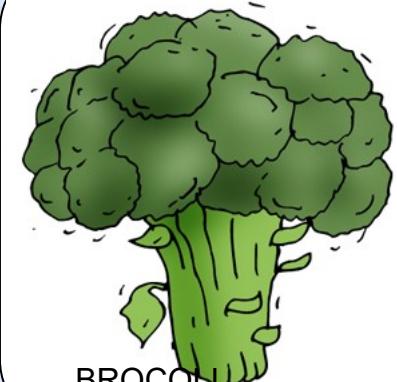
AVOCAT



POMME



OIGNON



BROCOLI



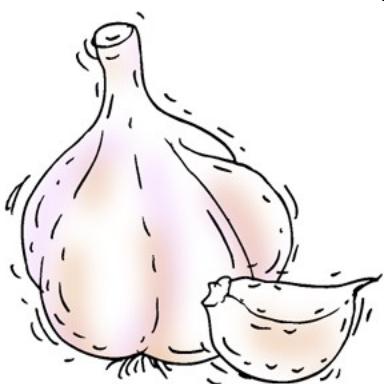
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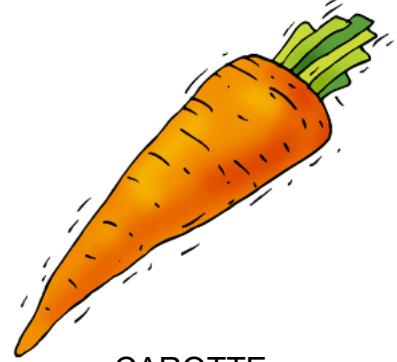
TOMATE



EPINARDS



AIL



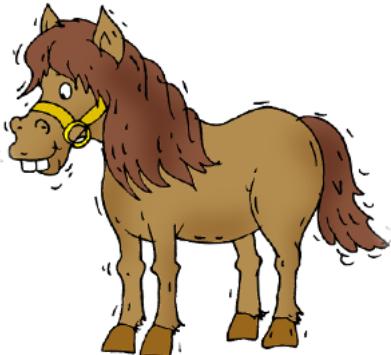
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CELERI



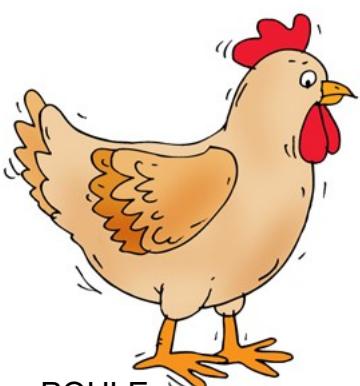
CHAT



CHEVAL



ECUREUIL



POULE



COCHON



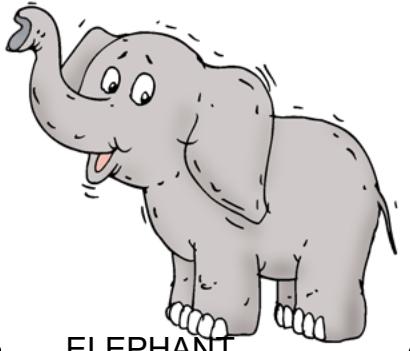
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OURS



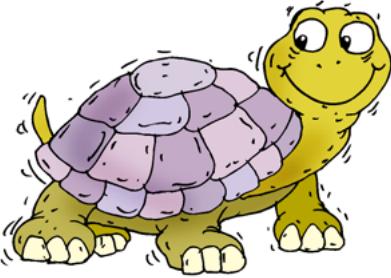
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ELEPHANT



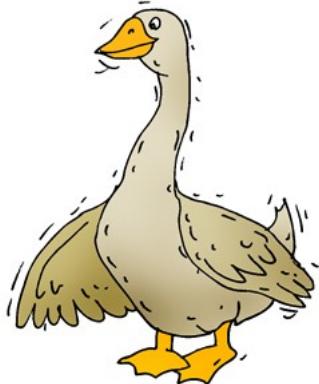
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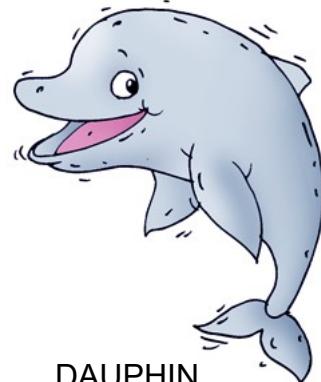
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ESCARGOT



OIE



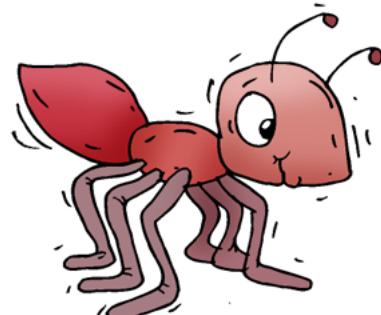
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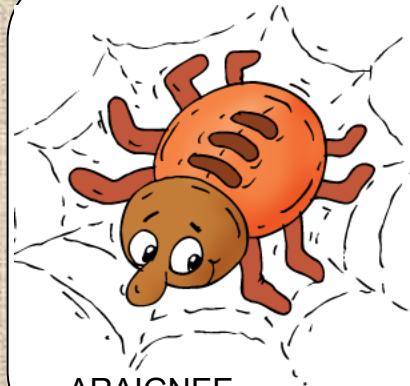
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PIE



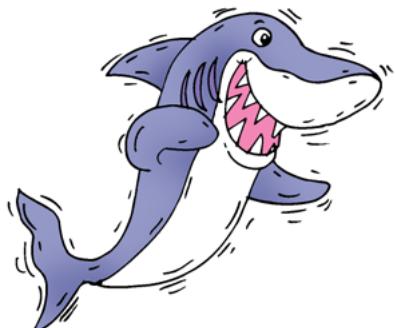
FOURMIS



ARAIGNEE



CRABE



REQUIN



PHOQUE



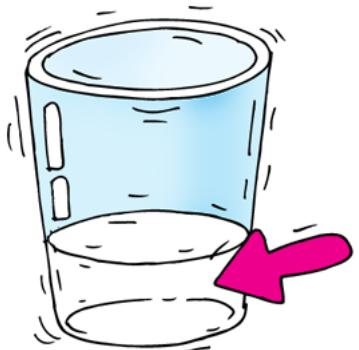
CHEVRE



PANDA



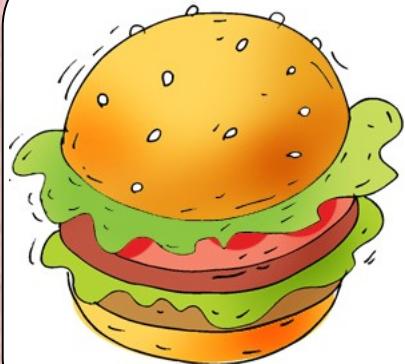
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LAIT



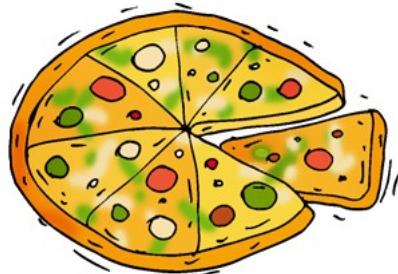
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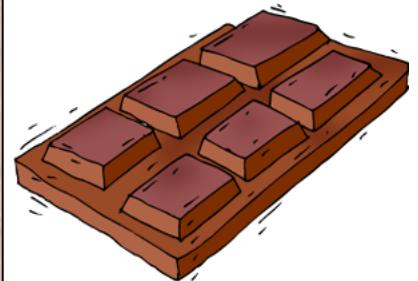
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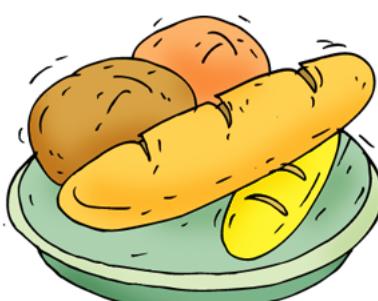
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PIZZA



CHOCOLAT



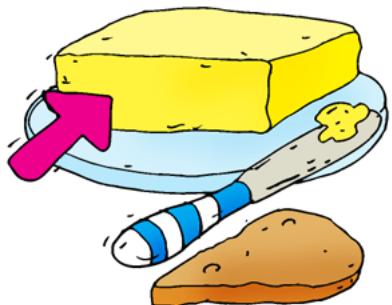
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GÂTEAU



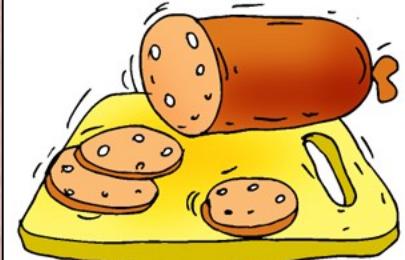
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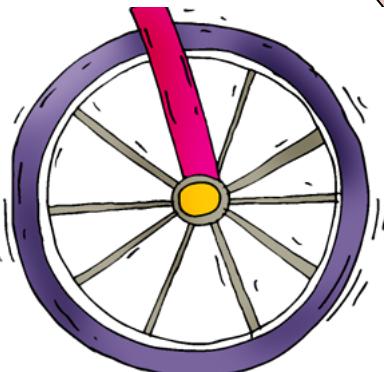
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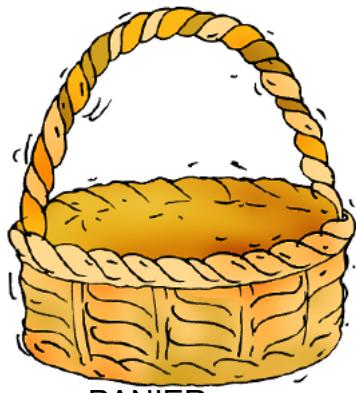
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SAUCISSON



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BIBERON



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SAC



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TRAIN



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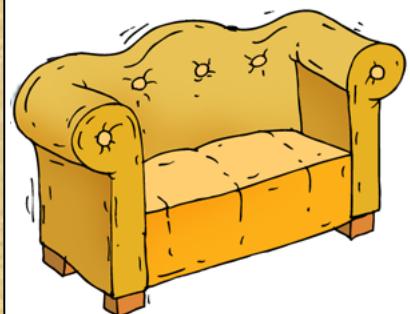
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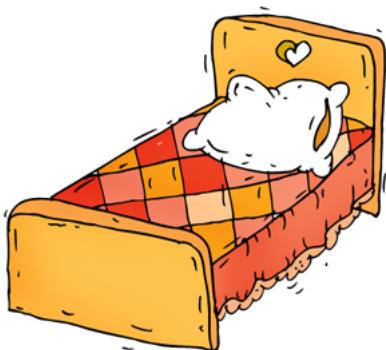
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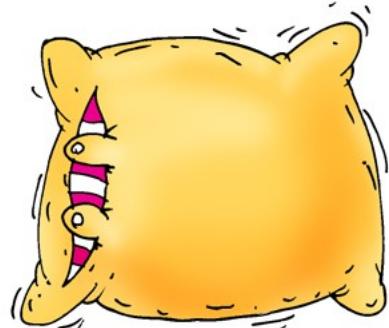
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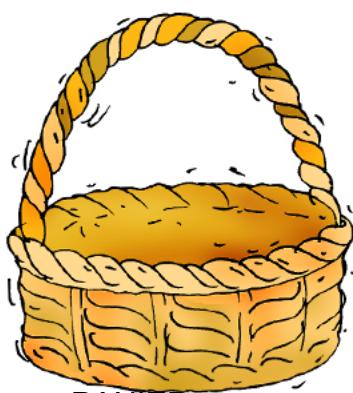
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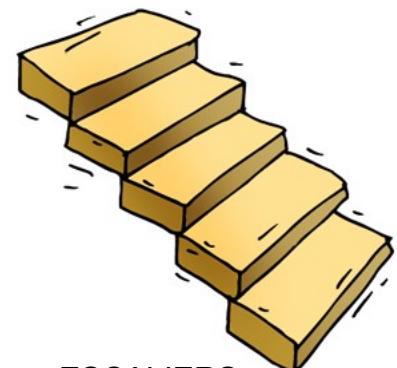
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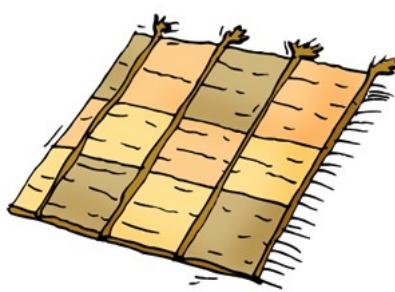
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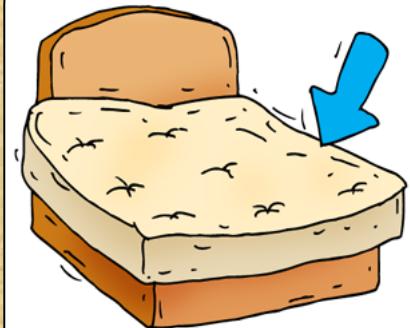
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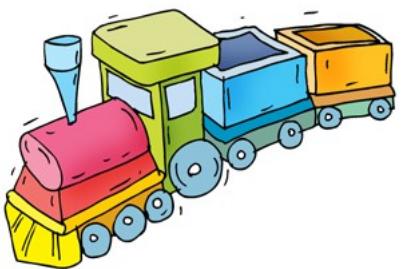
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BATEAU



VOITURE



TRAIN



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VELO



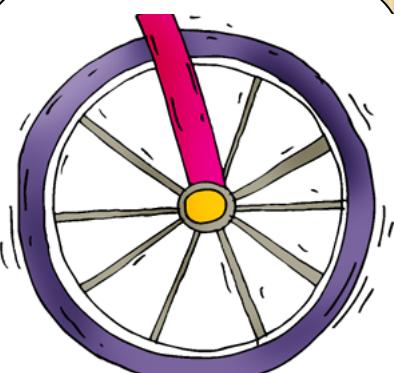
BARQUE



CAMION



MOTO



ROUE



AVION



FUSEE