

La bonne



pêche



LCDL

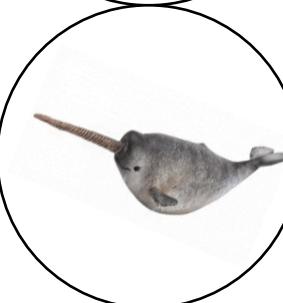
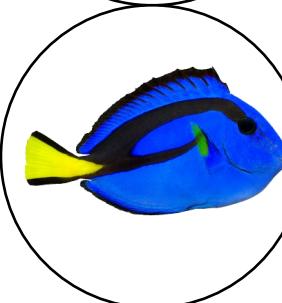
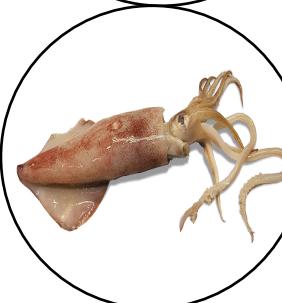
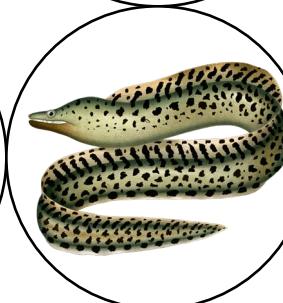
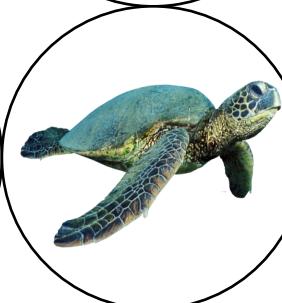
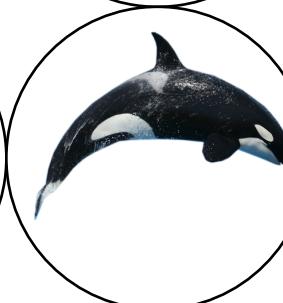
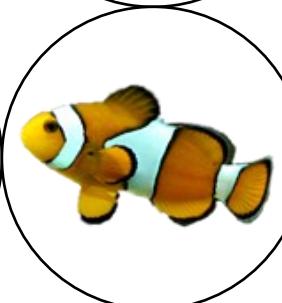
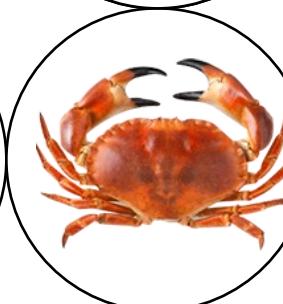
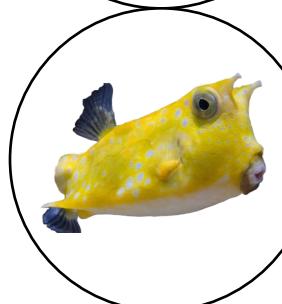
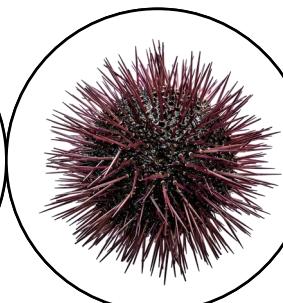
La bonne pêche

Le meneur de jeu pioche une carte, la montre au groupe . Le premier à trouver l'animal sur le plateau a gagné la carte. Celui qui comptabilise le + de cartes à la fin de la partie a gagné !

Vocabulaire :

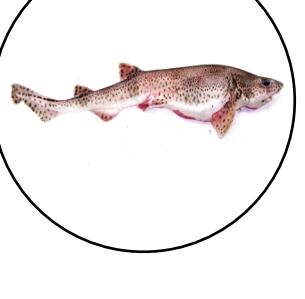
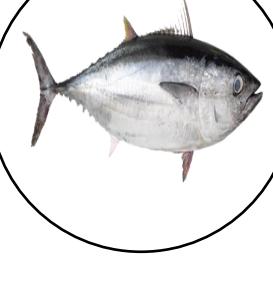
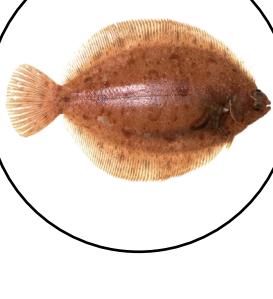
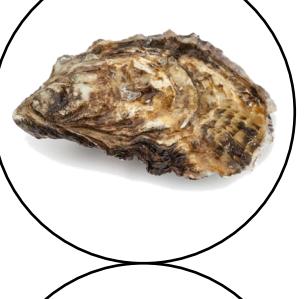
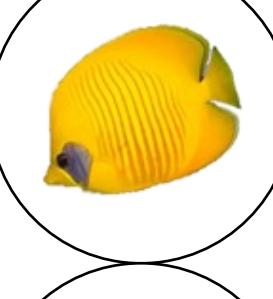
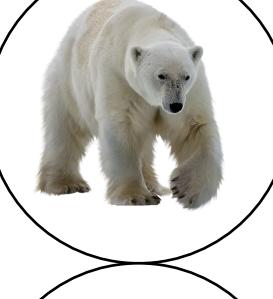
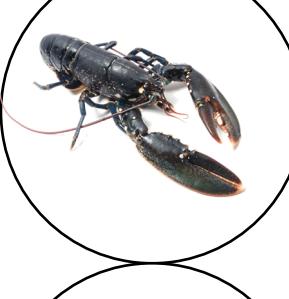
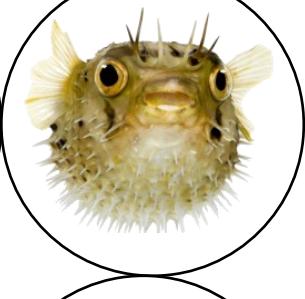
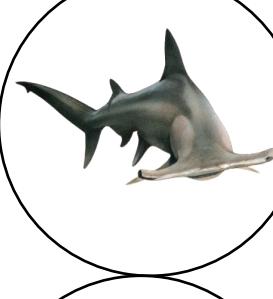
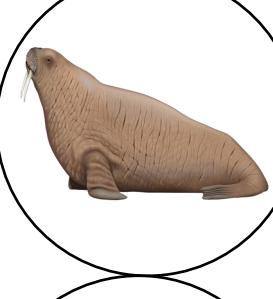
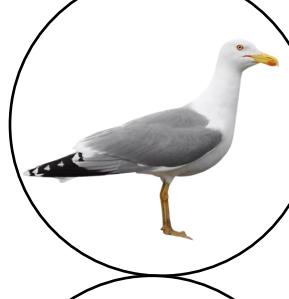
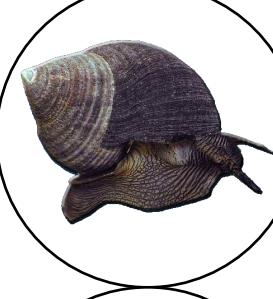
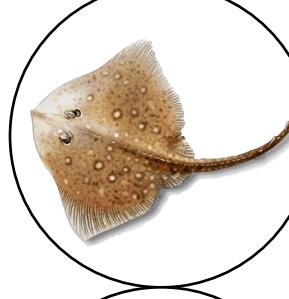
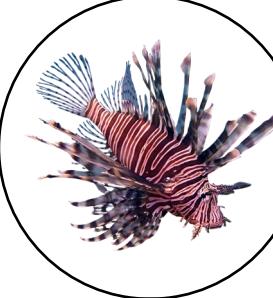
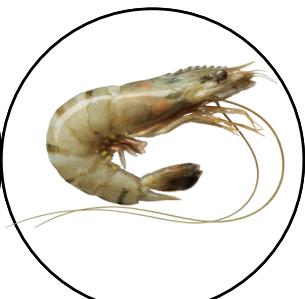
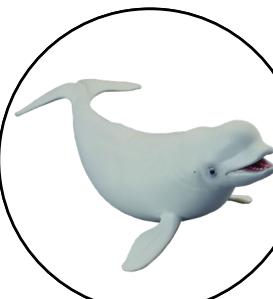
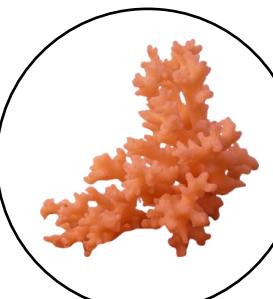
poulpe géant - dauphin - éponge - oursin - poisson vache - hippocampe - otarie - crabe - loutre - méduse - poisson clown - orque - nautilus - lamantin - tortue - murène - calamar - Bernard l'Hermite - coquille St Jacques - manchot - poisson chirurgien - requin blanc - iguane - narval - étoile de mer - corail - bélouga - crevette - anémone - pélican - poisson lion - baleine - raie - bigorneau - phoque - crocodile - mouette morse - requin marteau - poisson globe - homard - ours polaire - poisson papillon - huitre - moule - limande - thon - petite roussette.

Choix 1 :
les bouchons



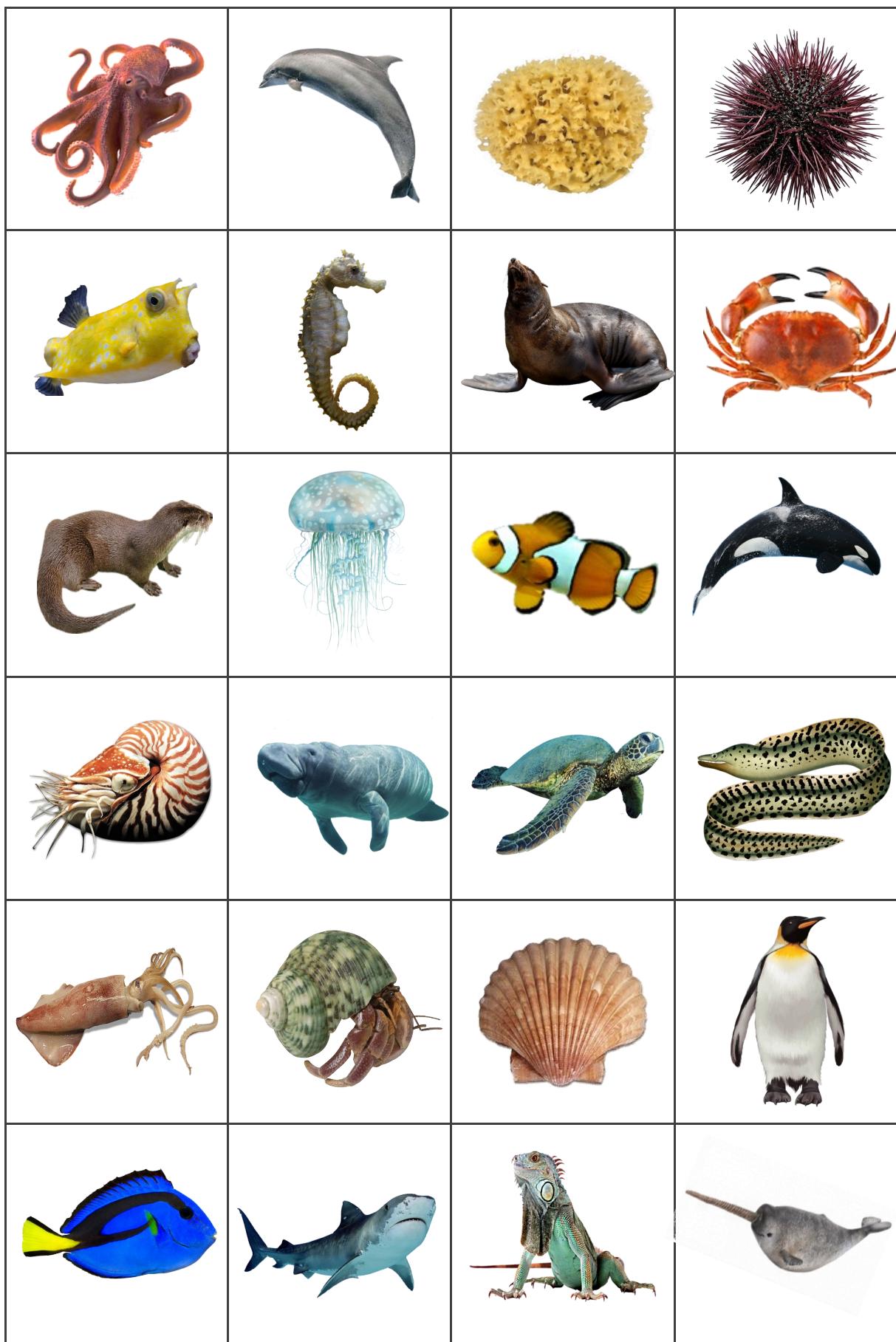
À coller dans des bouchons de lait pour faire les jetons à piocher dans un sac :) En les imprimant en double, vous pouvez y jouer comme un memory

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les bouchons



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Choix
2 : les
cartes



Cartes basiques à plastifier pour placer sur les planches

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cartes



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