

Domaines : Mobiliser le langage oral / explorer le monde



Compétences : ML 2 - S'exprimer dans un langage syntaxiquement correct et précis.

EM 11 Connaître les besoins essentiels de quelques animaux et végétaux.

Objectif: acquérir du vocabulaire sur le thème les animaux de la mer

Titre / n°	déroulement	Enseignant / ATSEM	matériel	temps
1 Présentation du jeu	<p>L'enseignant explique la règle du jeu : on pioche une carte, on nomme l'animal et si celui-ci se trouve sur notre planche, on le place.</p> <p>Le premier à remplir sa planche à gagné (pour accélérer le jeu, si on ne possède pas la carte piochée, on la donne au camarade qui l'a sur sa planche)</p>	<p>L'adulte nomme à chaque fois l'animal pioché si l'enfant n'en est pas capable, et veille au respect du tour de jeu.</p>	Planches cartes	30 minutes
2 Et les suivantes	<p>Au fur et à mesure des parties, les enfants connaissent de + en + le vocabulaire et prennent de l'autonomie.</p>	<p>Ce jeu peut s'accompagner d'une visite à l'aquarium, ainsi que de recherches documentaires à partir de livres, de photos et de vidéos.</p>	http://laclassedelaurene.blogspot.fr/	

Les animaux marins



poulpe géant



poisson vache



éponge



dauphin



hippocampe



otarie



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Les animaux marins



méduse



loutre



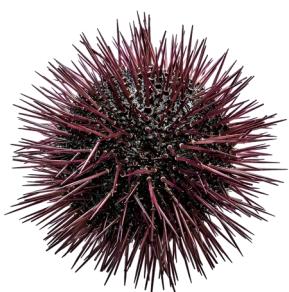
crabe



poisson clown



oursin



orque



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nautilus



lamantin



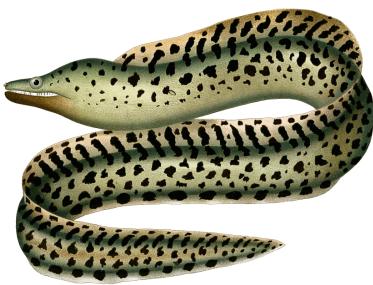
tortue



coquille st Jacques



murène



calamar



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Les animaux marins



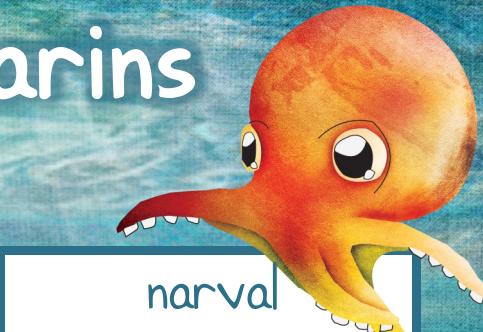
manchot



Bernard l'Hermite



narval



poisson chirurgien



grand requin blanc



iguane



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étoile de mer



morse



raie



homard



mouette



anémone de mer



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phoque



pélican



corail



moule



crocodile marin



requin marteau



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Les animaux marins



bélouga



petite roussette



baleine



crevette



poisson lion



limande

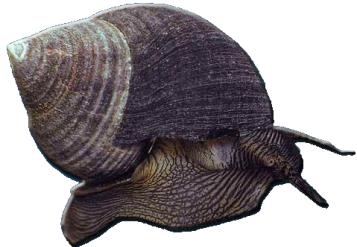


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Les animaux marins



bigorneau



poisson globe



thon



poisson papillon



huitre

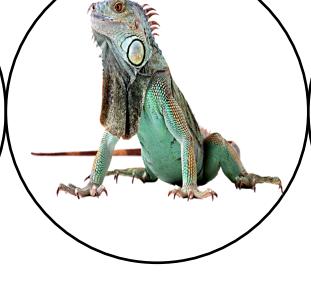
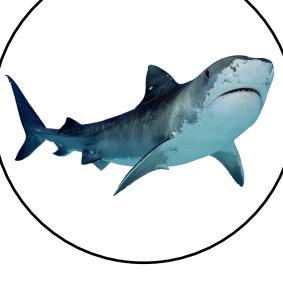
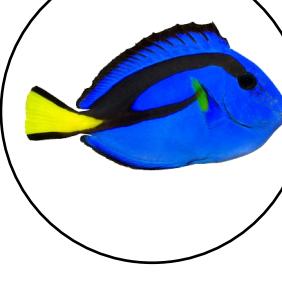
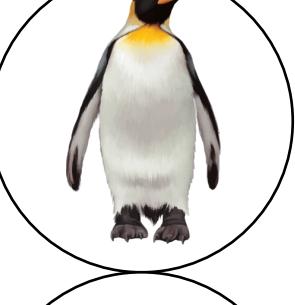
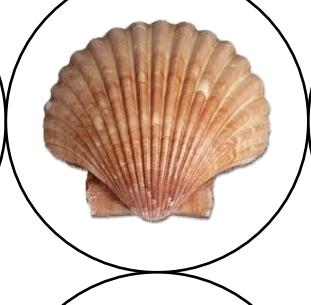
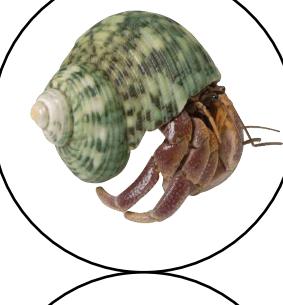
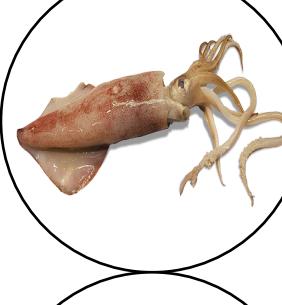
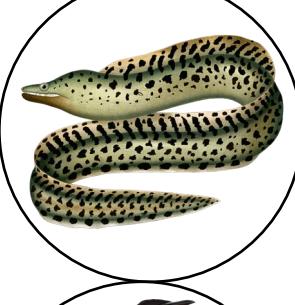
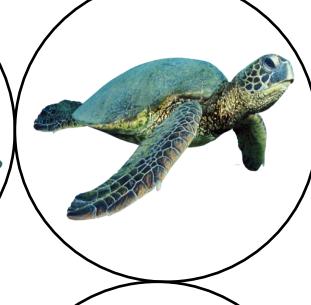
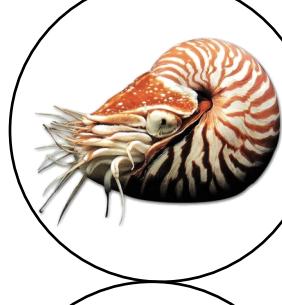
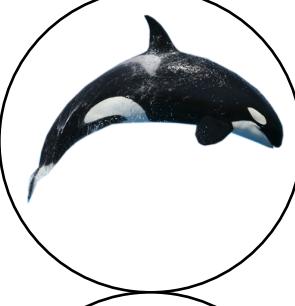
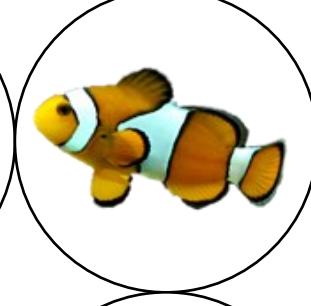
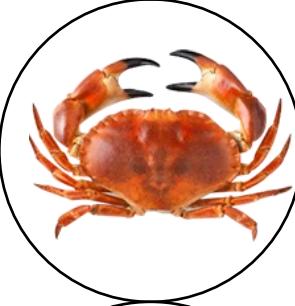
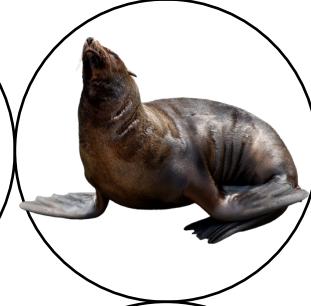
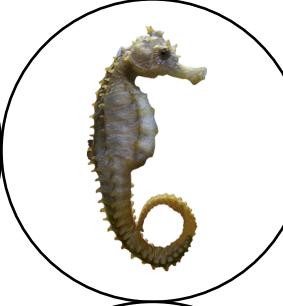
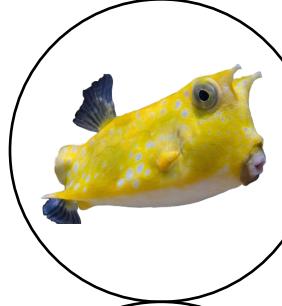
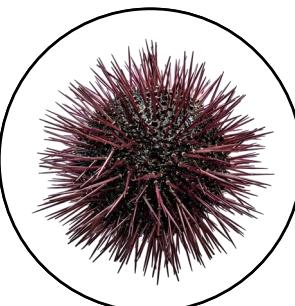
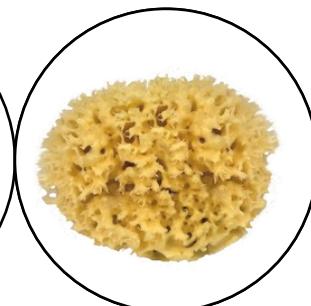


ours polaire



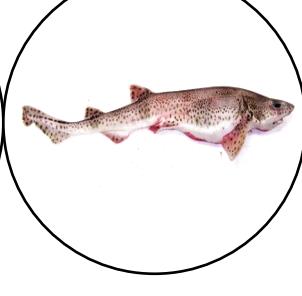
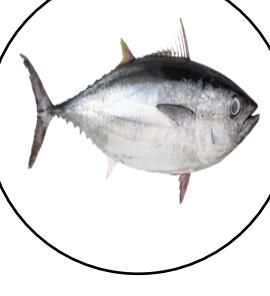
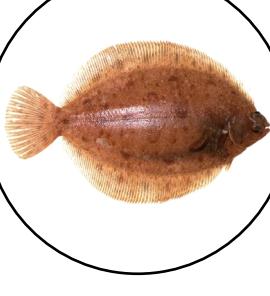
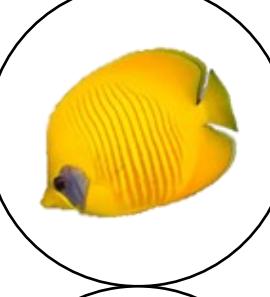
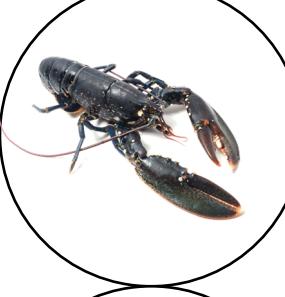
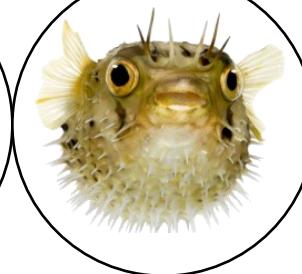
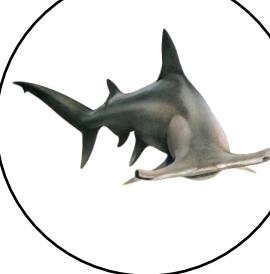
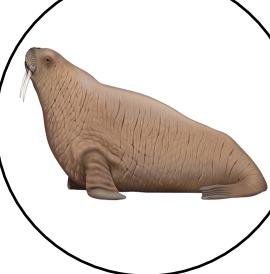
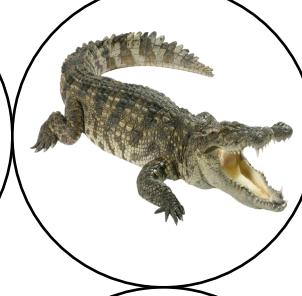
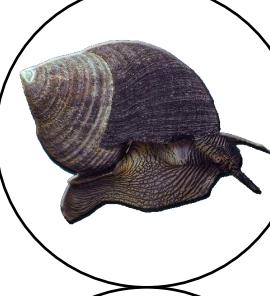
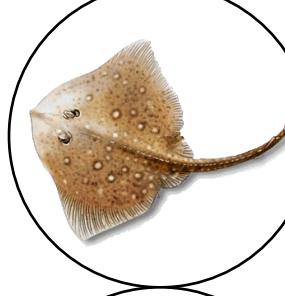
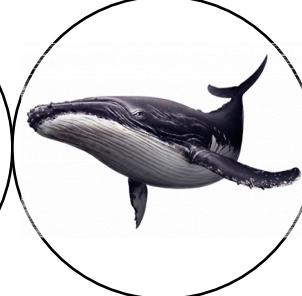
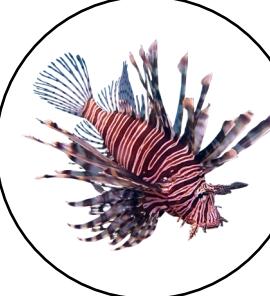
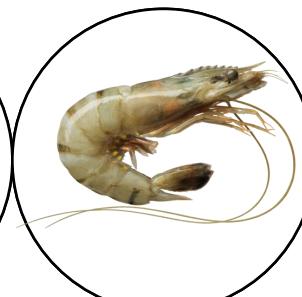
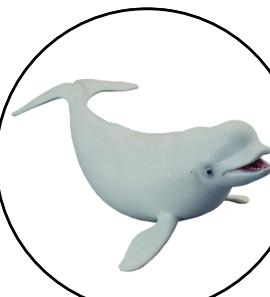
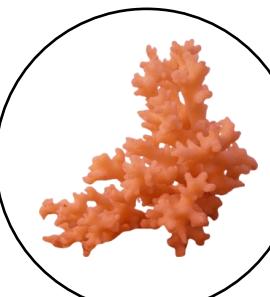
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Choix 1 :
les bouchons



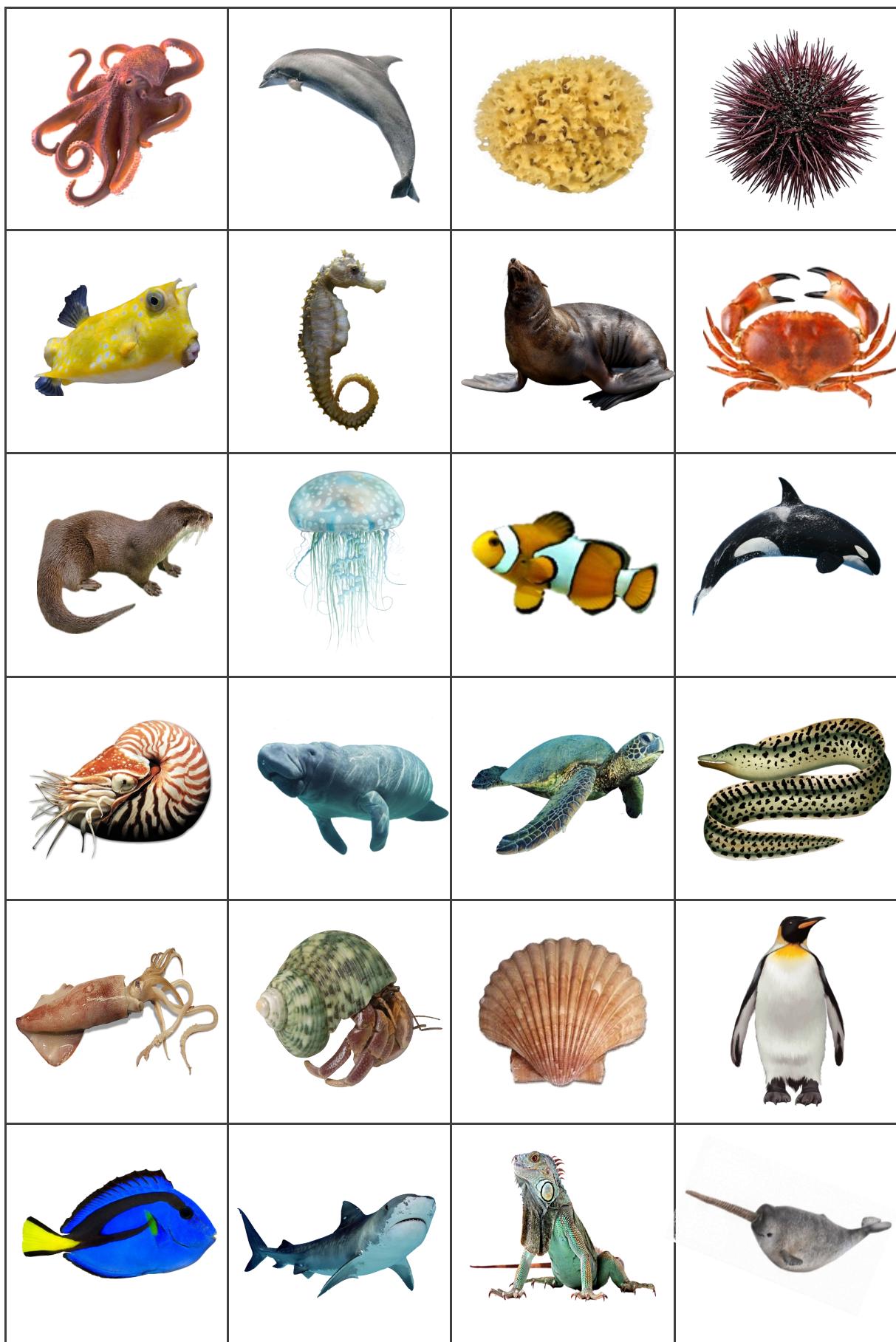
À coller dans des bouchons de lait pour faire les jetons à piocher dans un sac :) En les imprimant en double, vous pouvez y jouer comme un memory

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Choix
2 : les
cartes



Cartes basiques à plastifier pour placer sur les planches

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cartes



Cartes basiques à plastifier pour placer sur les planches