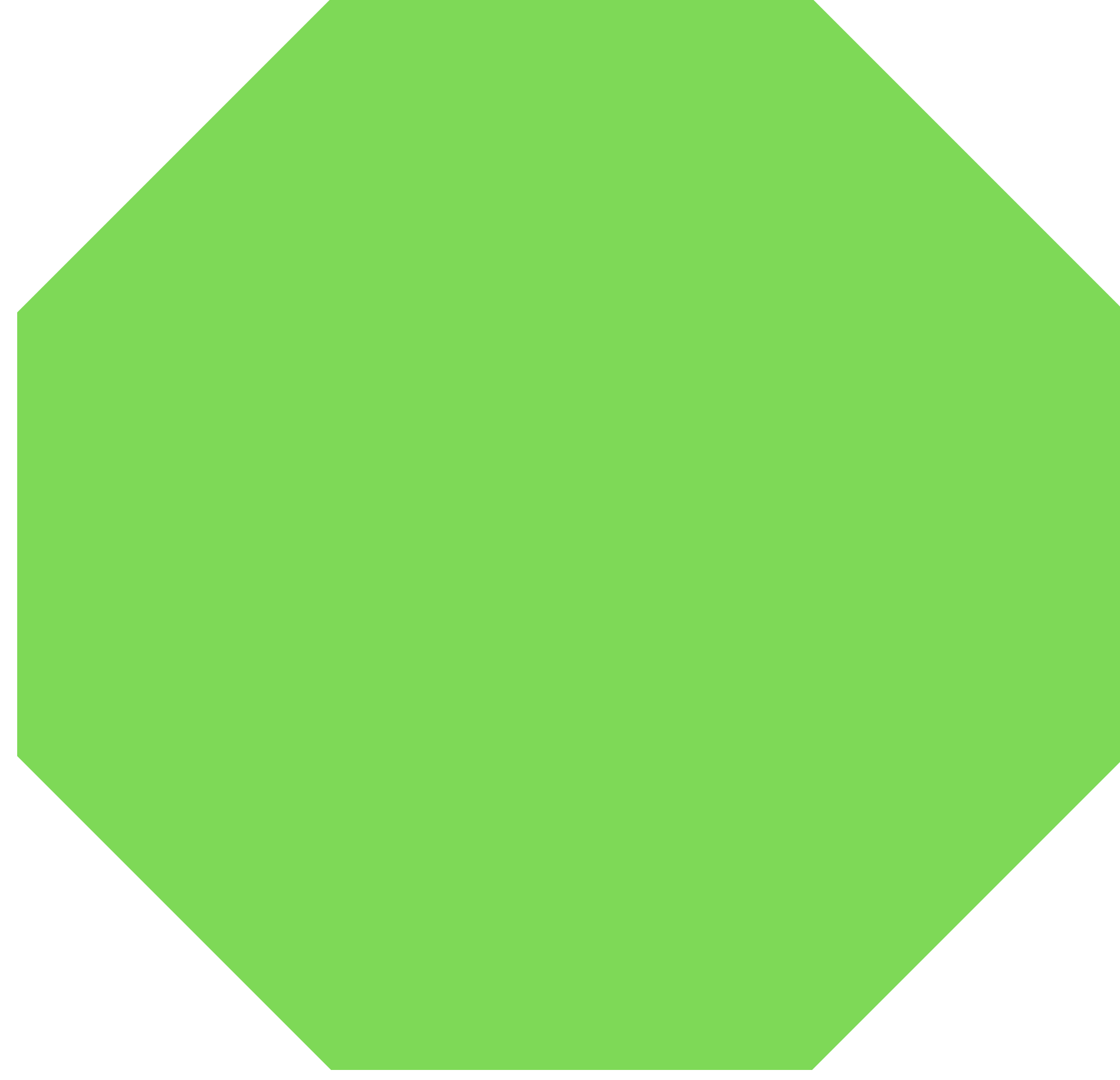


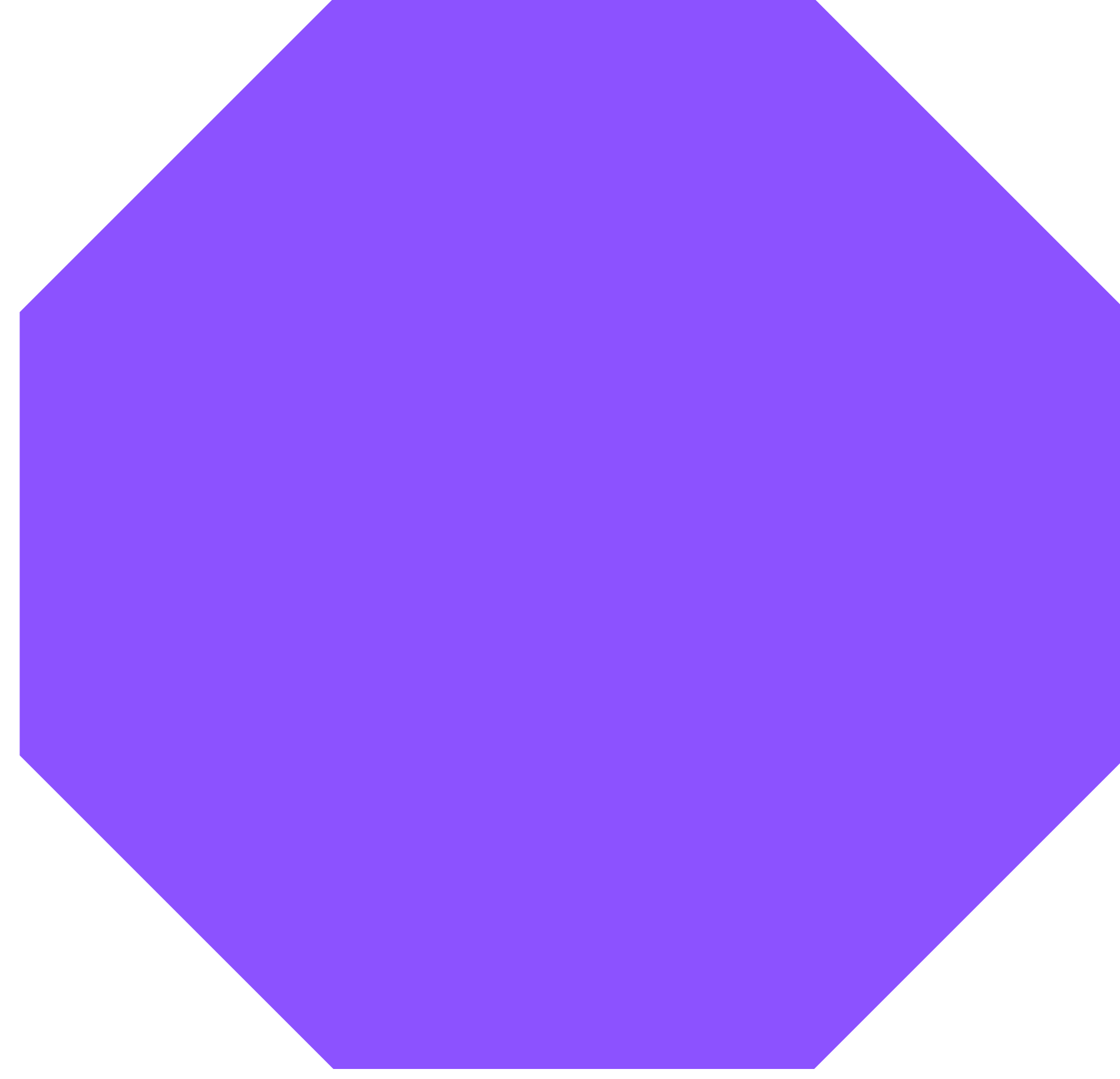
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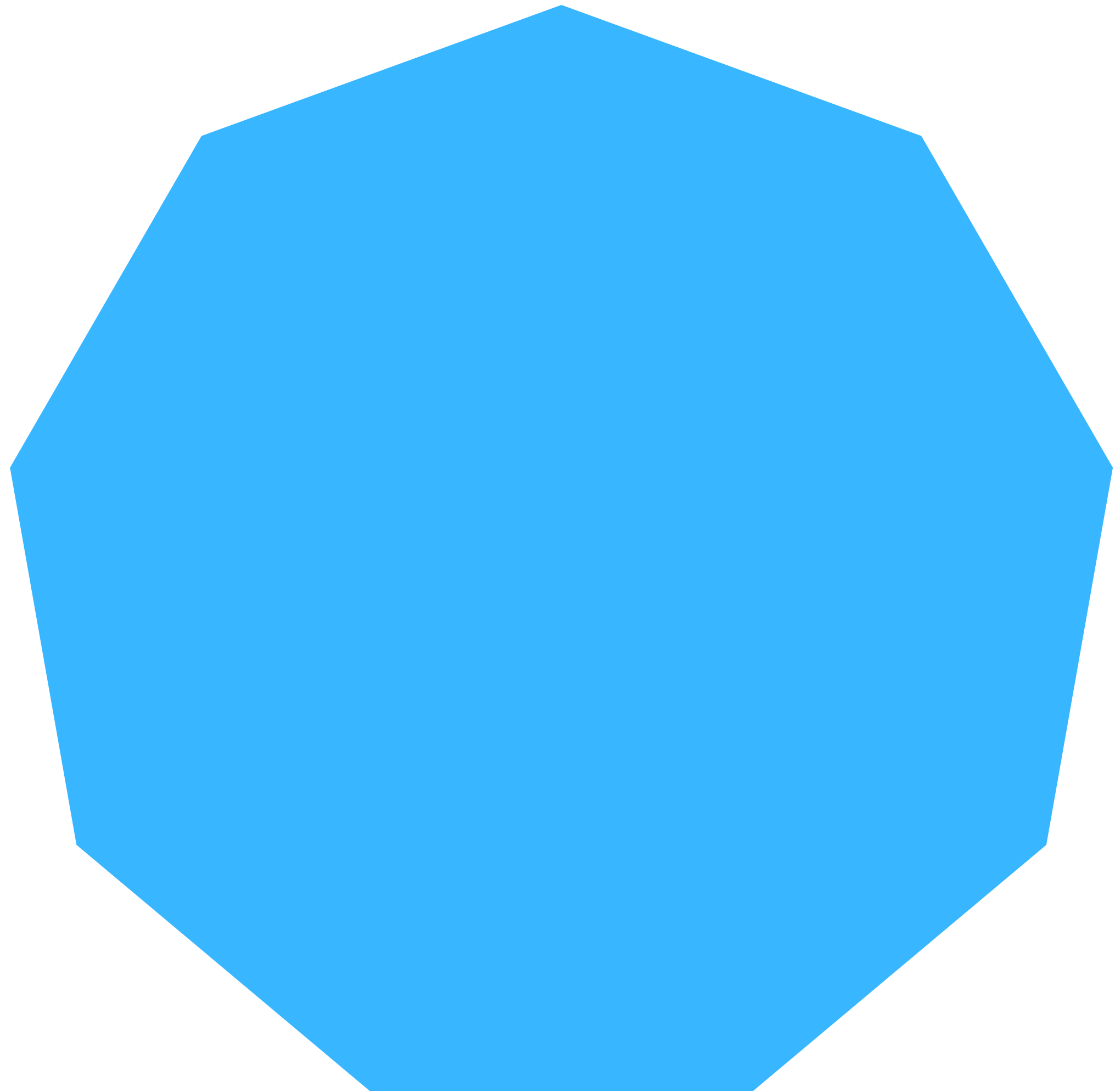
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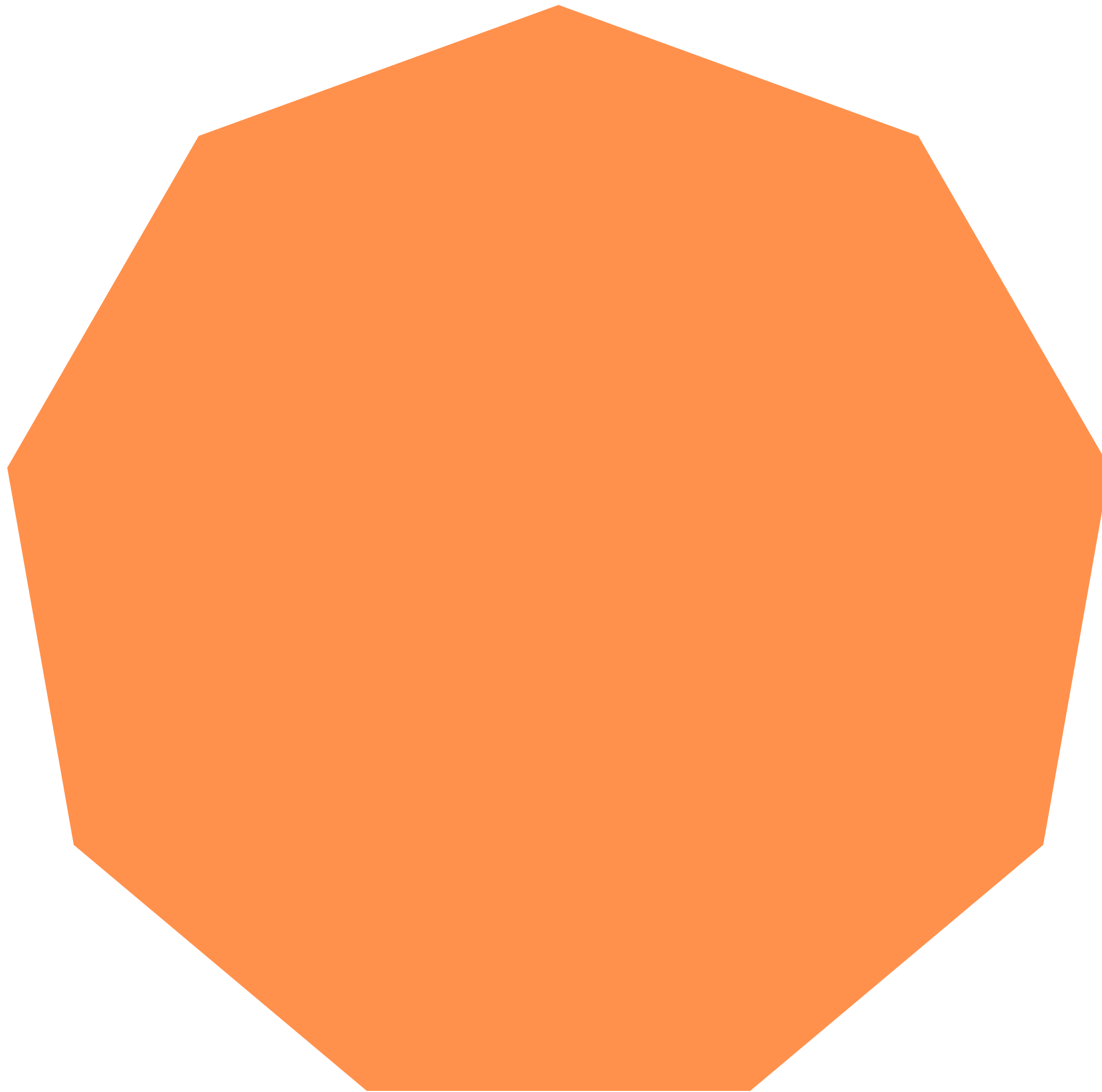
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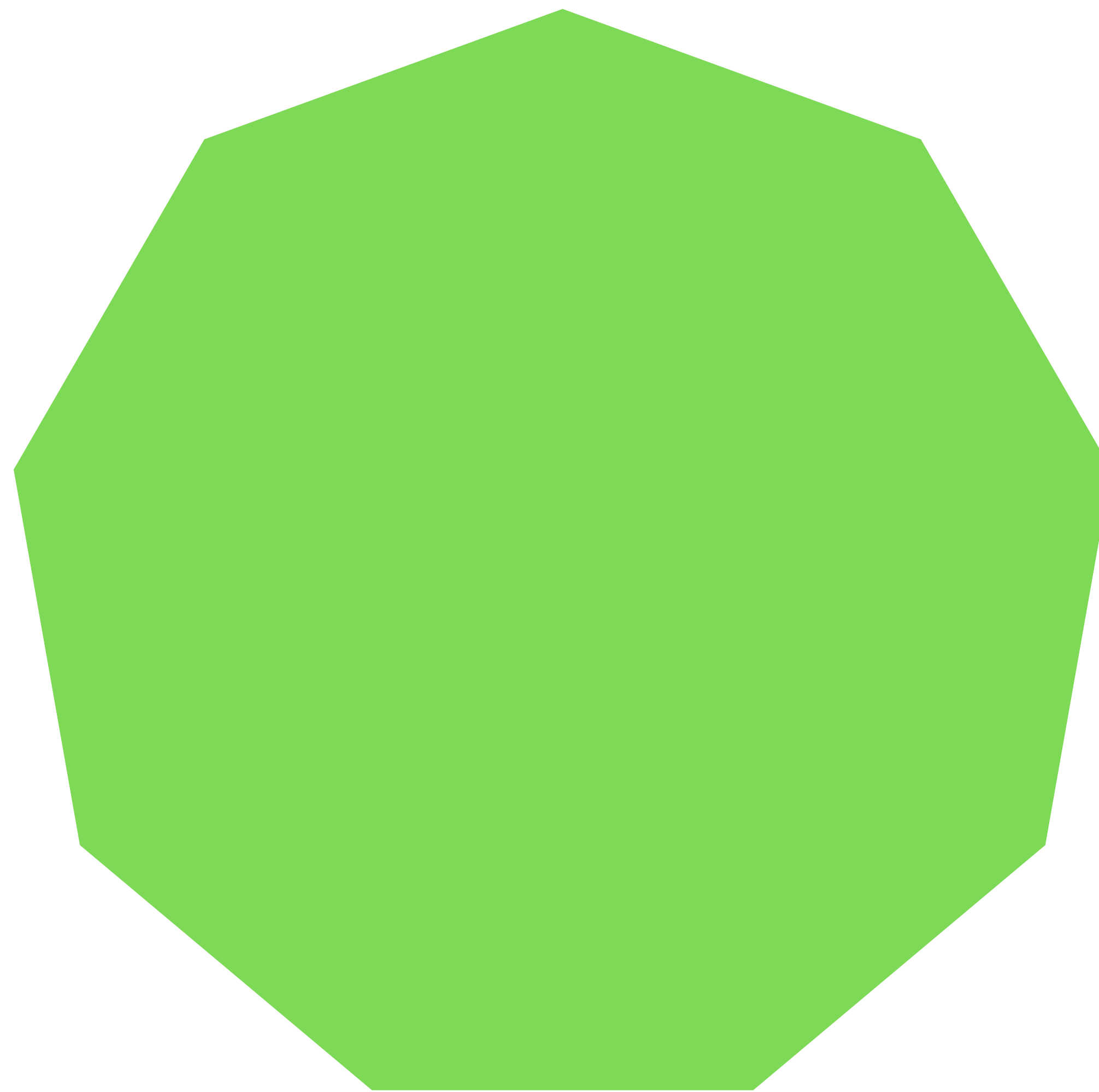
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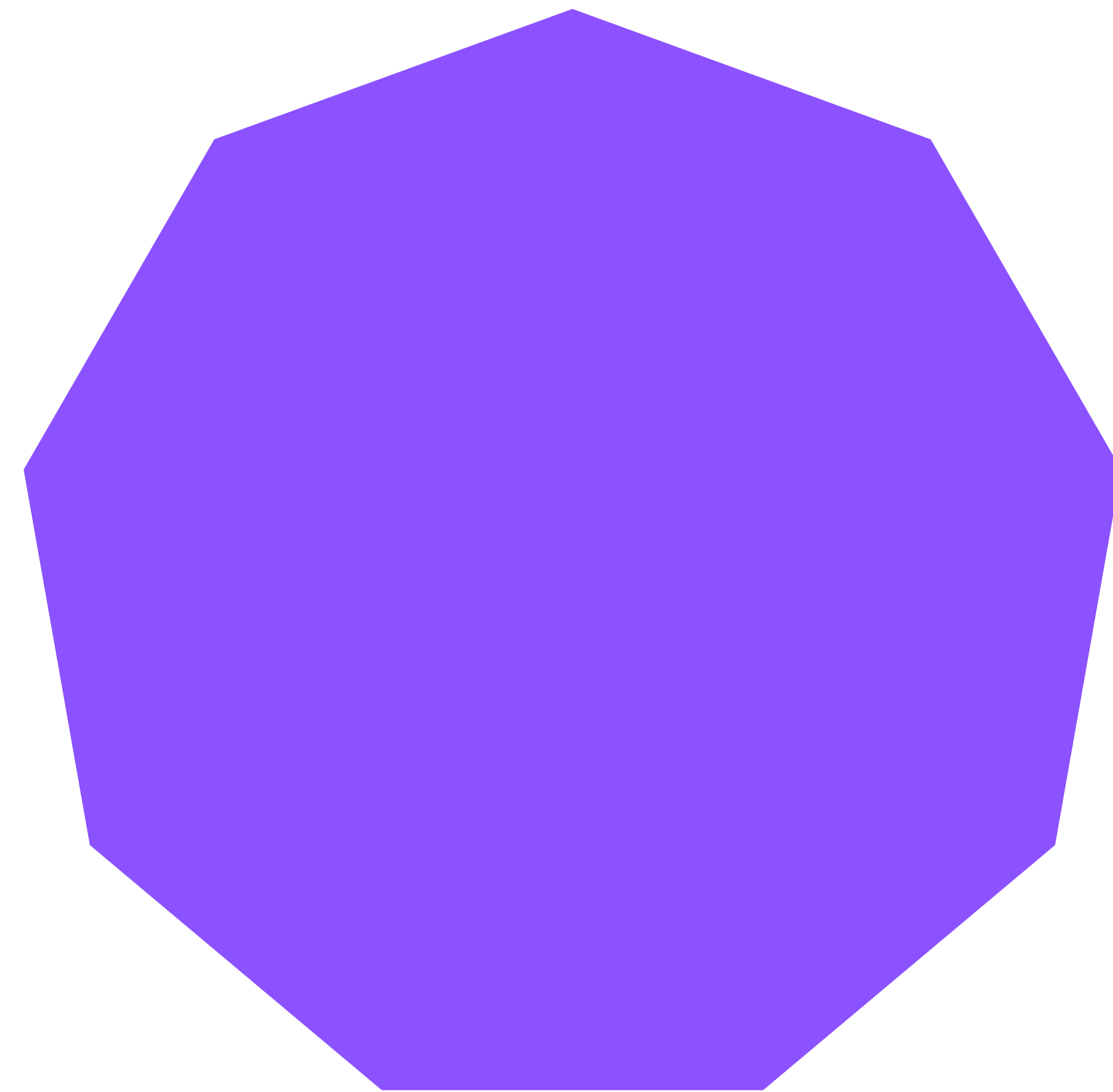
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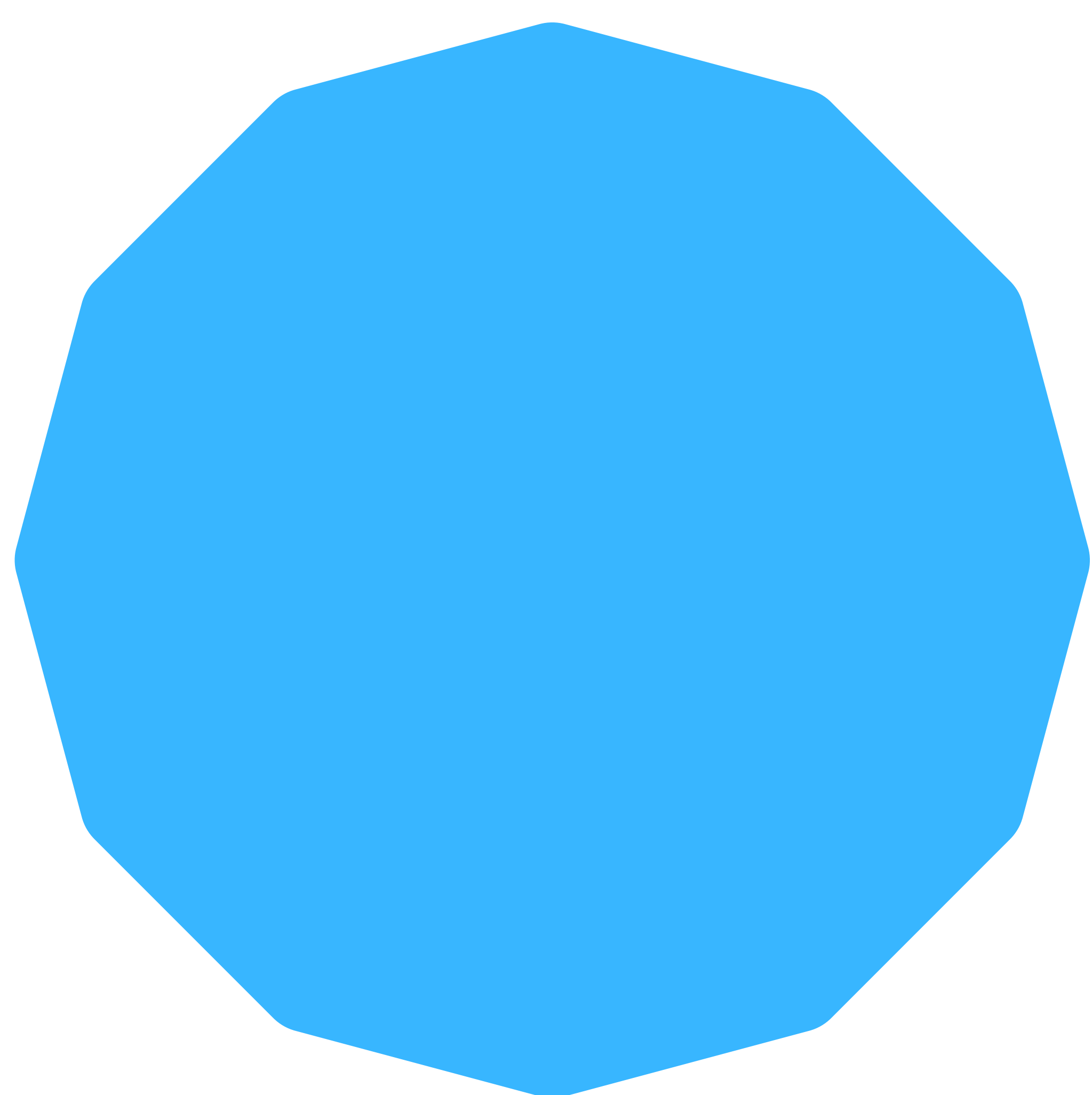
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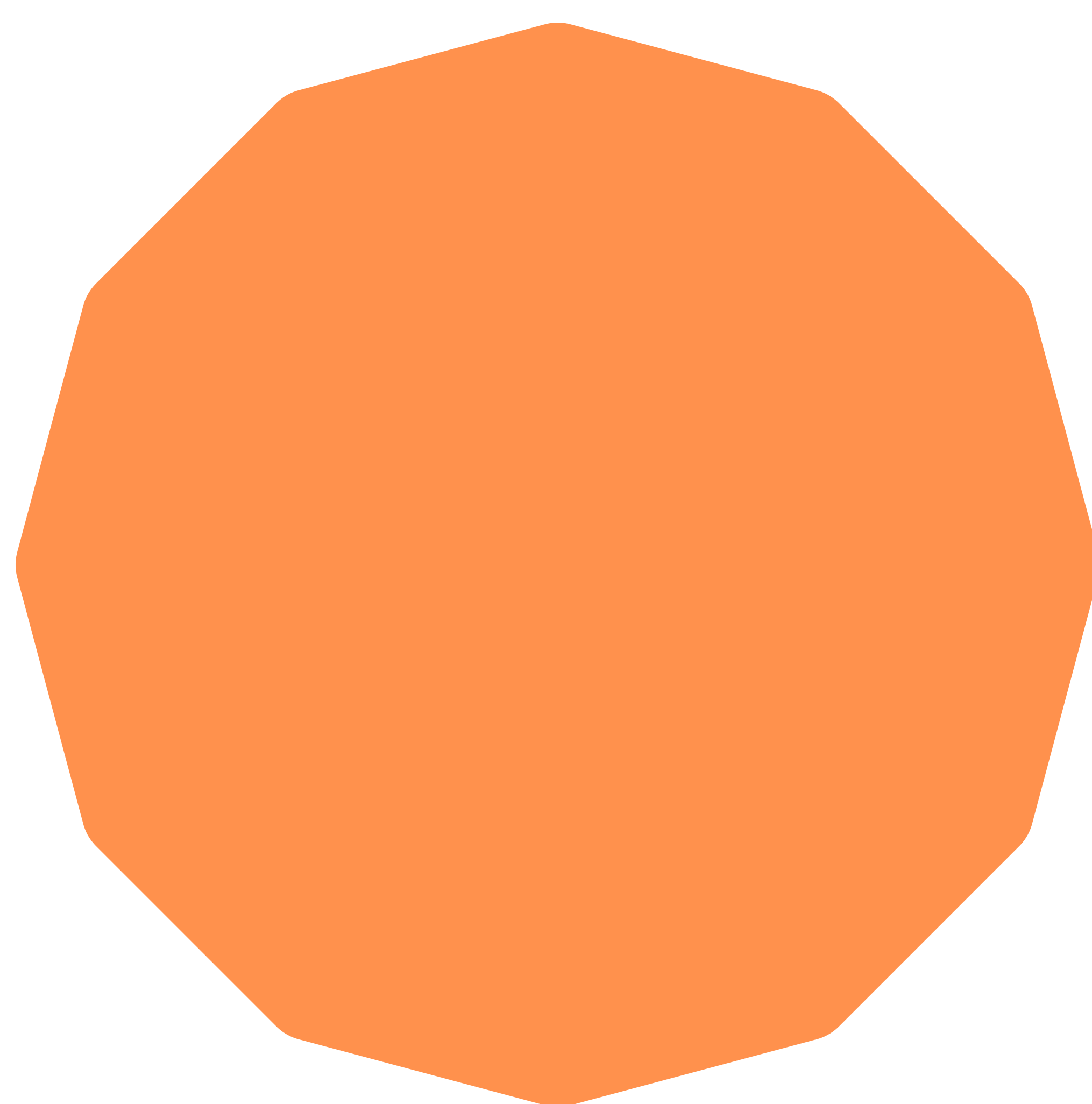
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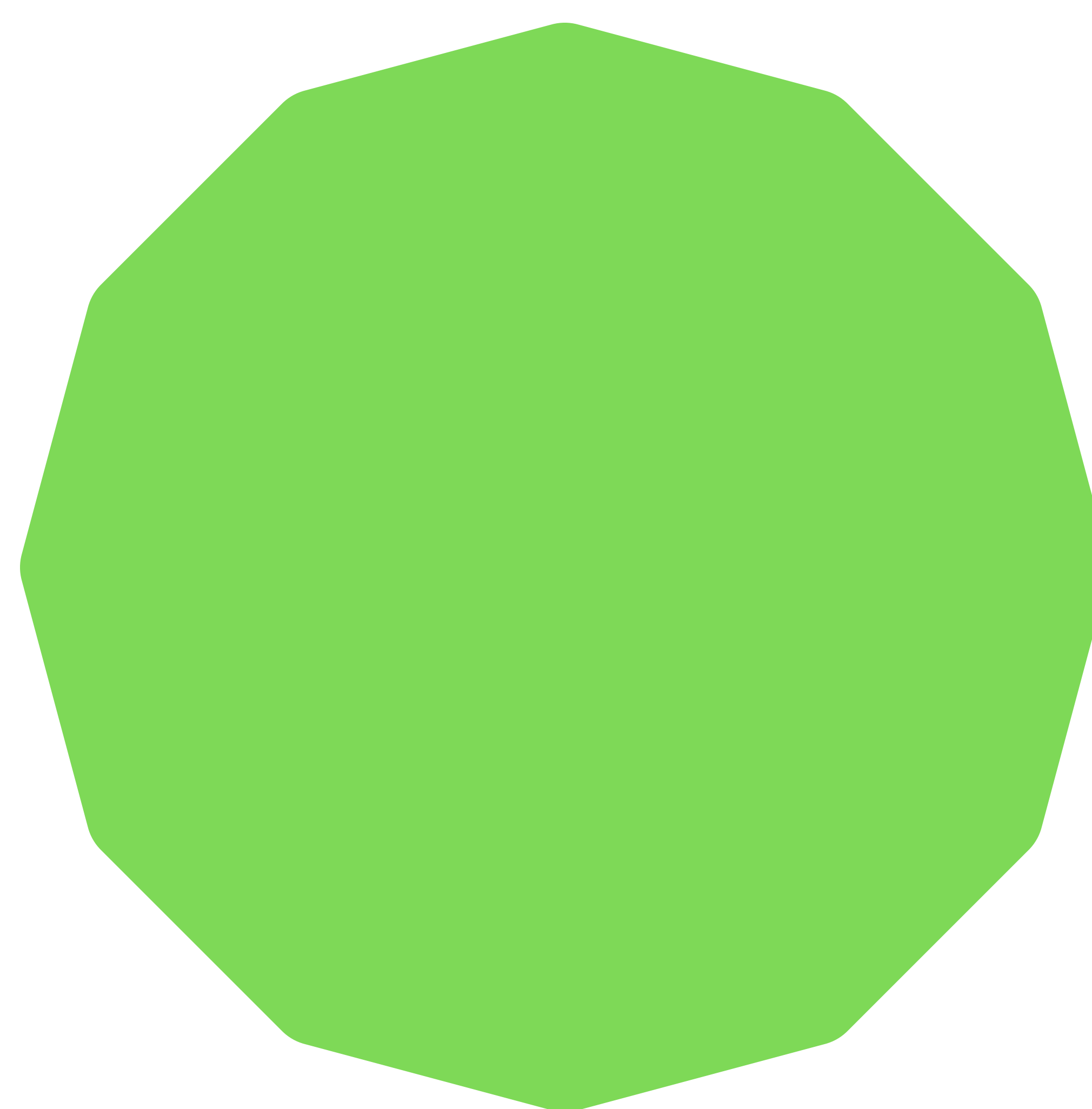
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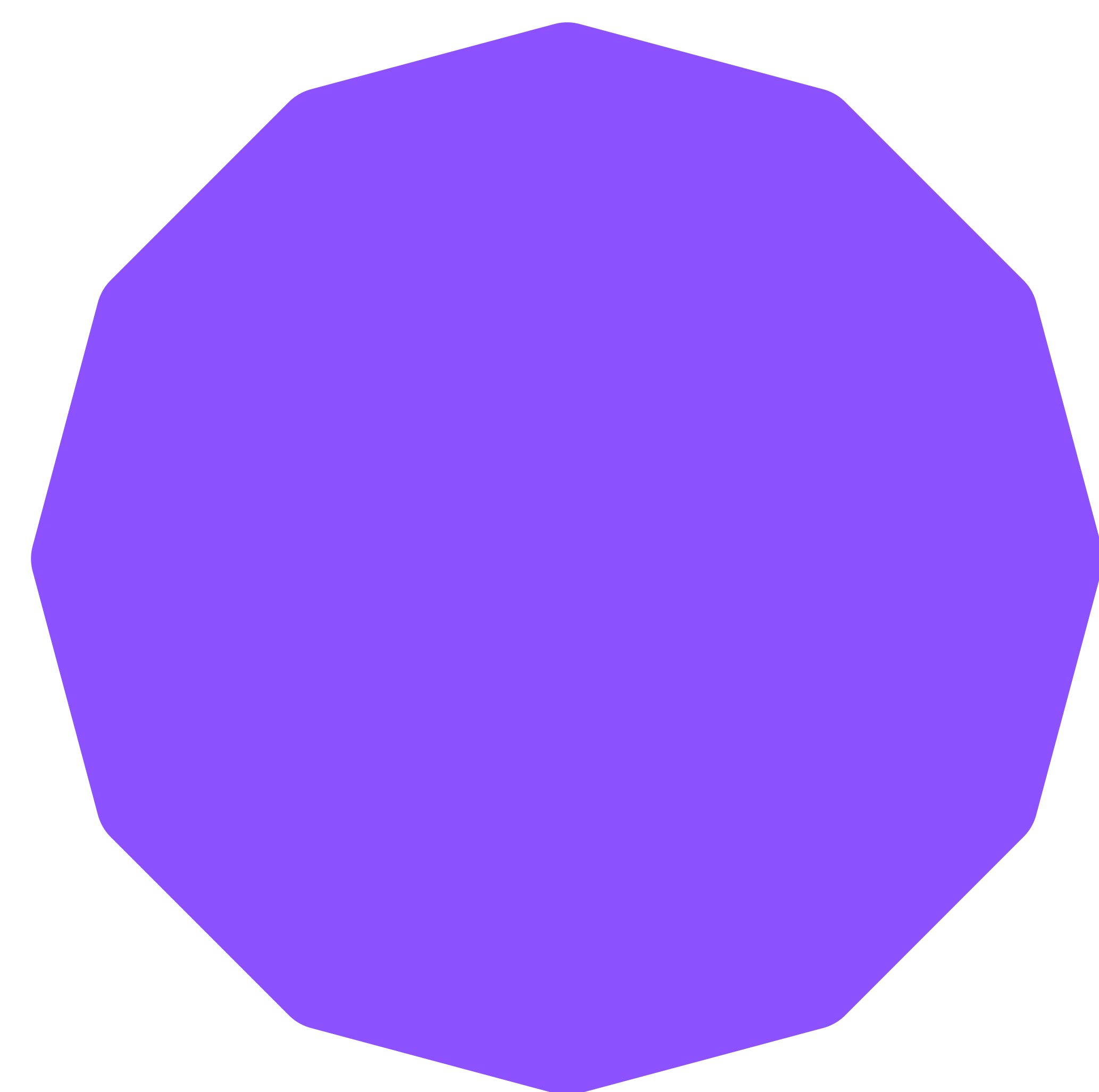
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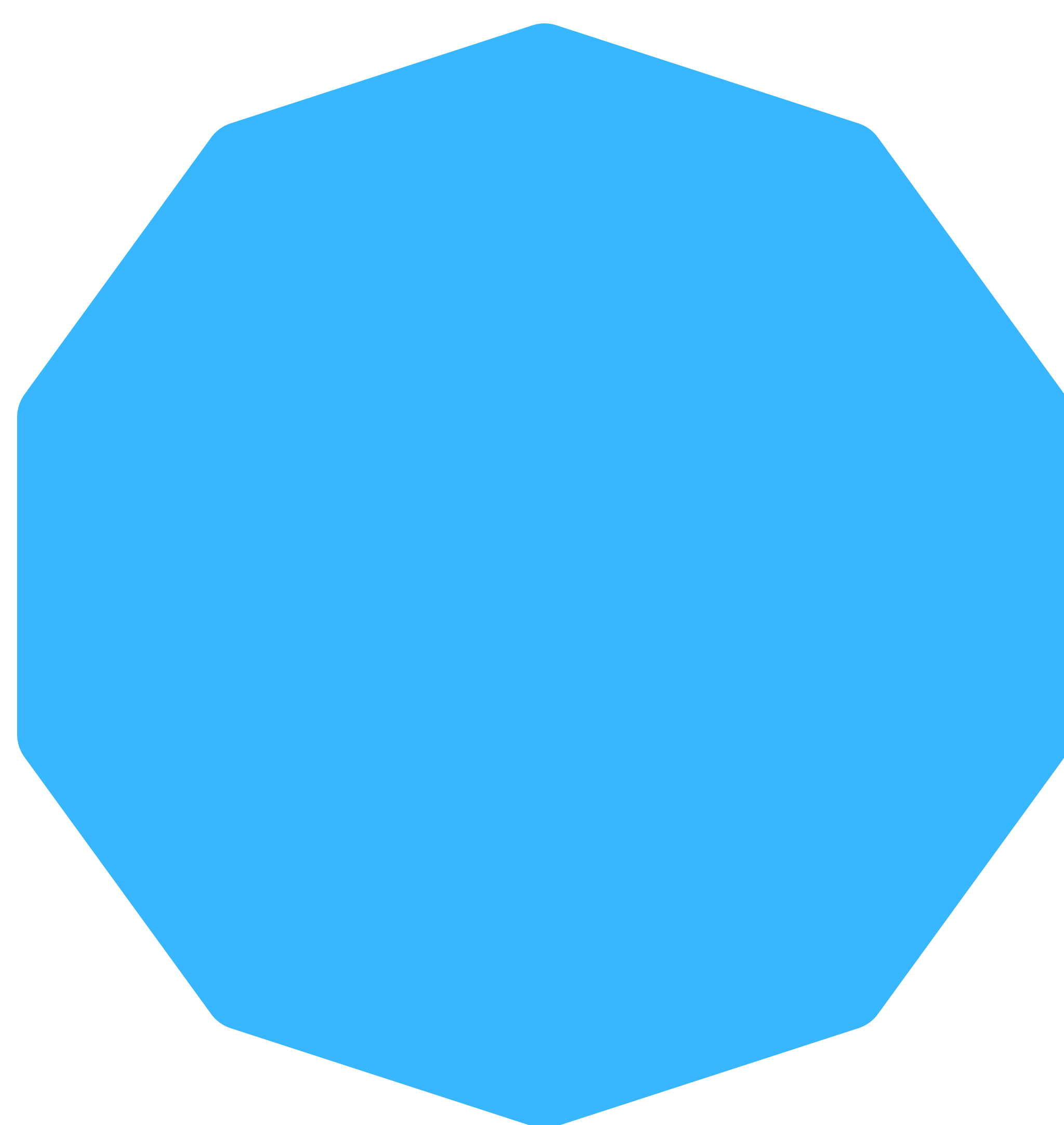
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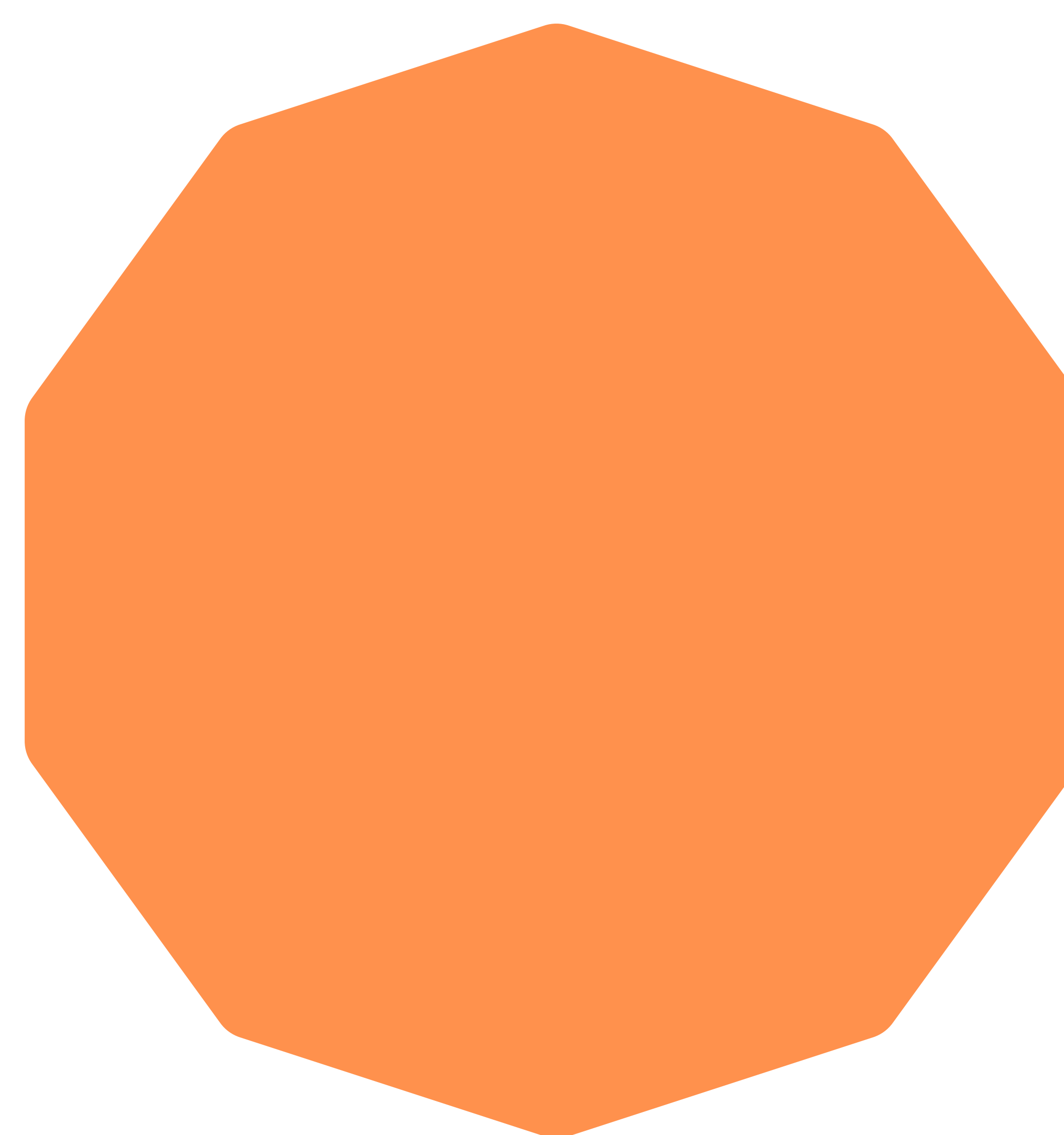
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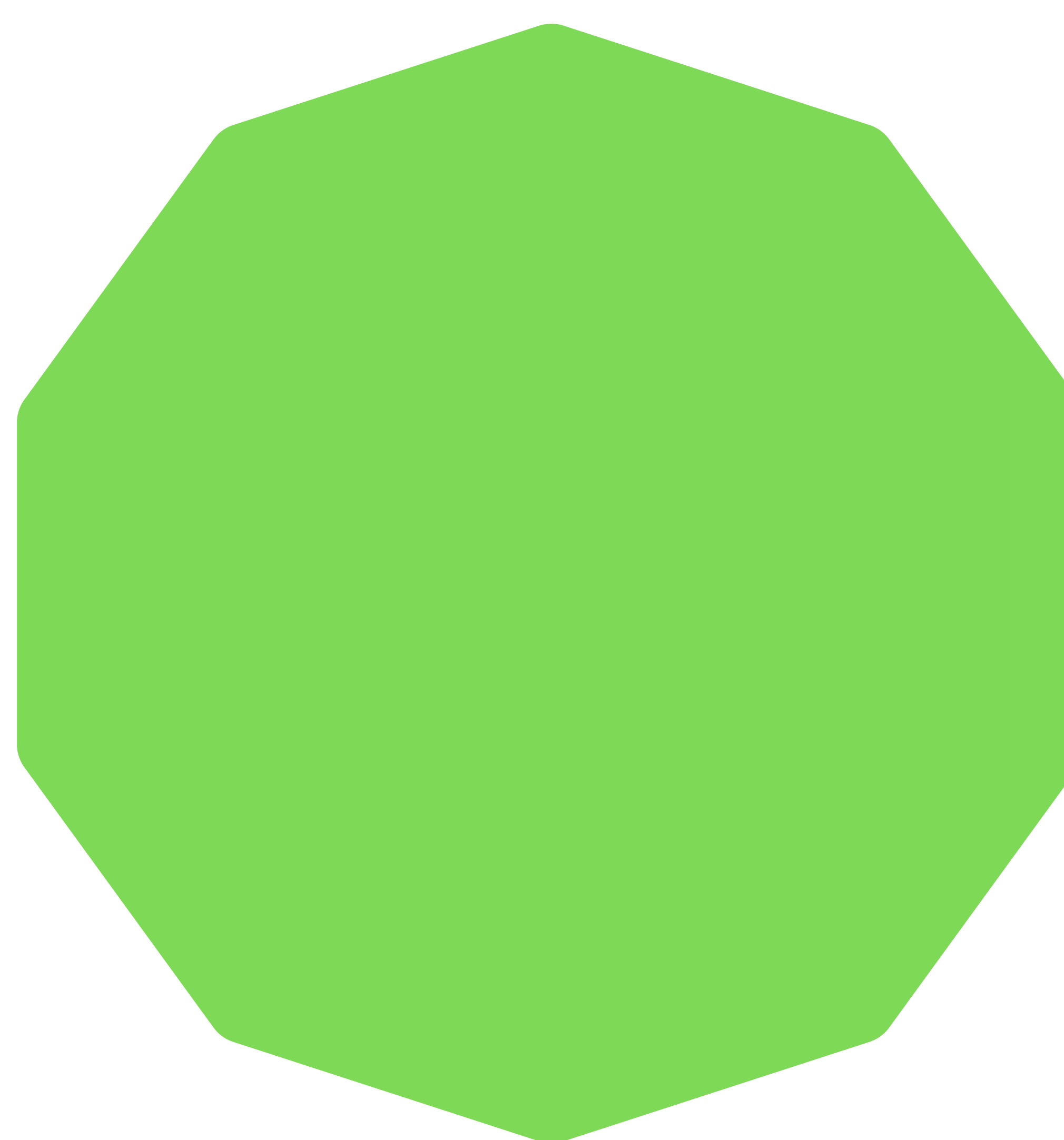
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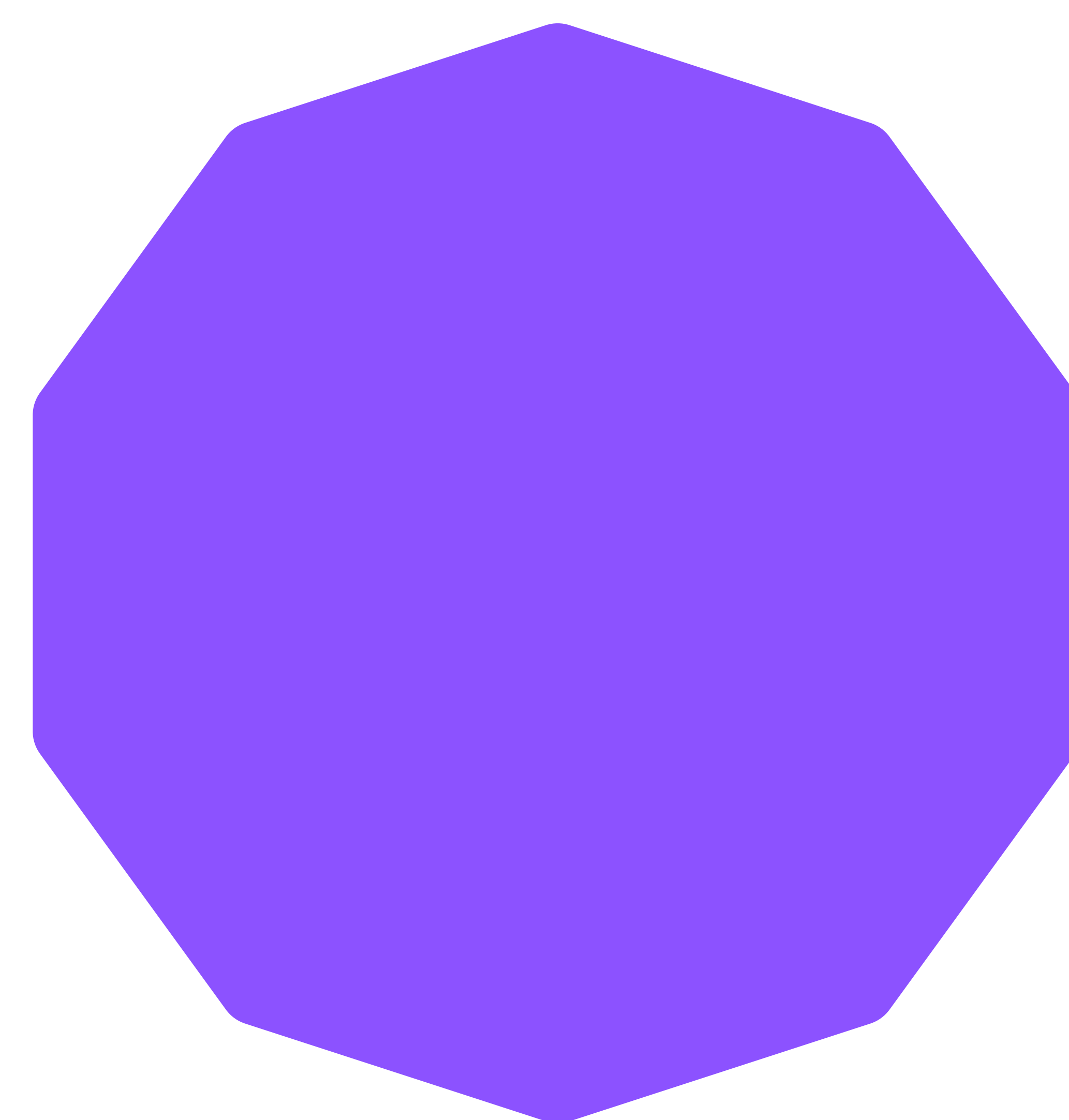
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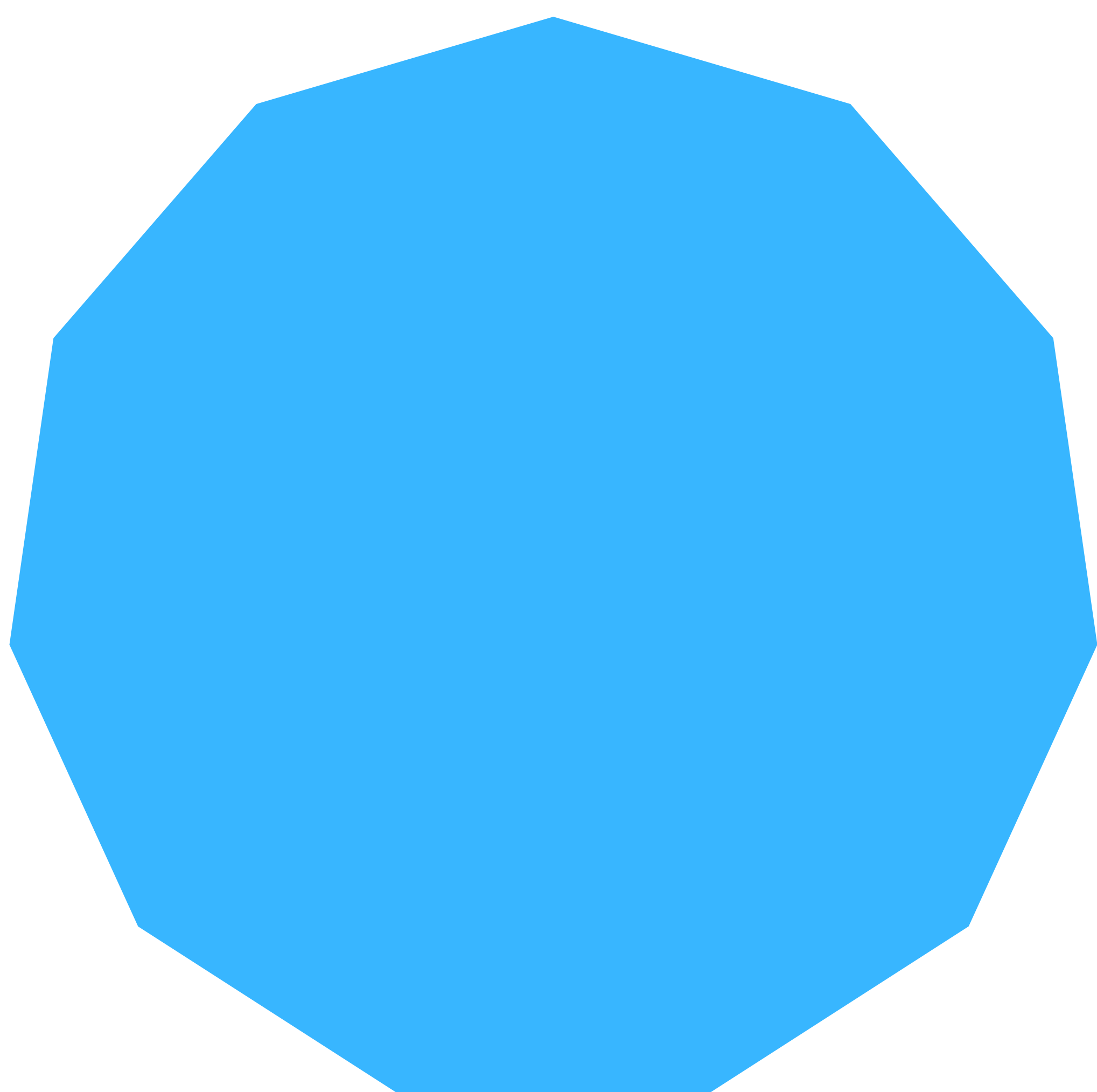
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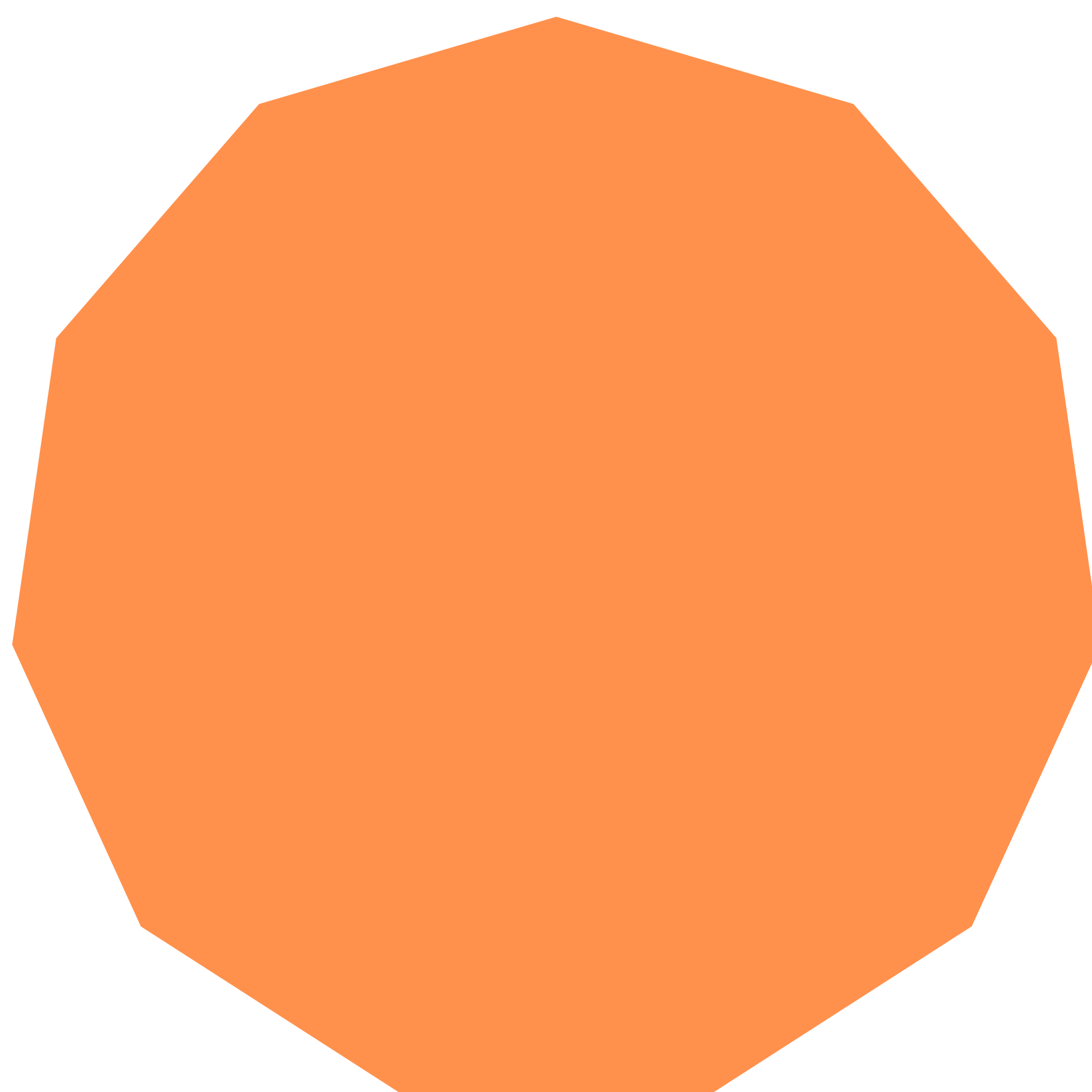
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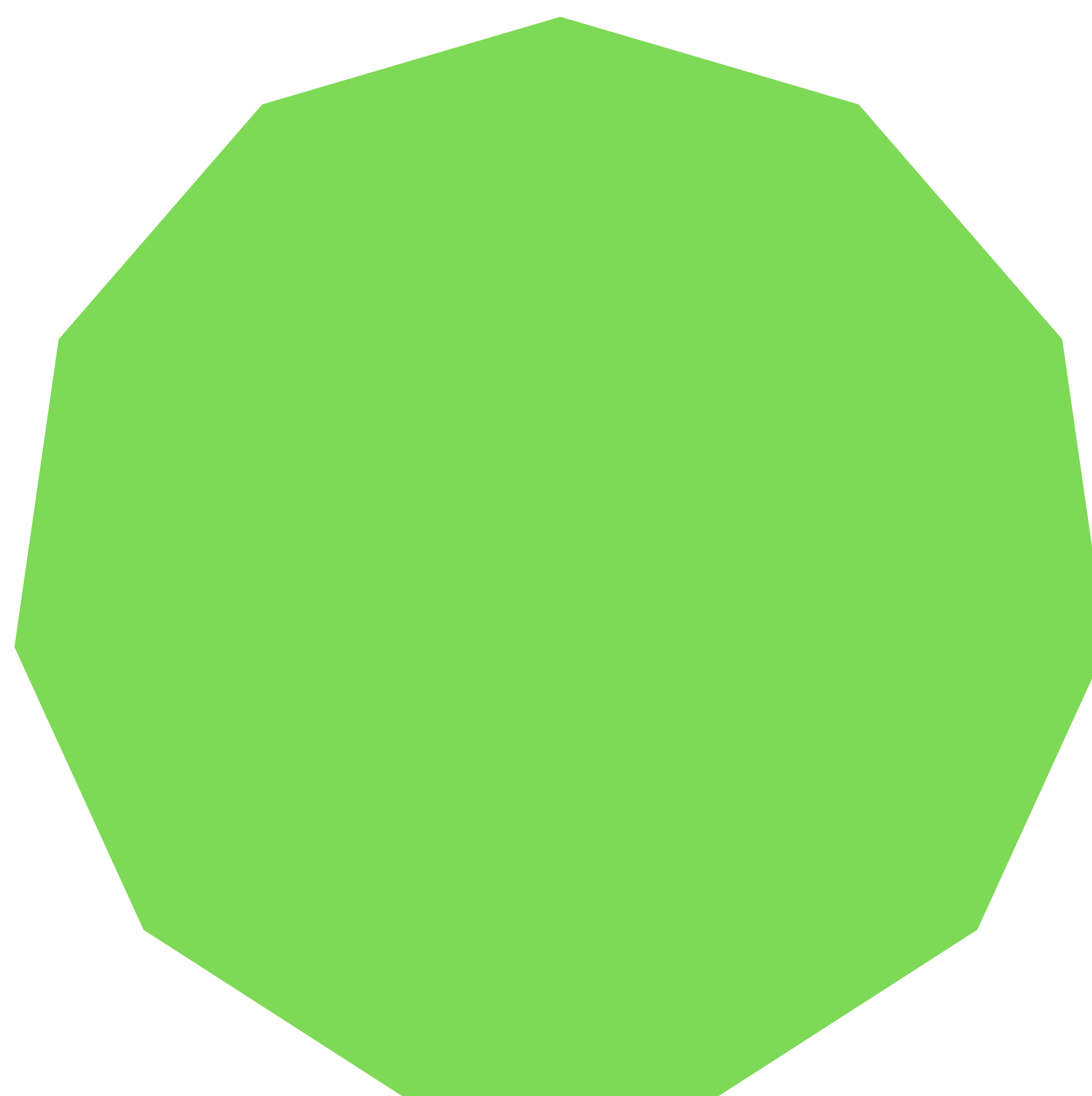
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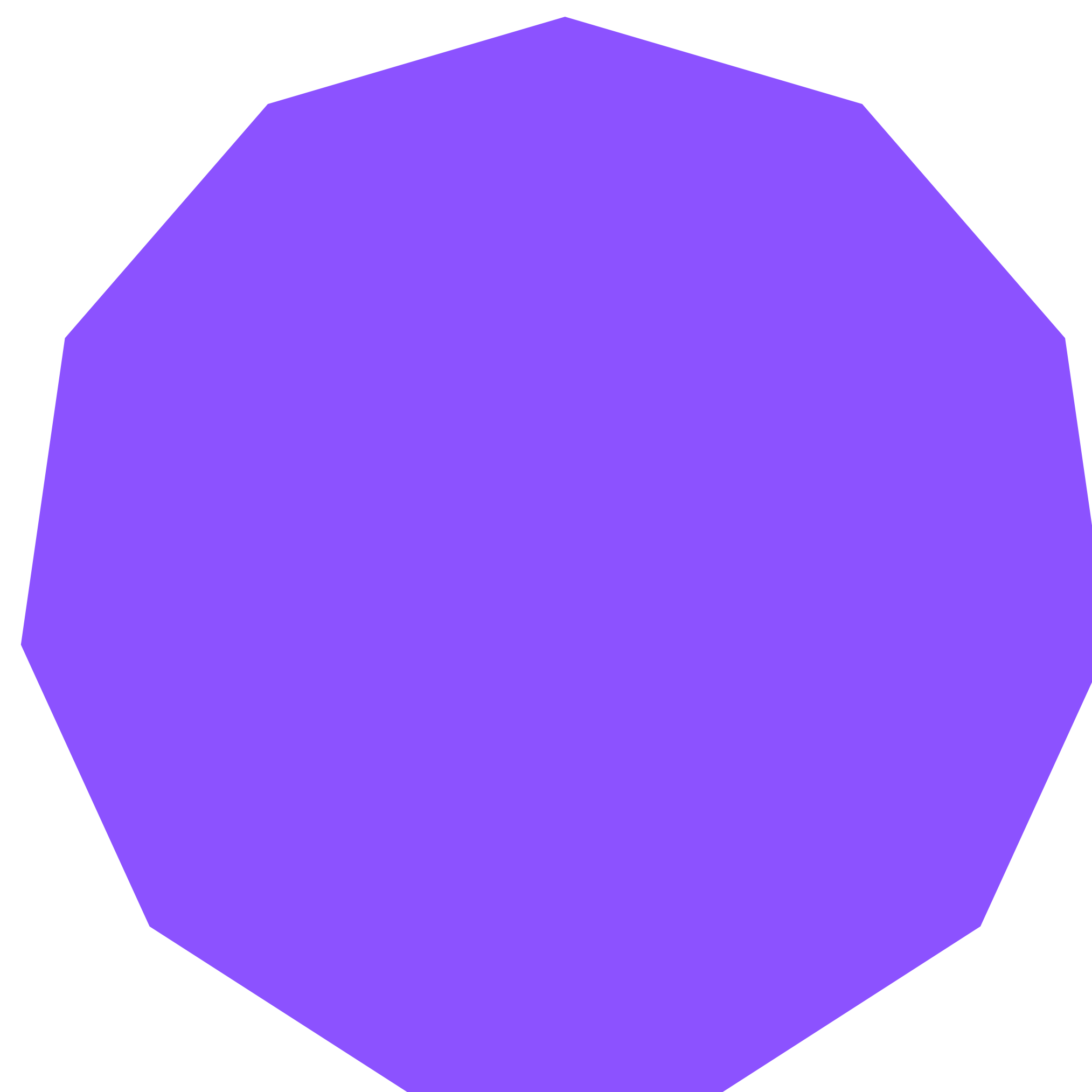
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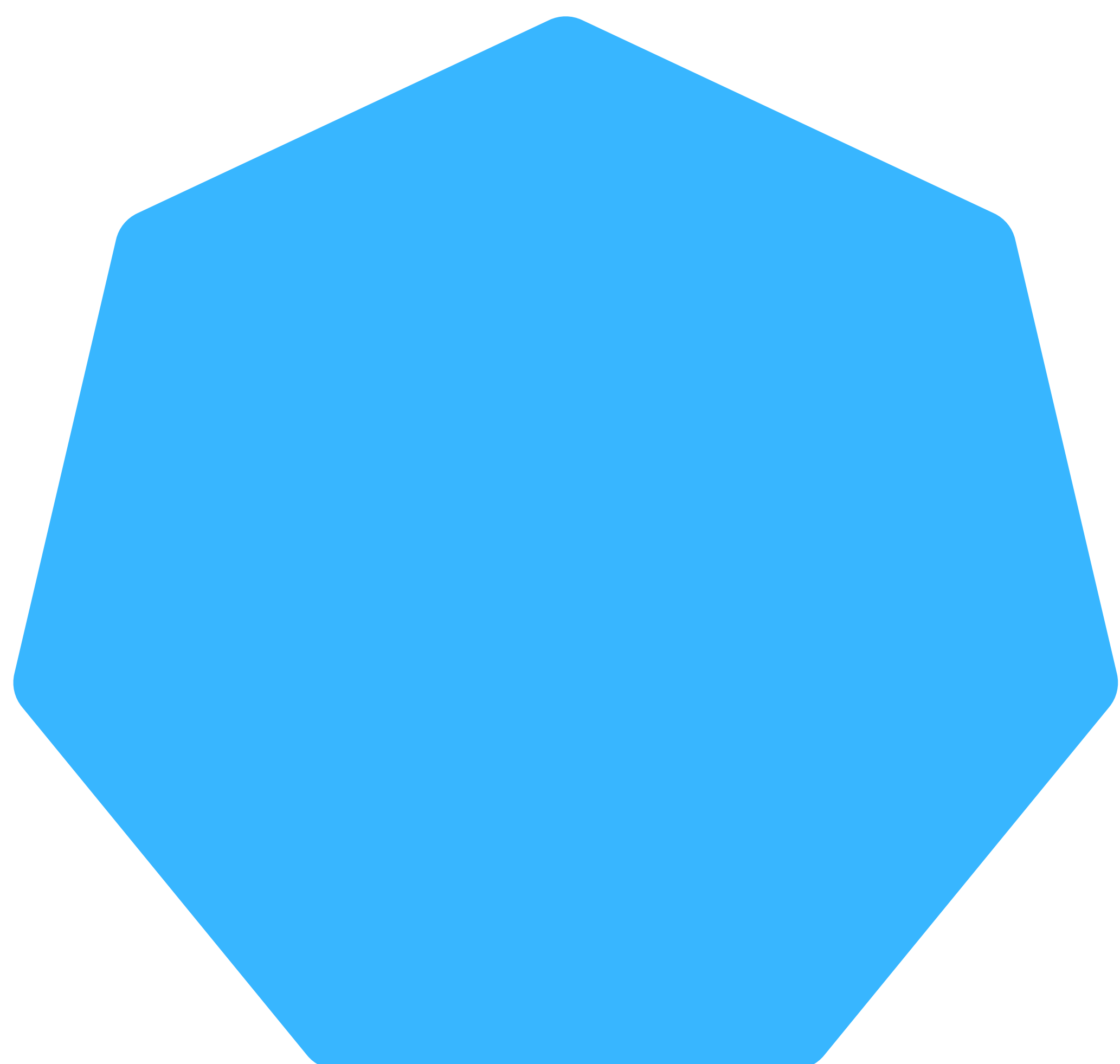
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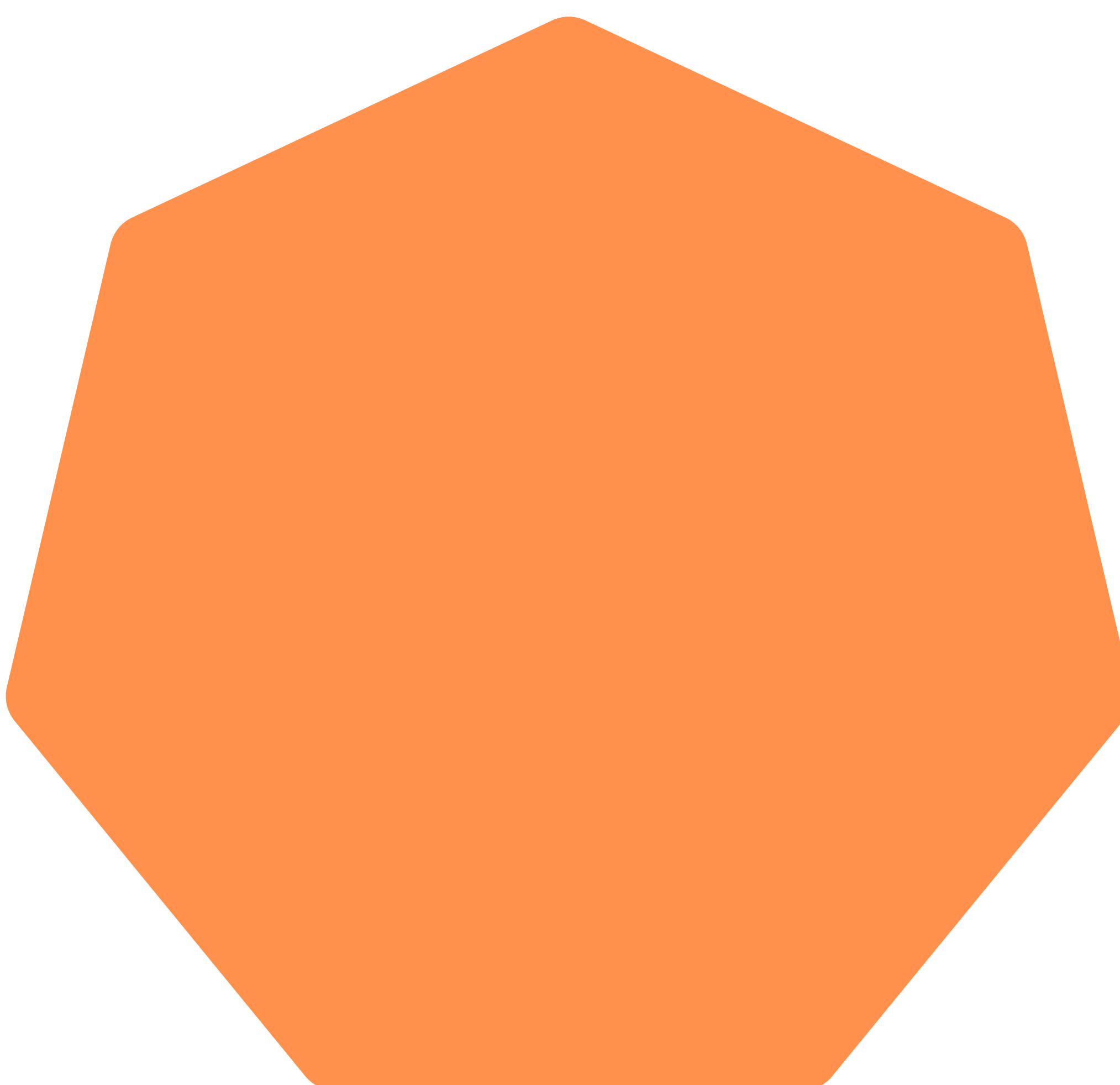
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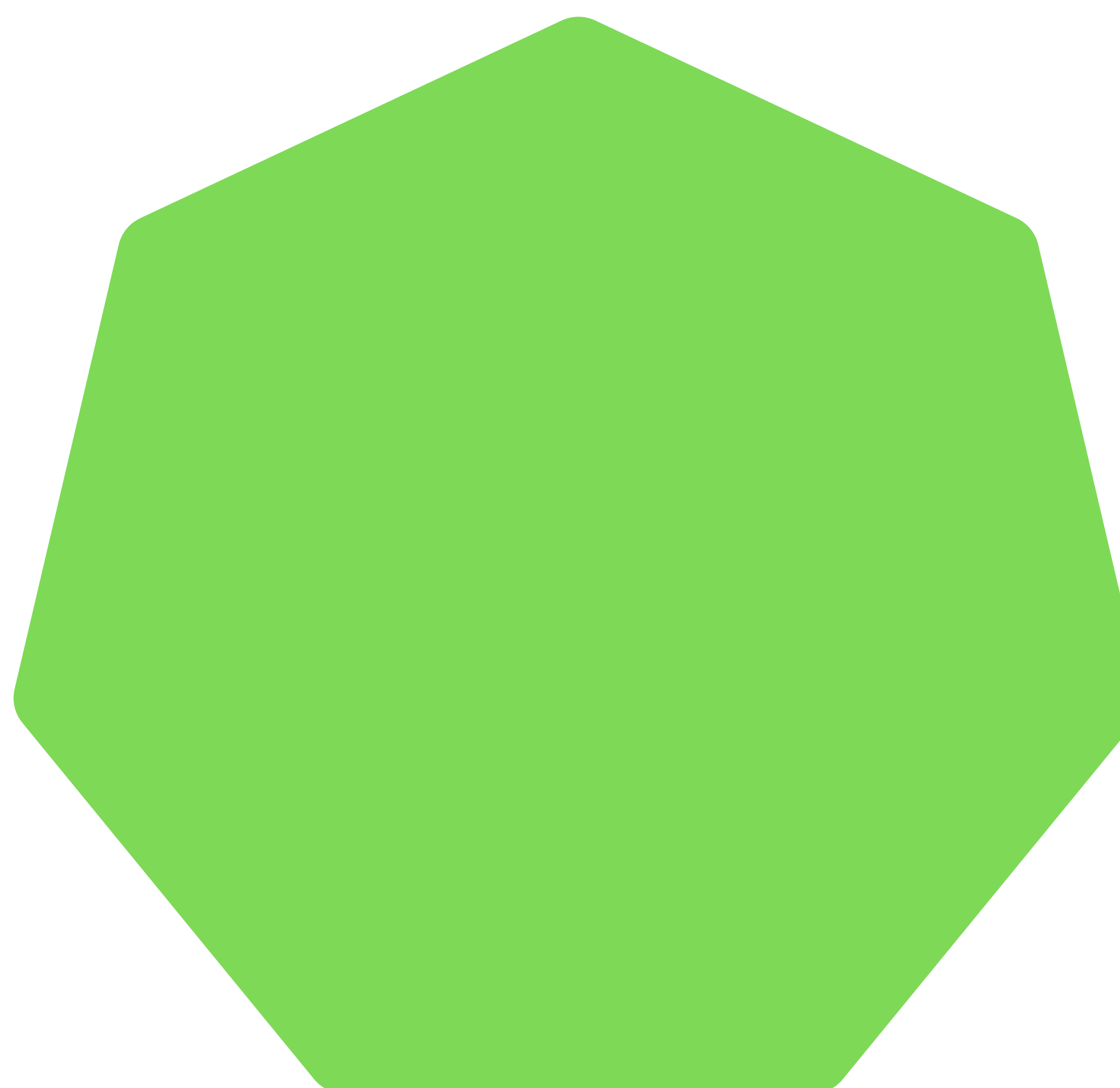
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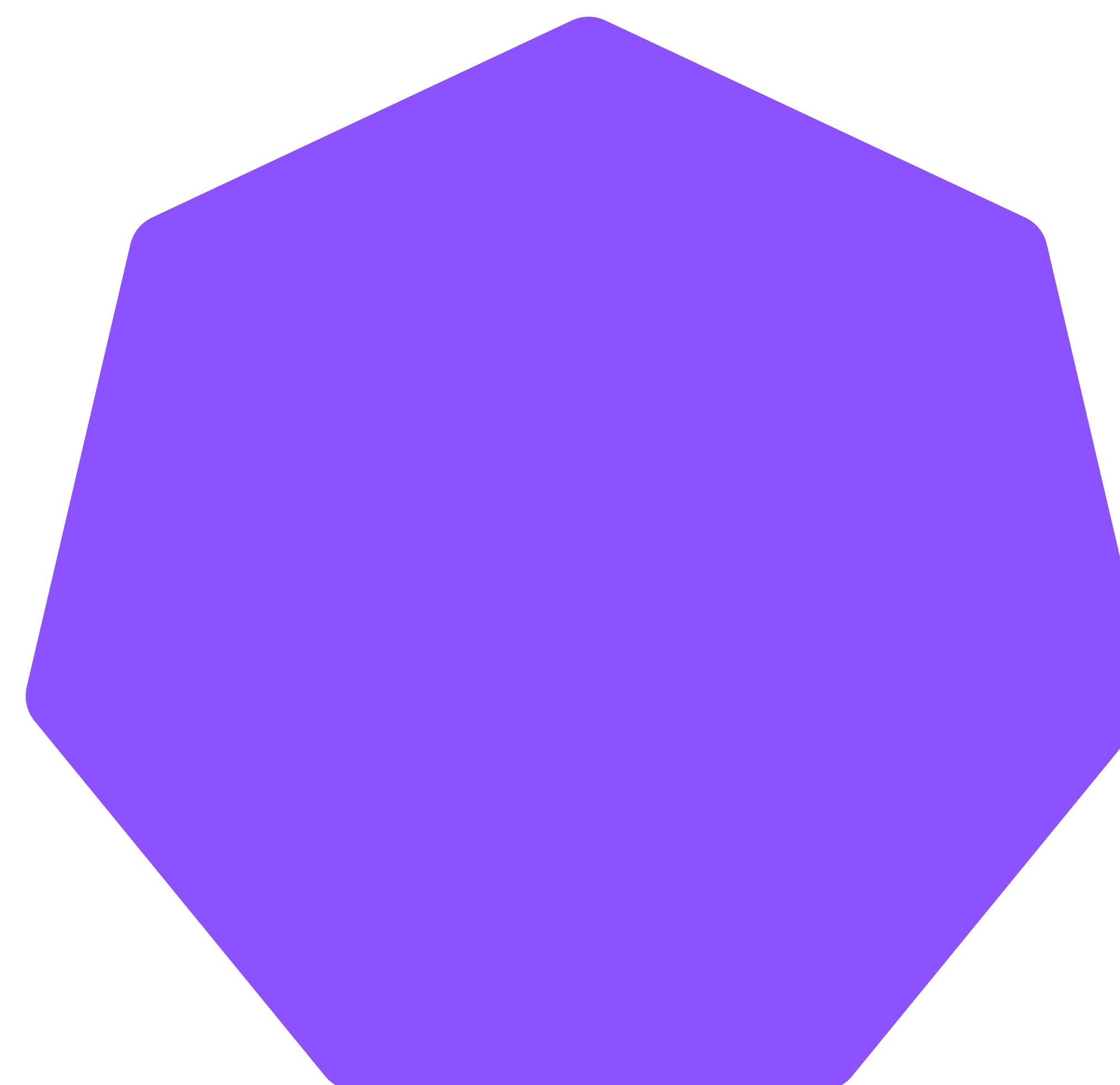
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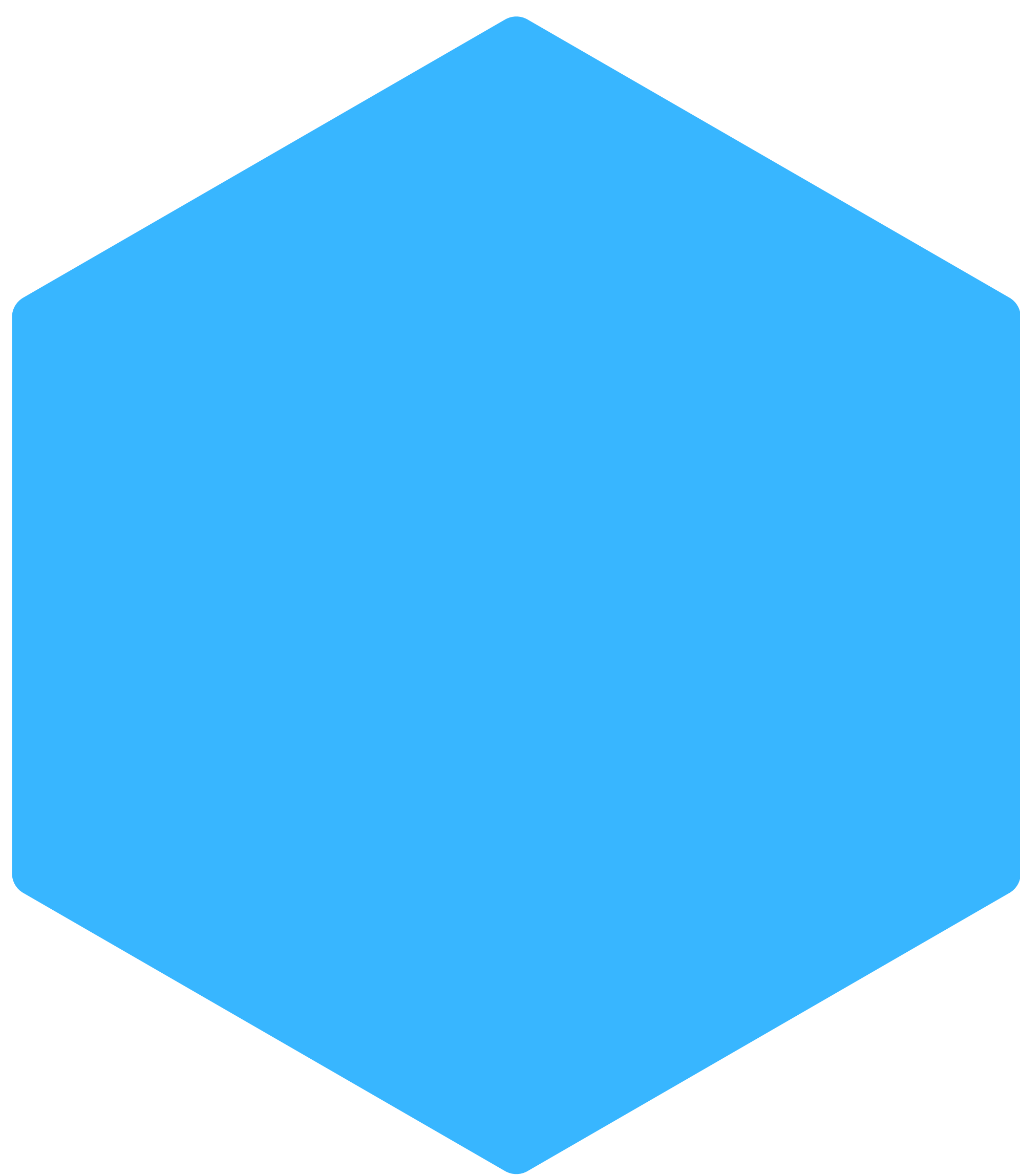
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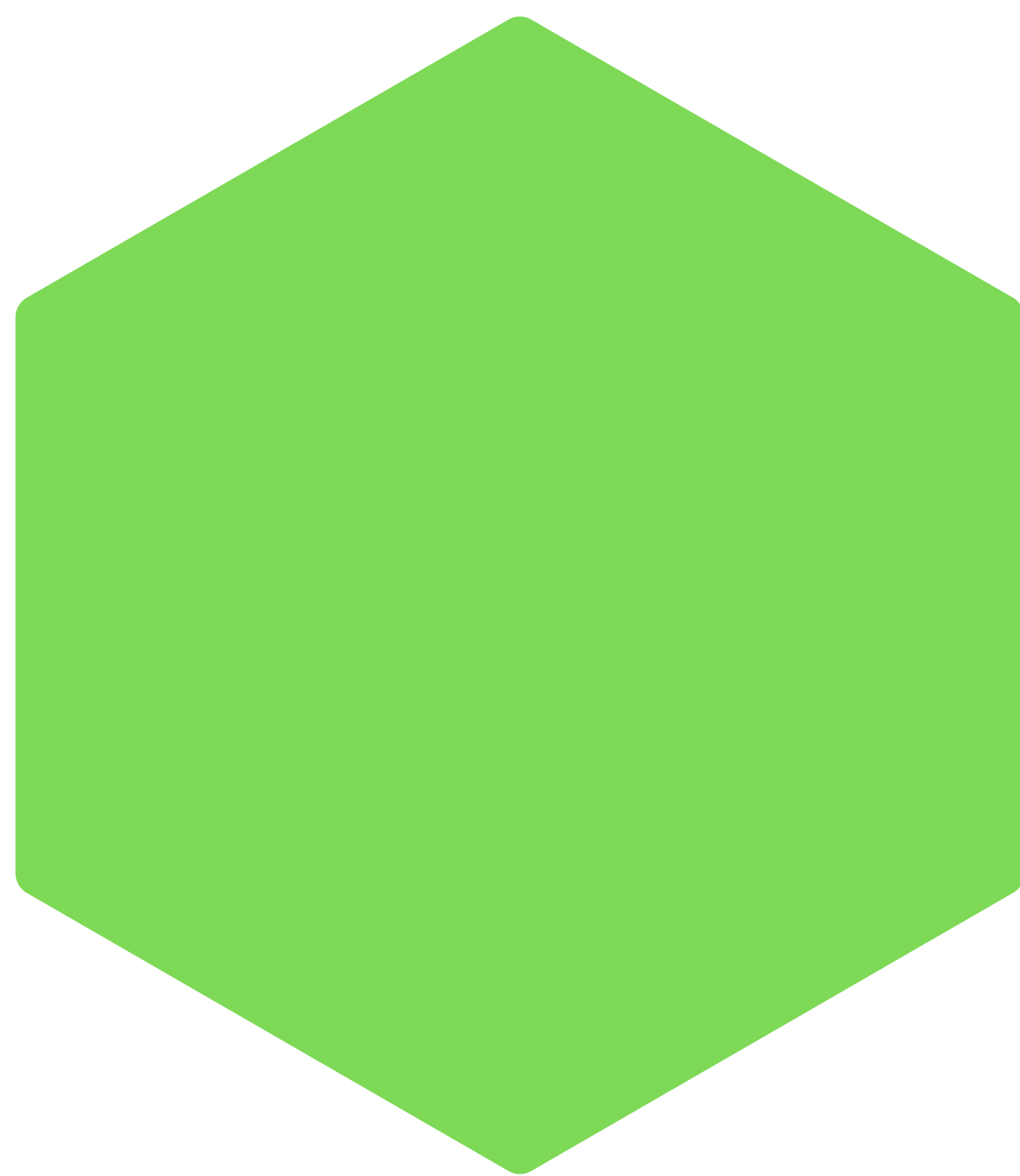
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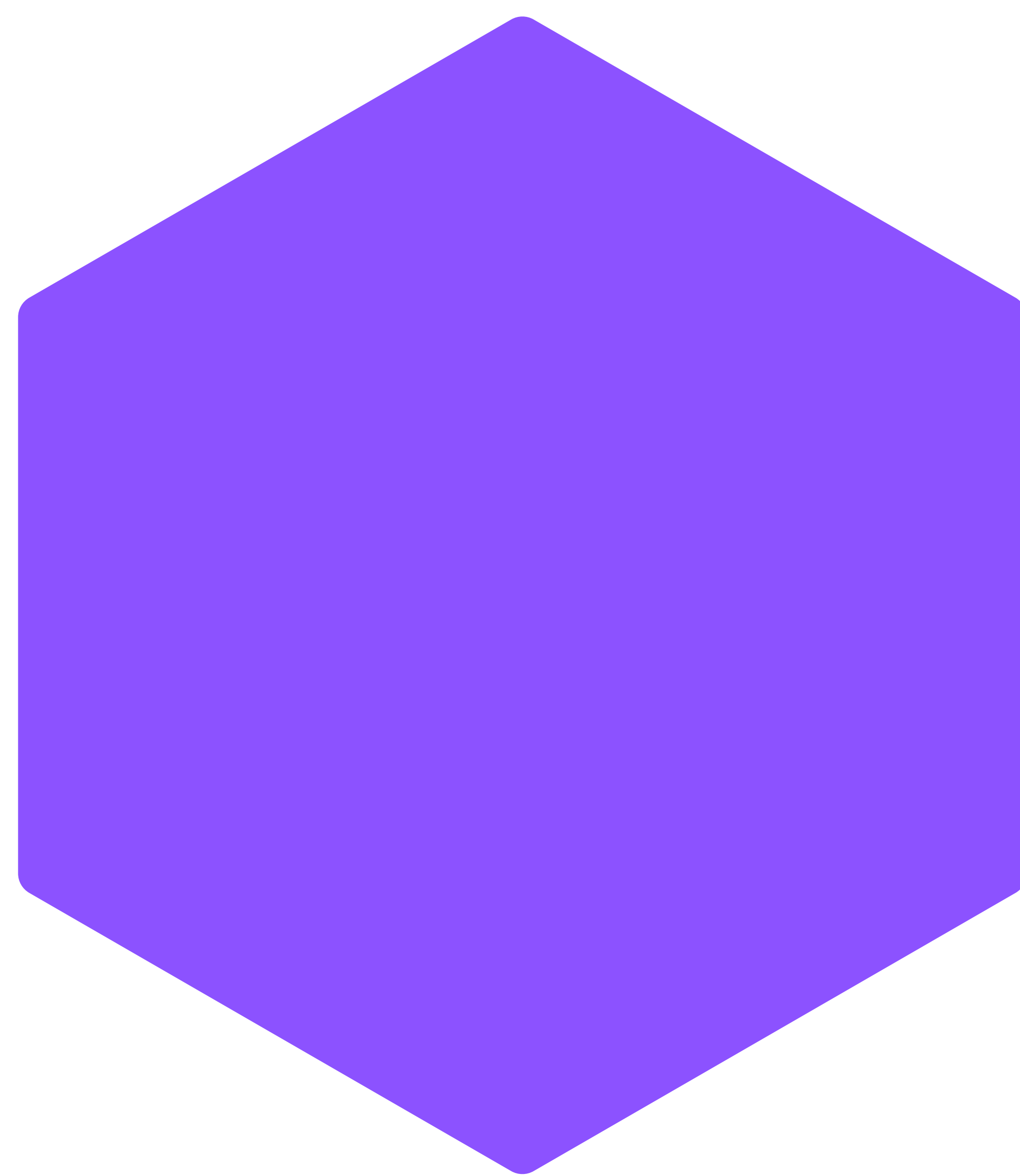
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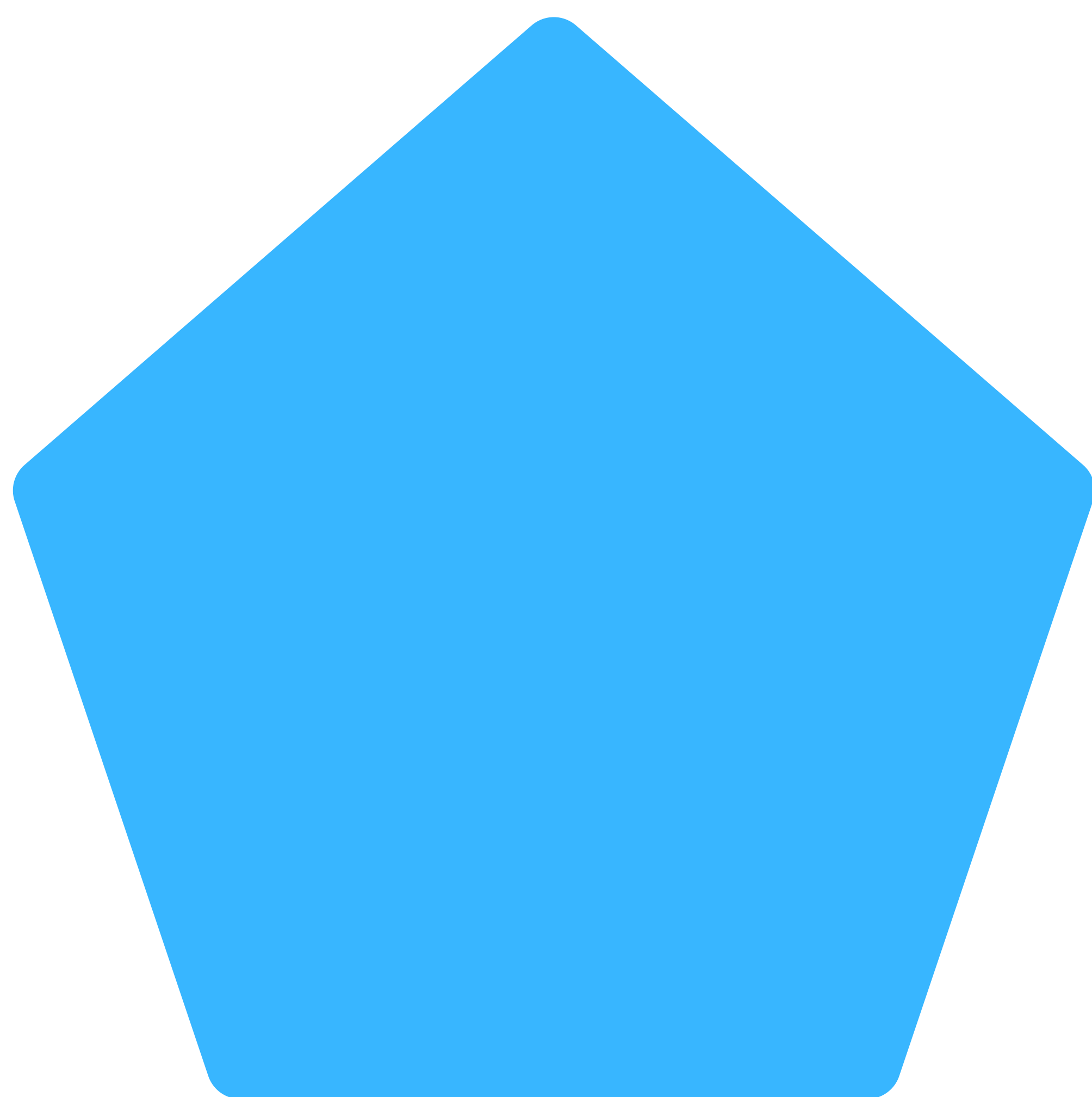
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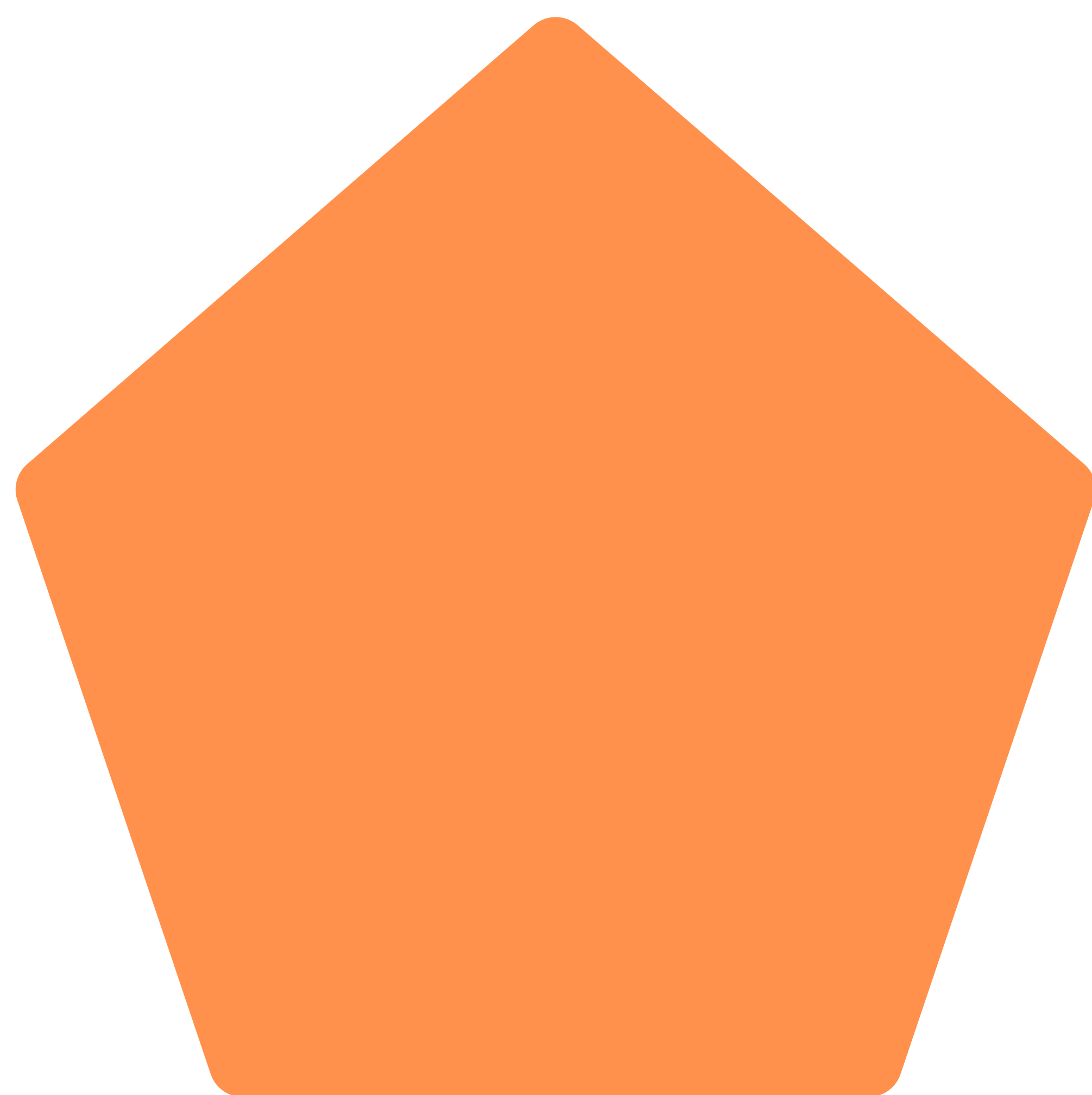
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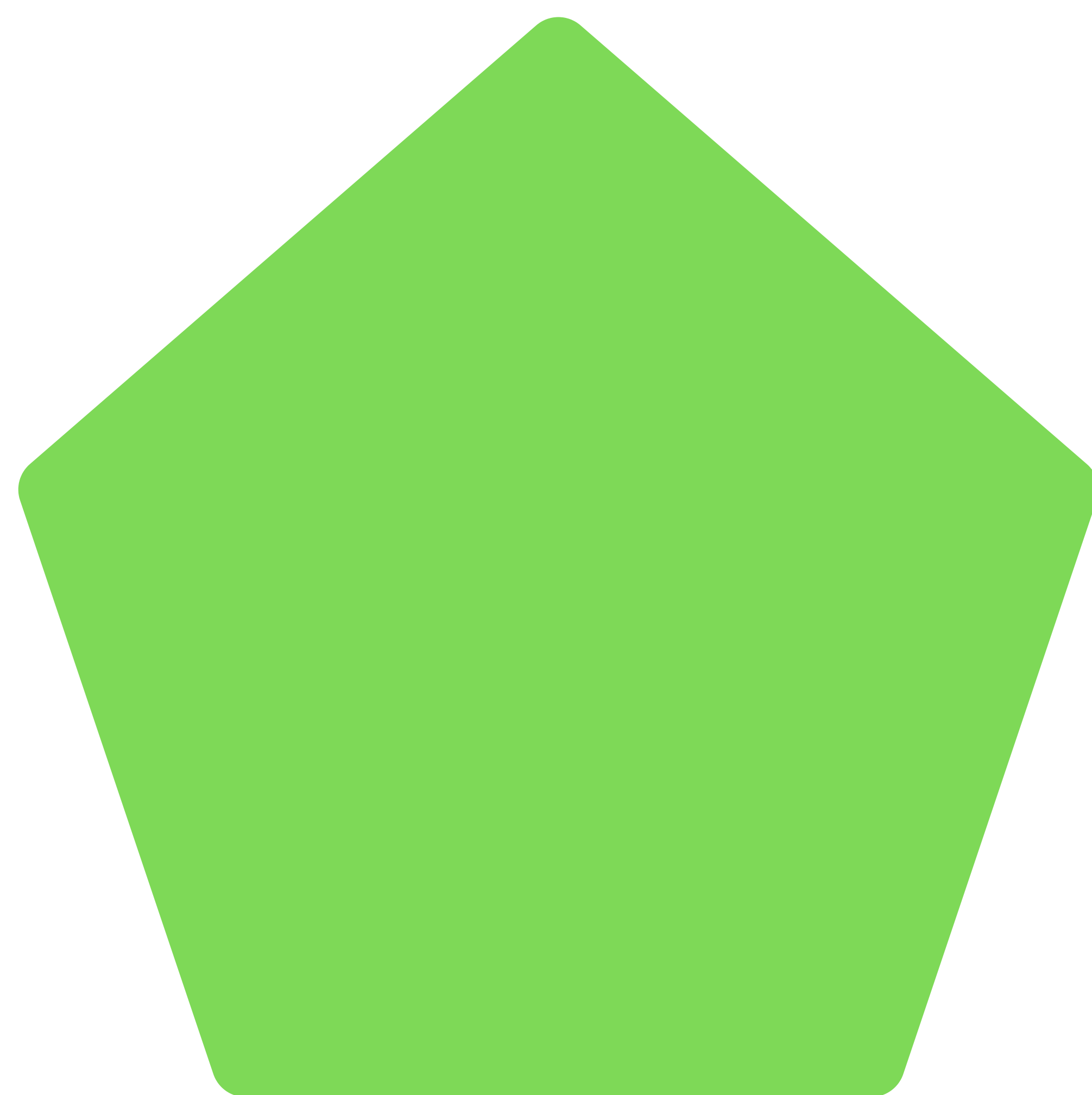
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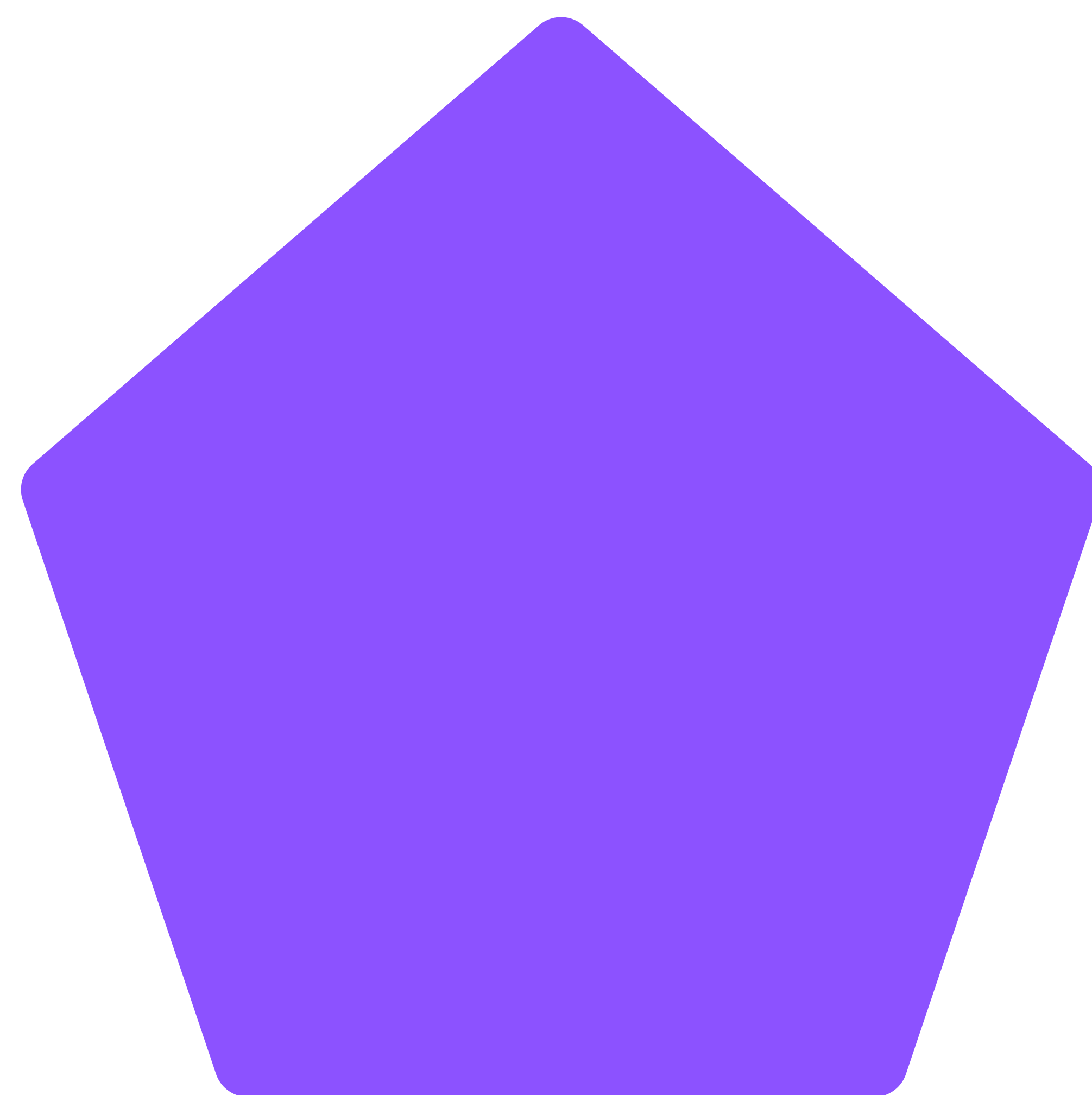
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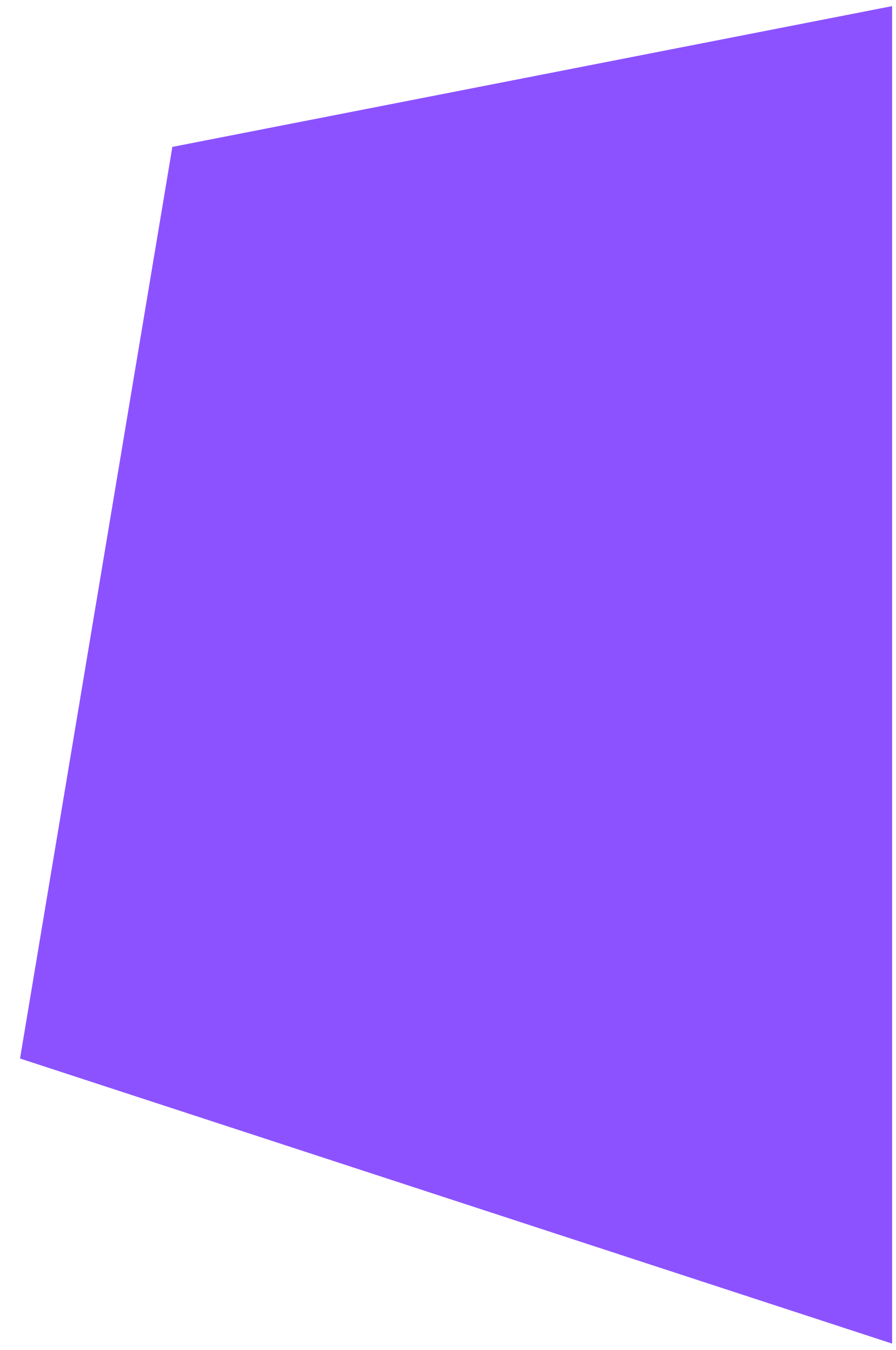
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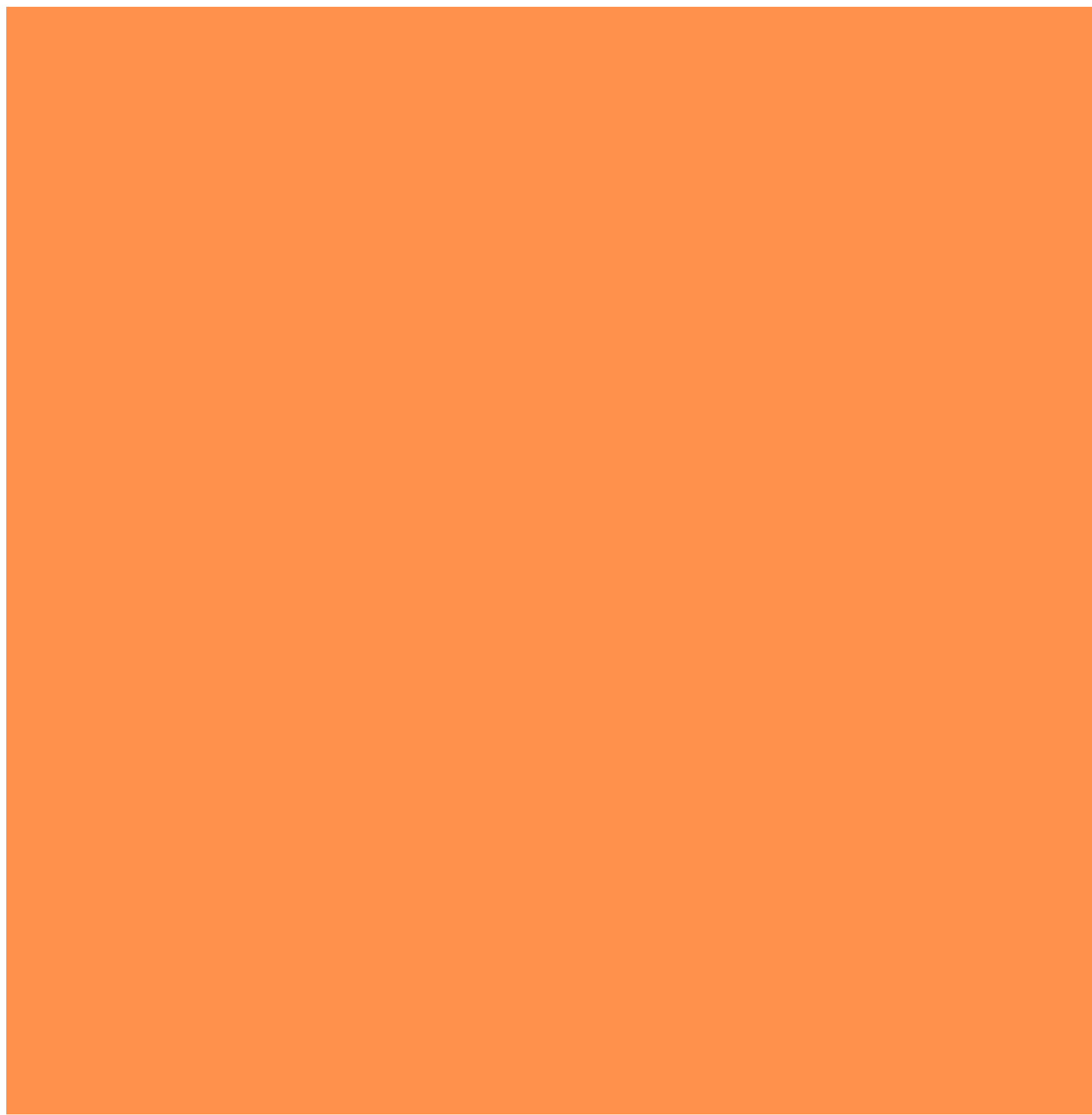
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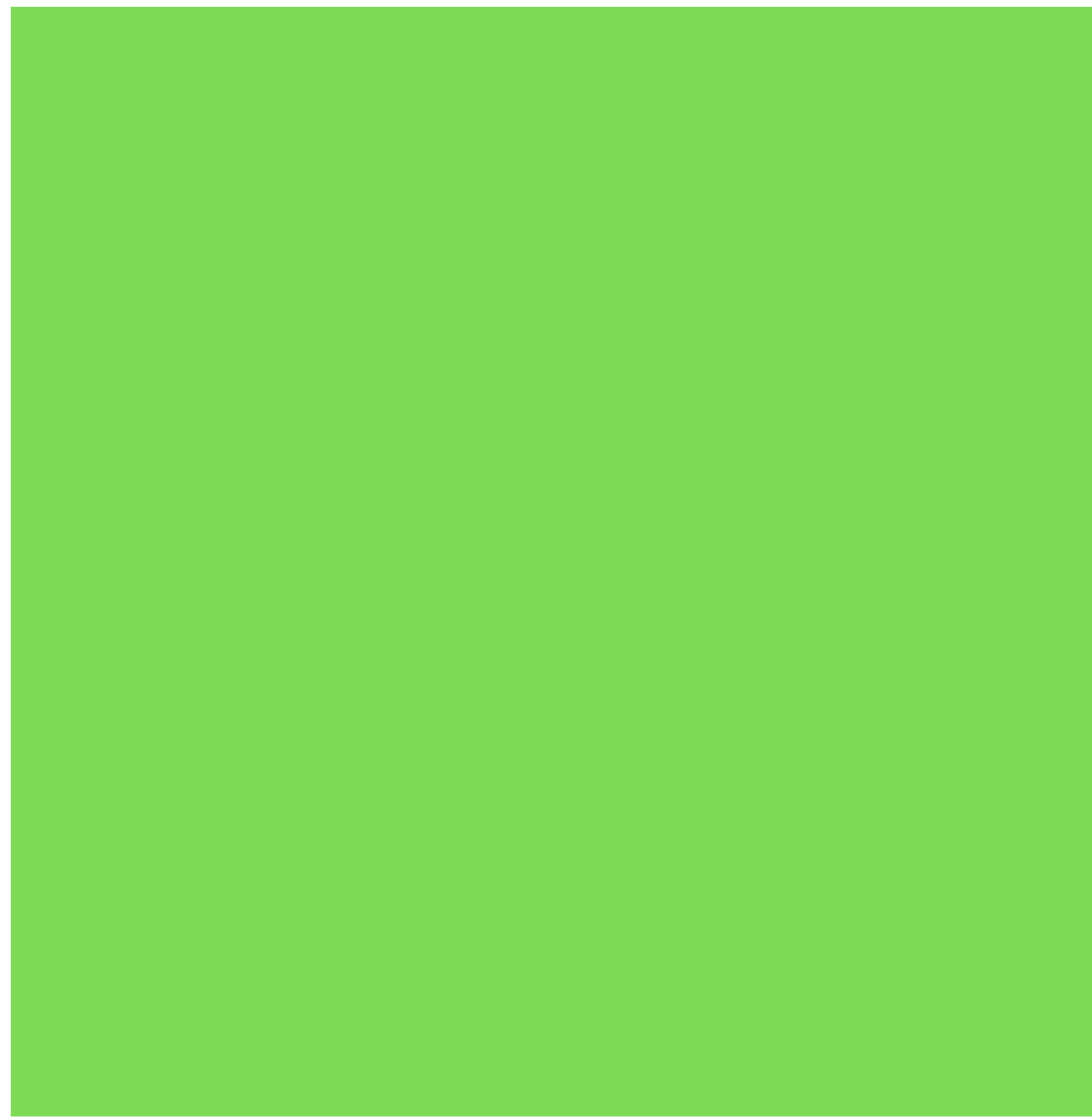
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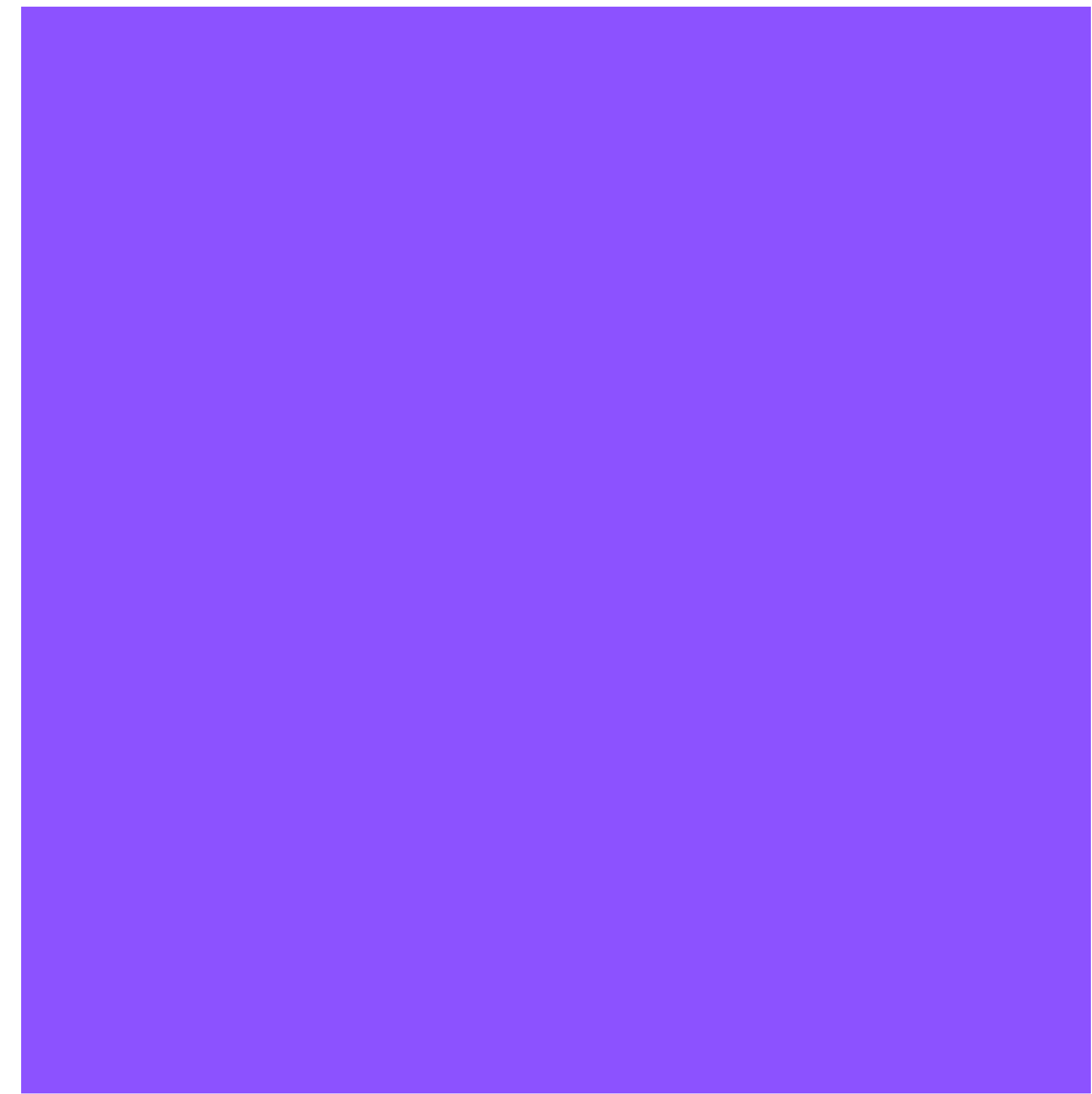
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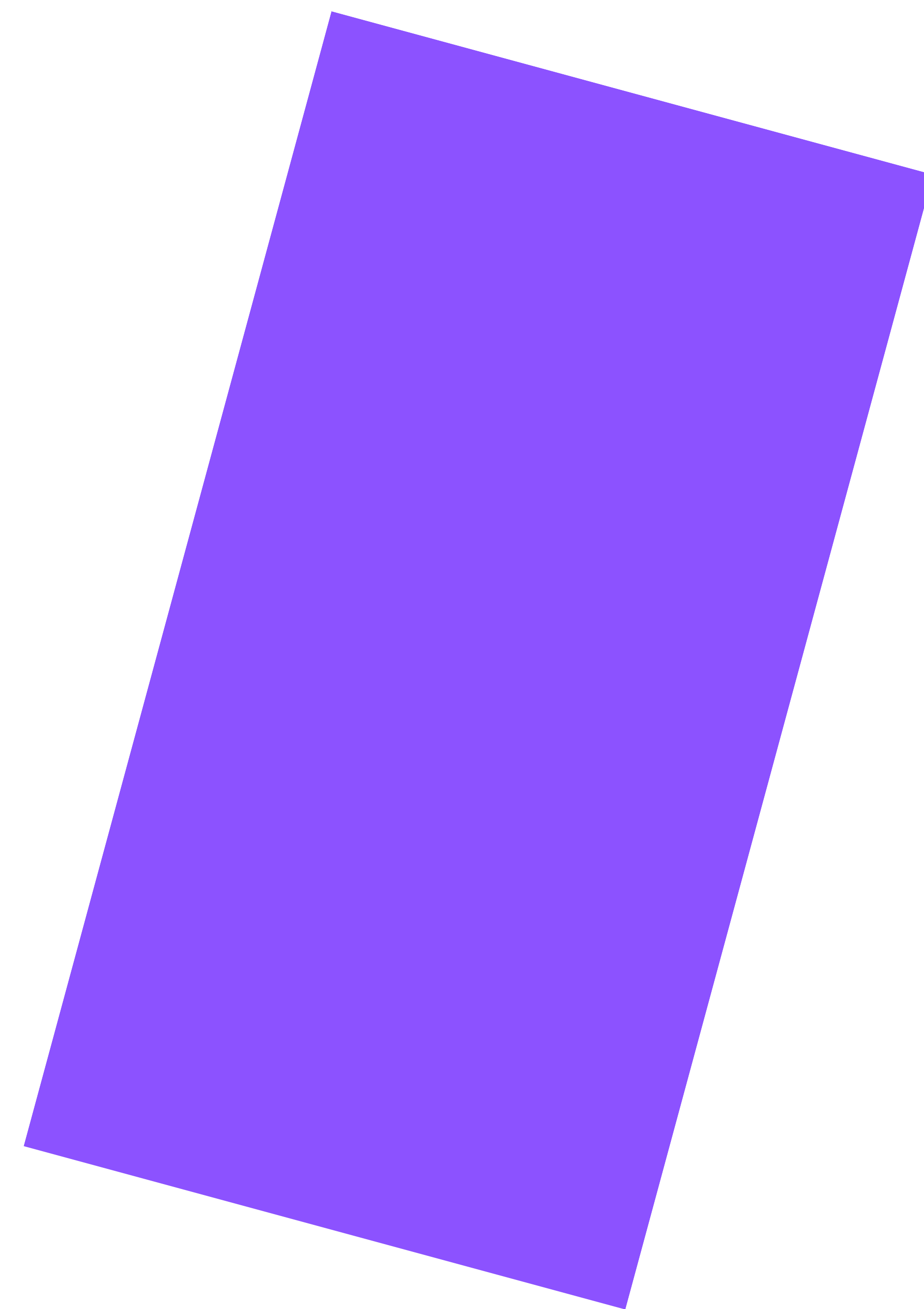
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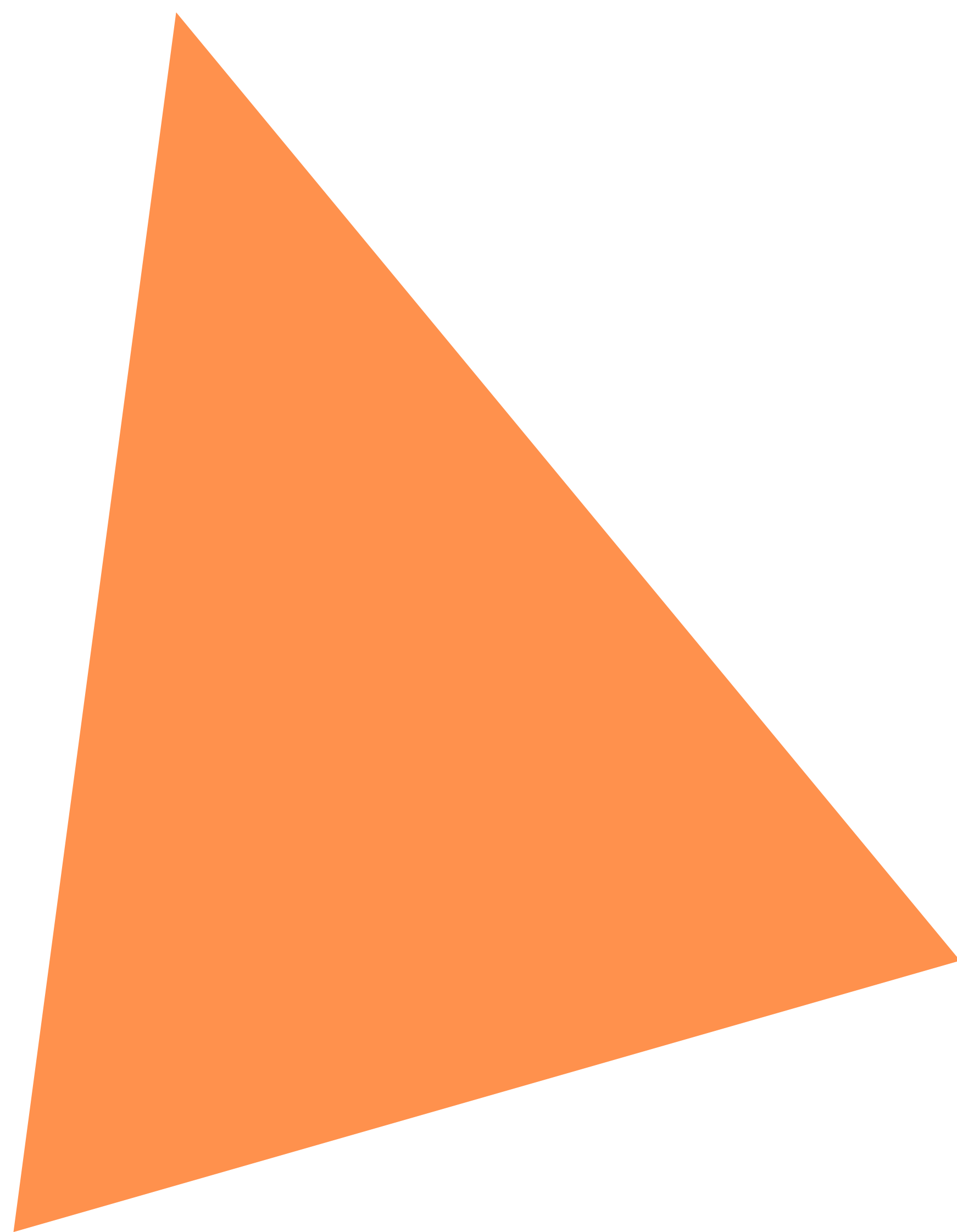
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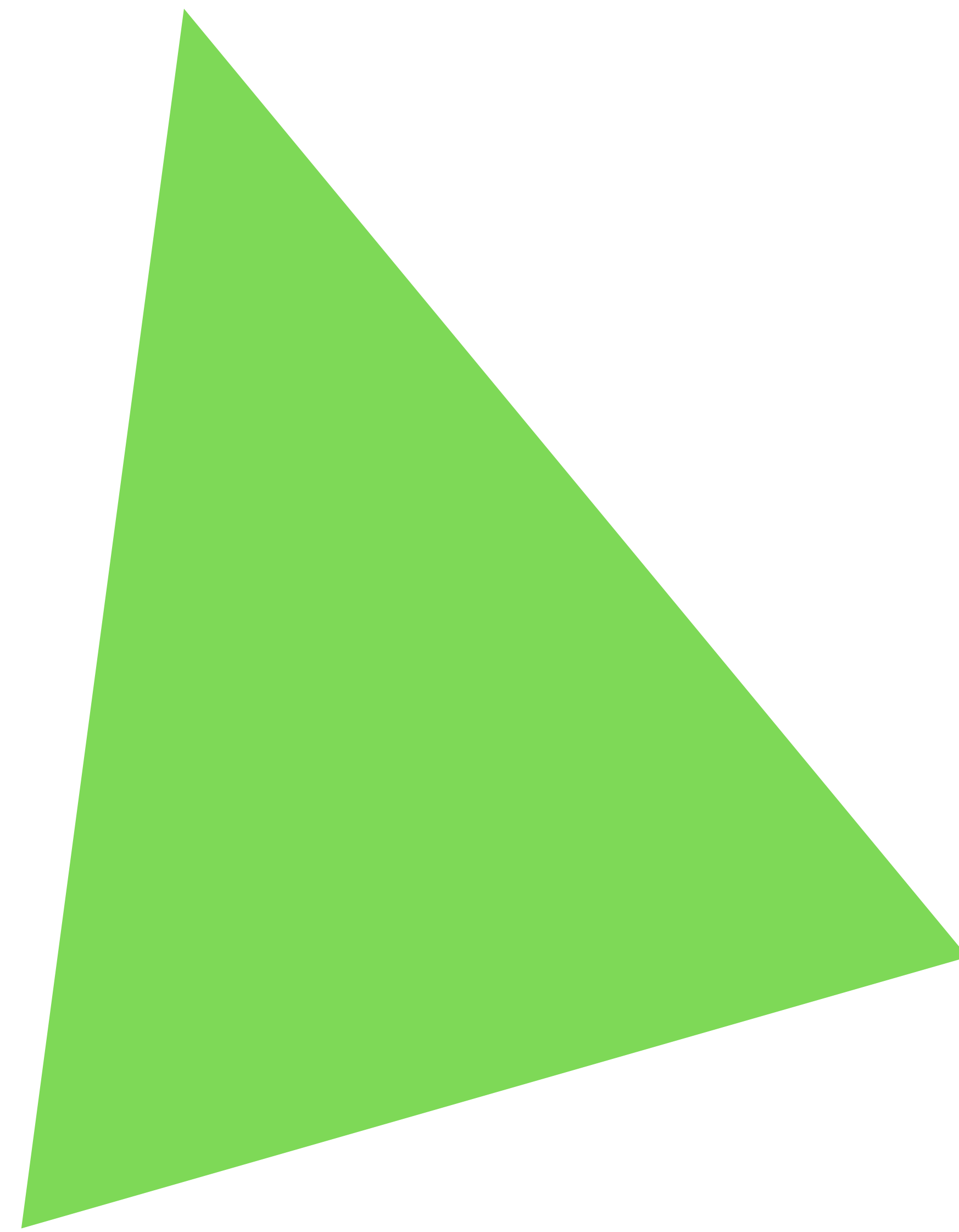
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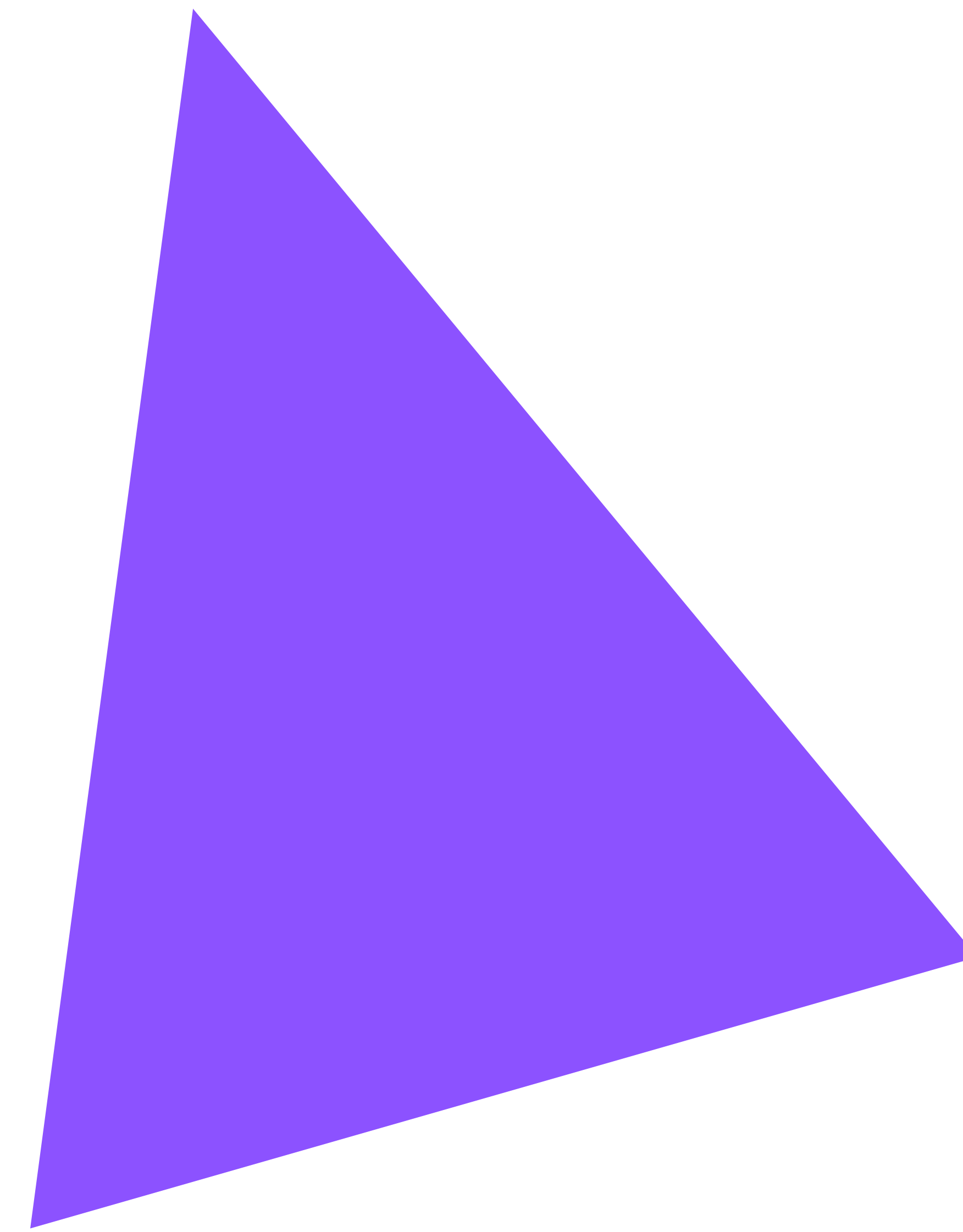
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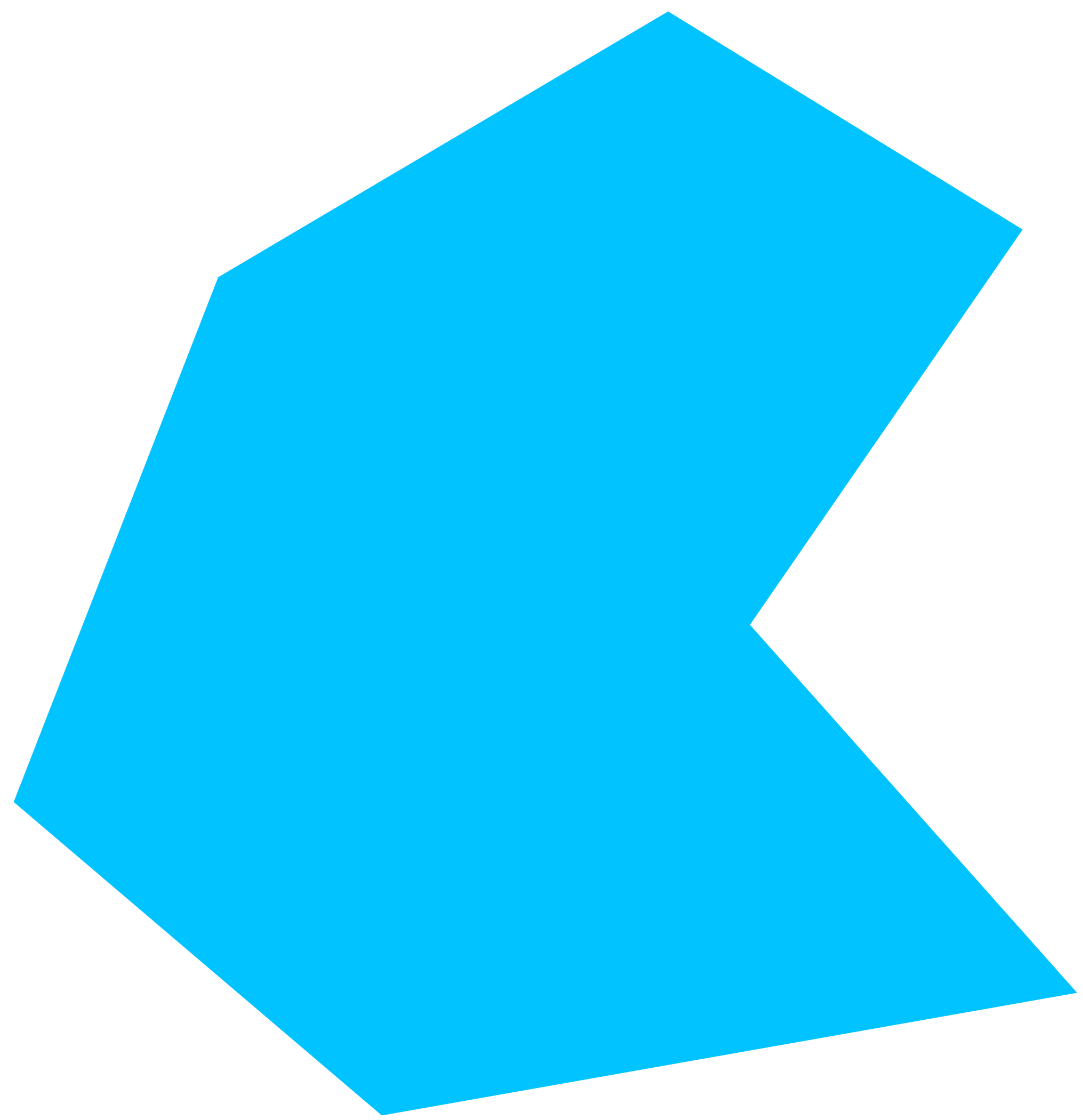
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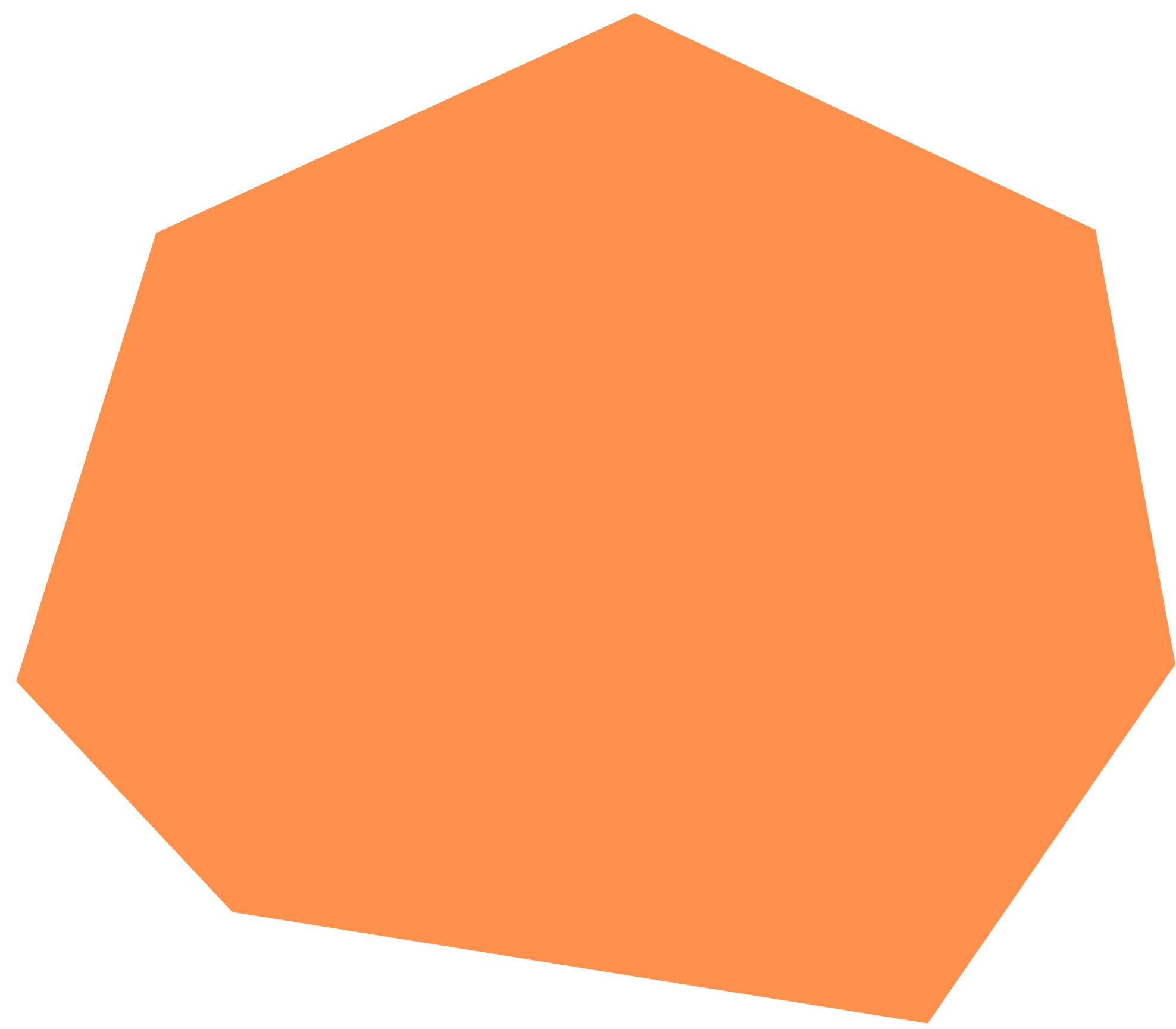
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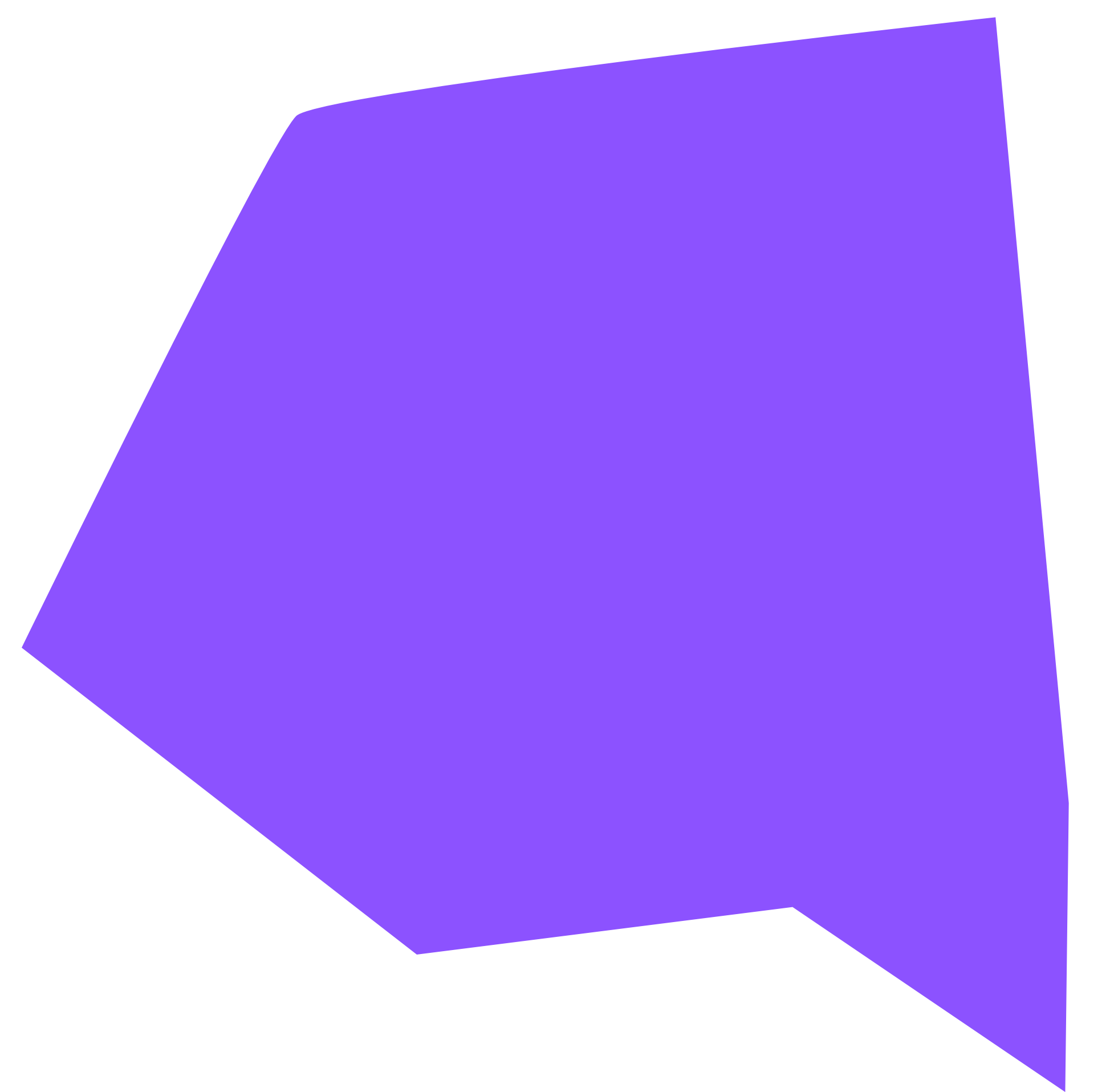
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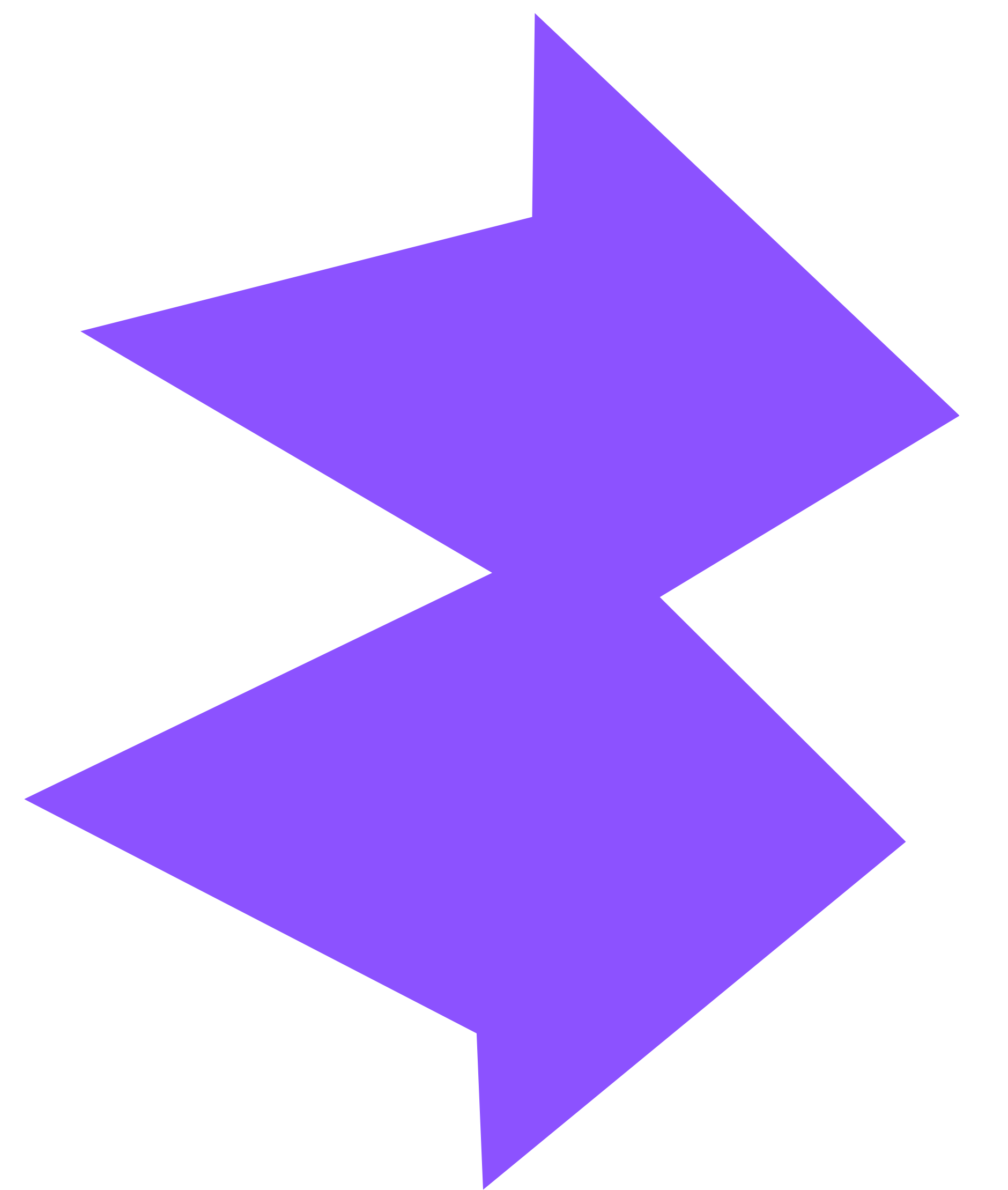
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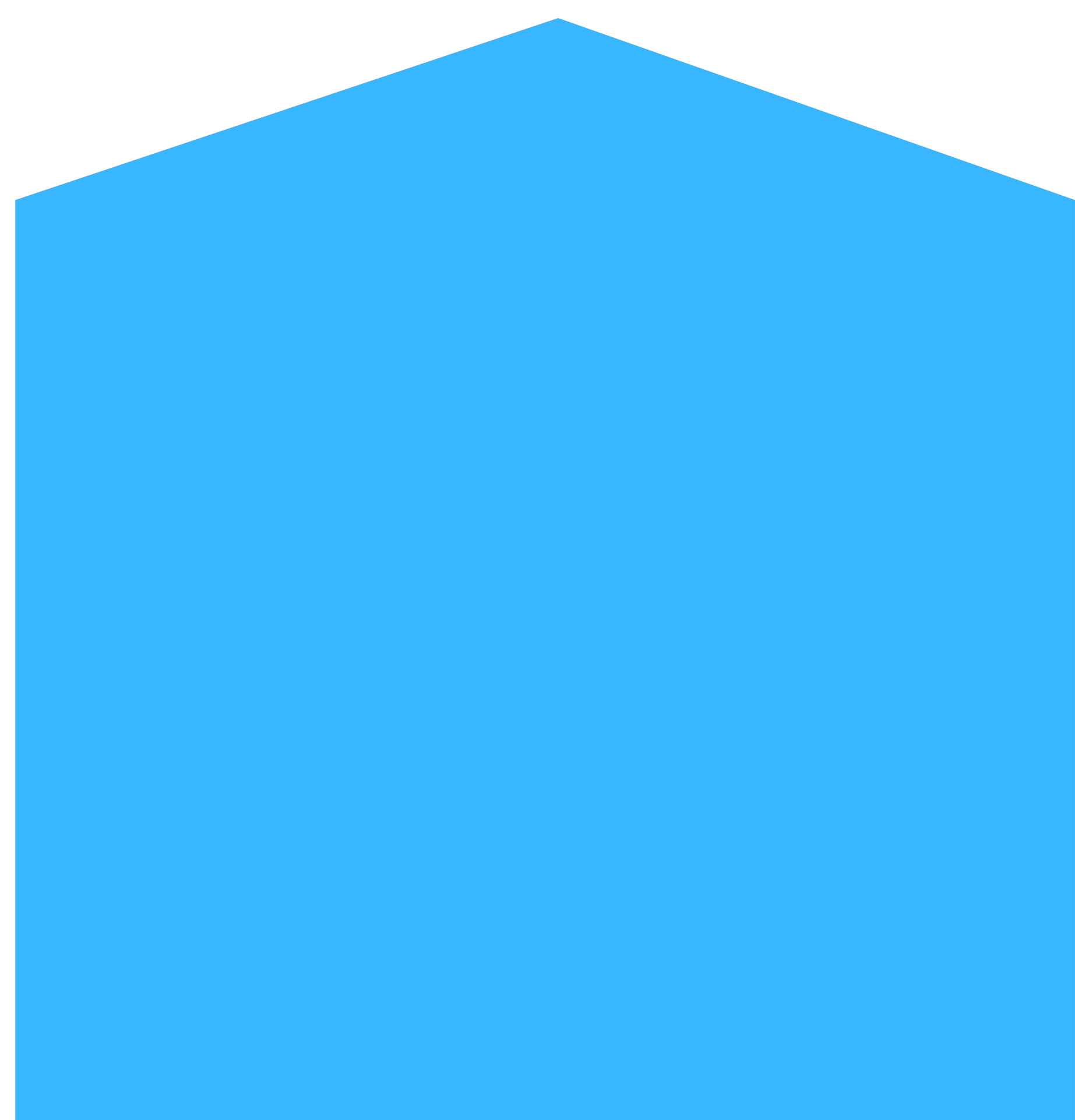


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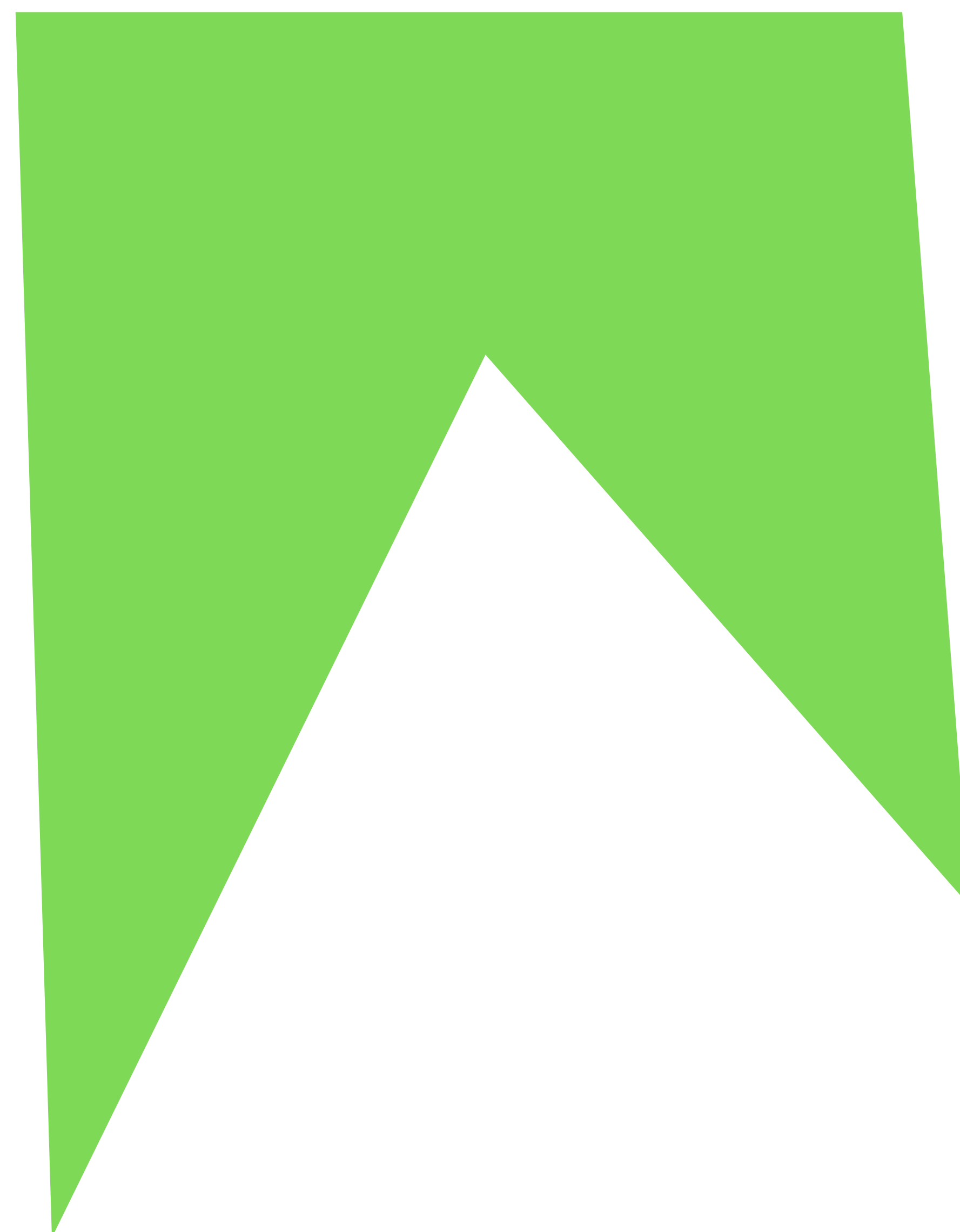




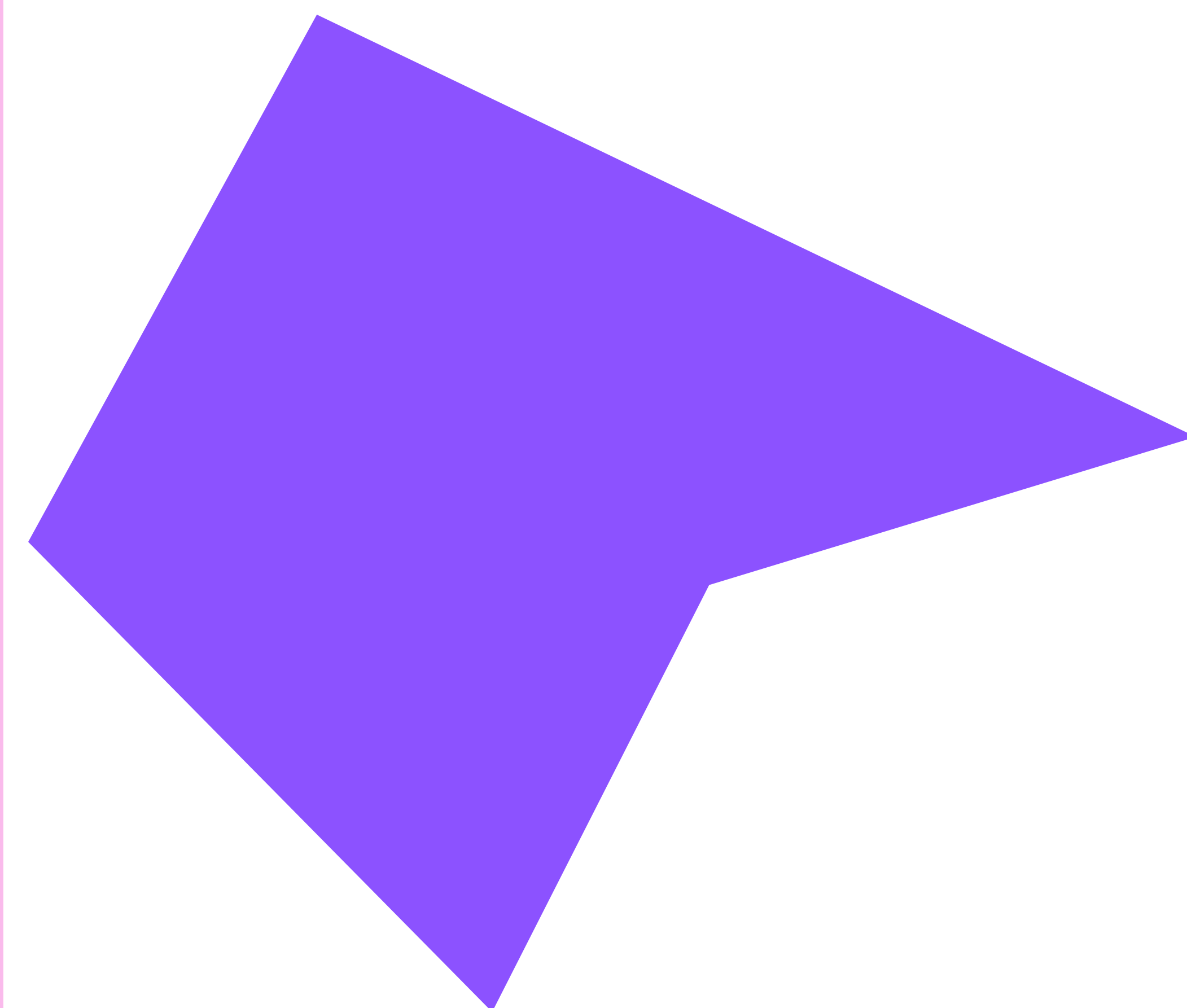
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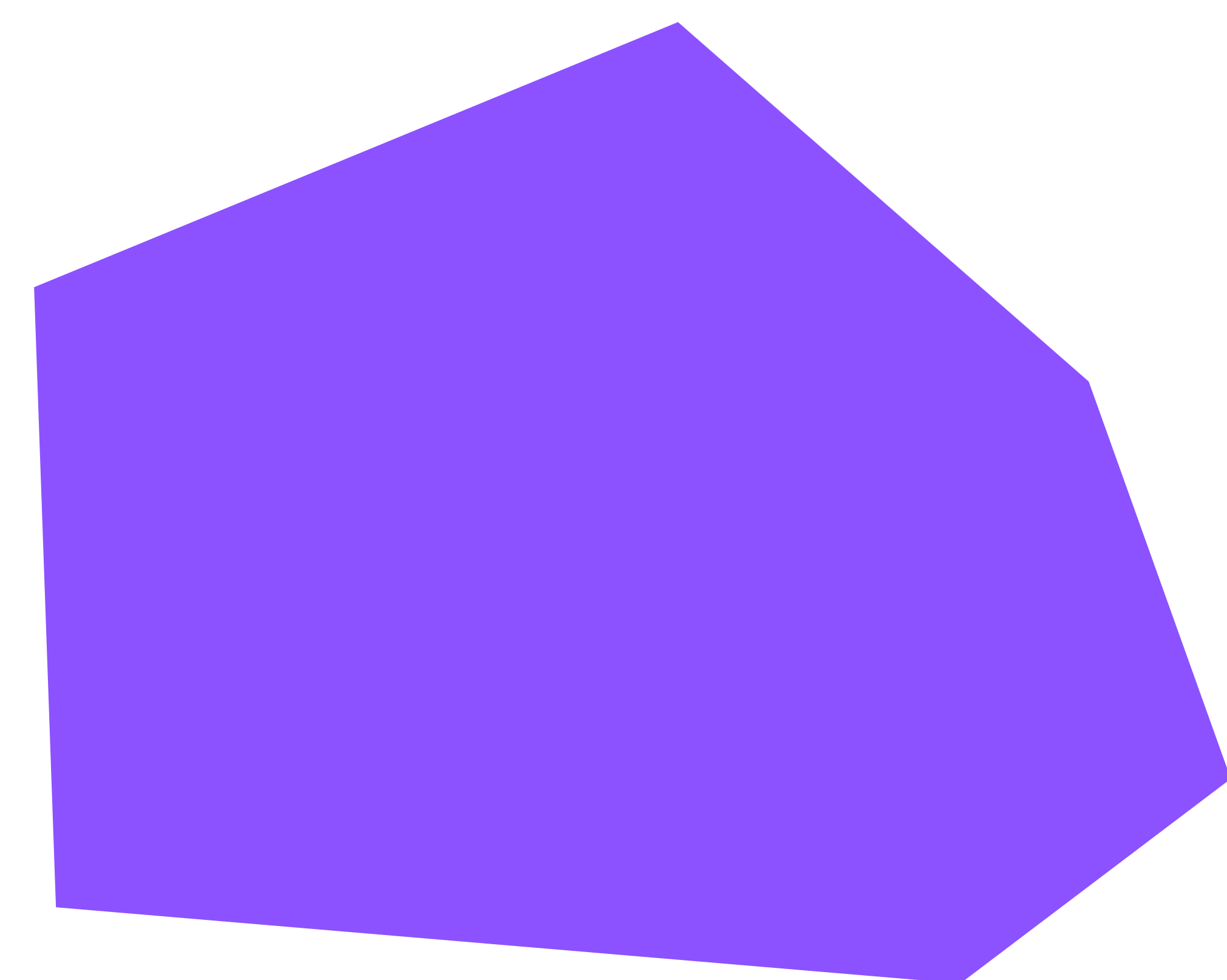
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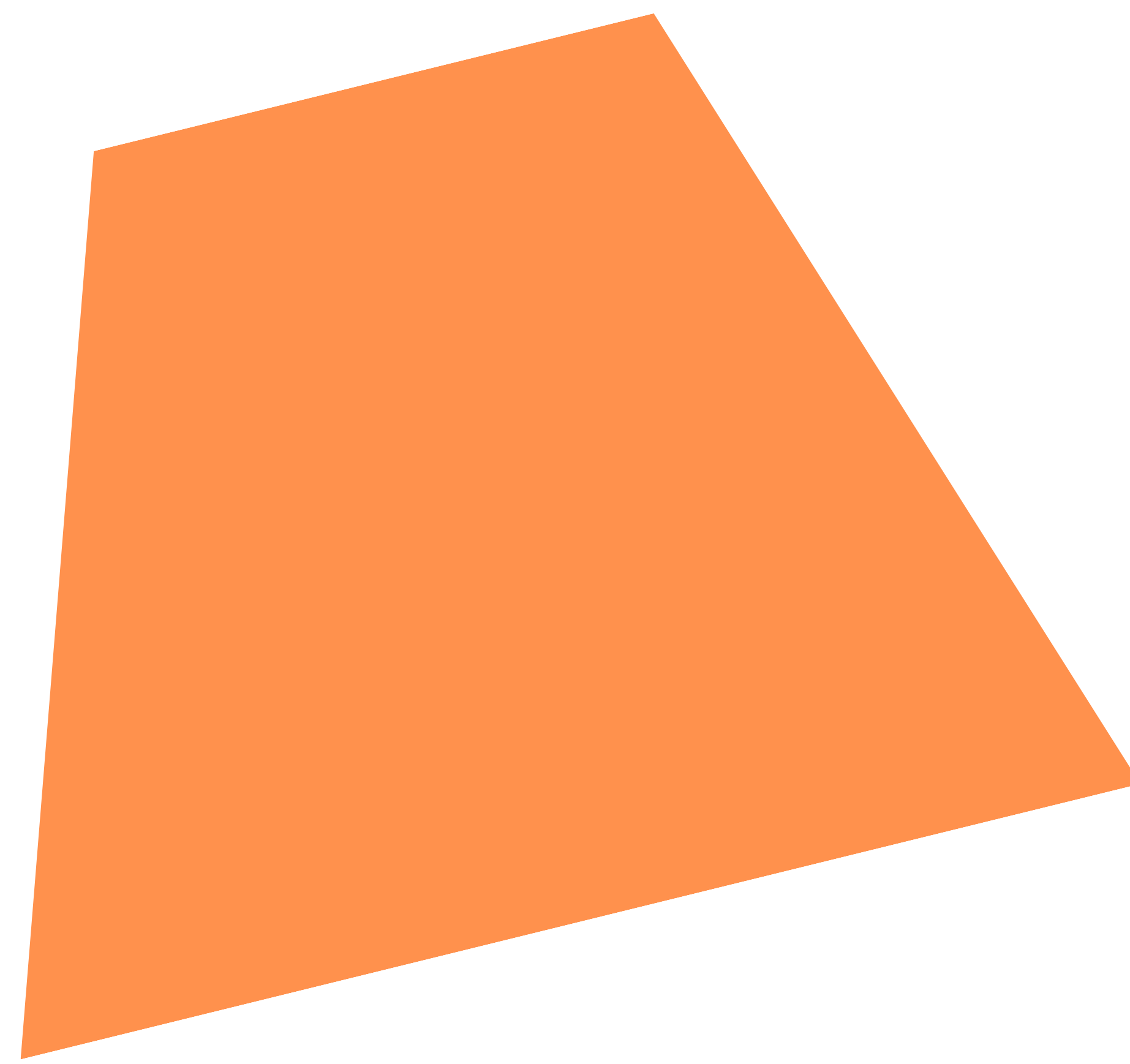


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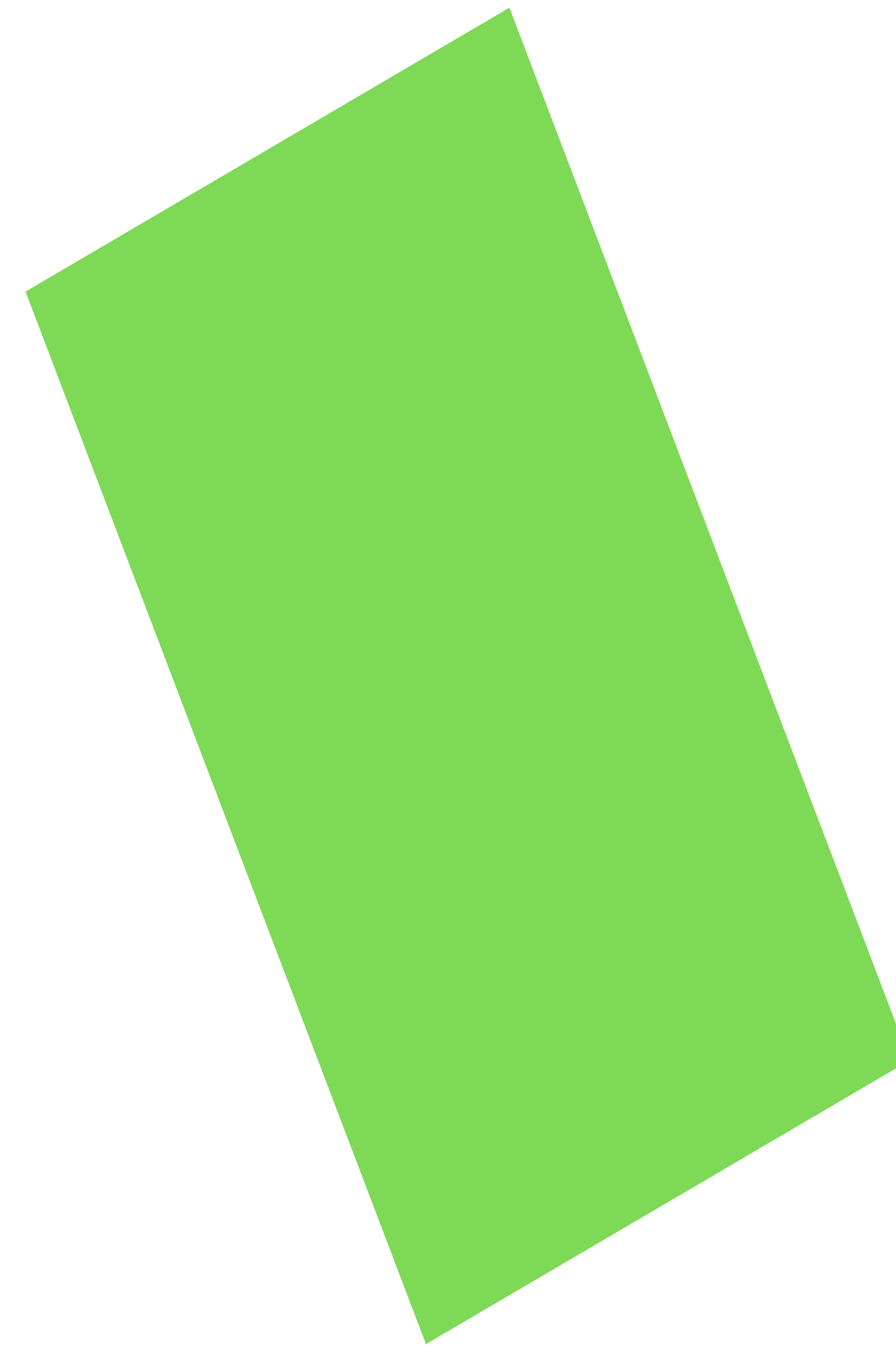




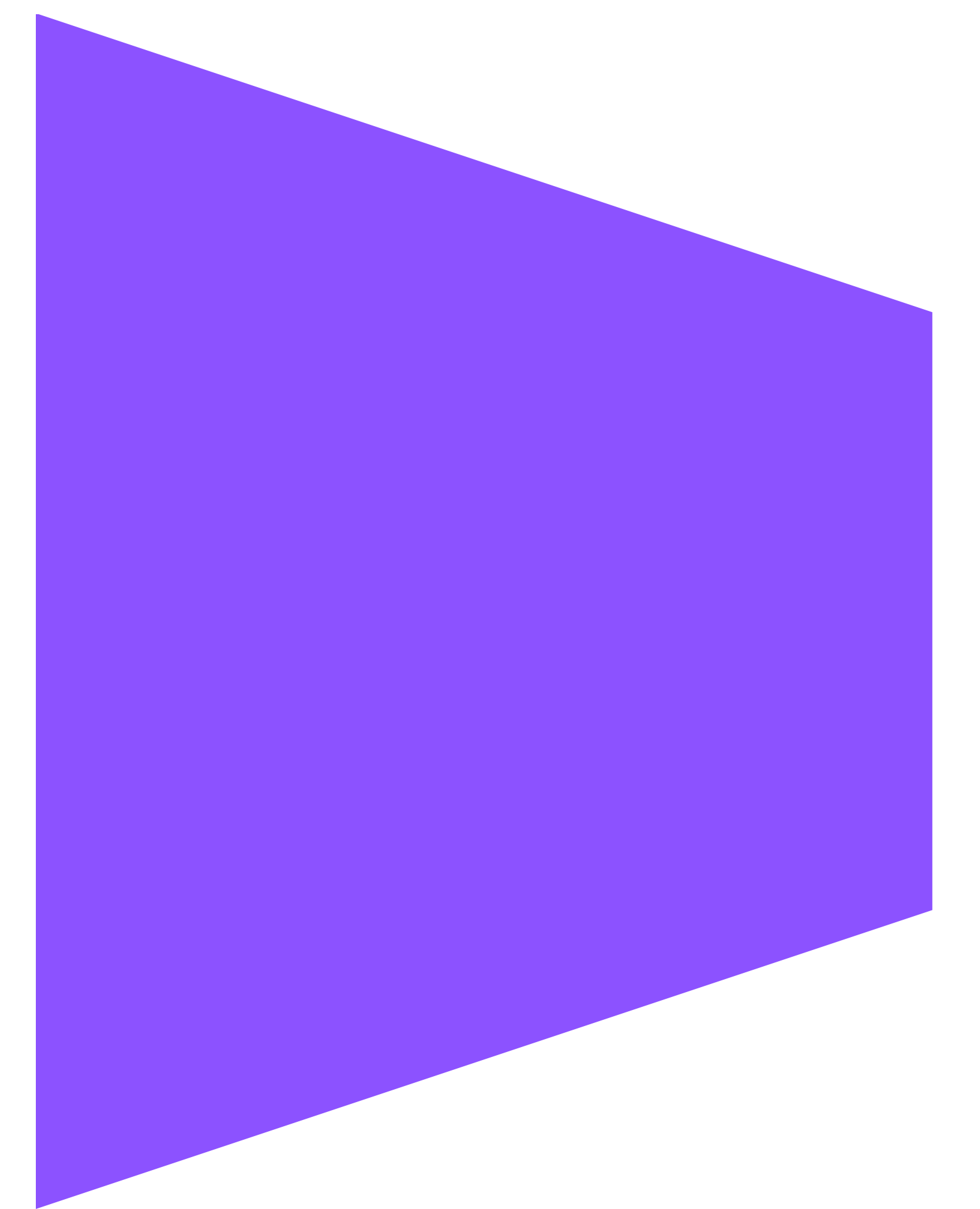
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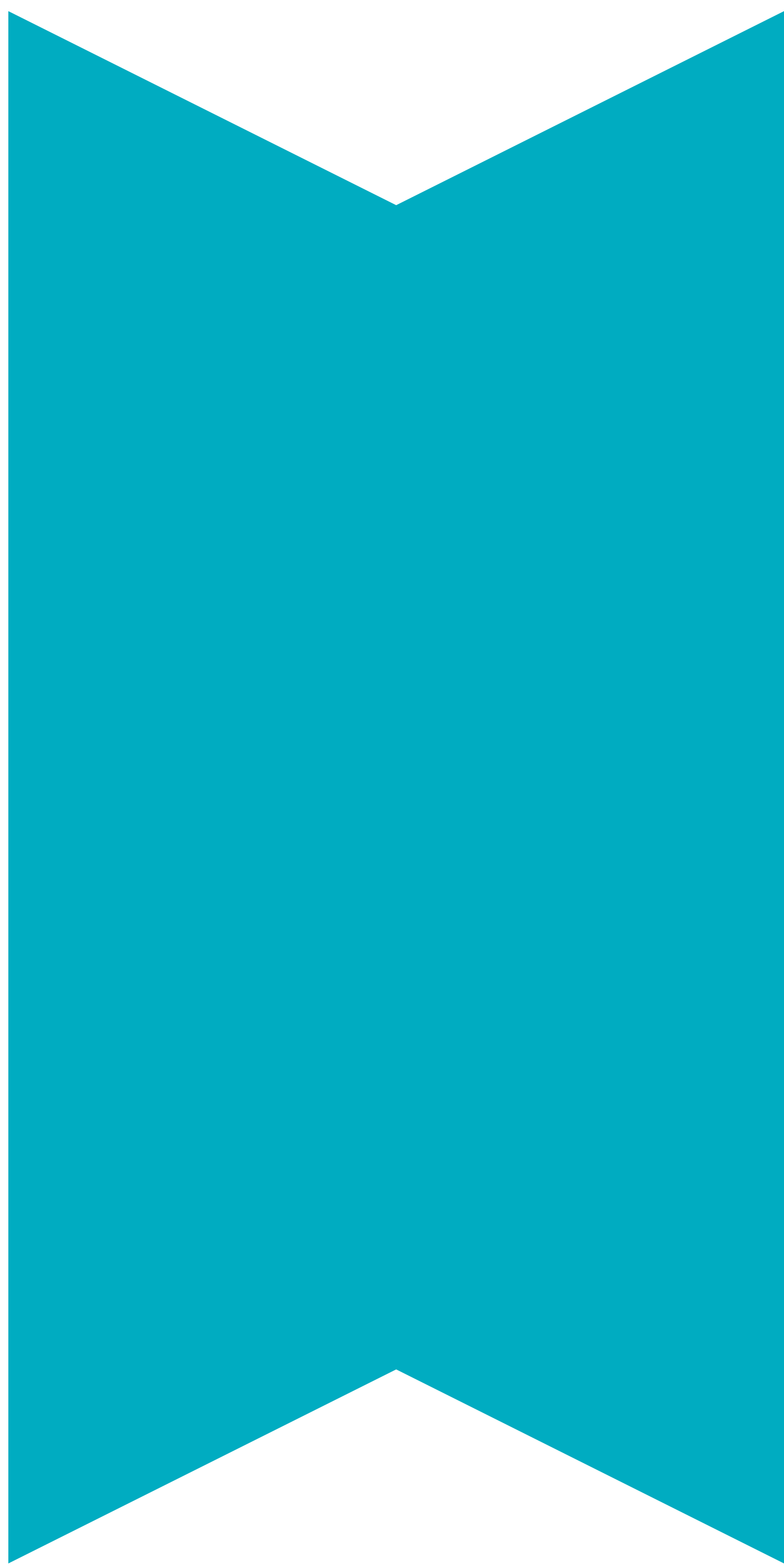
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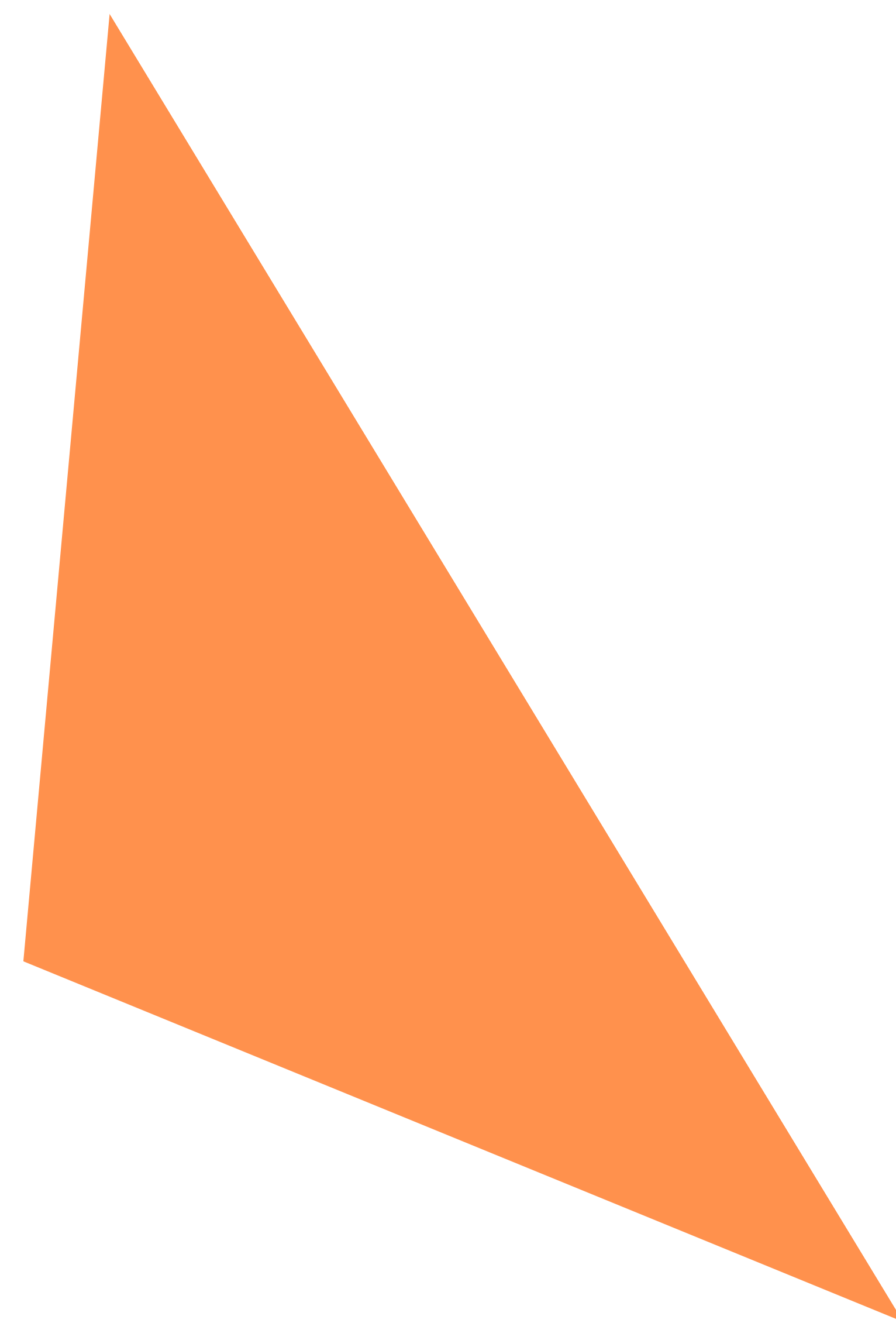
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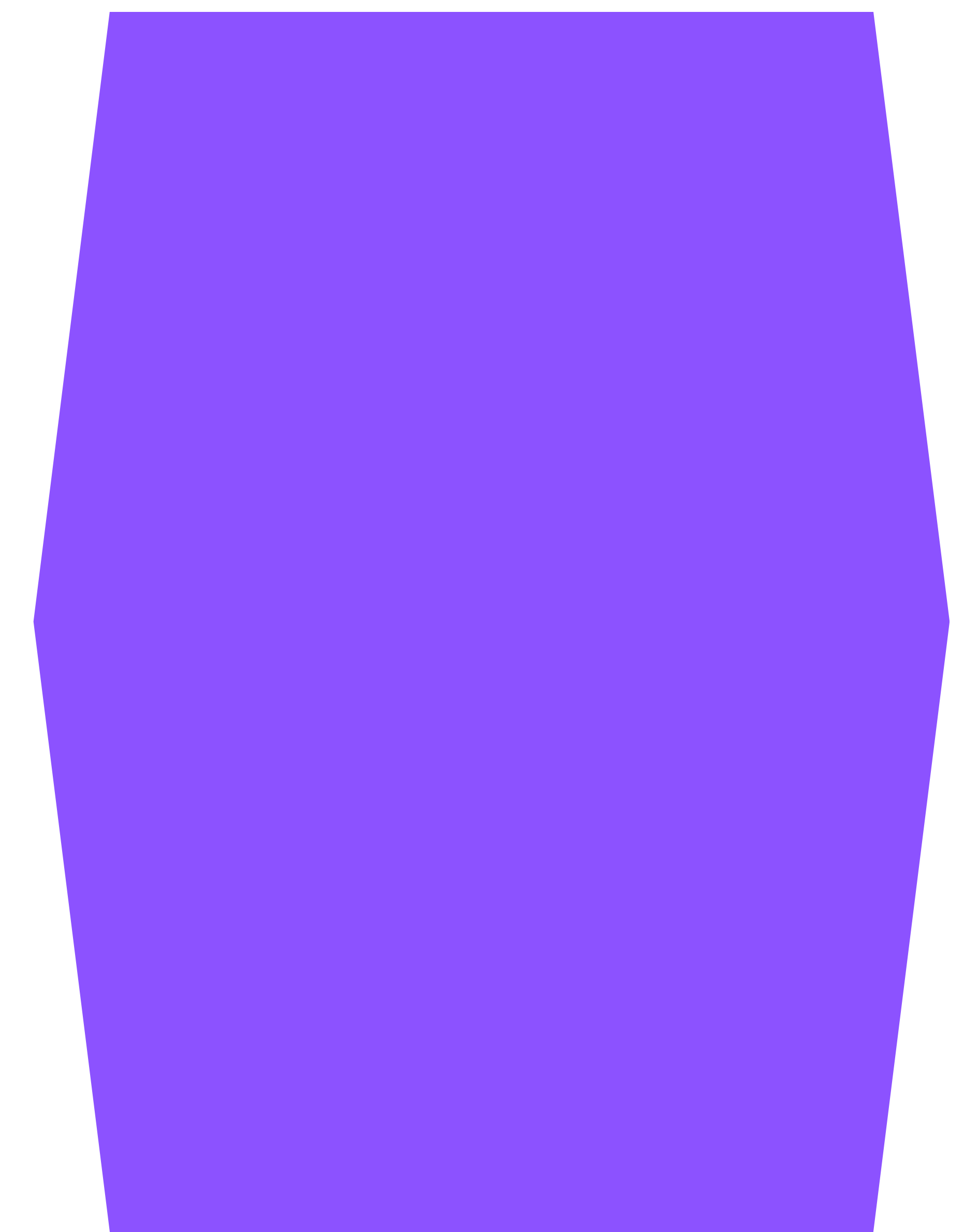
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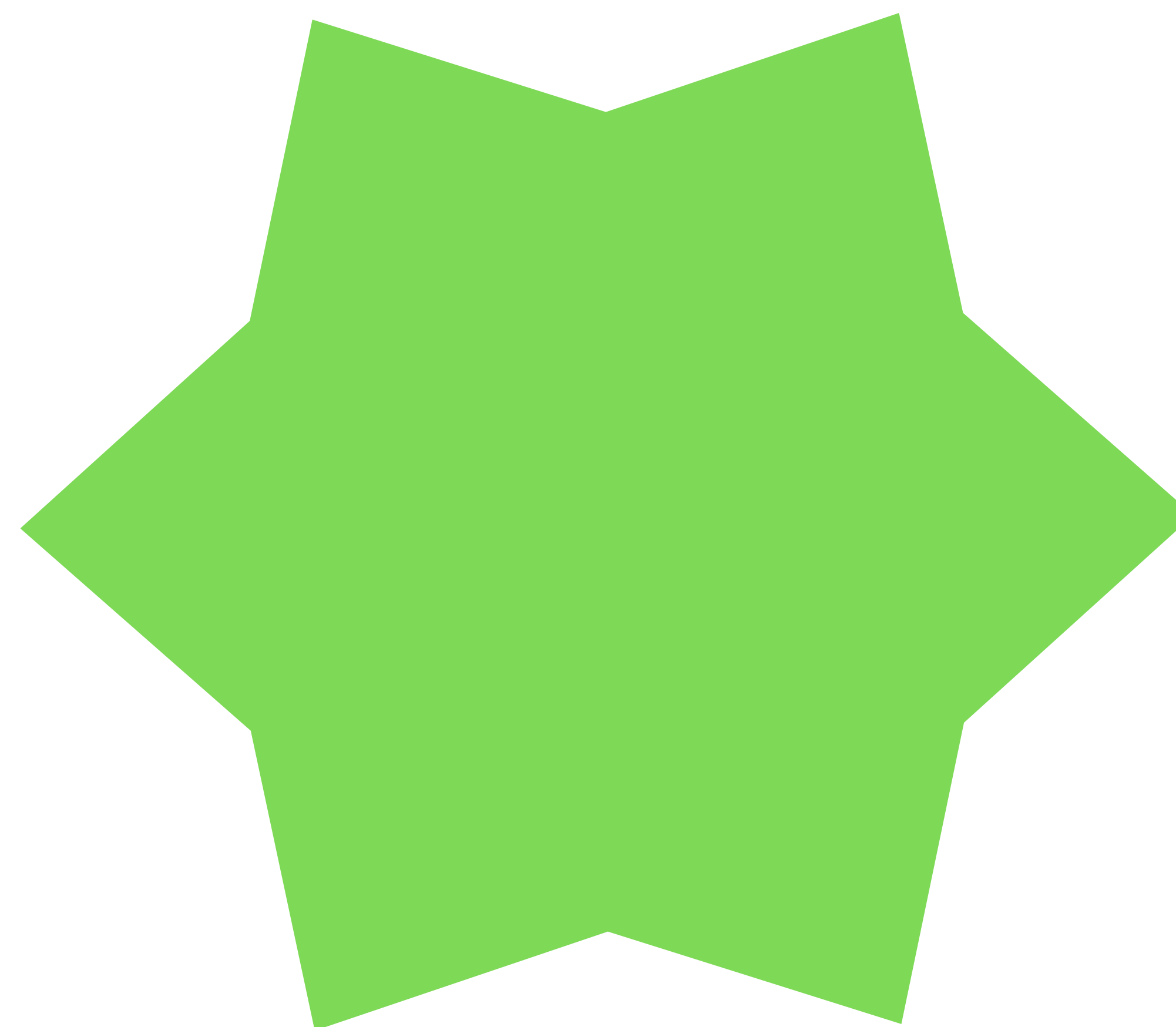
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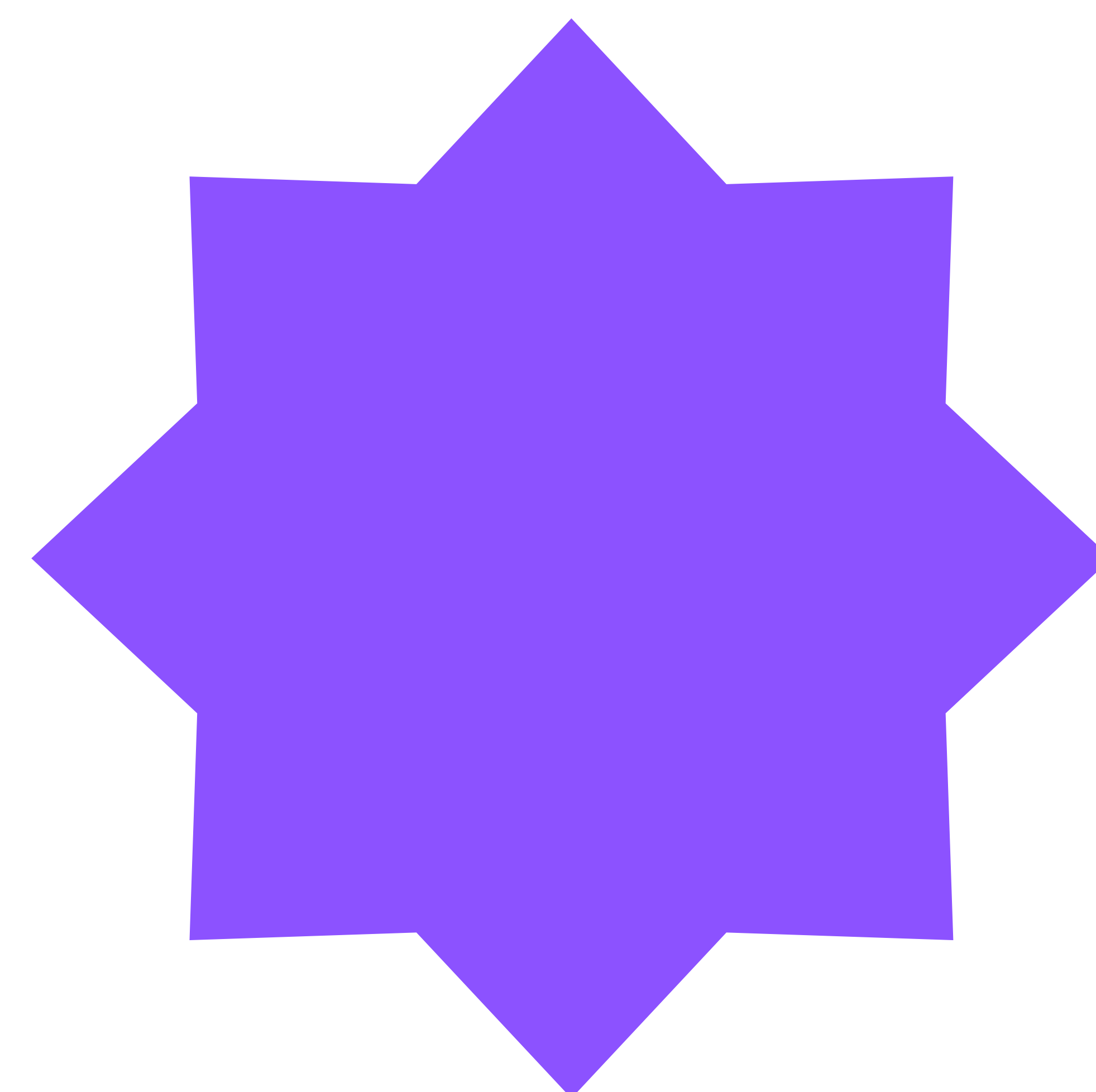
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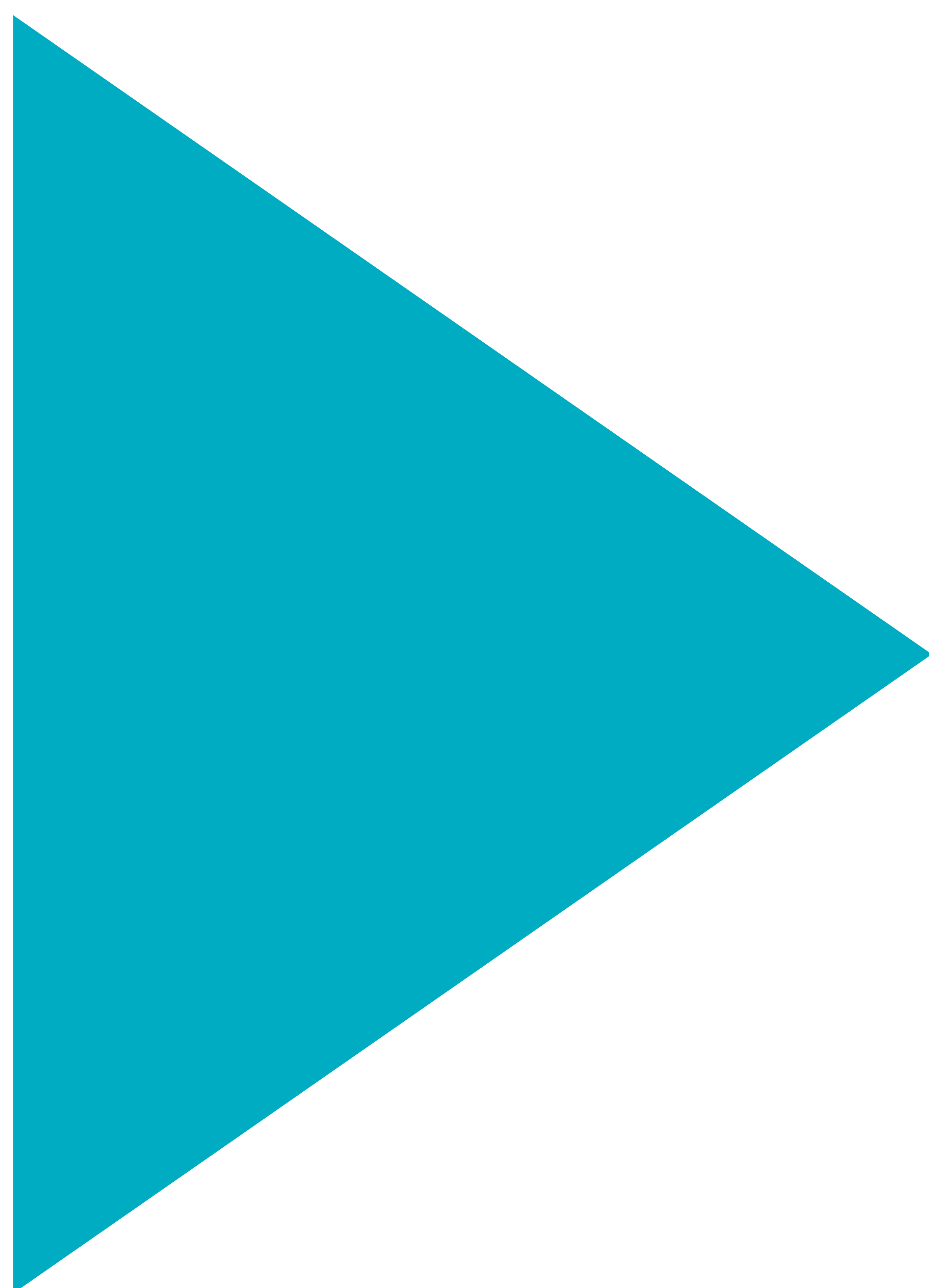
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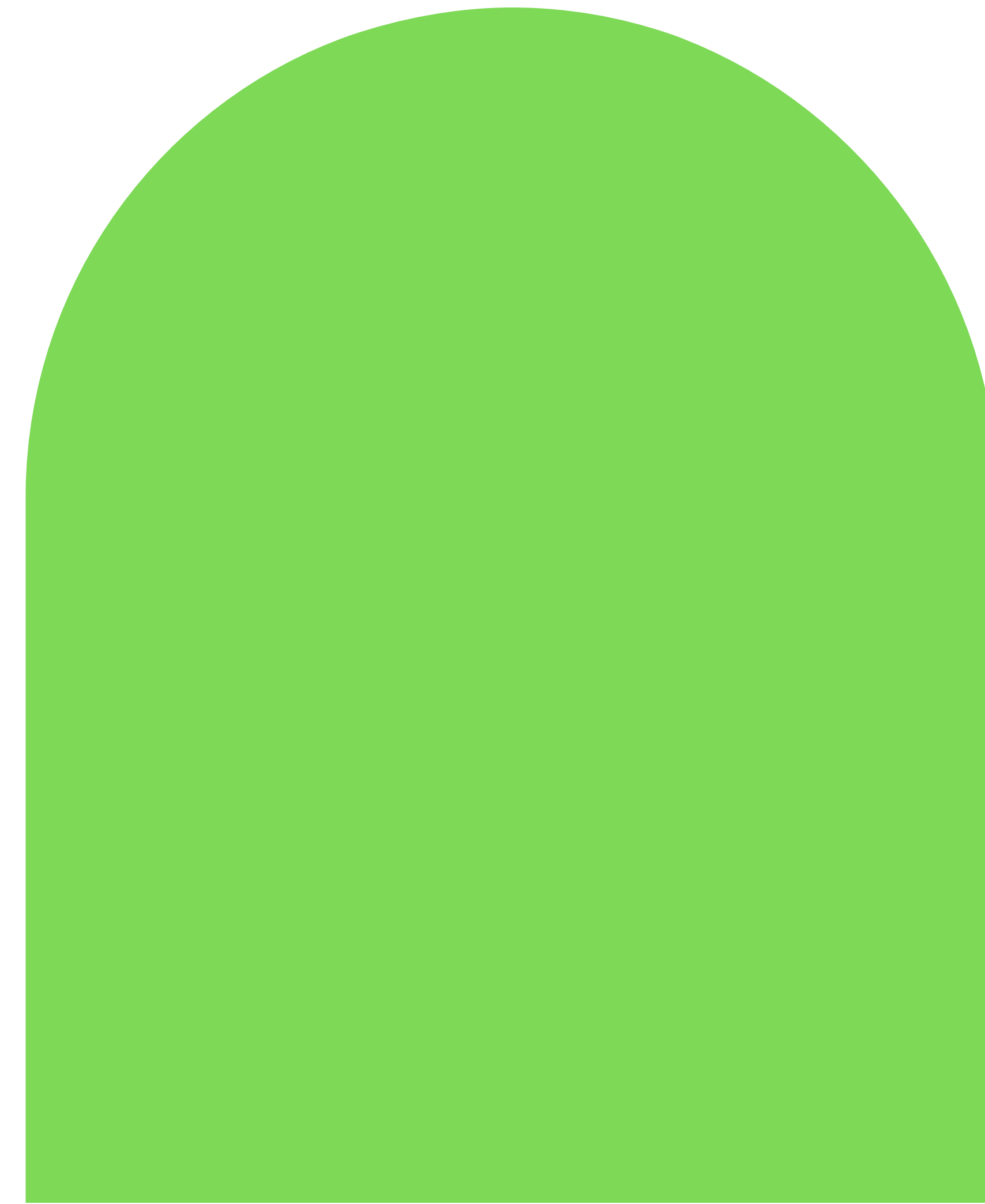
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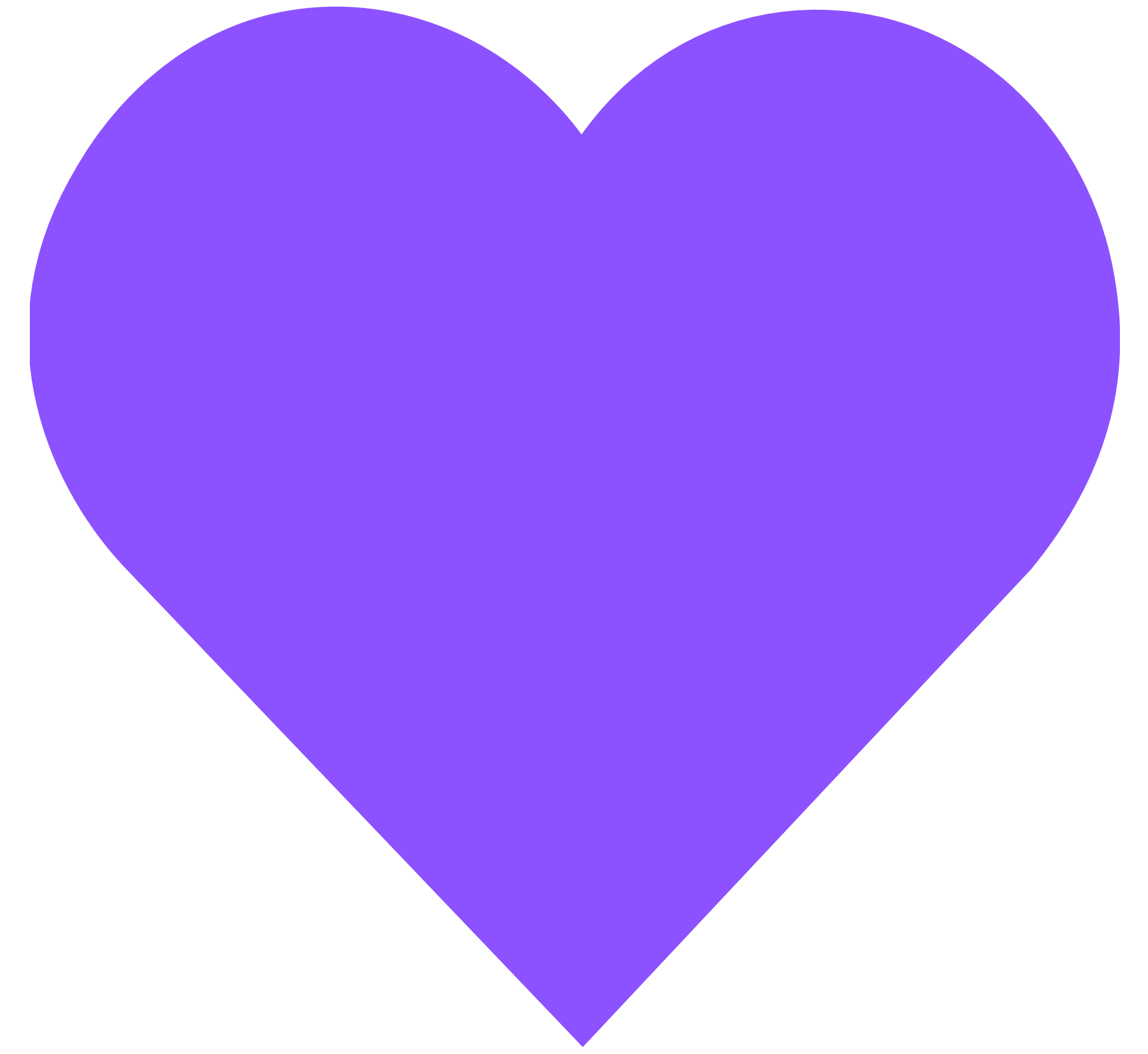
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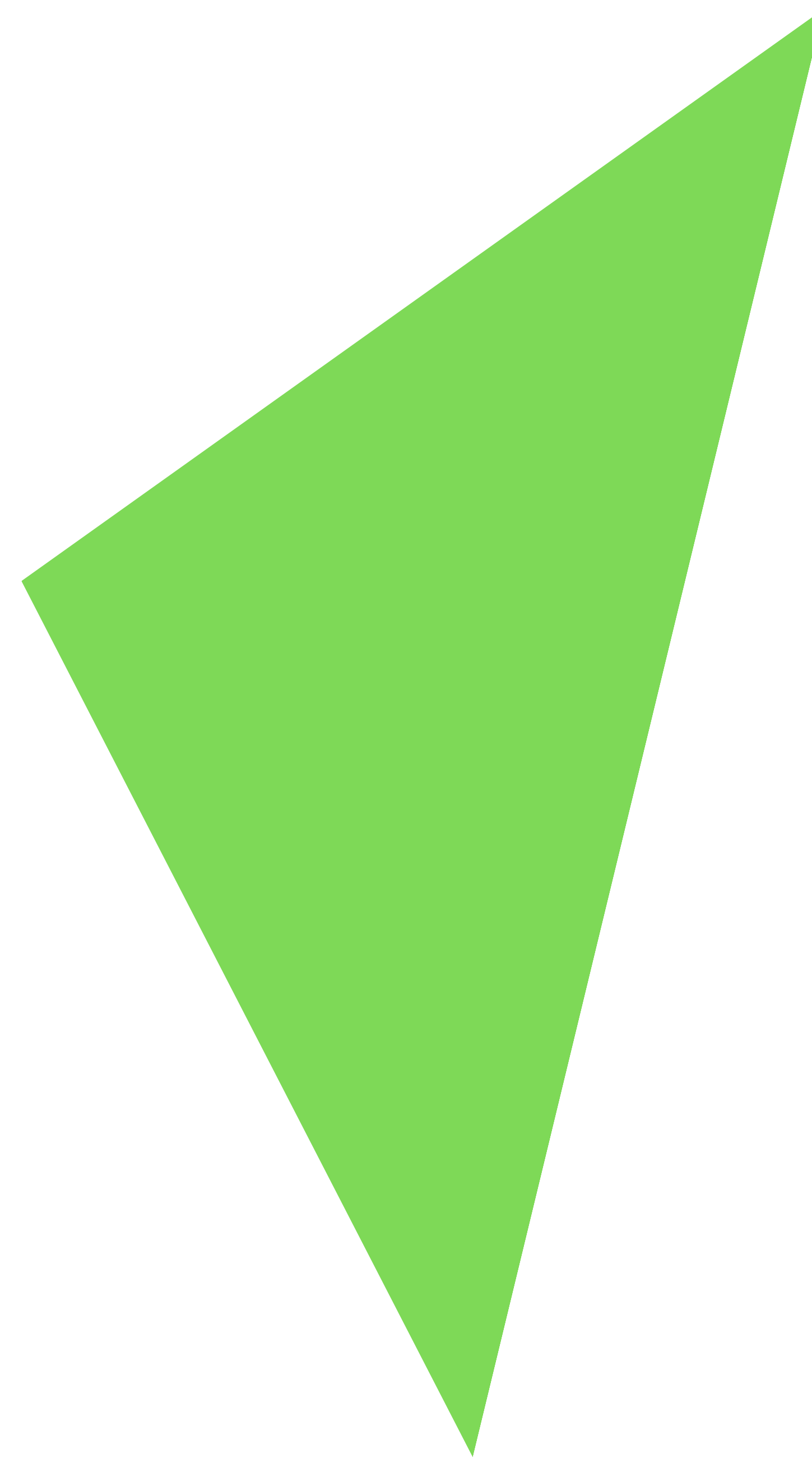
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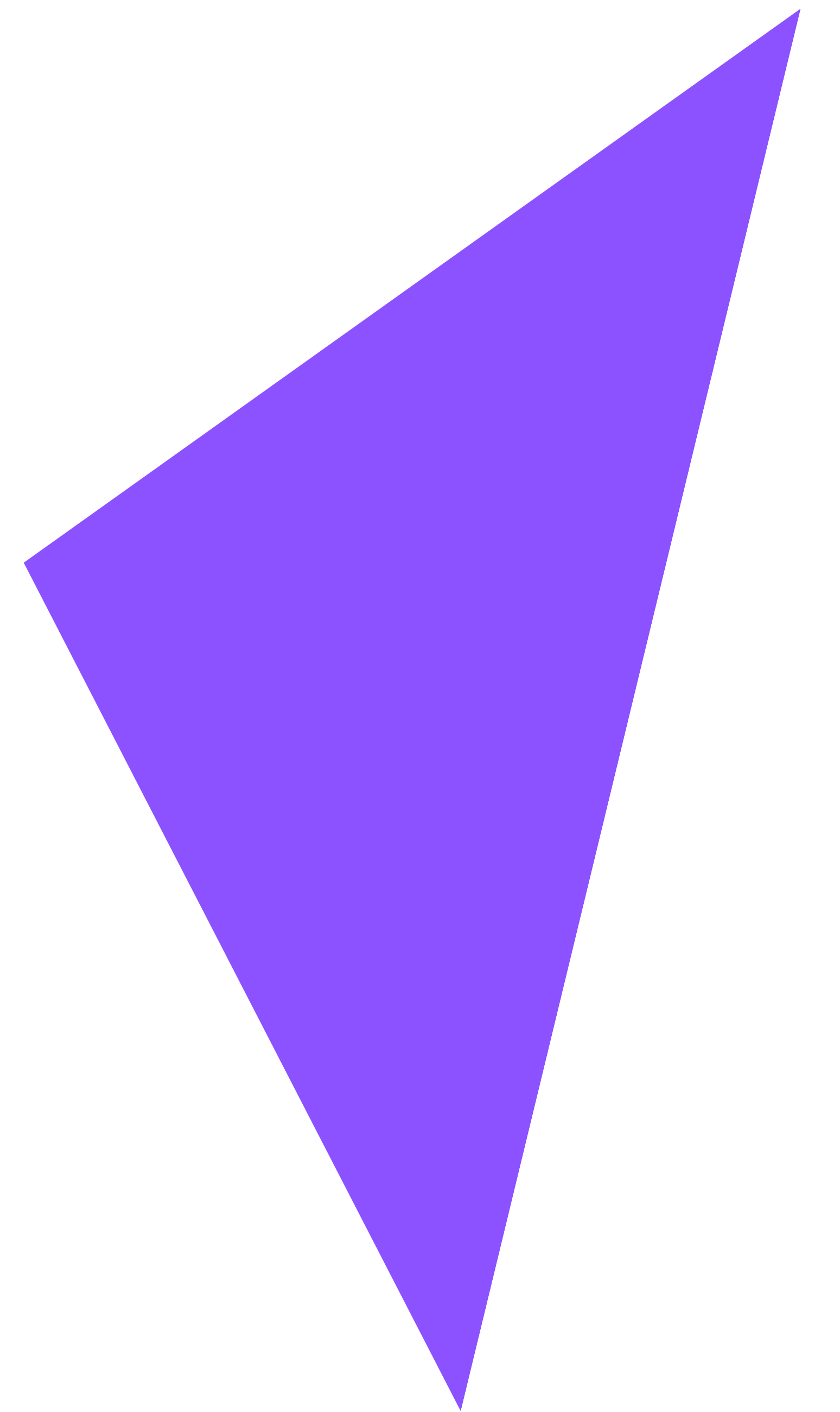
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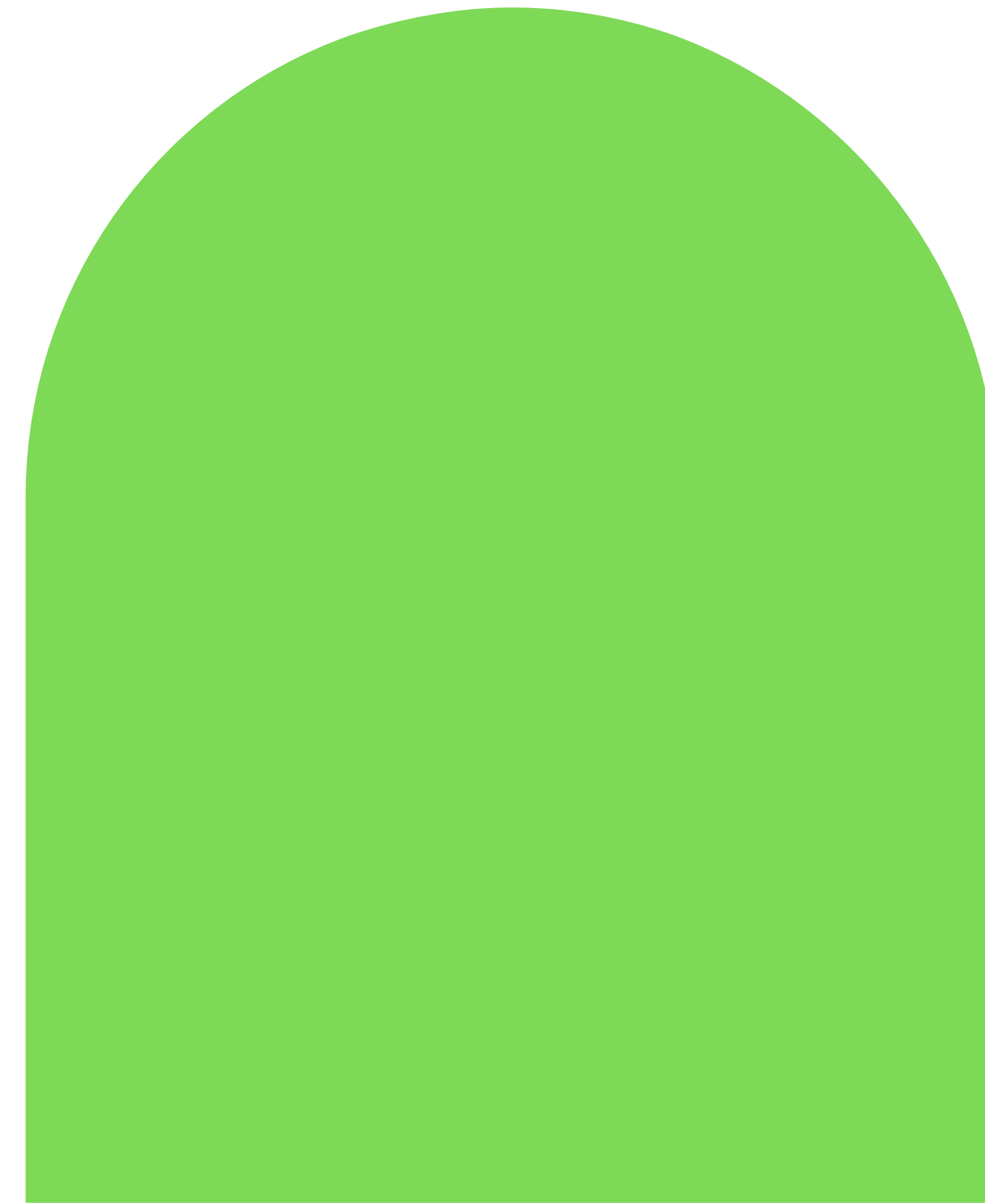
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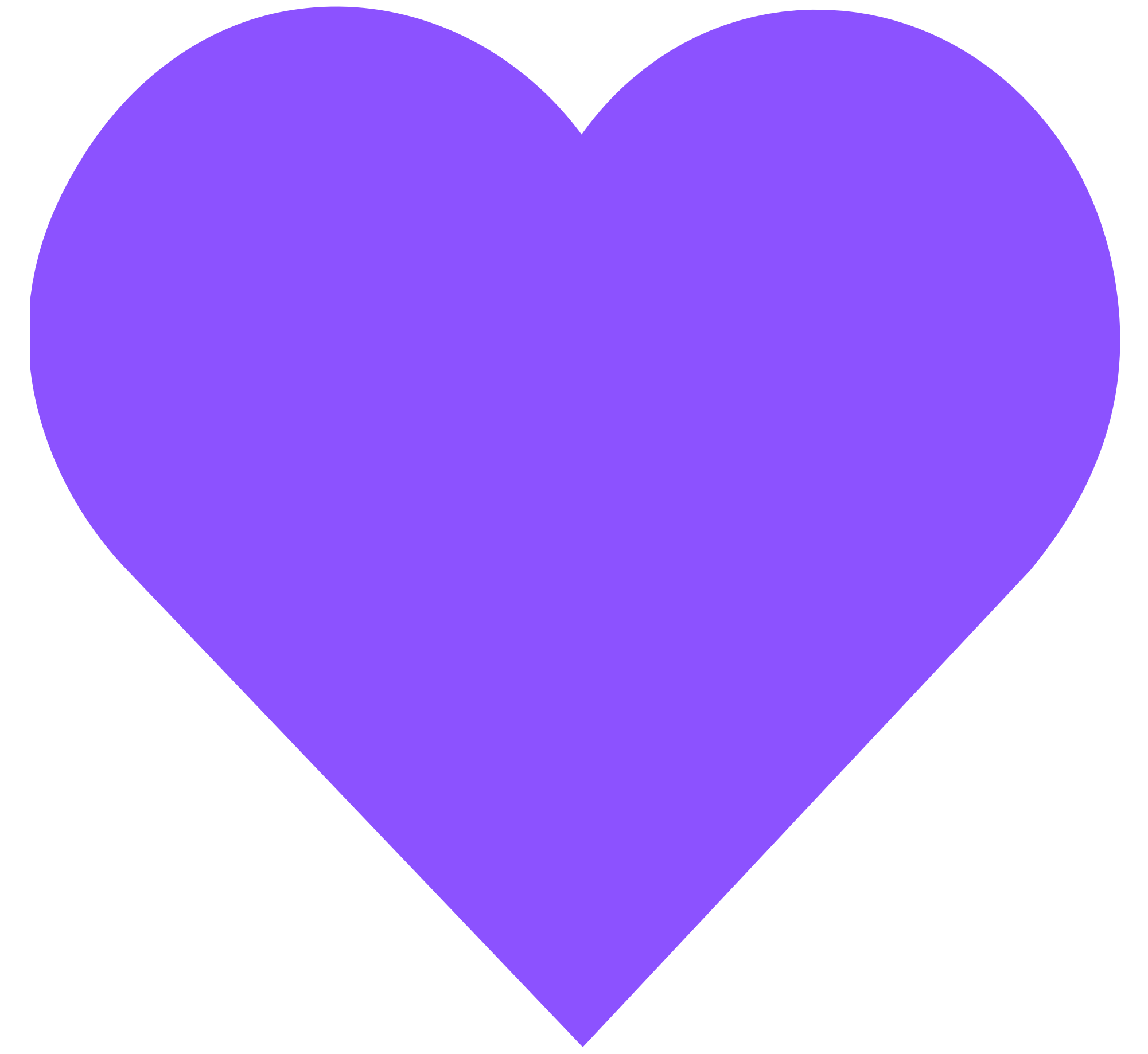
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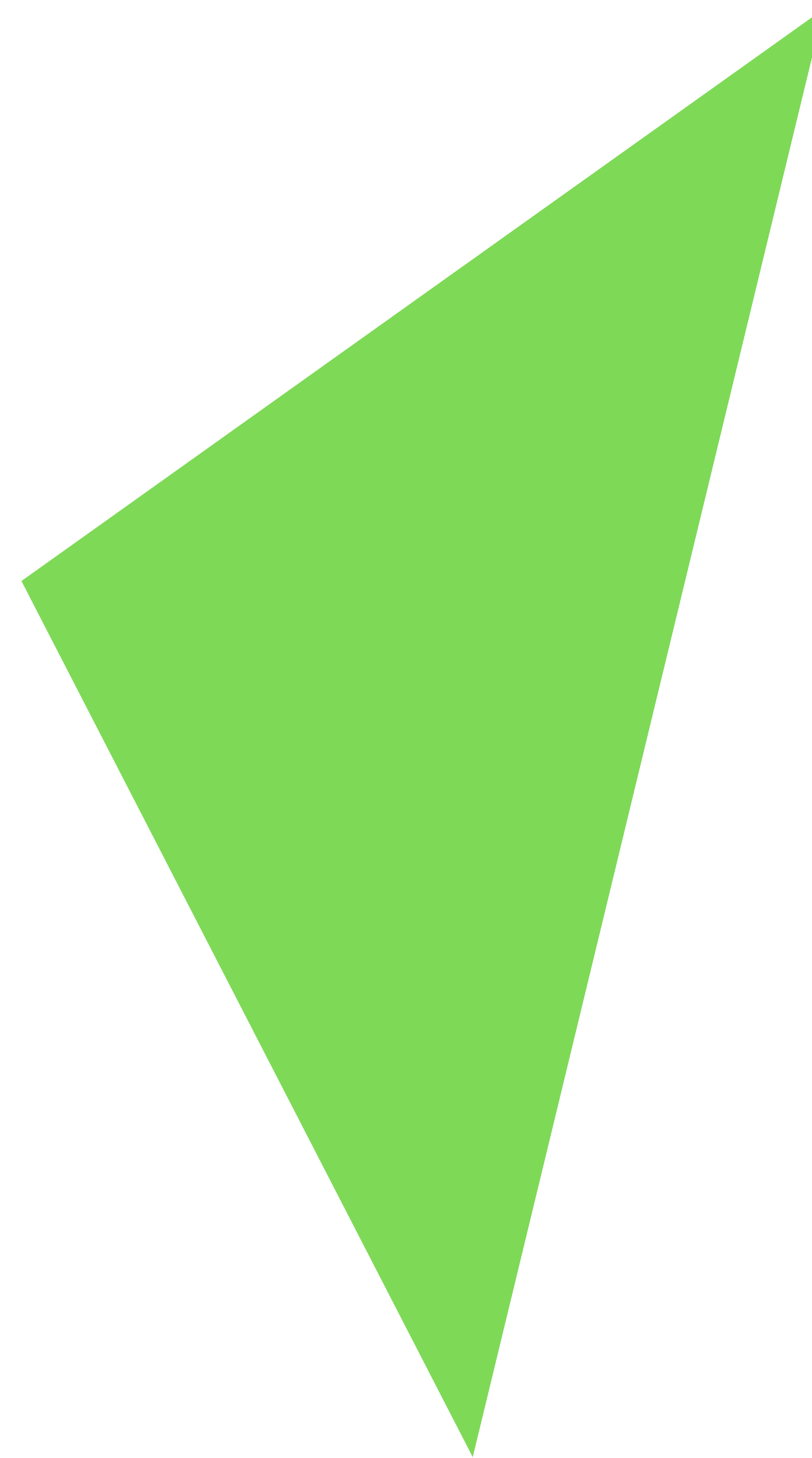
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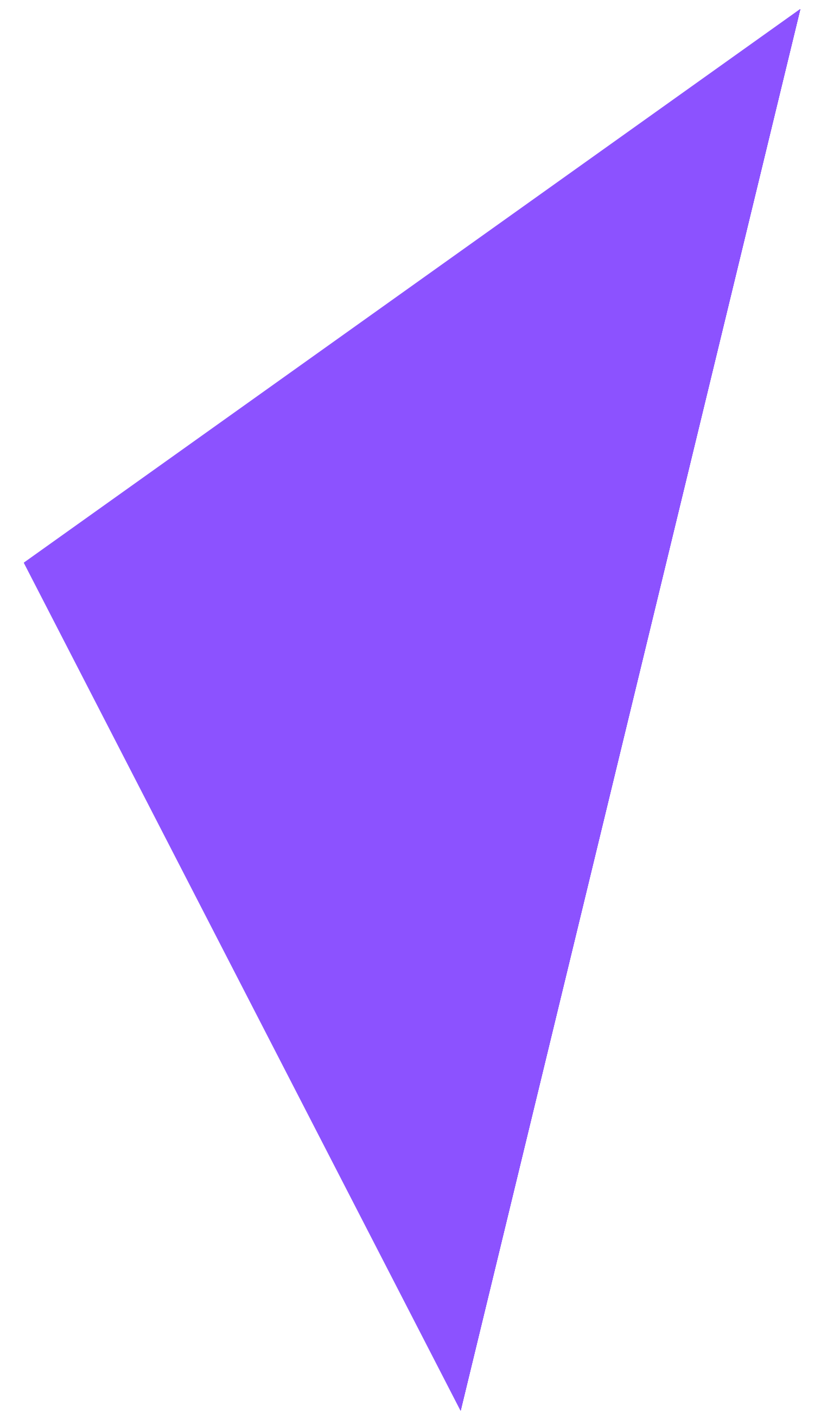
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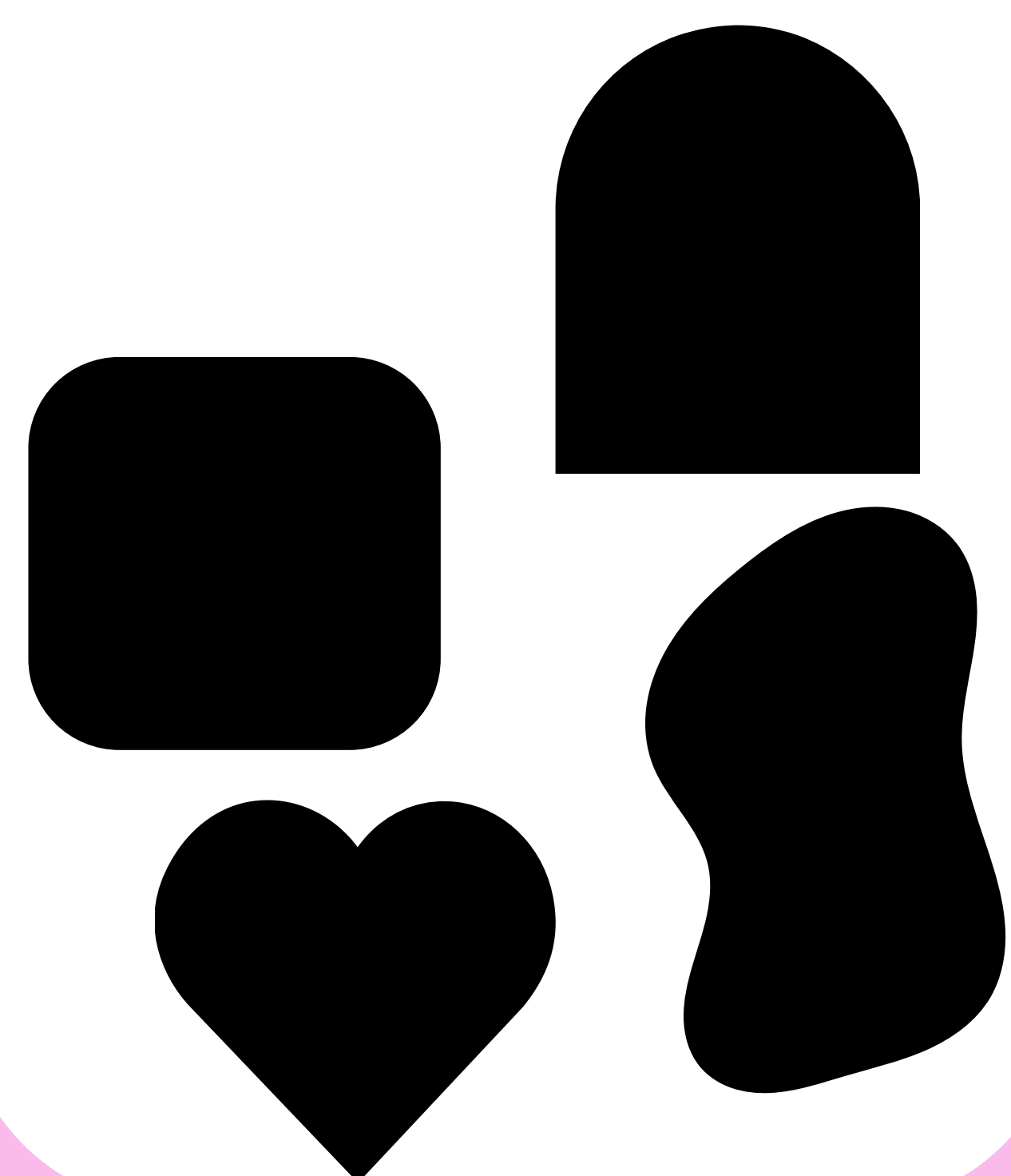


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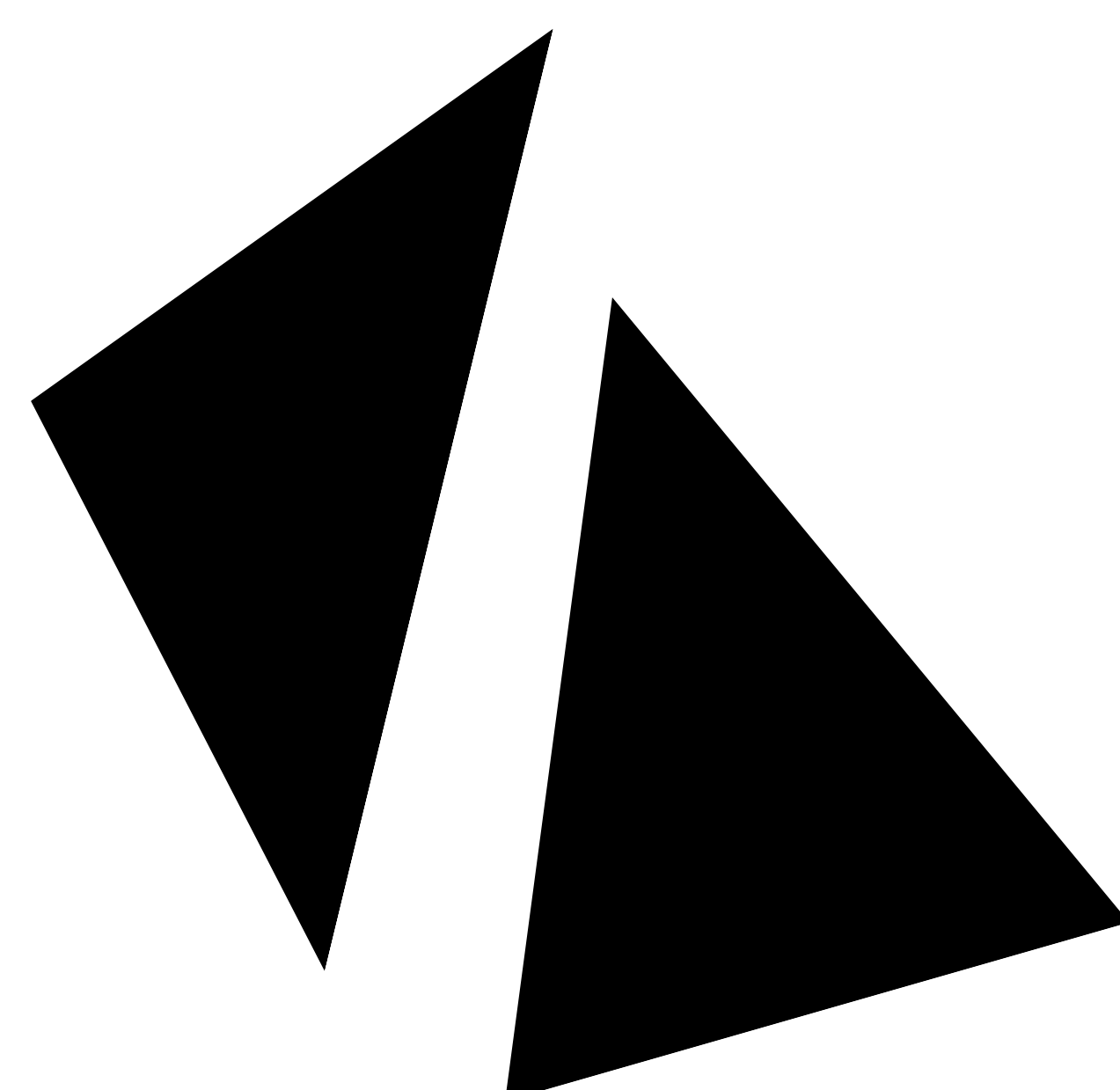
pas un polygone



teacherpirouette

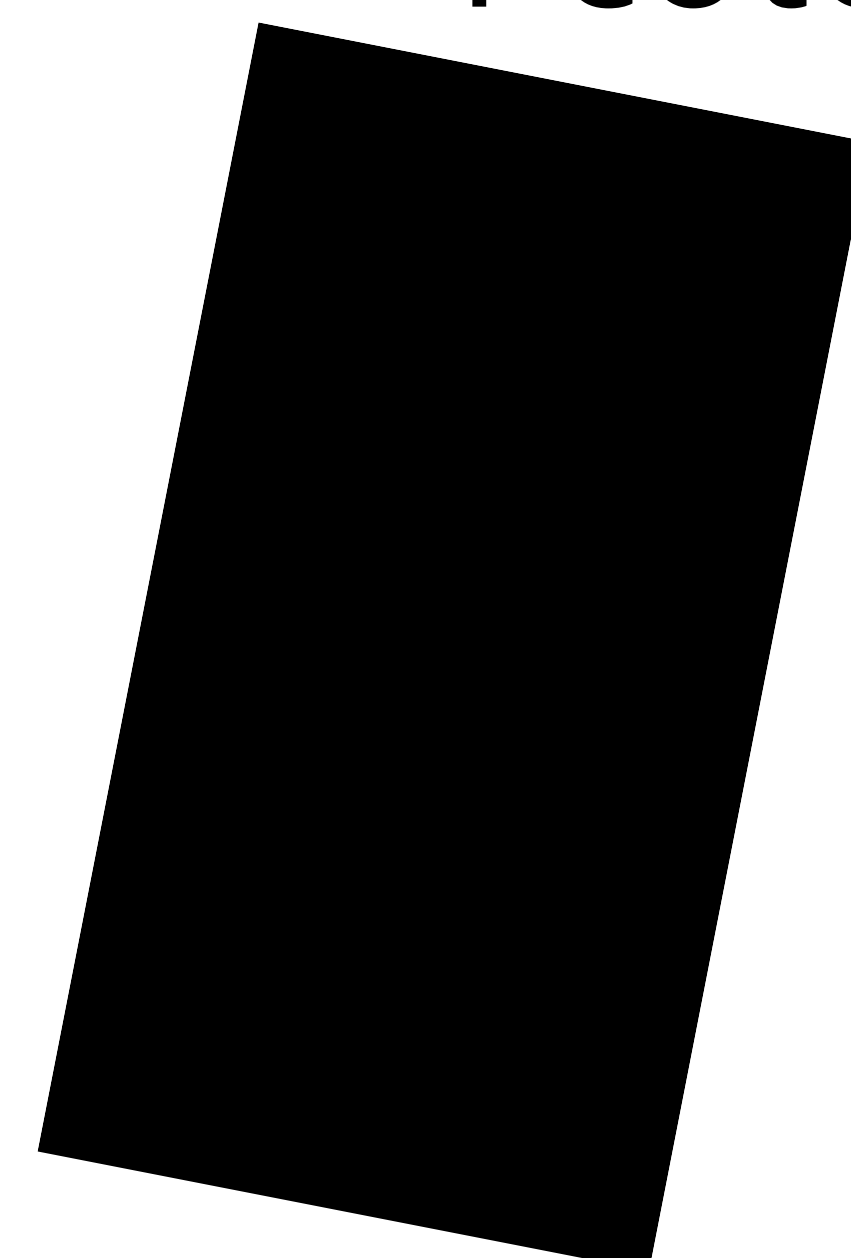
triangle

3 côtés



rectangle

4 côtés



carré

4 côtés



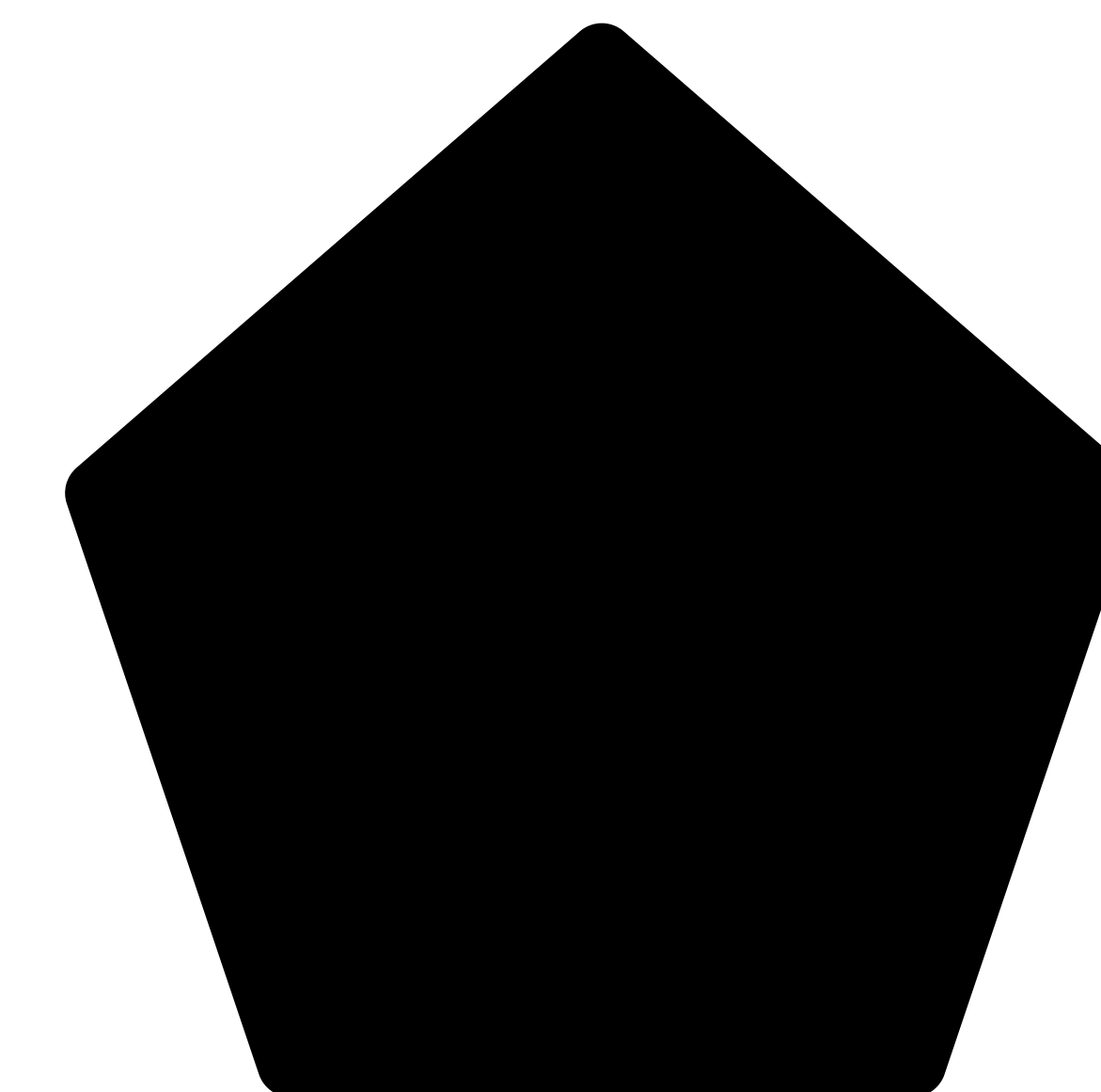
quadrilatère

4 côtés



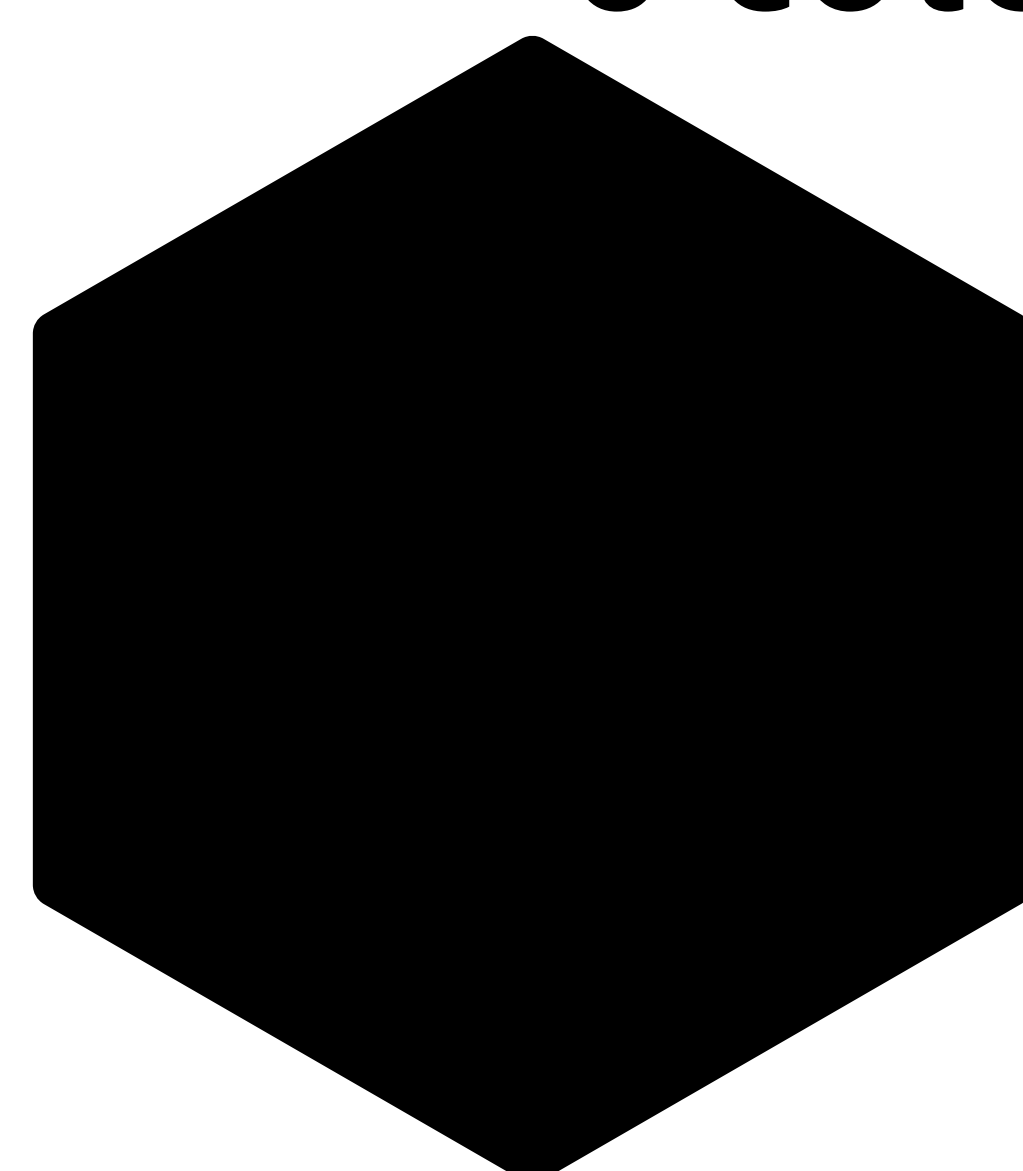
pentagone

5 côtés



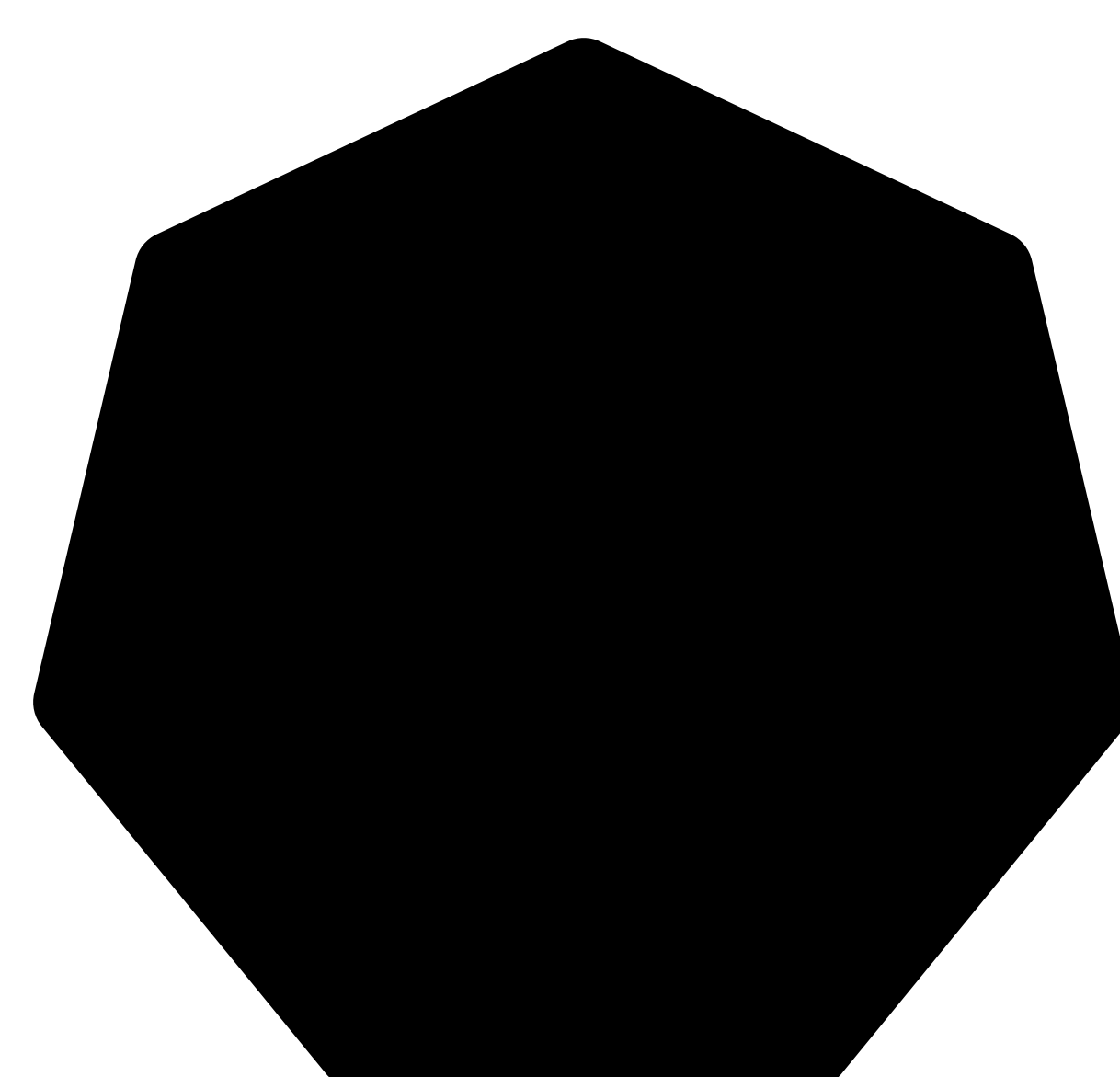
hexagone

6 côtés



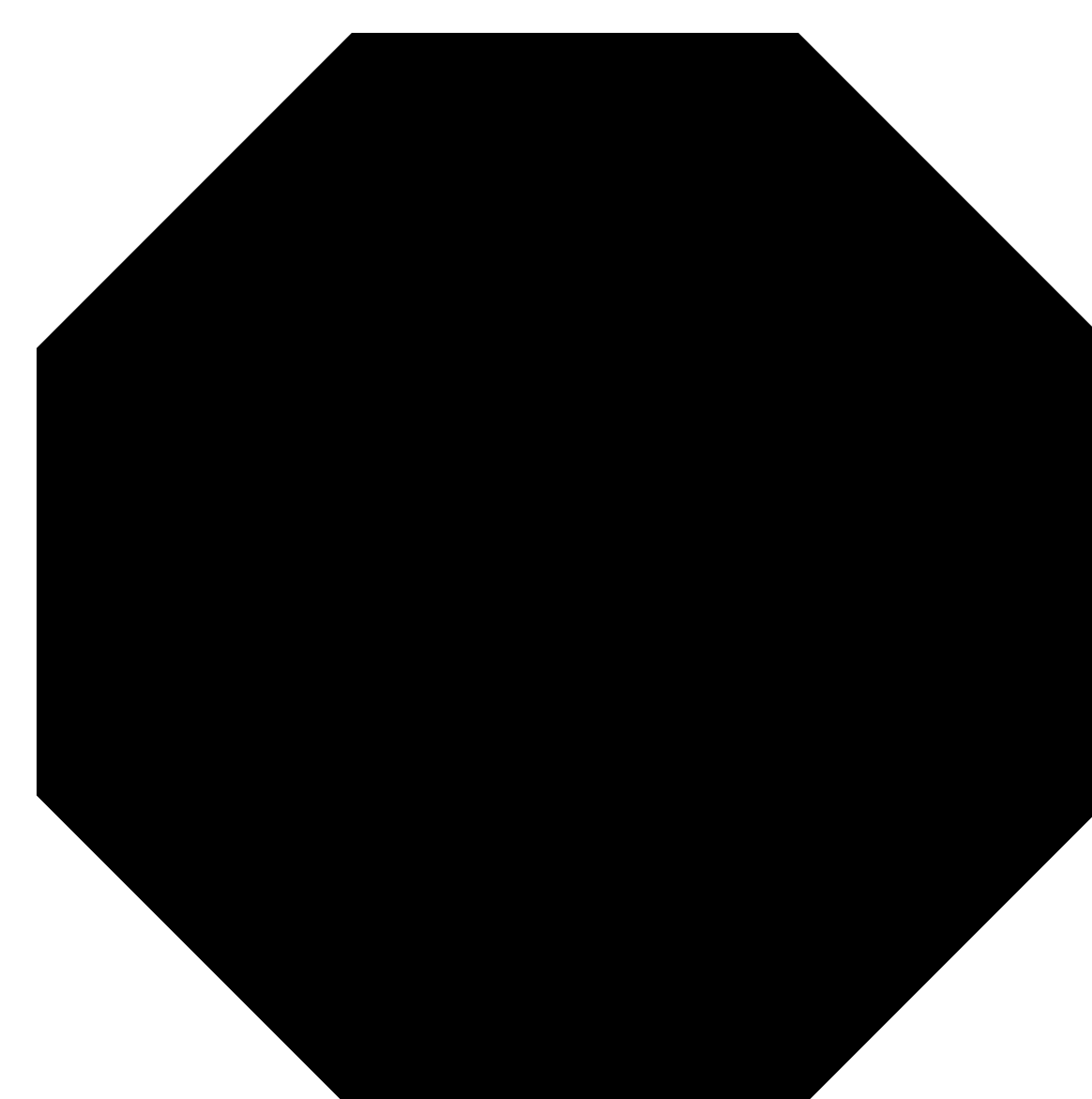
heptagone

7 côtés



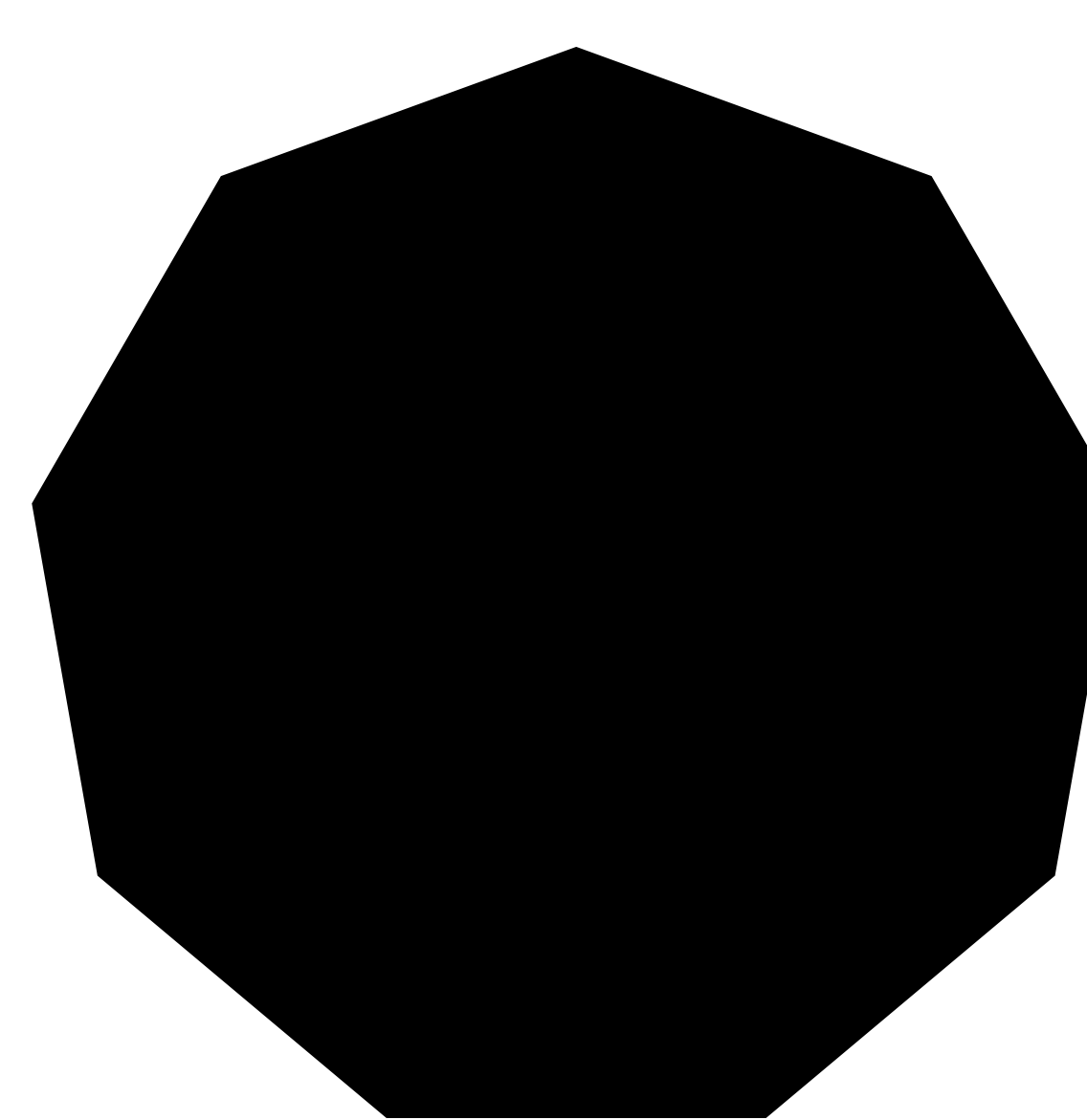
octogone

8 côtés



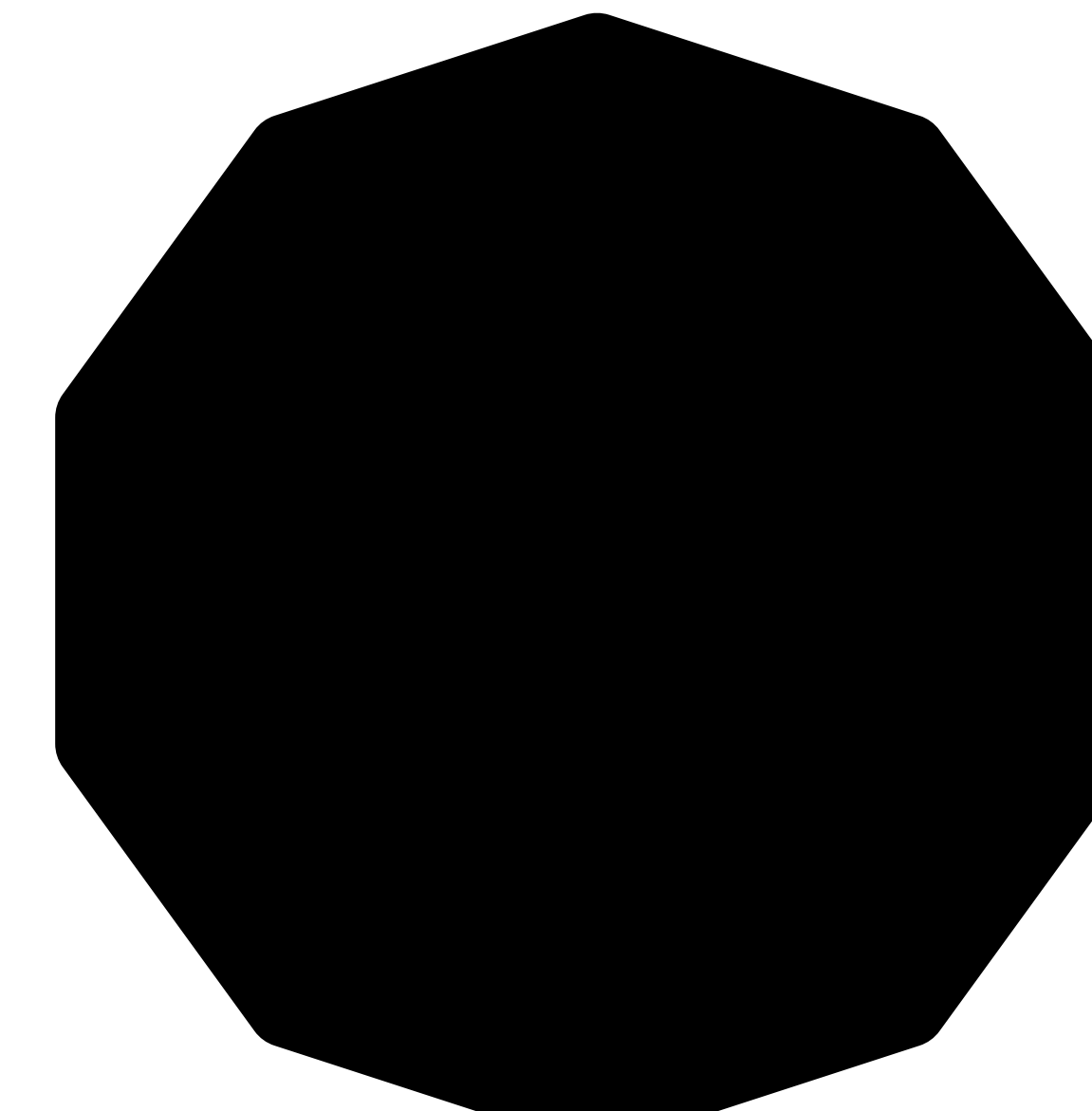
ennéagone

9 côtés



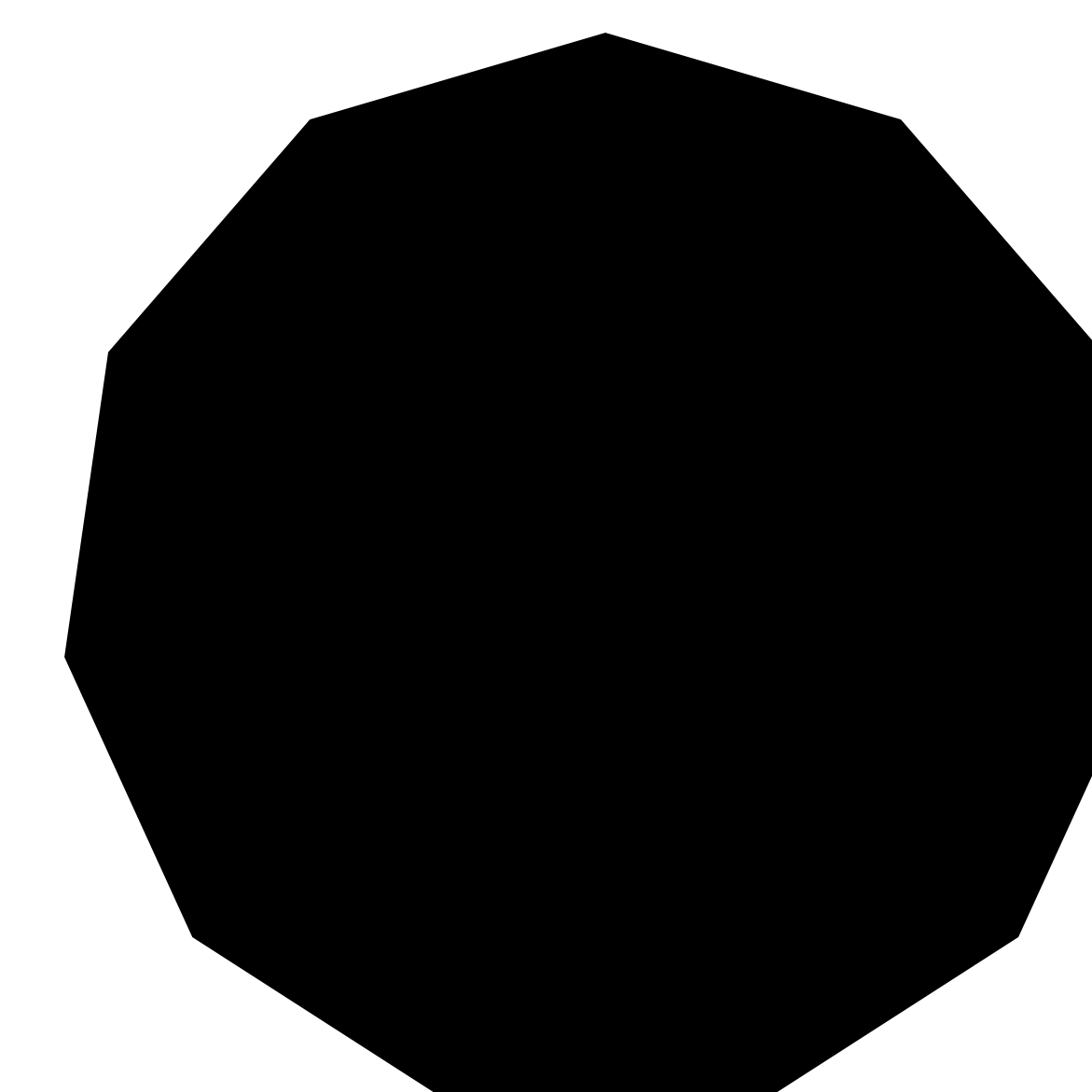
décagone

10 côtés



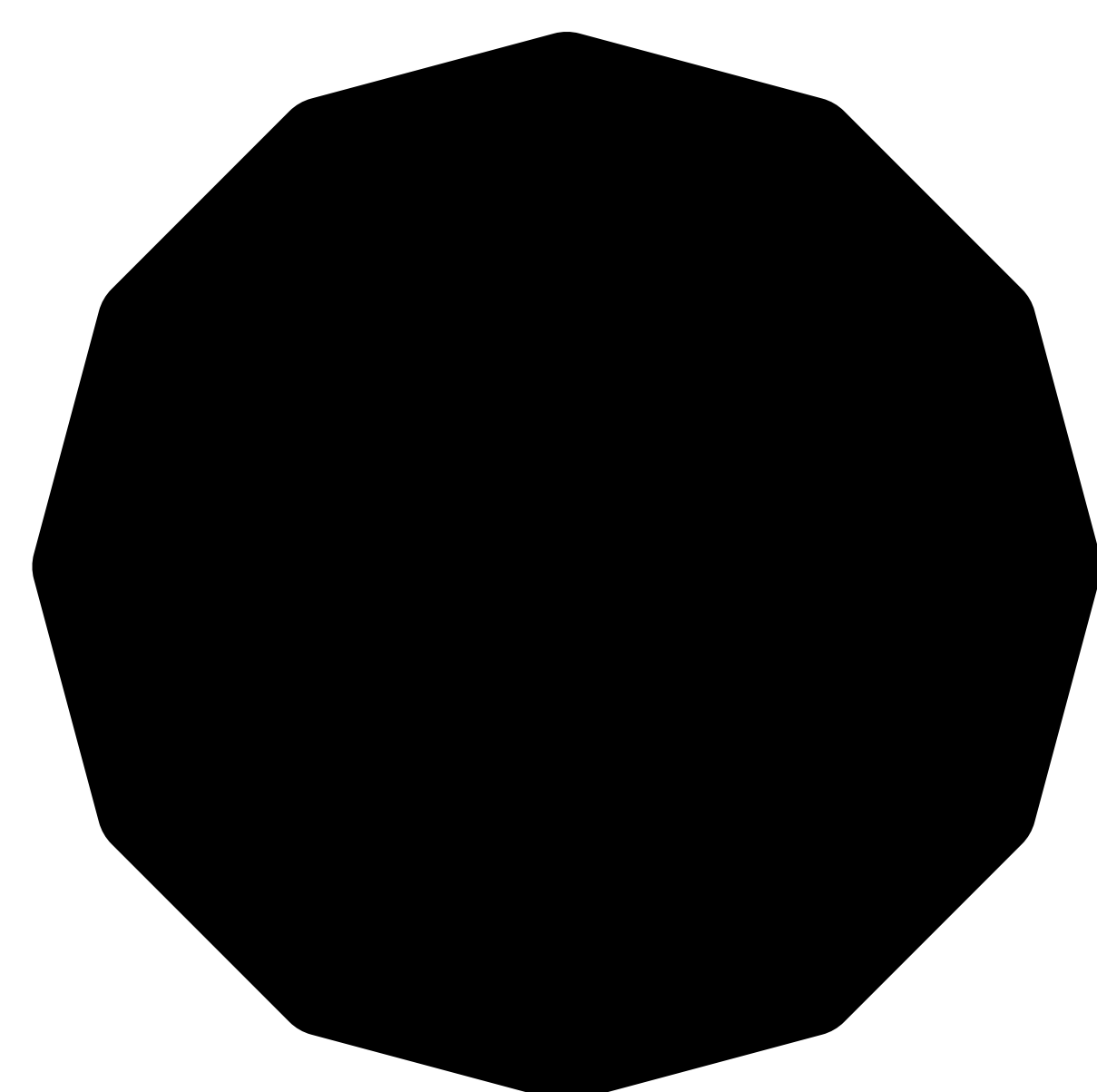
hendécagone

11 côtés



dodécagone

12 côtés



LA BATAILLE
DES POLYGONES

LA BATAILLE DES POLYGONES

Jeu 1 : La Bataille des polygones

Le jeu suit les principes de la bataille :

1. Déroulement :

- On distribue toutes les cartes et on les place face retournée devant soi.
- Chaque joueur joue une carte de son tas.
- Le vainqueur du pli est celui qui a la carte avec le polygone ayant le plus grand nombre de côtés.

Attention : Avant de remporter un pli, le joueur doit nommer le polygone de sa carte. Si le joueur ne donne pas le nom correct ou hésite, il perd le pli, qui est alors remporté par le joueur suivant dans l'ordre de priorité (celui ayant le polygone avec le plus grand nombre de côtés).

- Les cartes dont la figure n'est pas un polygone valent 0 et ne peuvent pas gagner de pli.

Aide : Les élèves peuvent utiliser les figures représentées sur la fiche récapitulative pour vérifier le nombre de côtés et identifier le nom du polygone.

Jeu 2 : Le Mistigri des polygones

Le jeu se déroule sur le principe classique du Mistigri avec une adaptation thématique :

1. Mise en place :

- Le jeu utilise toutes les cartes polygones et la carte coeur (qui joue le rôle de Mistigri).

2. Déroulement :

- Les joueurs piochent et cherchent à former des paires de polygones identiques.
- Une paire est valide uniquement si le joueur donne correctement le nom du polygone représenté sur les cartes.

3. Condition spéciale :

- Le joueur qui termine avec le Mistigri dans sa main perd la partie.

