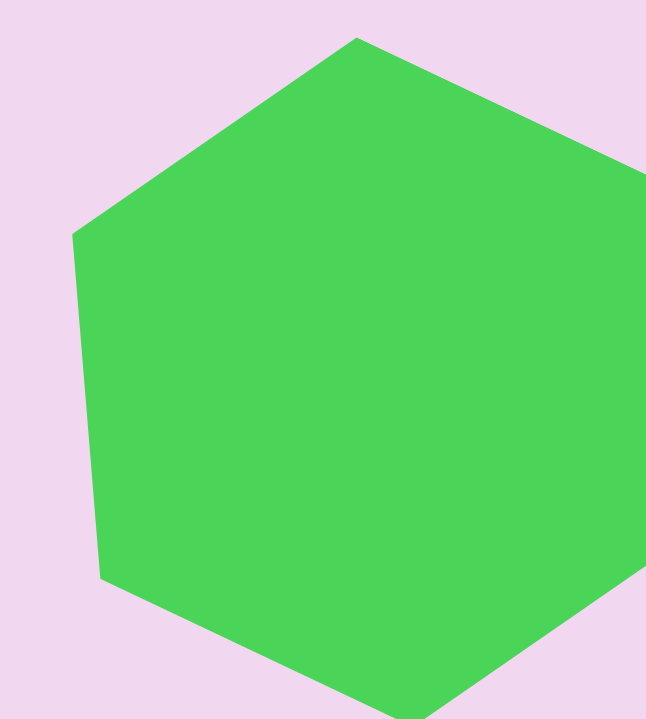
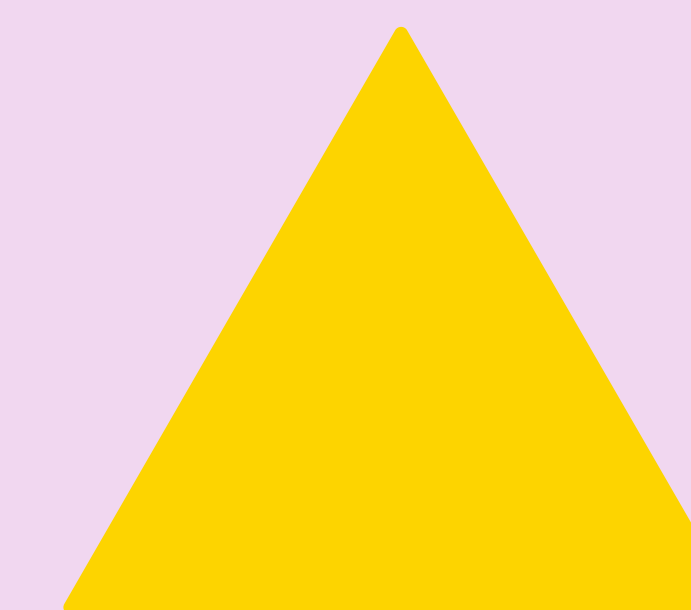
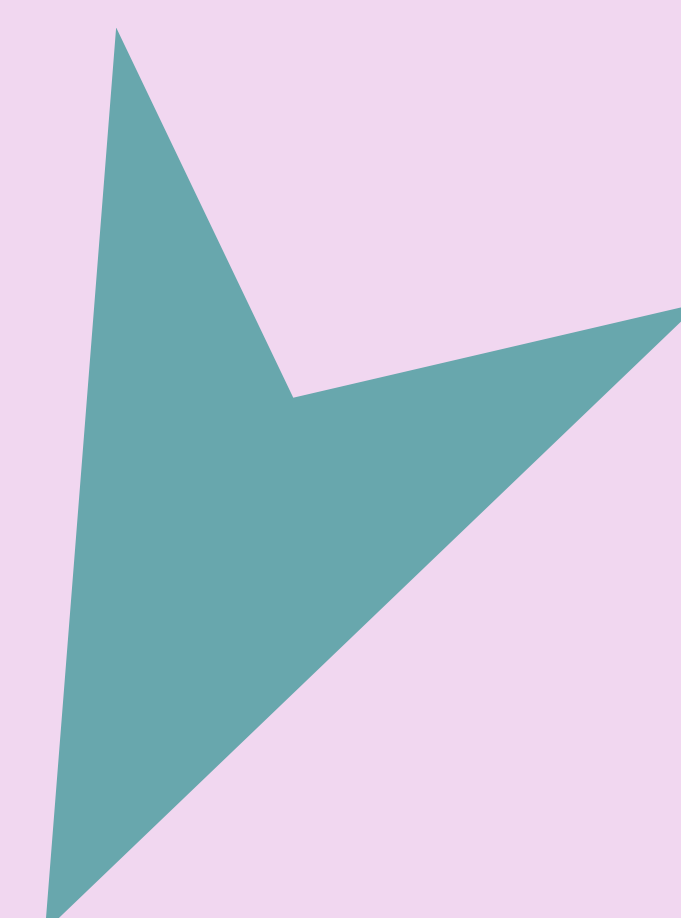
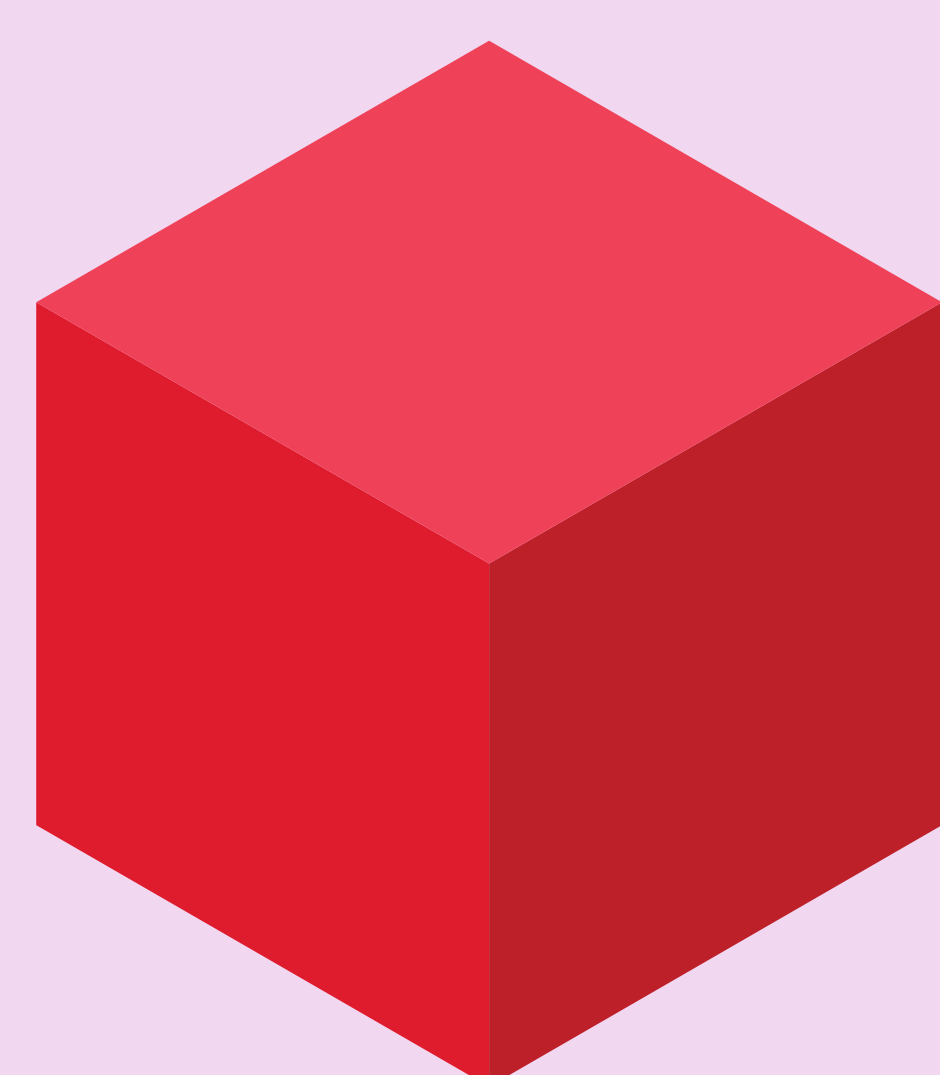
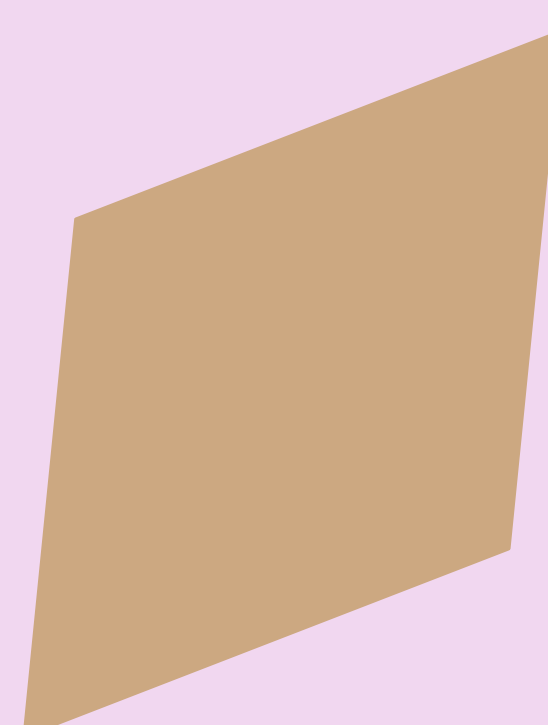
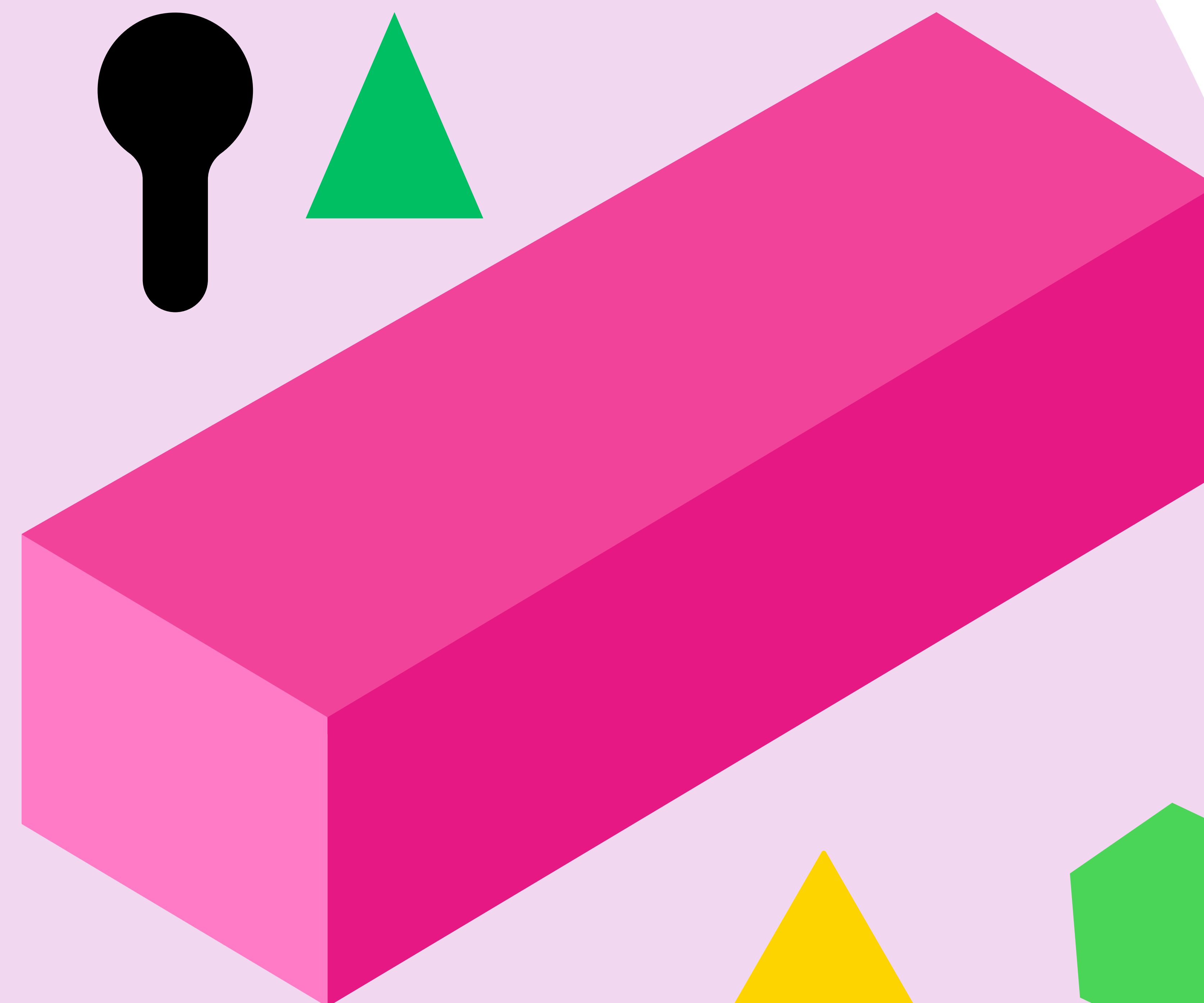
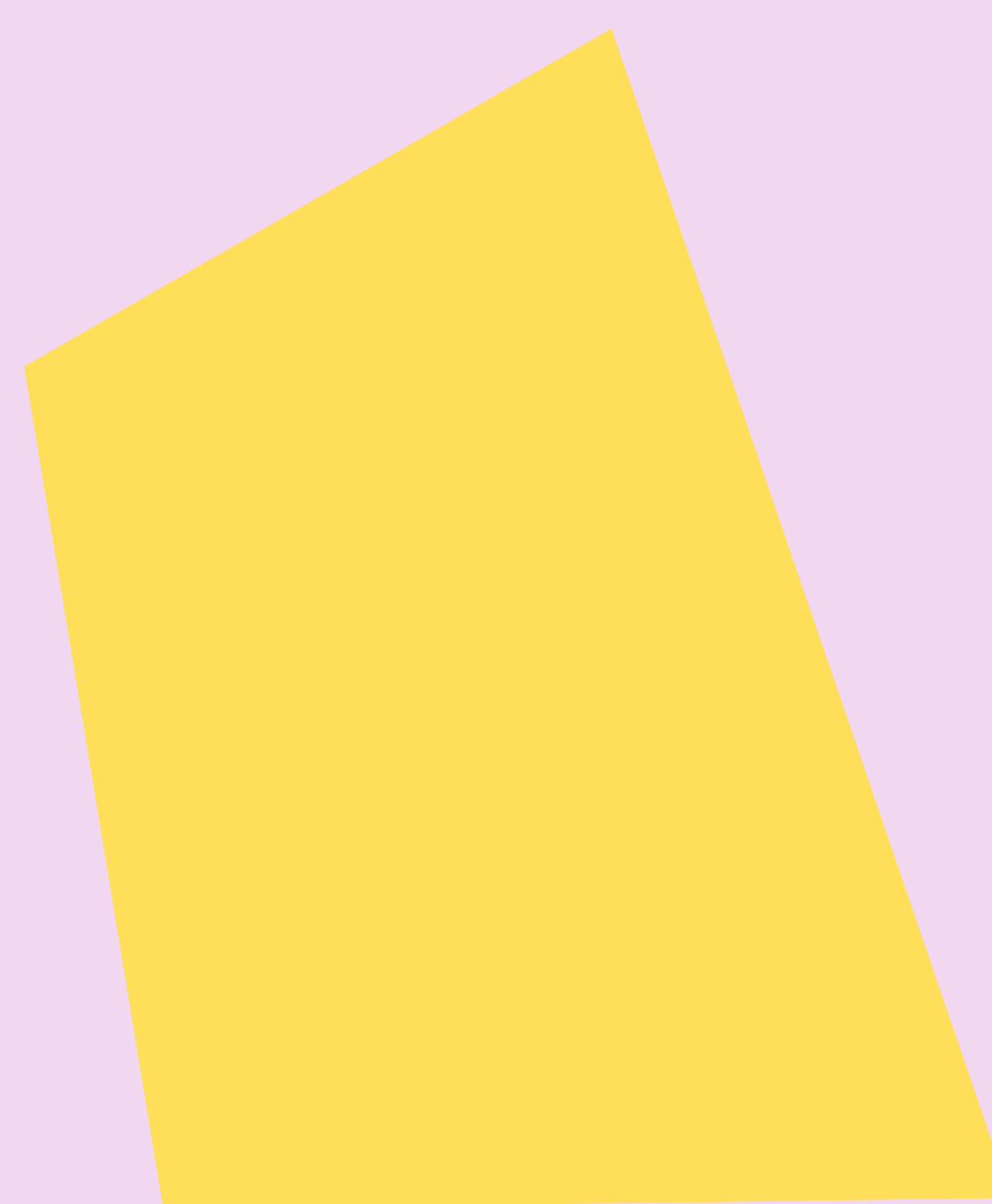
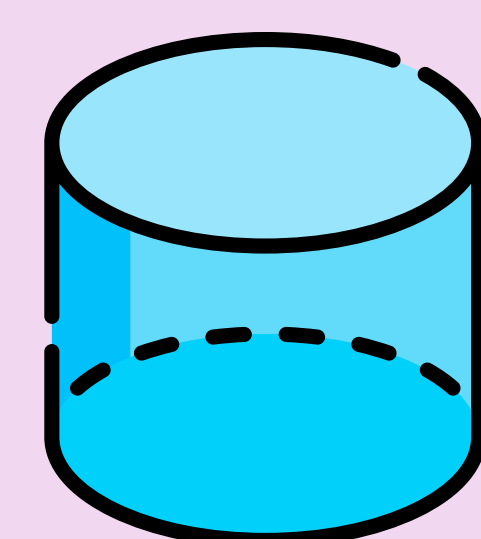
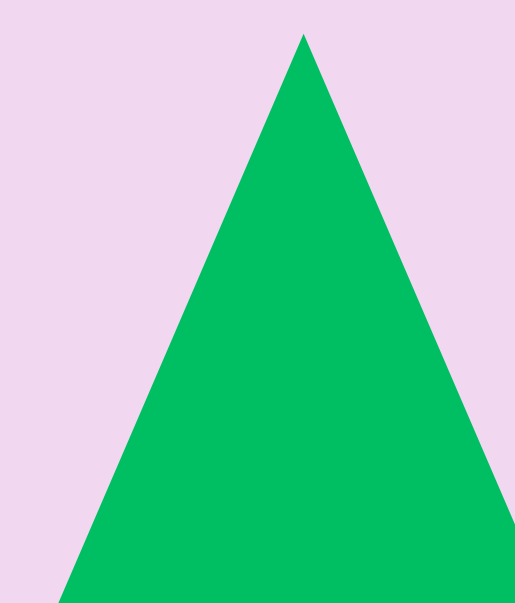
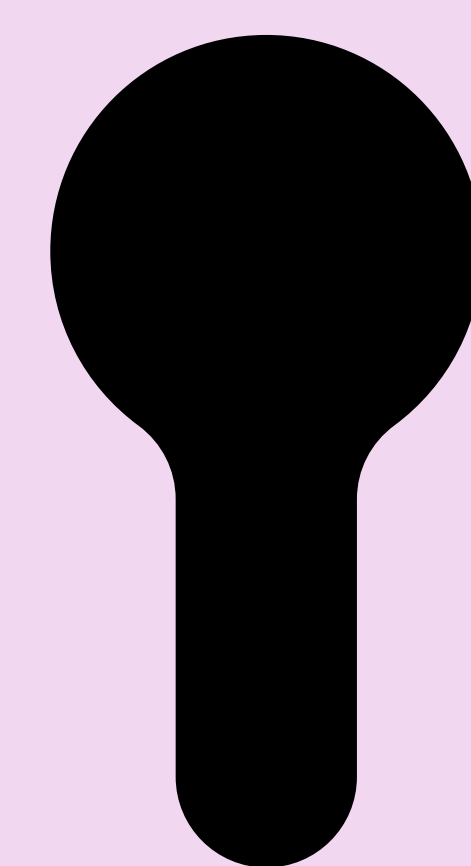
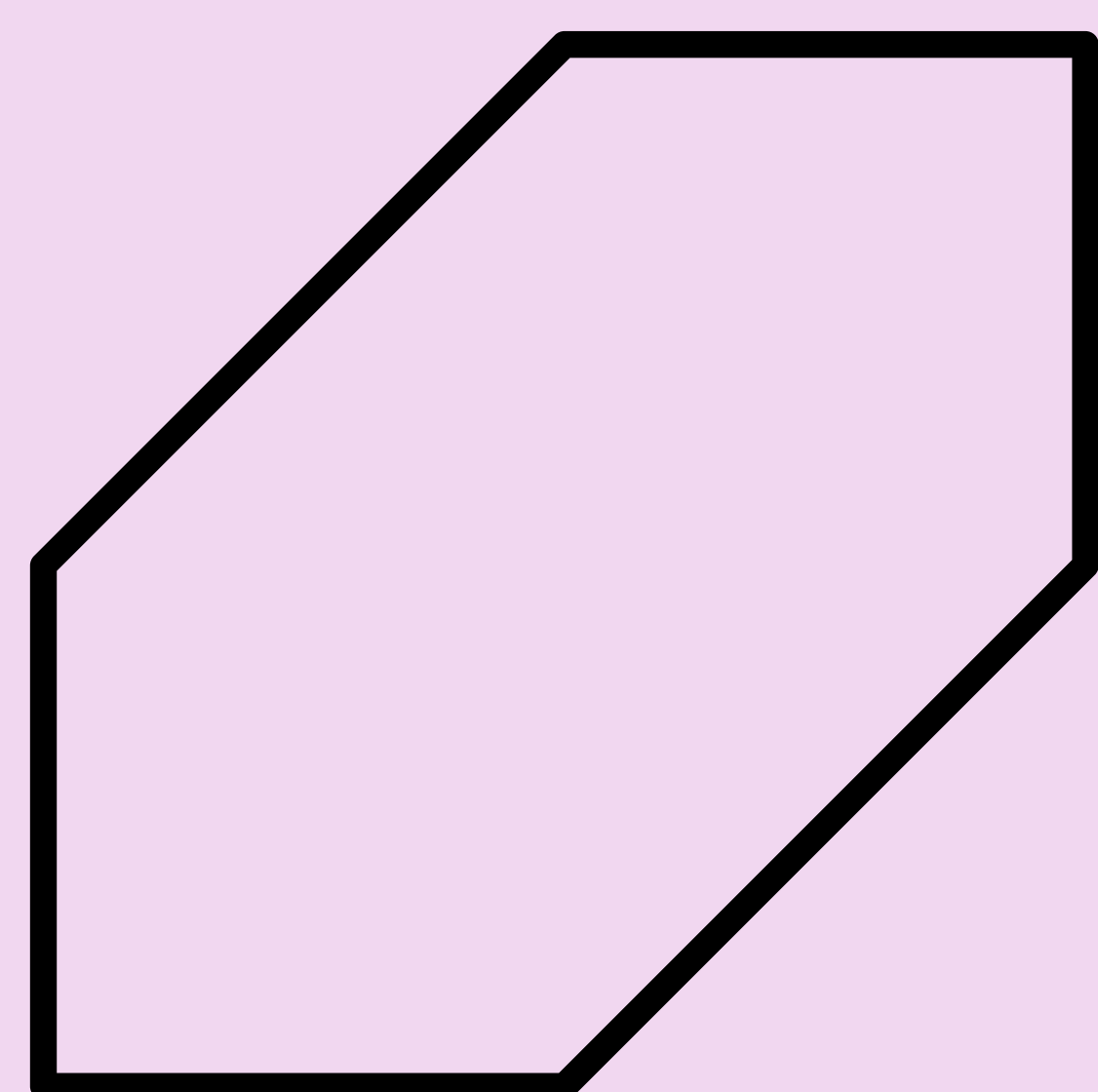
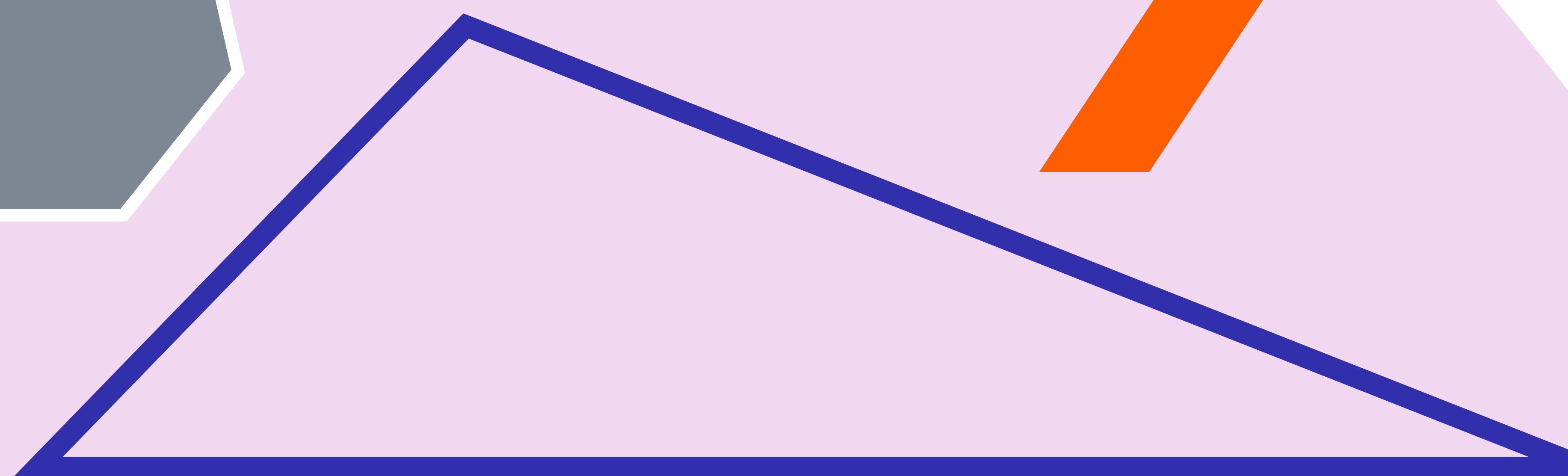
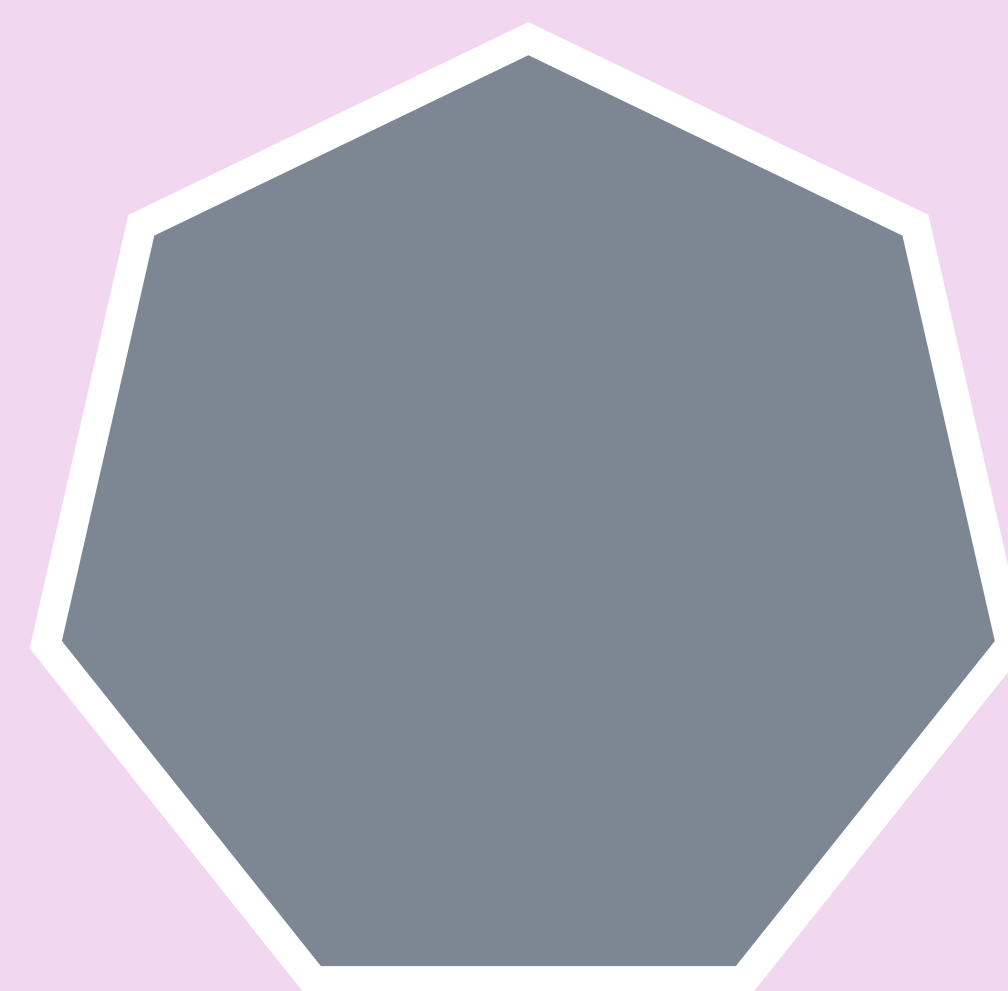
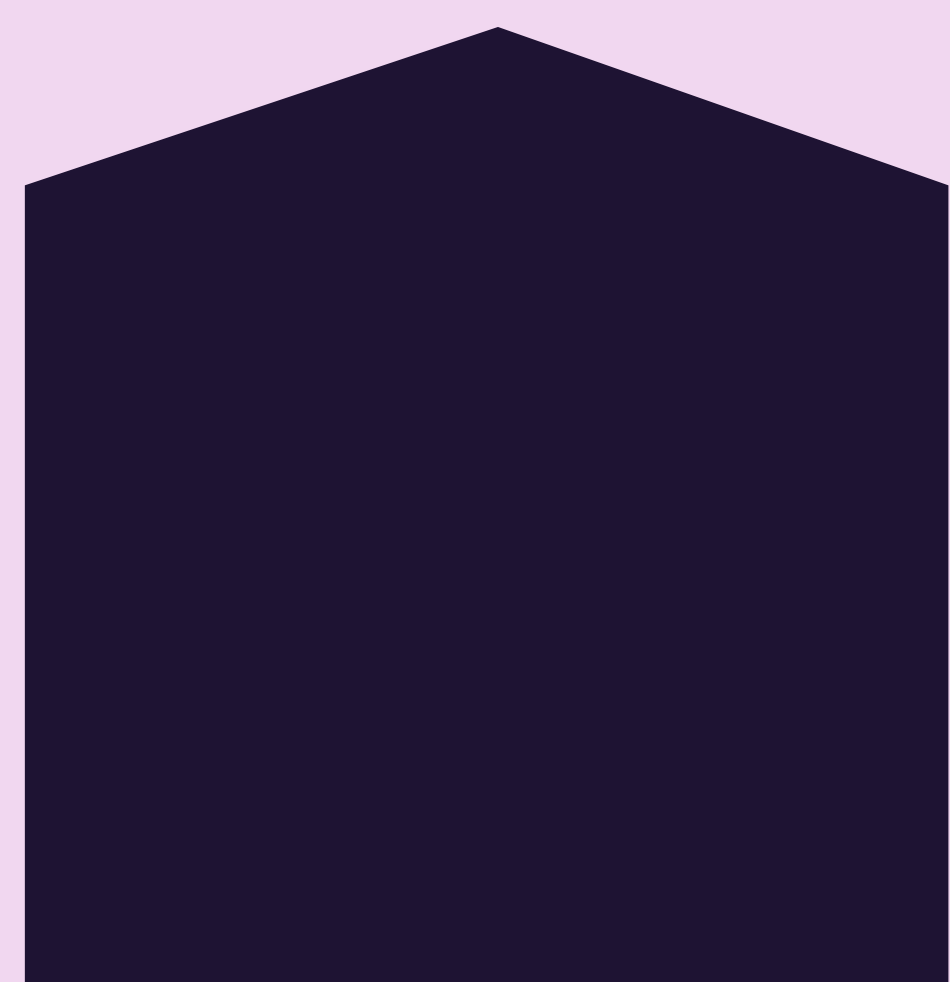
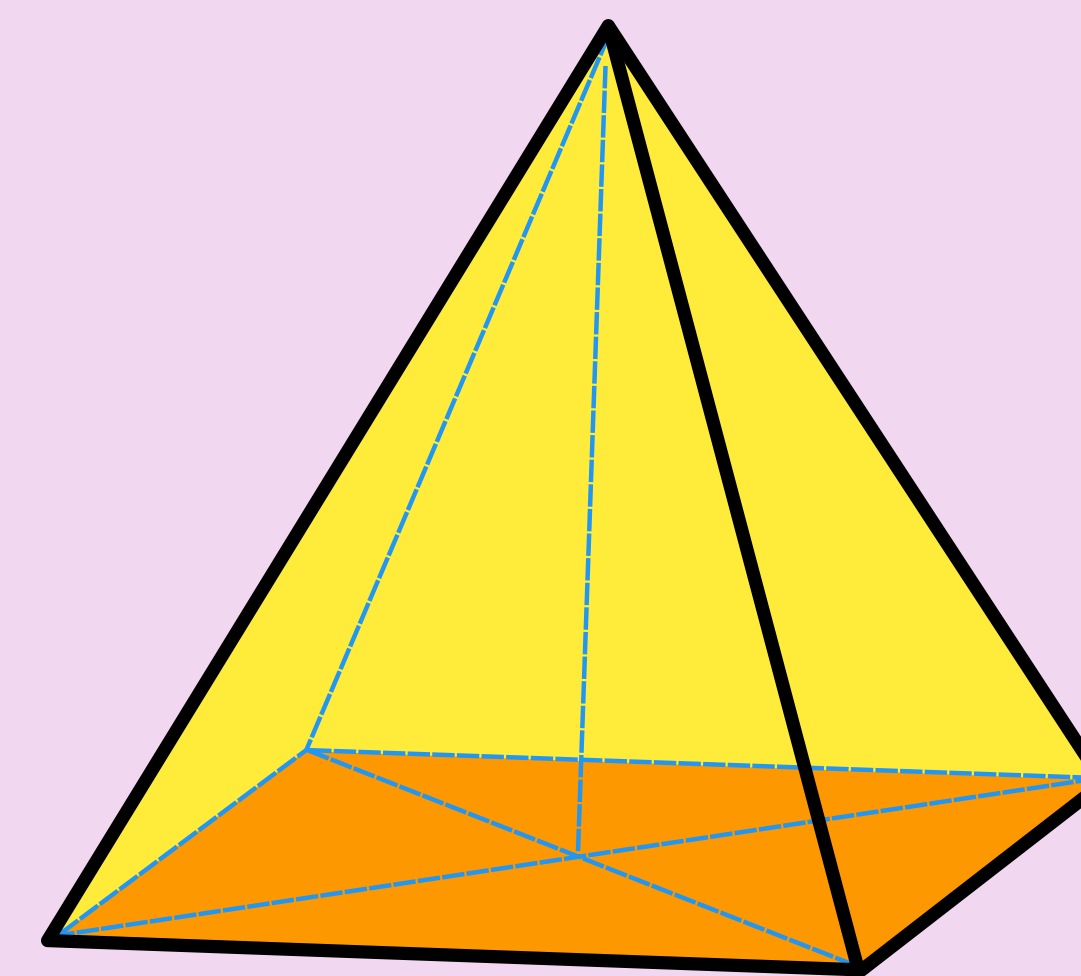
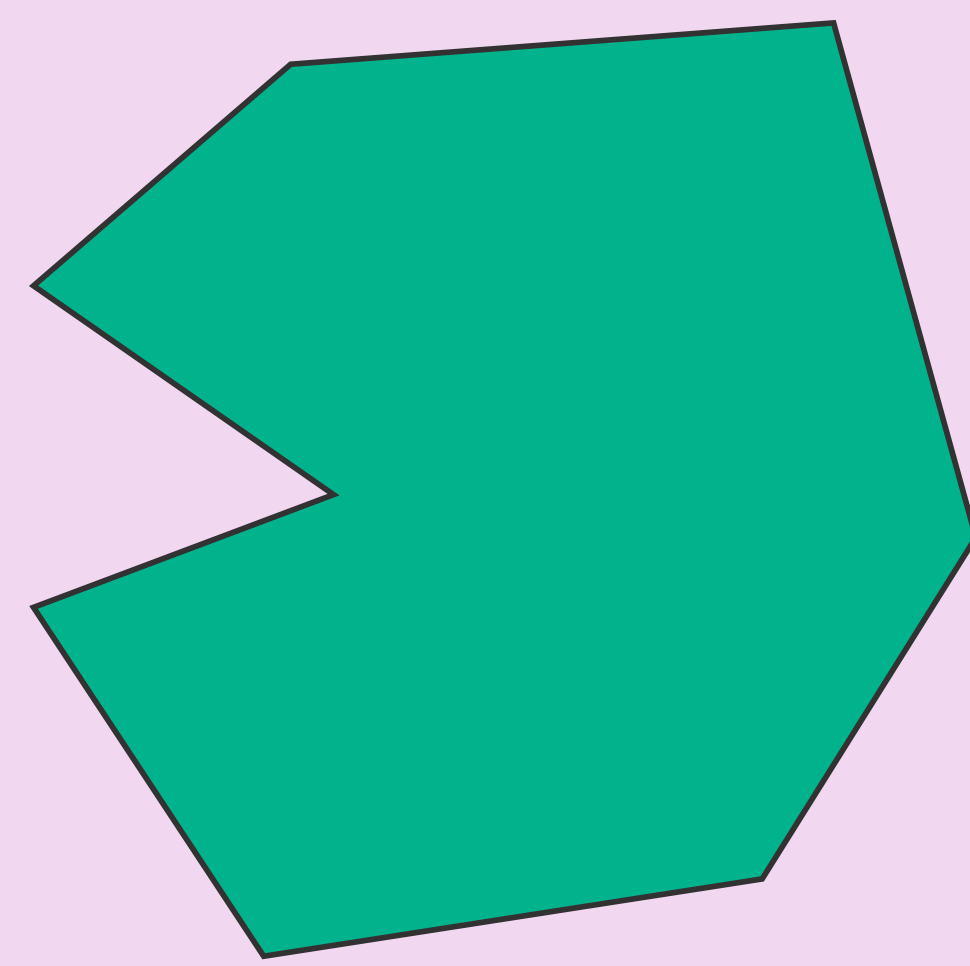
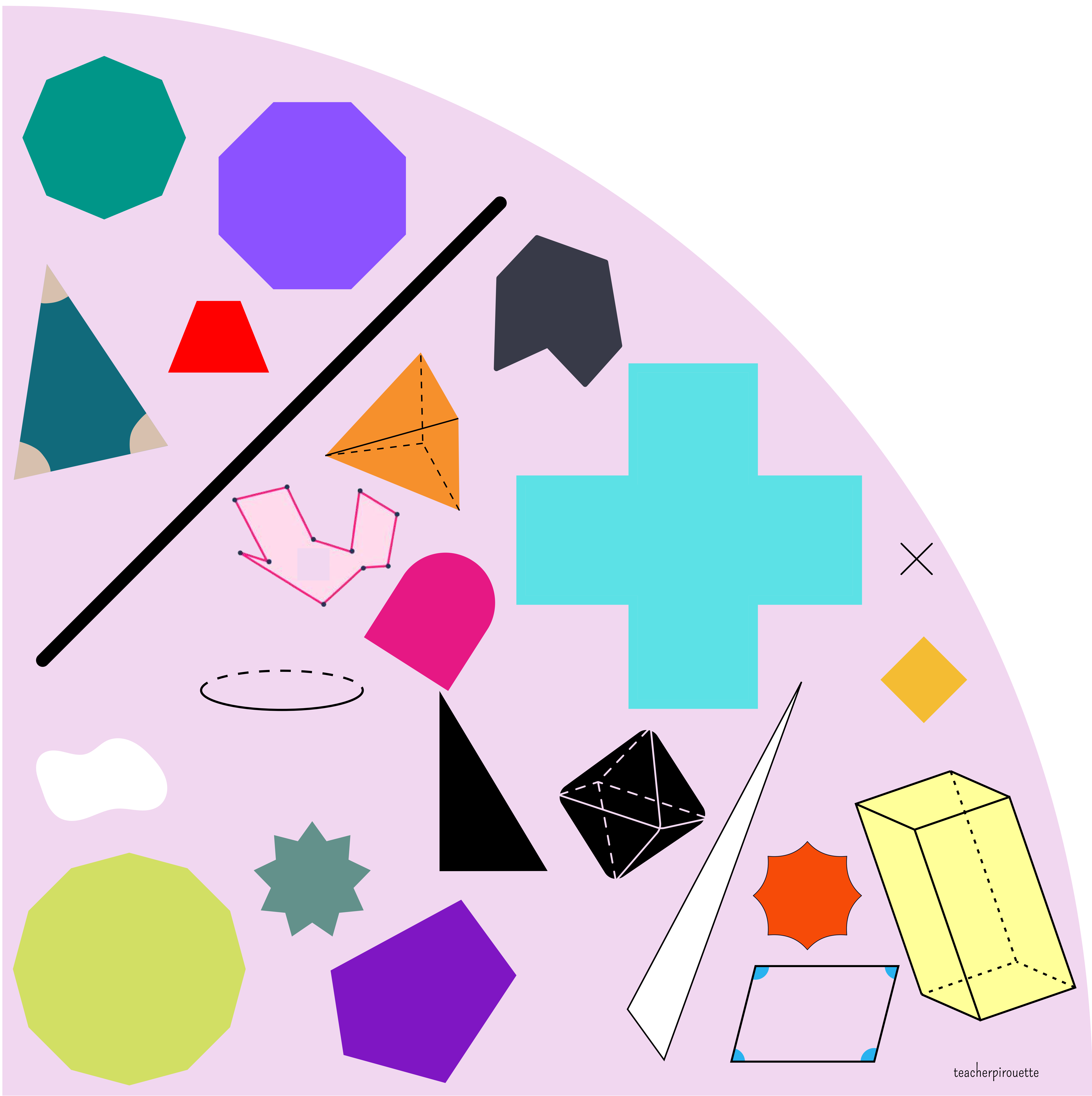
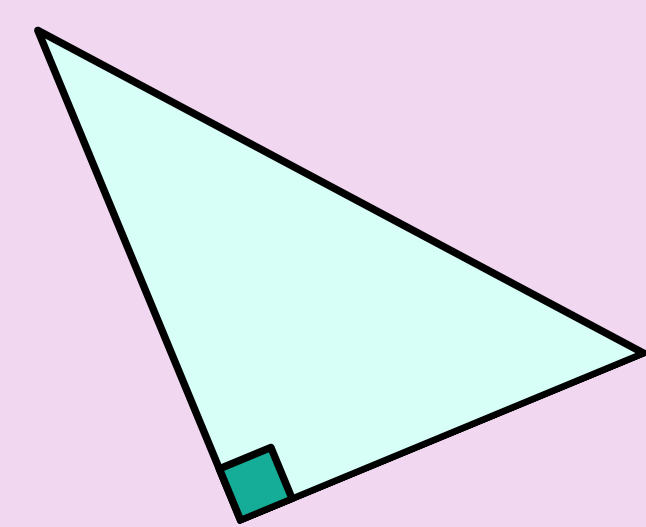
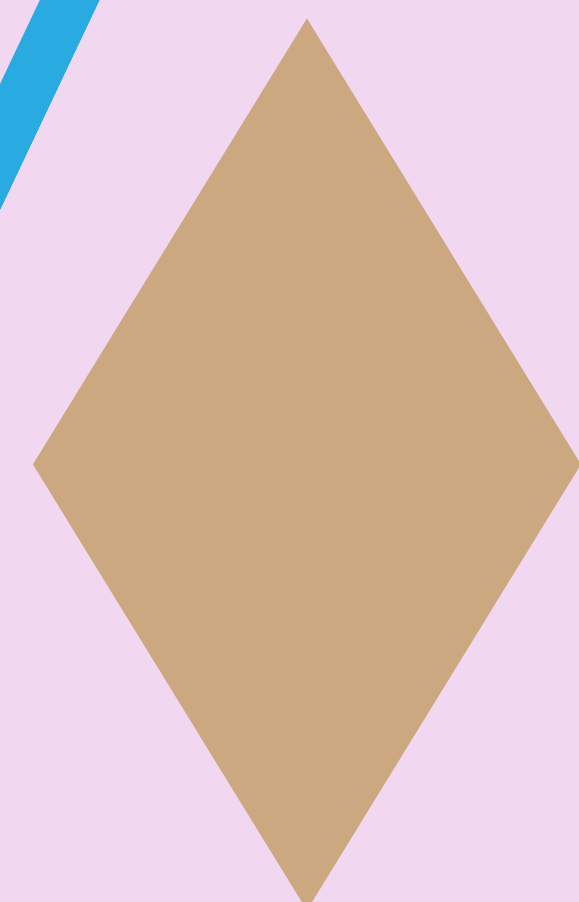
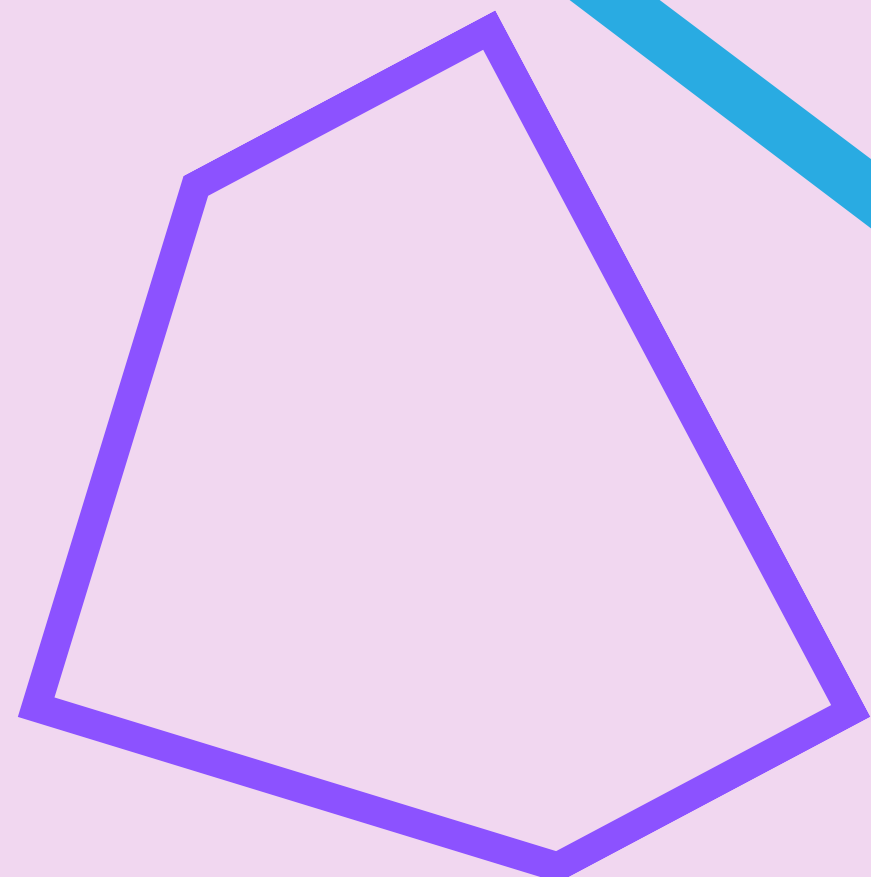
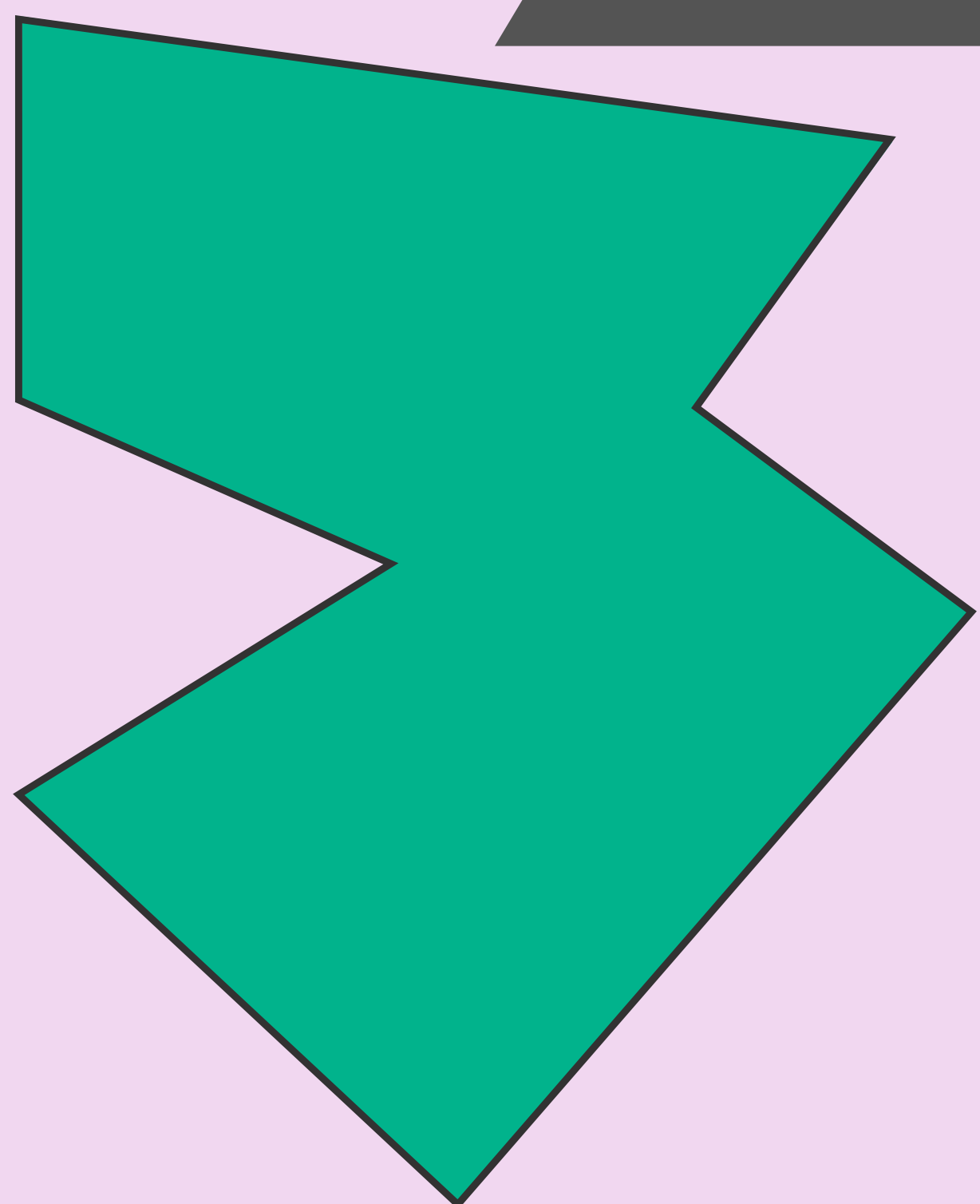
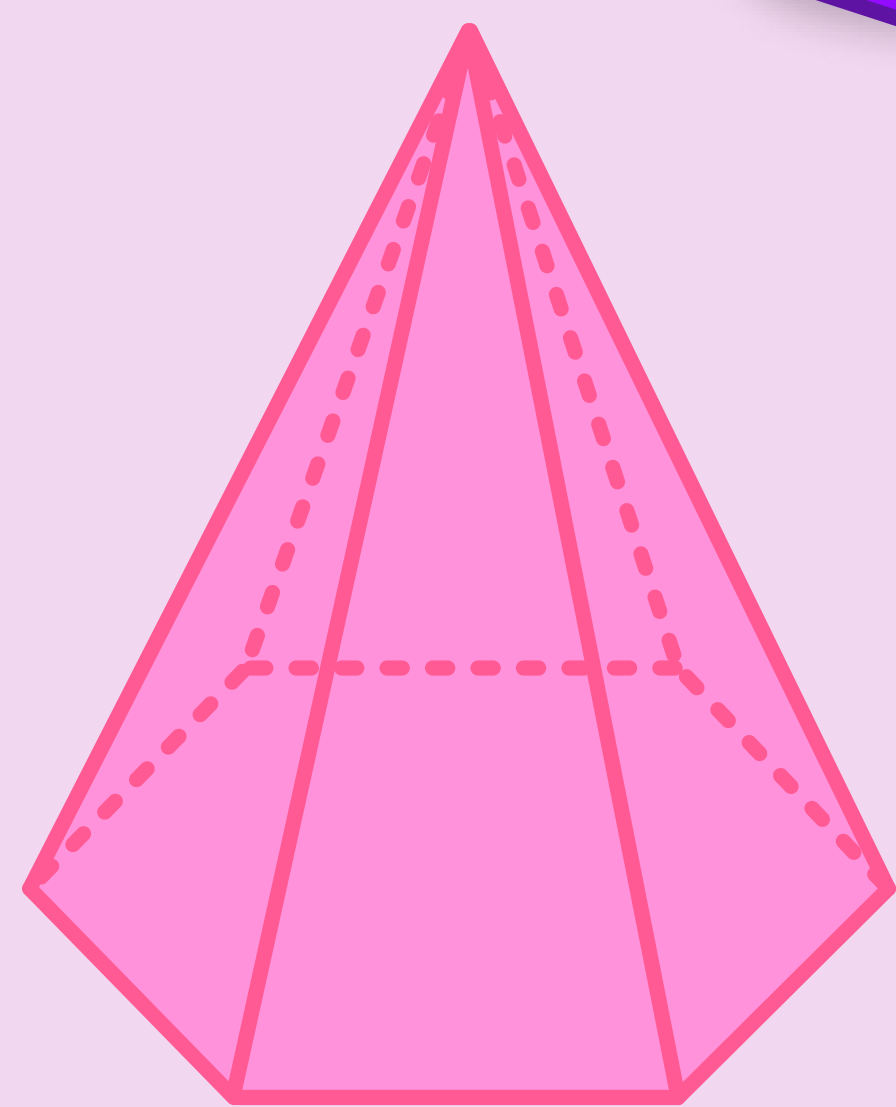
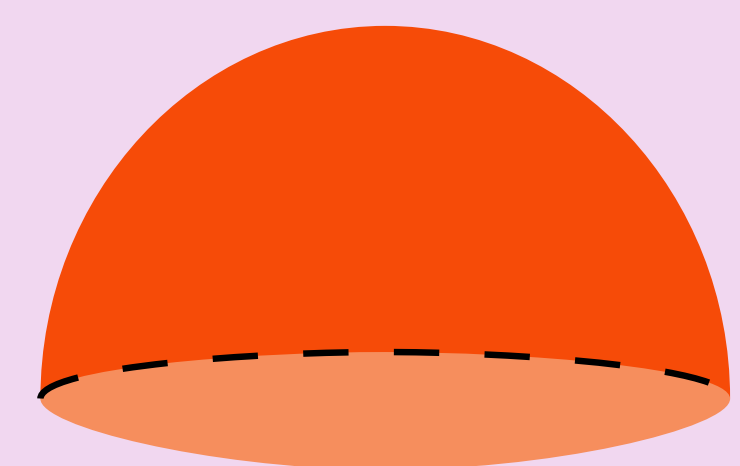
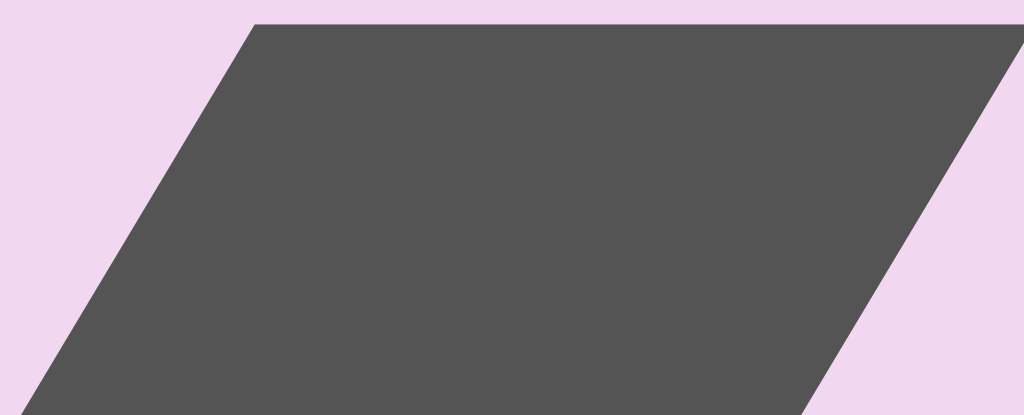
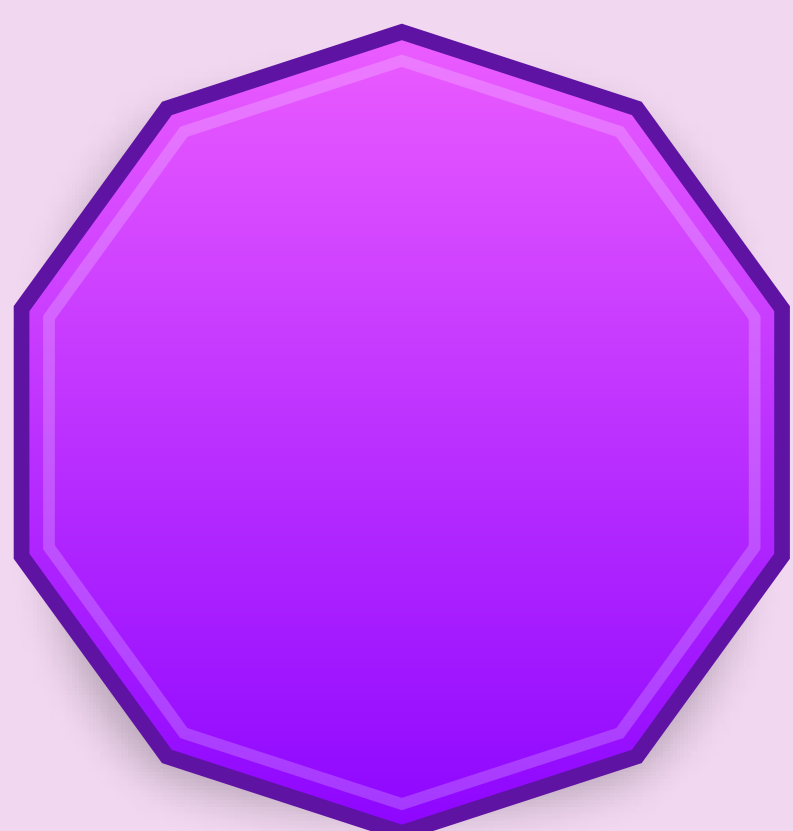
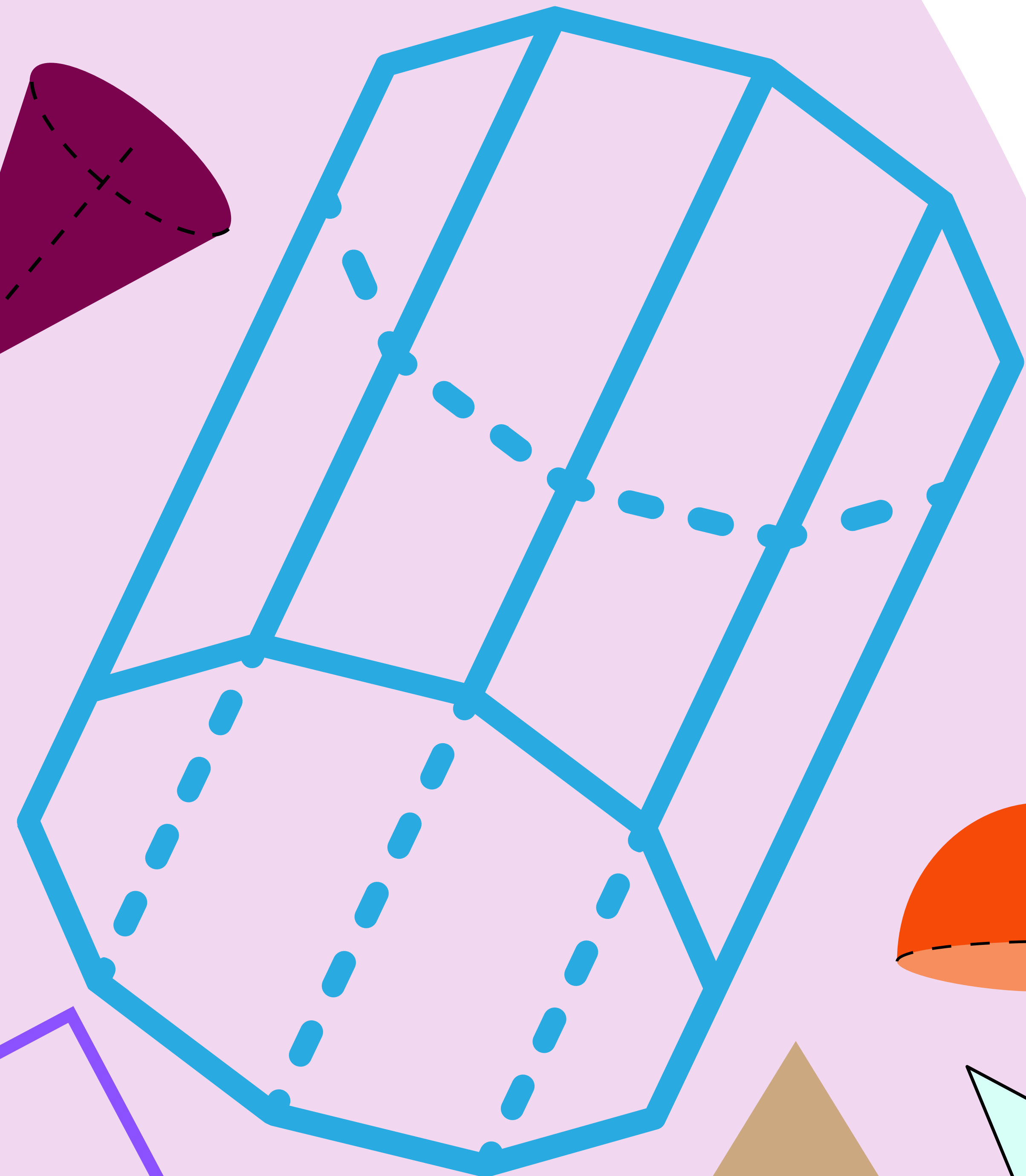
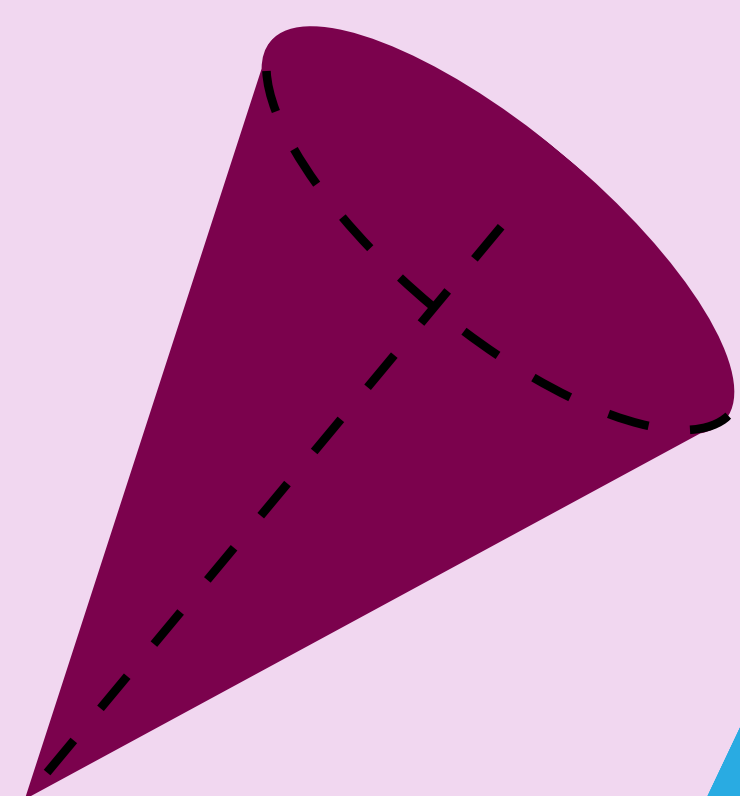
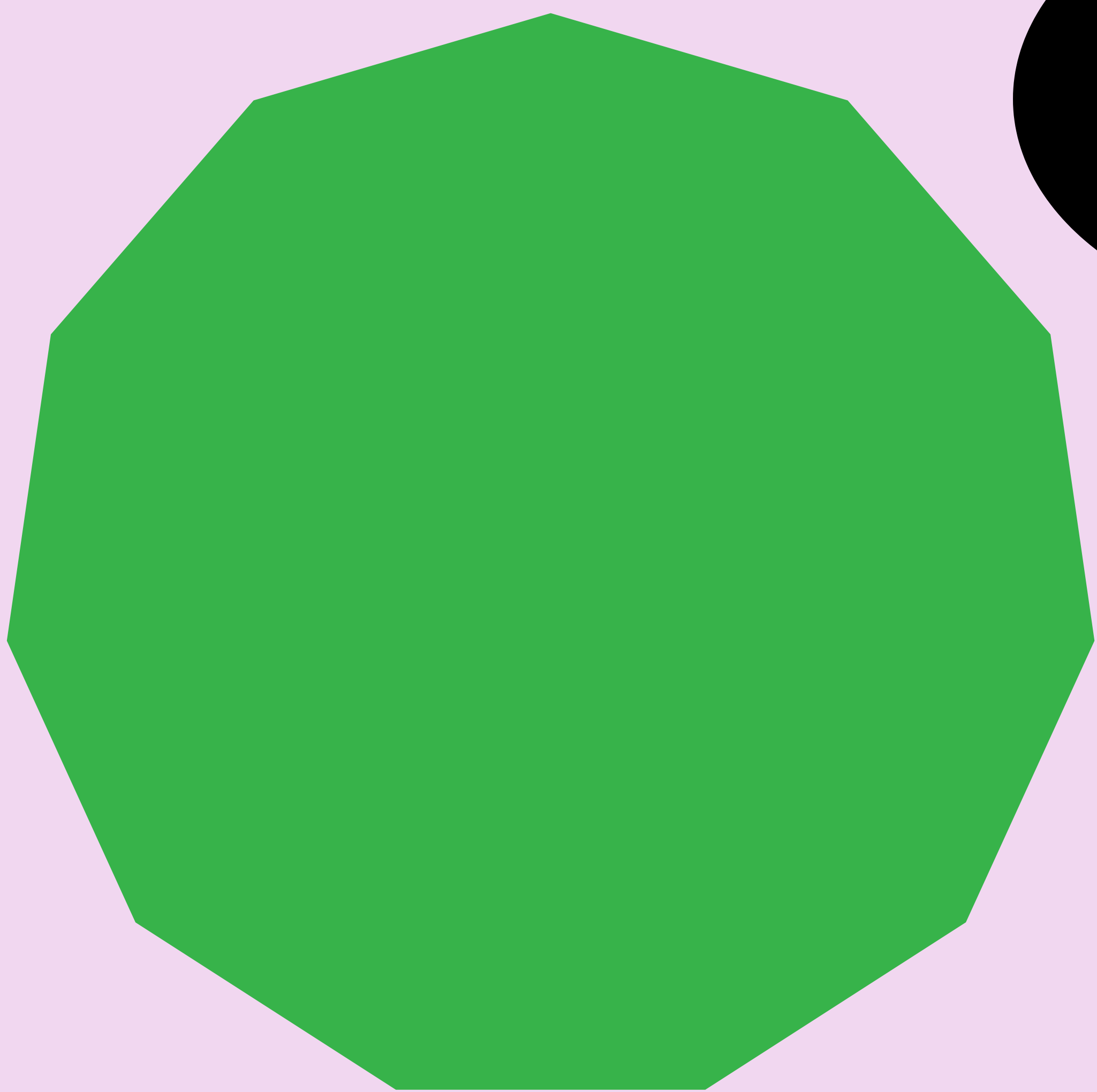
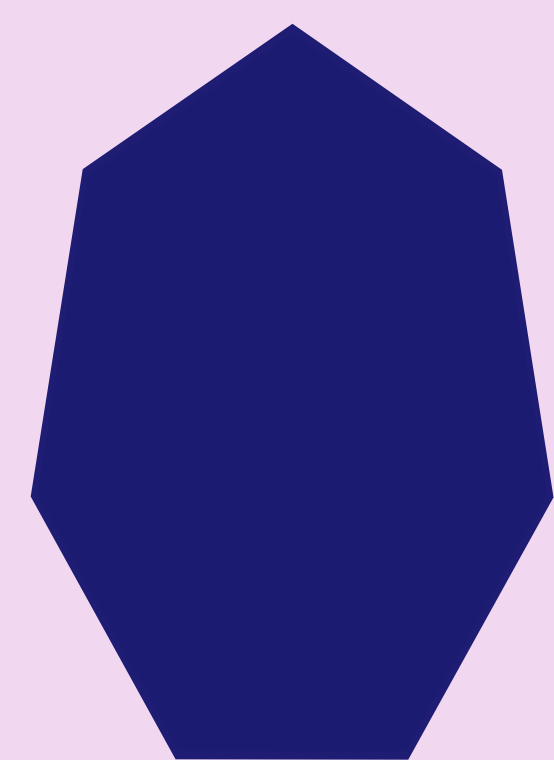
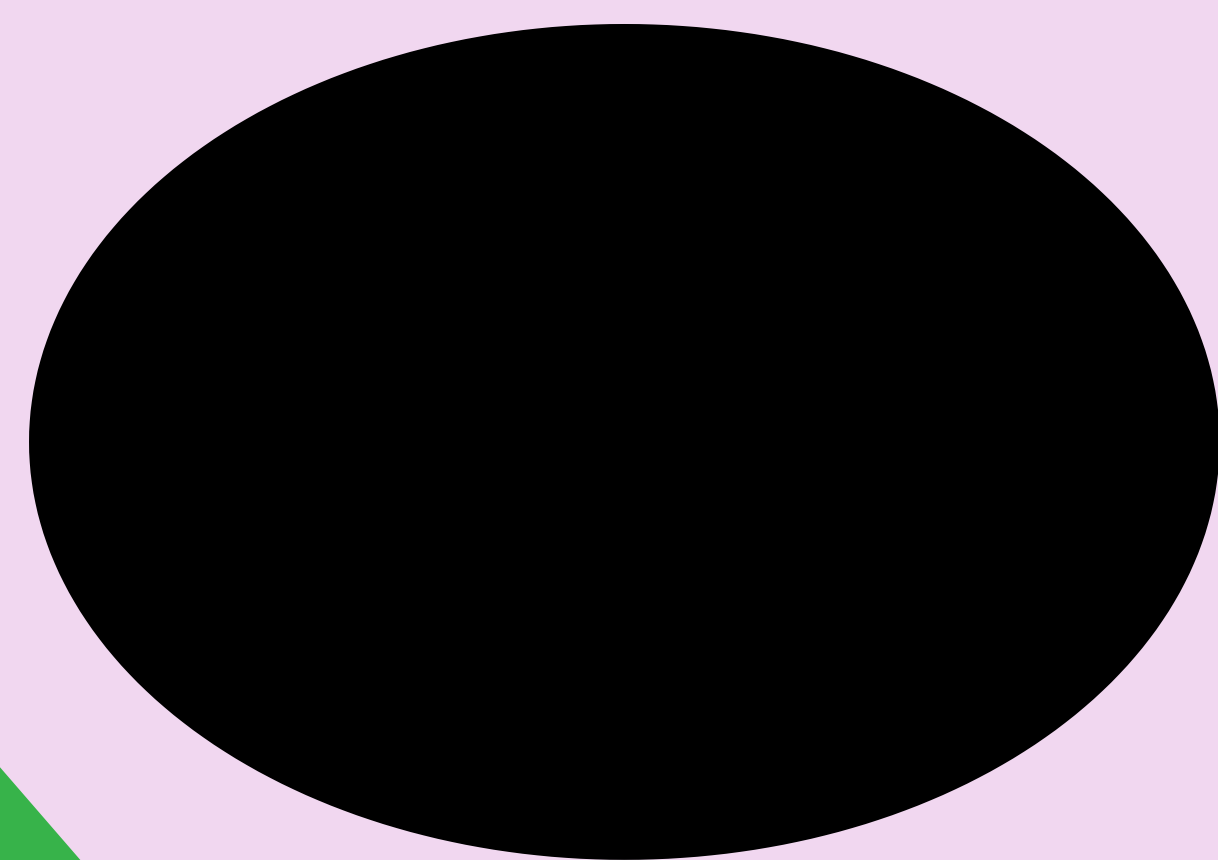
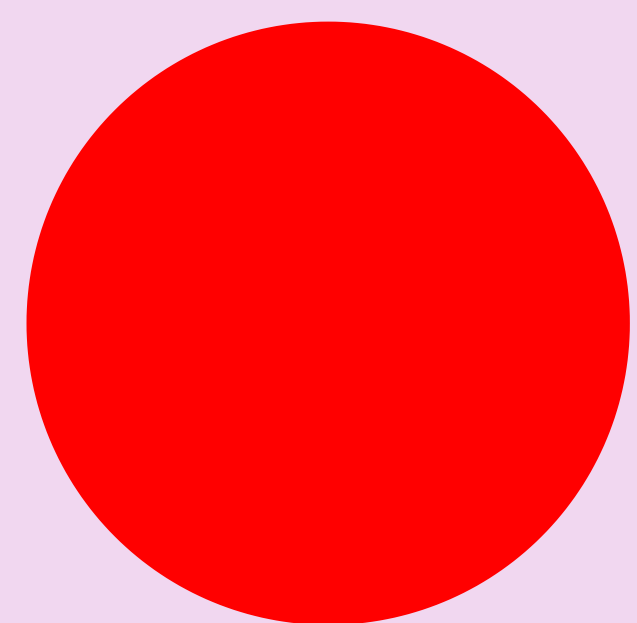
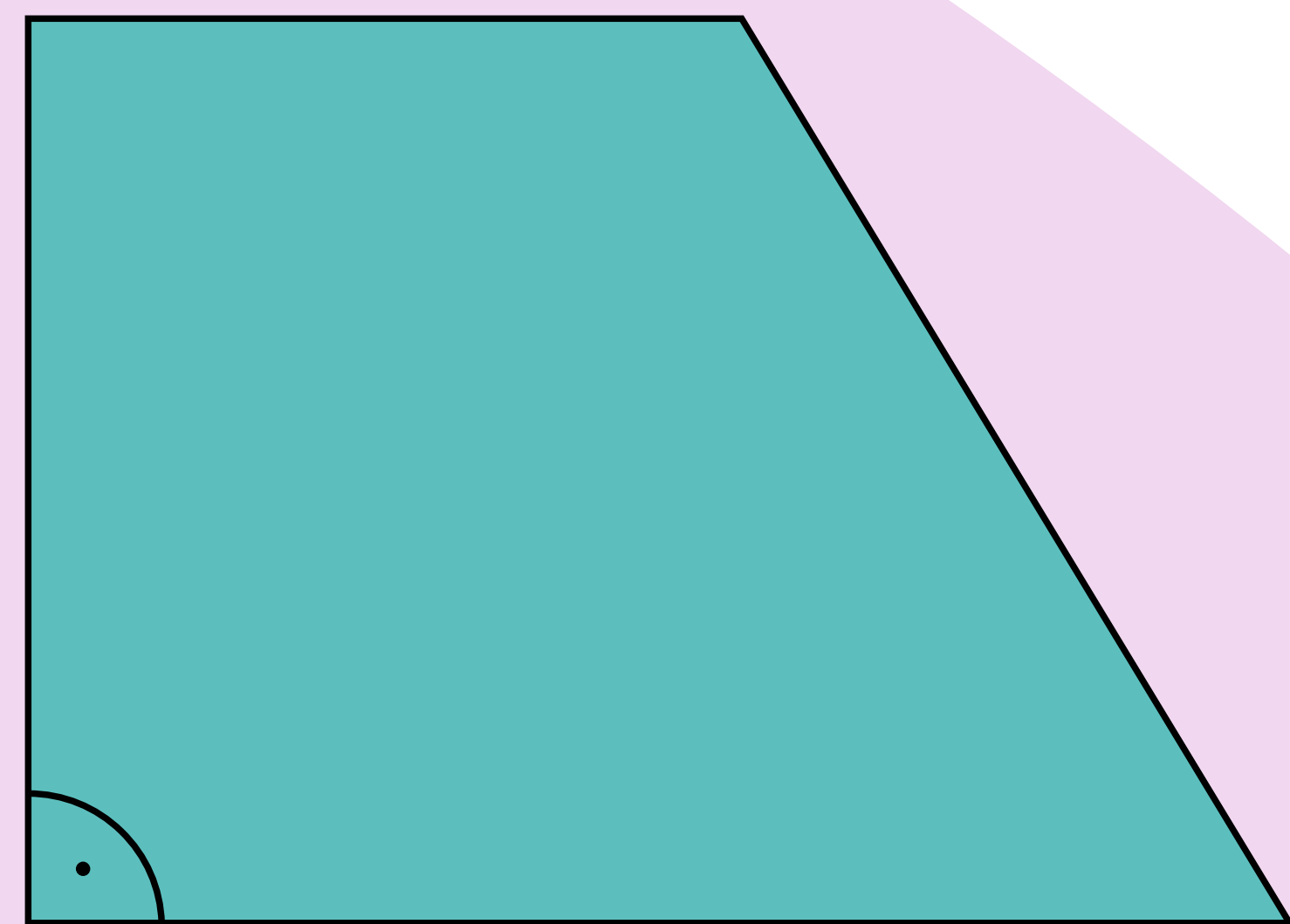
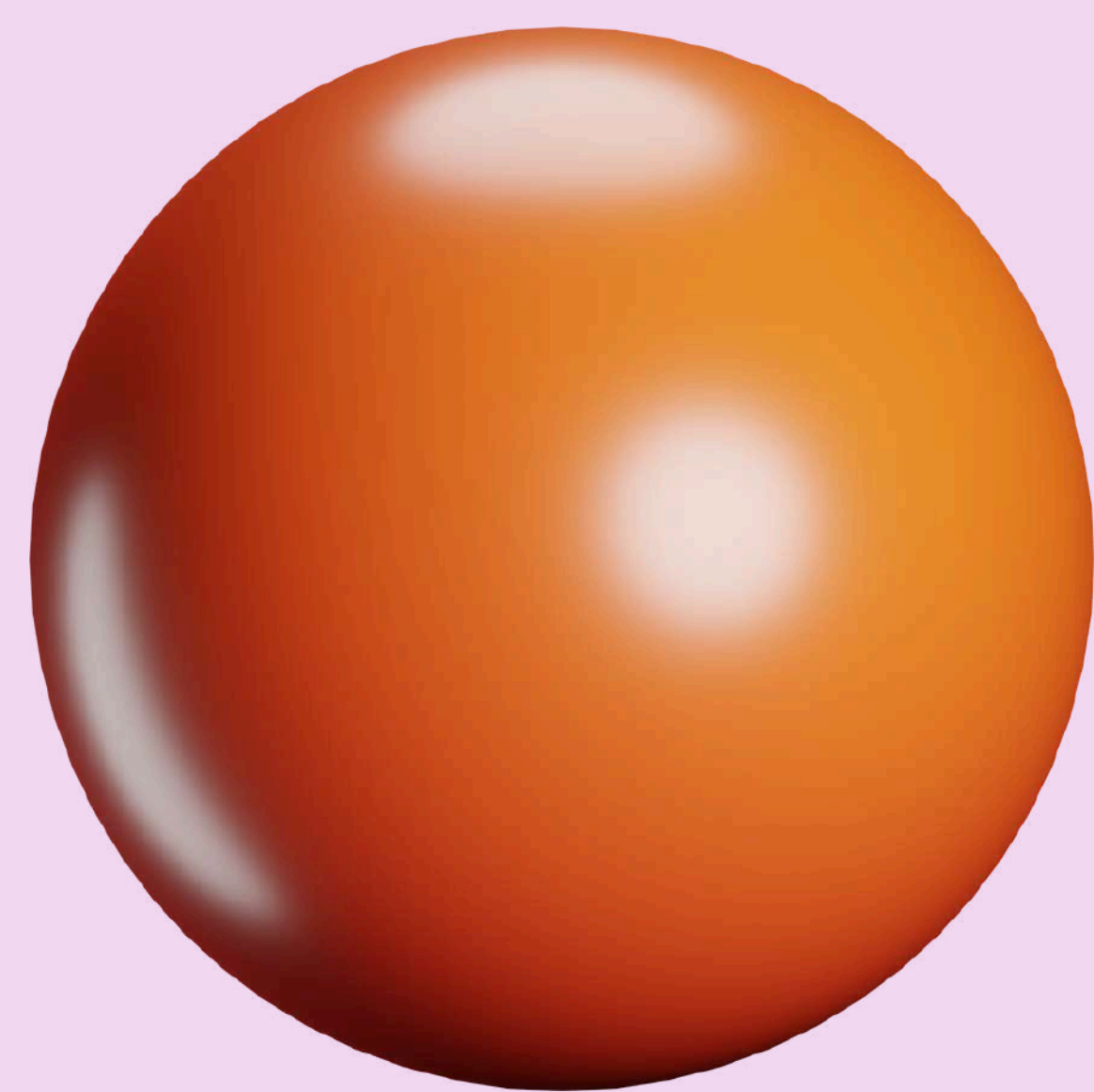
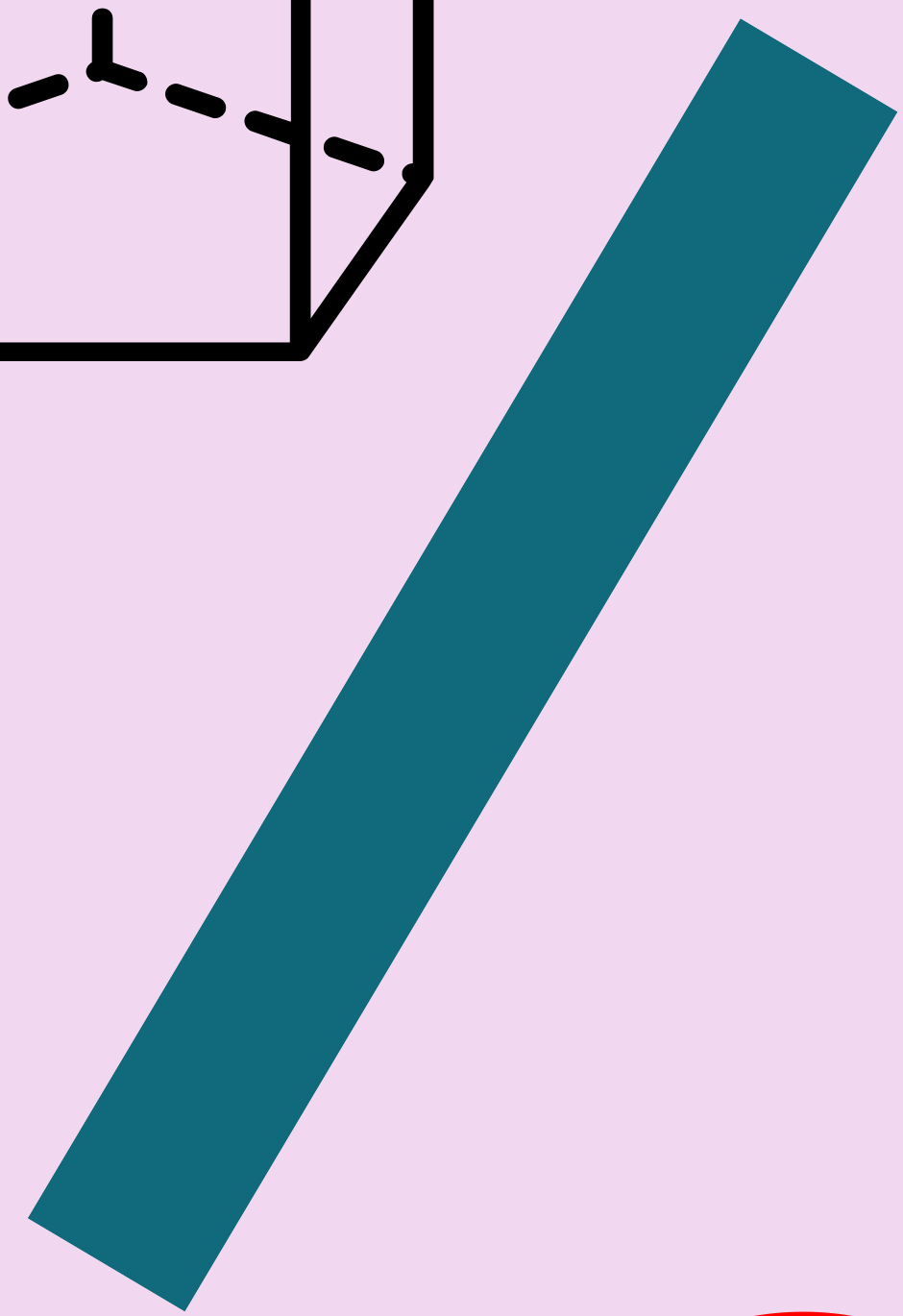
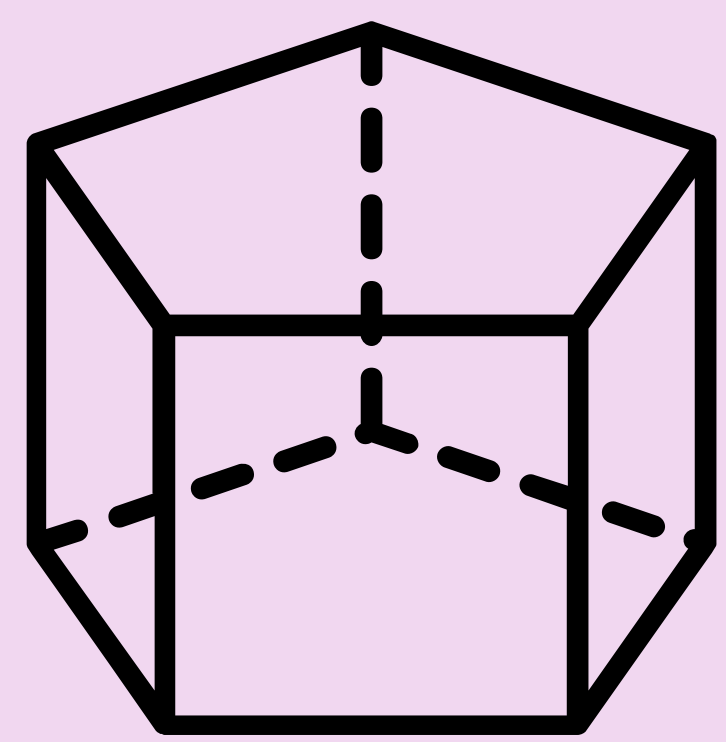


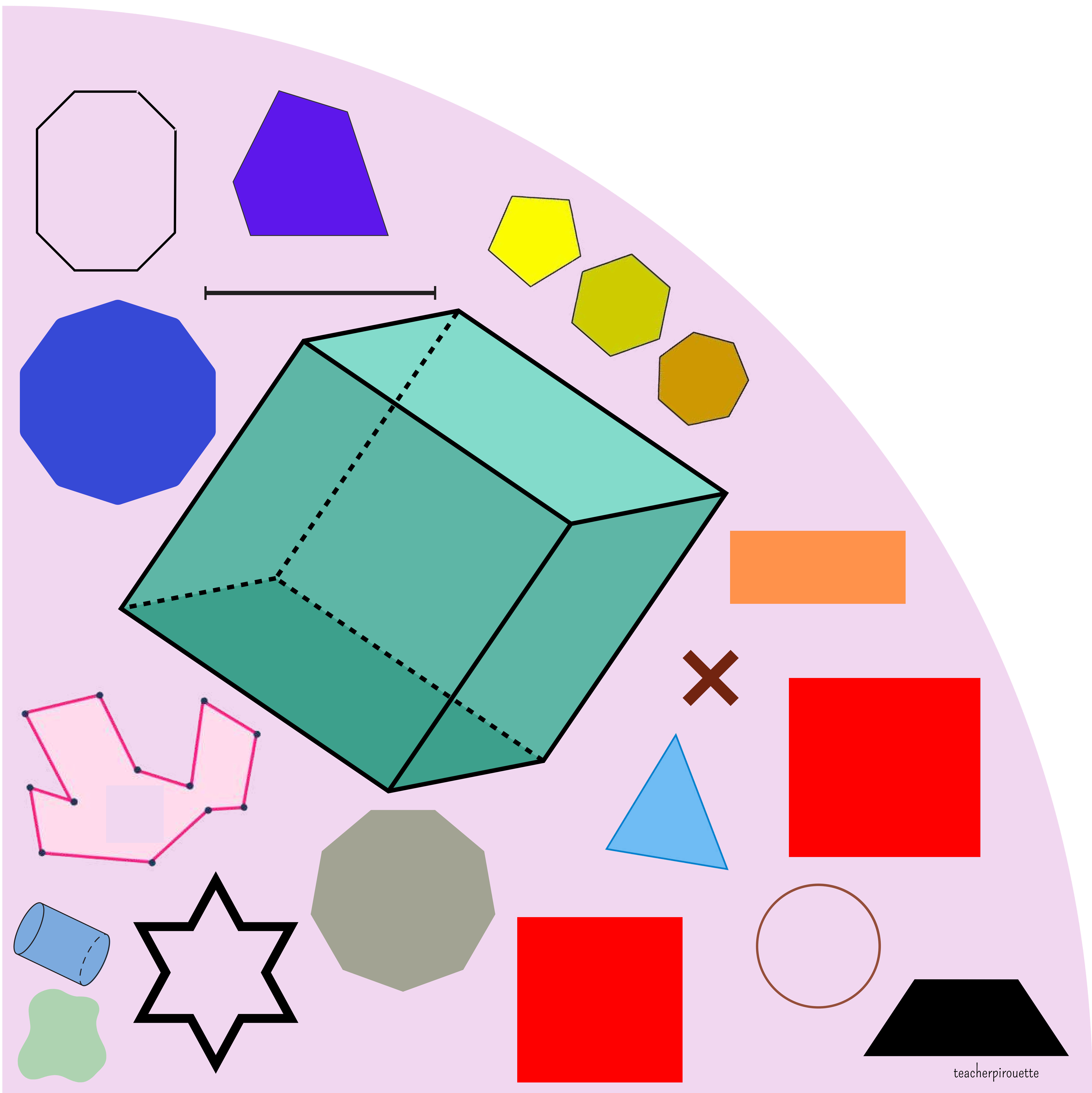
# शेक











Un triangle  
quelconque

teacherprouette

Un triangle  
rectangle

teacherprouette

Un triangle  
isocèle

teacherprouette

Un triangle  
équilatéral

teacherprouette

Un carré

teacherprouette

Un rectangle

teacherprouette

Un losange

teacherprouette

Un trapèze

teacherprouette

Un quadrilatère  
quelconque

teacherprouette

Un  
parallélogramme

teacherprouette

Un pentagone

teacherprouette

Un hexagone

teacherprouette

Un heptagone  
régulier

teacherprouette

Un heptagone

teacherprouette

Un octogone

teacherprouette

Un octogone  
régulier

teacherprouette

Un  
enneagone

teacherprouette

Un décagone

teacherprouette

Un pentagone  
régulier

teacherprouette

Un polygone

teacherprouette

Un  
hendécagone

teacherprouette

Un  
dodécagone

teacherprouette

Un point

teacherprouette

Un segment

teacherprouette

# Lynx des formes géométriques

## Règles du jeu

### Mise en place :

Disposez le plateau de jeu au centre de la table.

Mélangez les cartes et placez-les en tas face cachée.

### Déroulement :

#### 1. Lecture de la carte :

Le chef du jeu pioche une carte et lit à voix haute l'énoncé inscrit dessus. Ex : "Cherche un pentagone."

#### 2. Défi :

Tous les joueurs cherchent simultanément la forme demandée sur le plateau.

- Le premier à poser son doigt sur la bonne forme annonce sa réponse à voix haute.
- Bonne réponse : Le joueur (ou l'équipe) gagne la carte et la conserve.
- Erreur : Le joueur ne peut plus jouer pour ce tour et les autres continuent de chercher.

#### 3. Fin de la partie :

La partie se termine lorsque toutes les cartes ont été jouées.

Le gagnant est celui qui a récolté le plus de cartes !