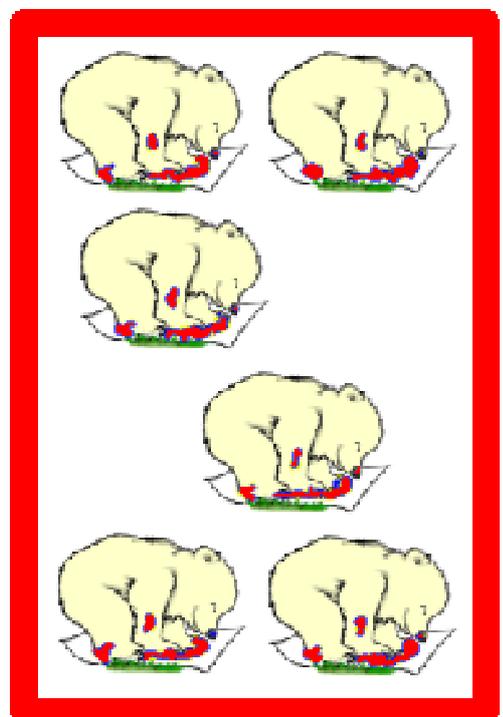
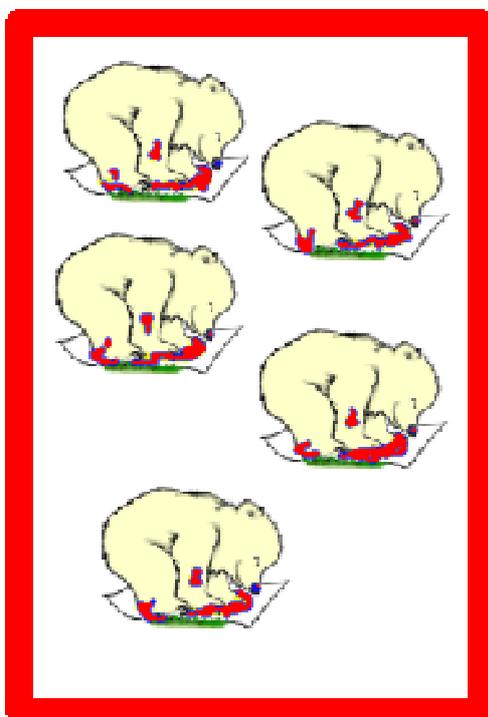
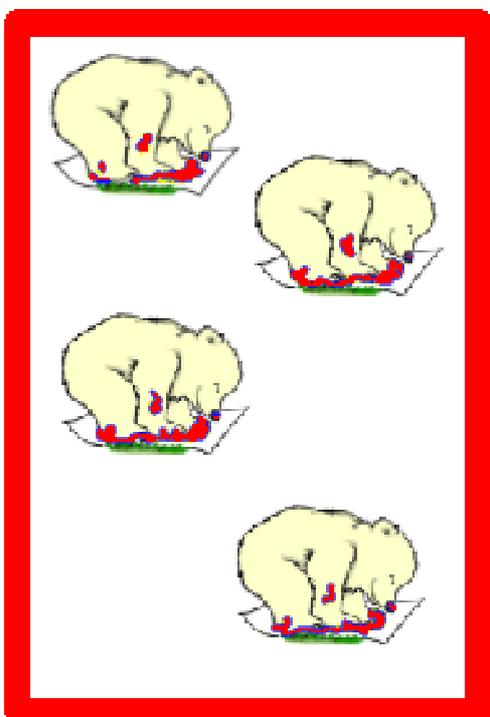
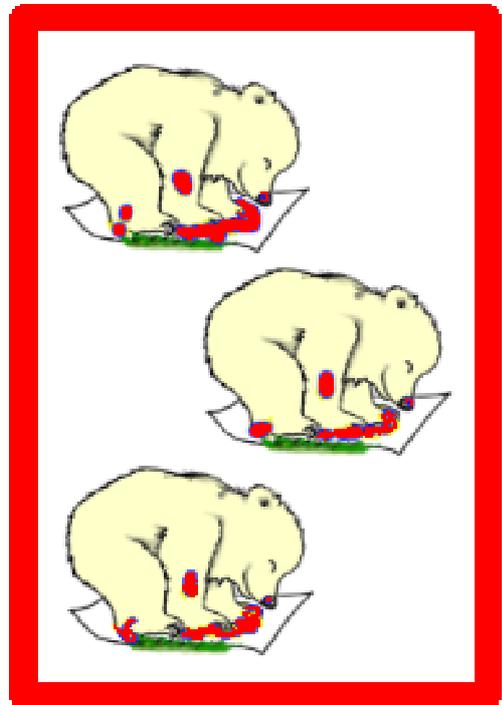
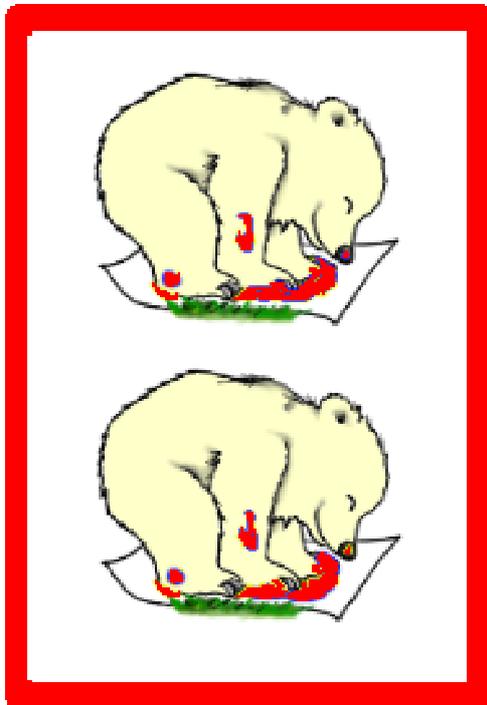
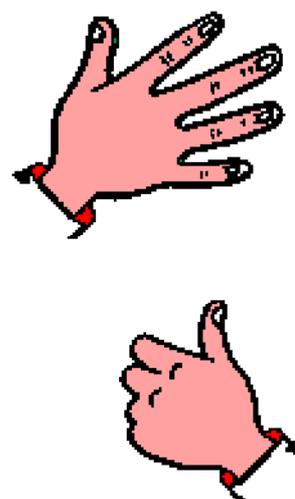
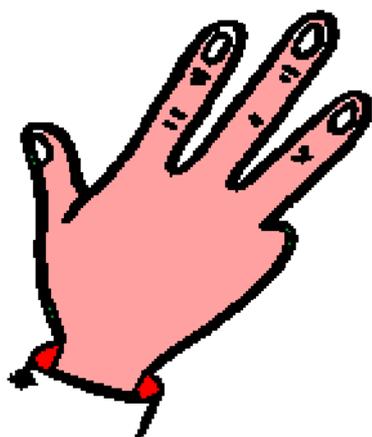
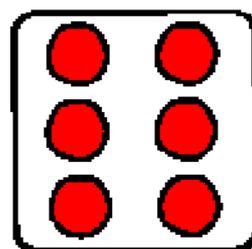
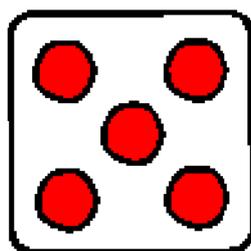
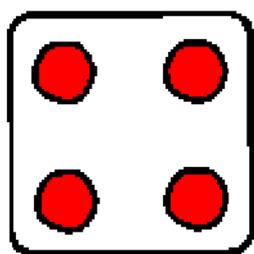


Voici un jeu de Uno à l'effigie de Calinours: jouer avec les Quantités, configurations de dé, constellations de doigts, écritures chiffrées de 1 à 6 * 4 couleurs. Ce jeu s'adresse à des GS (début d'année ou MS fin d'année) mais il est possible de l'adapter à des MS début d'année (en retirant des cartes selon les compétences acquises ou à acquérir).

Le but du jeu est d'être le premier à se débarrasser de toutes ses cartes.

On distribue 7 cartes à chaque joueur. Le reste des cartes constitue la pioche qui est retournée face contre table. On pose la première carte de la pioche face visible sur la table. Le joueur désigné a le choix entre: poser une carte de même valeur numérique (quelque soit sa représentation: quantité, écriture chiffrée, dé, doigts) soit poser une carte de même couleur(quelque soit sa valeur numérique). S'il ne possède ni l'une, ni l'autre il pioche et peut jouer tout de suite la carte piochée si celle-ci convient. Puis c'est au tour du joueur suivant. Dans le véritable jeu de Uno il n'y a ni doigts, ni dés, ni quantités mais il y a en plus des cartes spéciales qui complexifient la règle . Je les ai donc oté pour que ce jeu soit plus abordable par des enfants de maternelle. (C'est un jeu que j'ai testé et qui marchait bien même en moyenne section et ou les enfants étaient capables de jouer en autonomie lorsqu'ils maîtrisaient la règle).

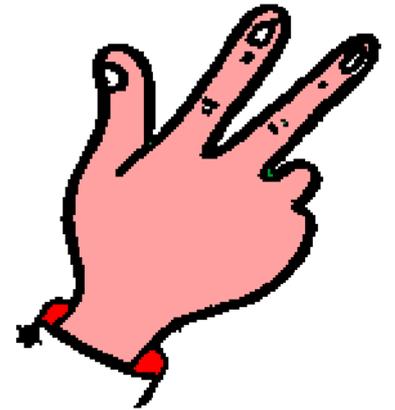
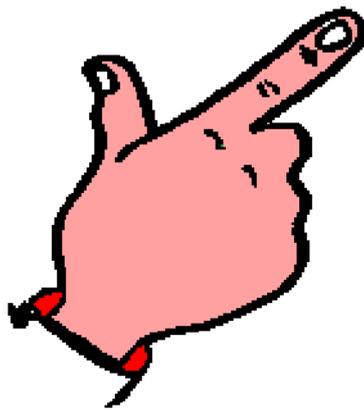
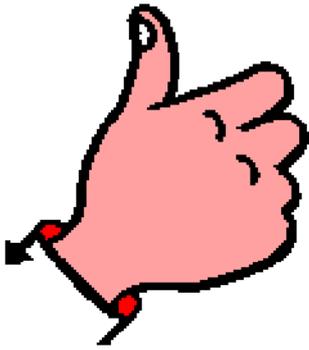
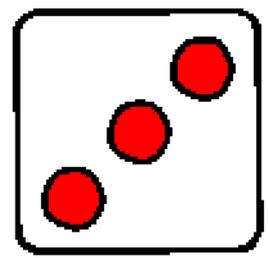
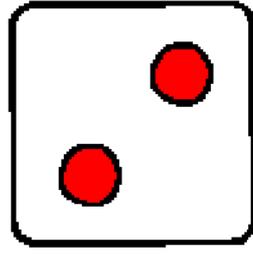
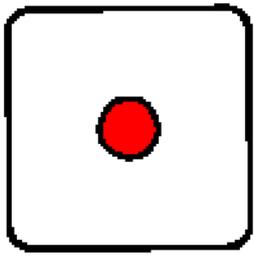




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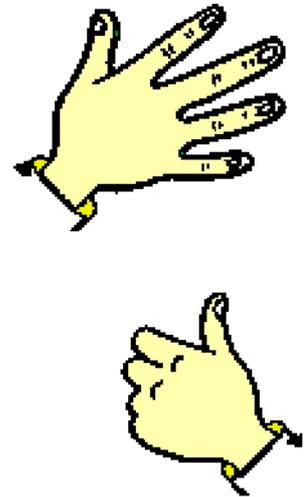
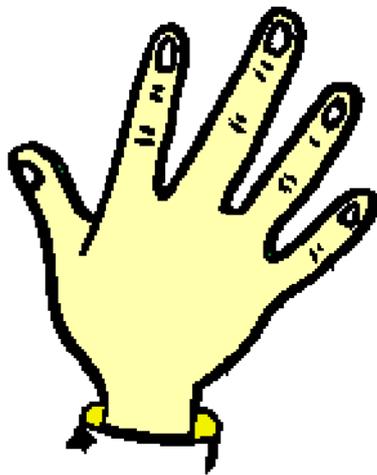
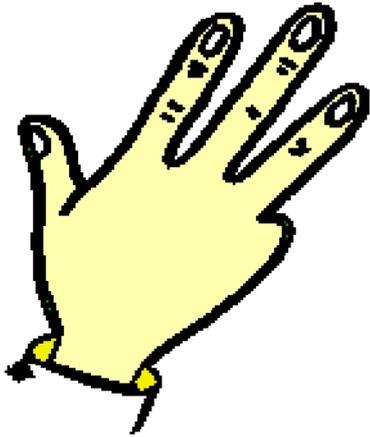
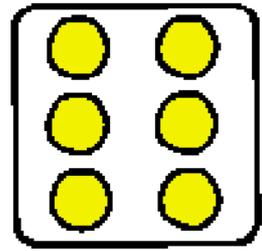
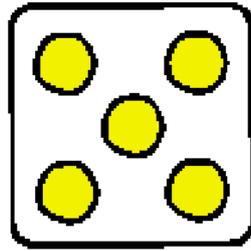
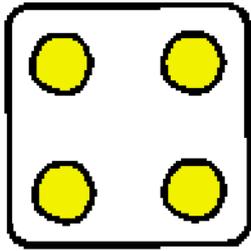
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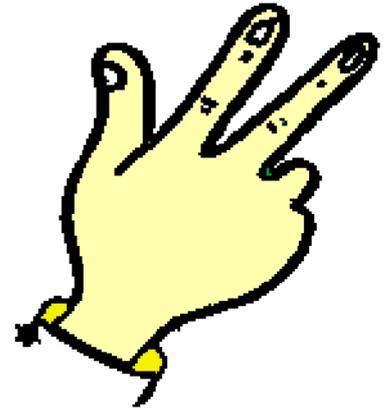
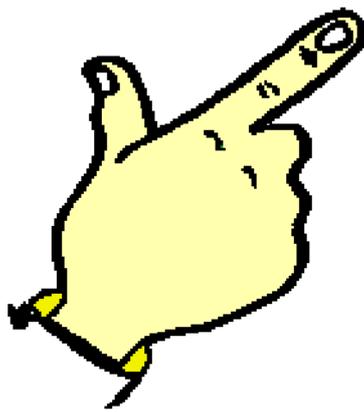
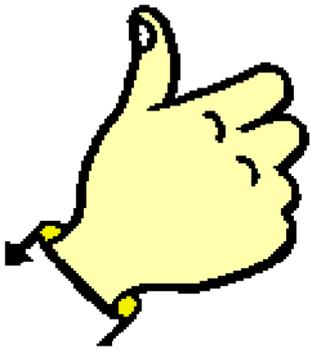
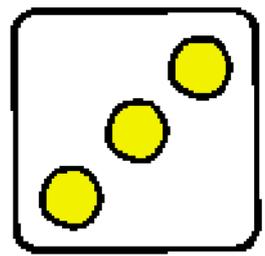
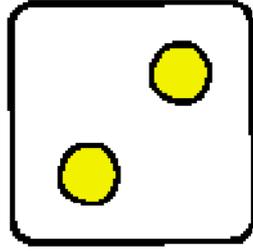
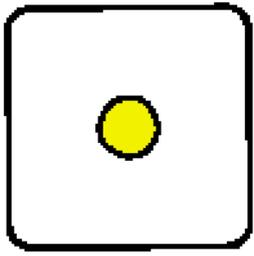
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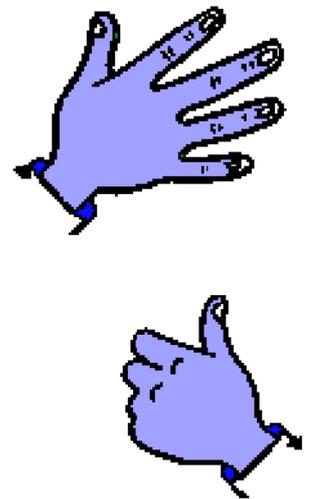
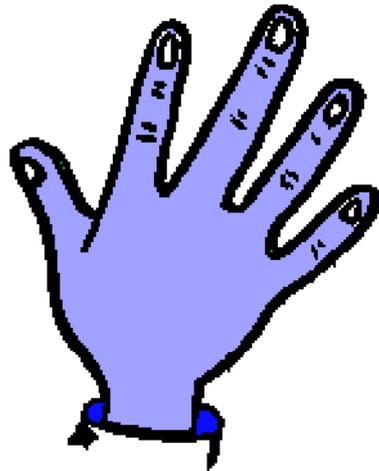
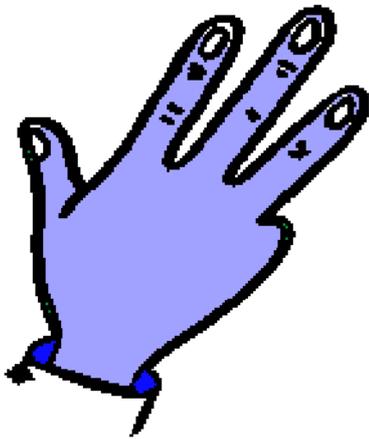
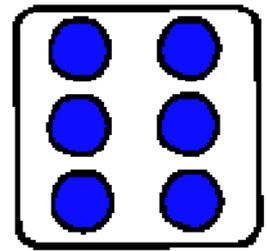
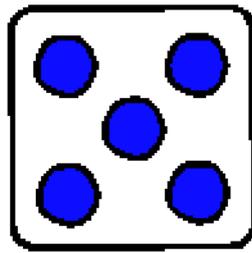
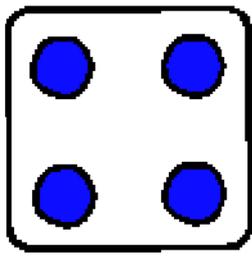
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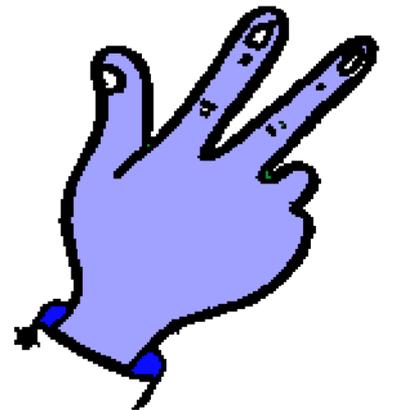
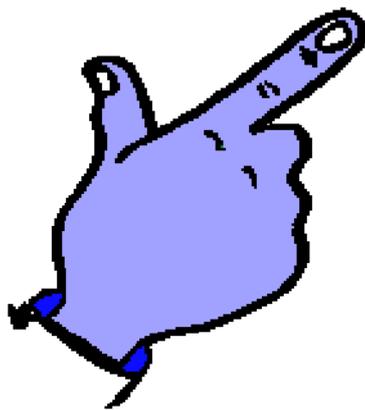
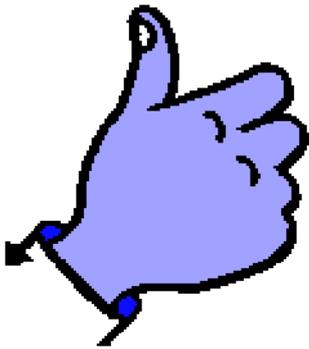
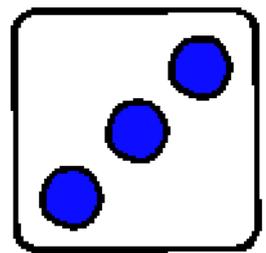
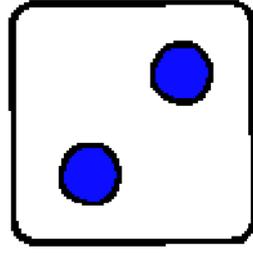
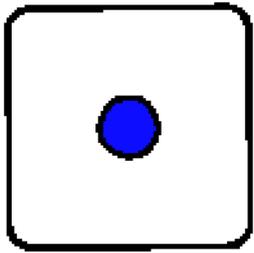
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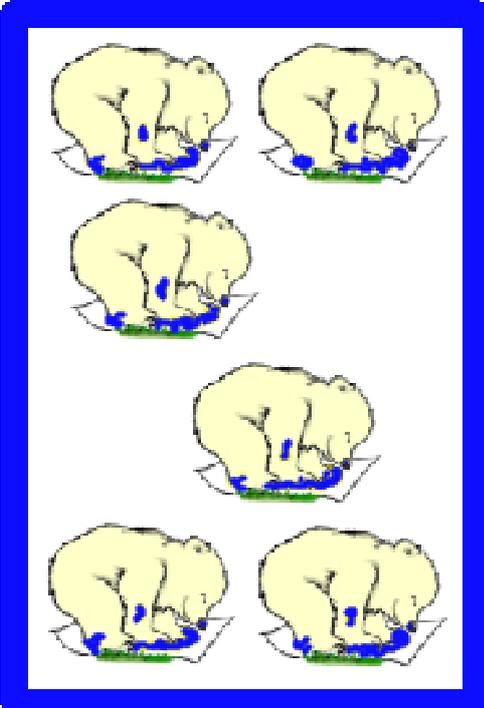
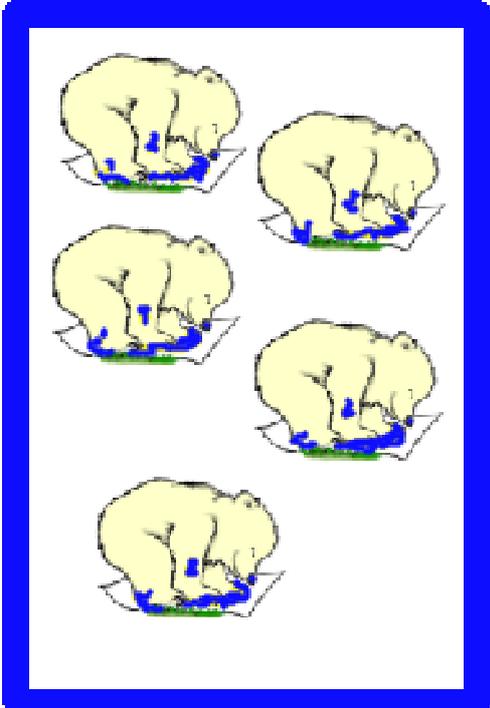
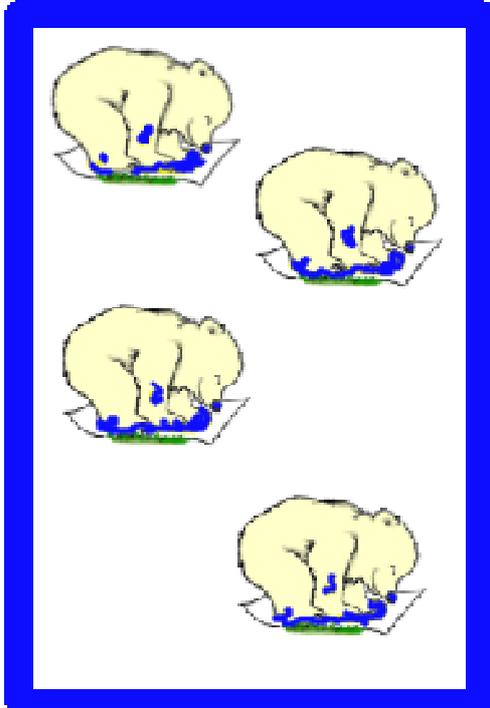
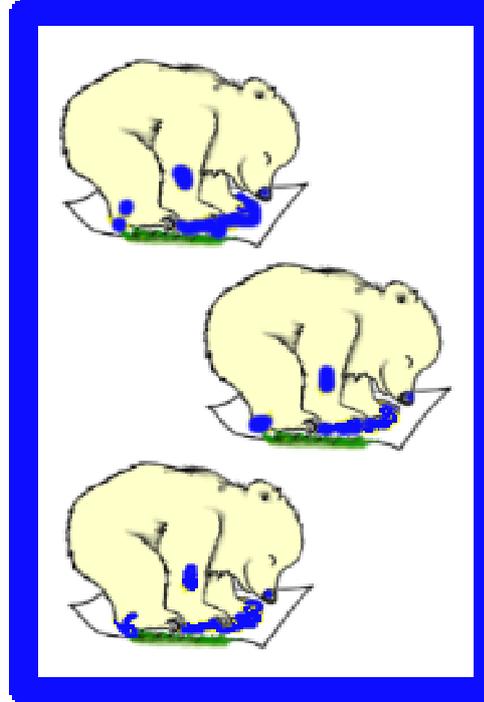
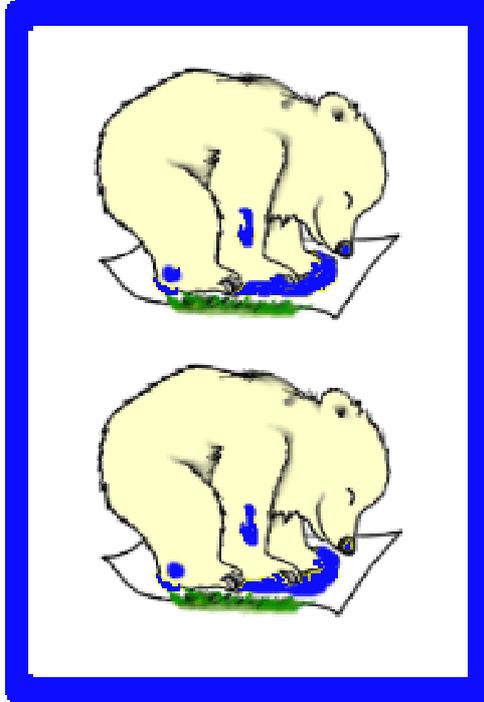
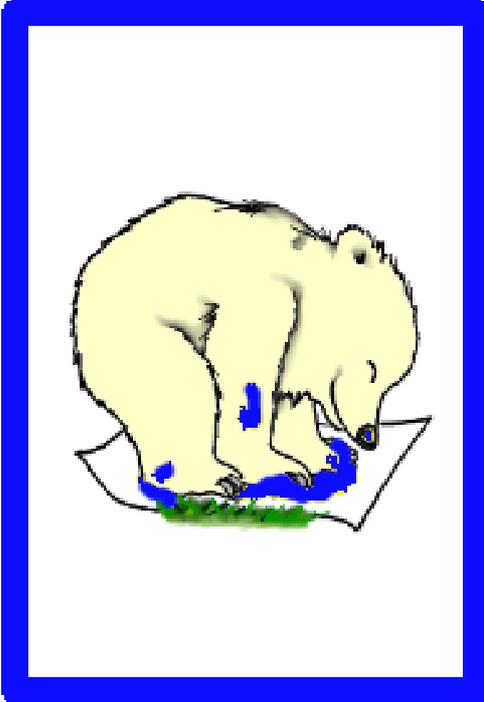
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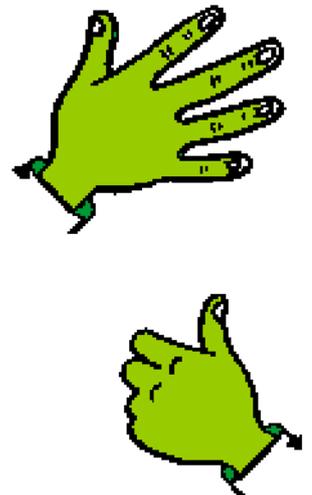
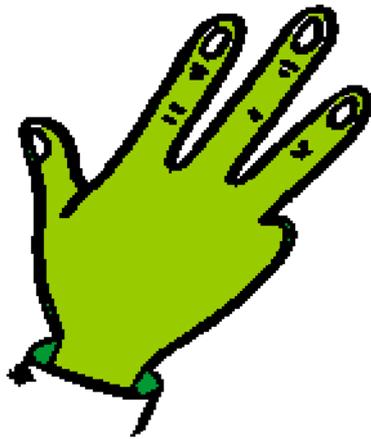
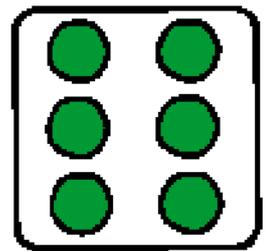
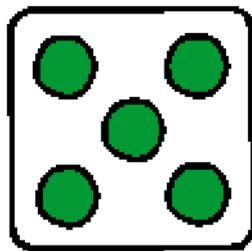
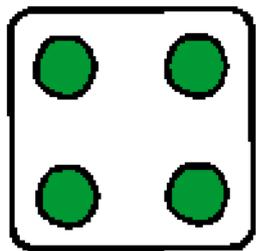


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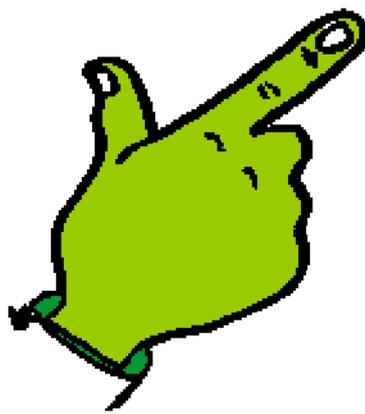
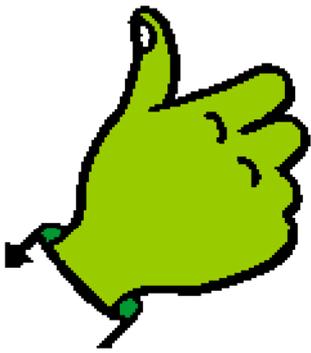
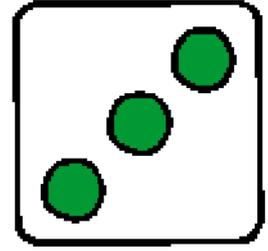
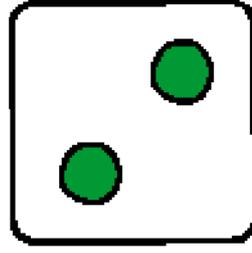
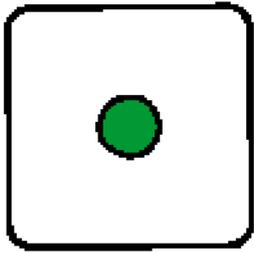




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