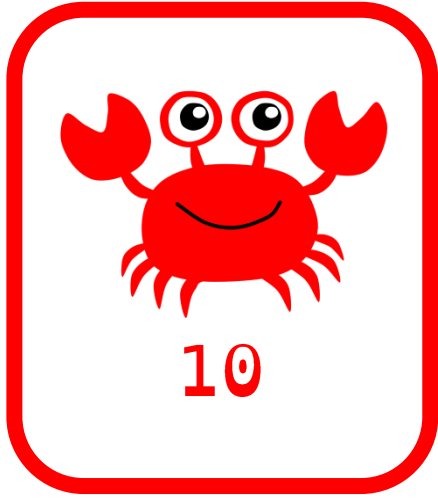
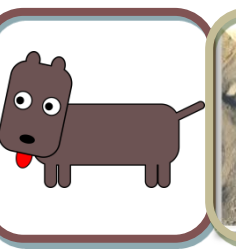
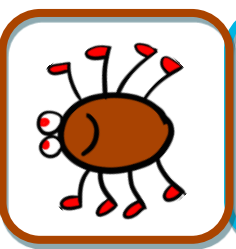
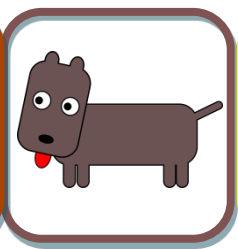
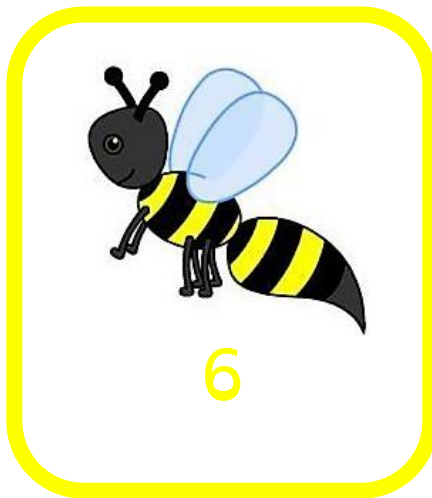
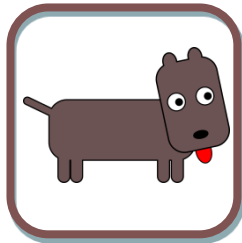
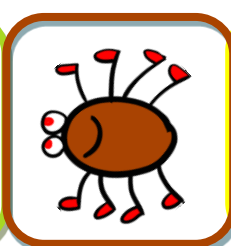
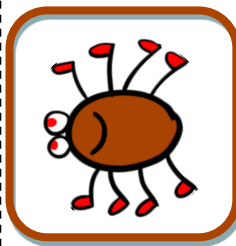
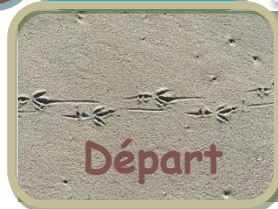
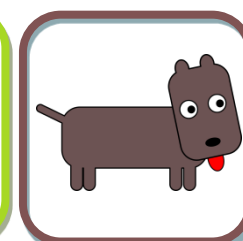
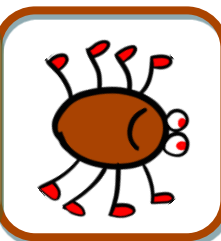
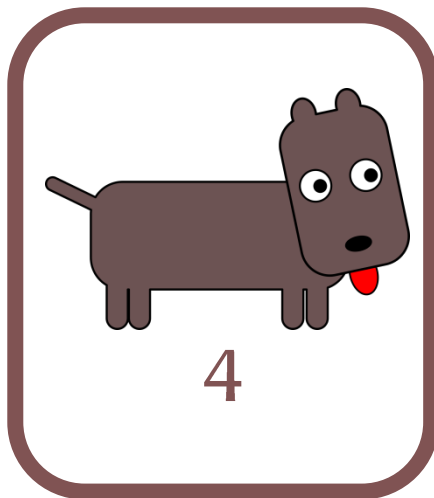
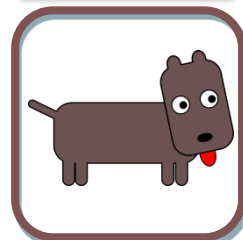
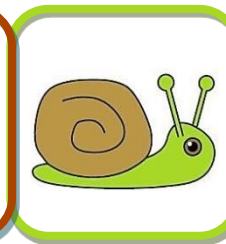
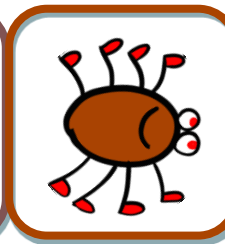
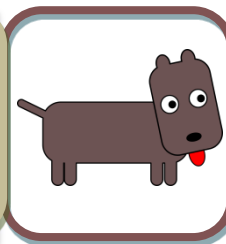
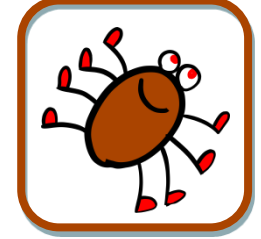
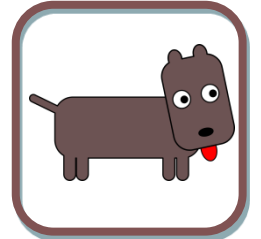
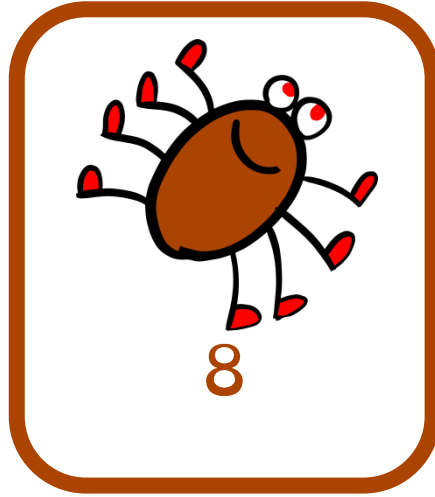
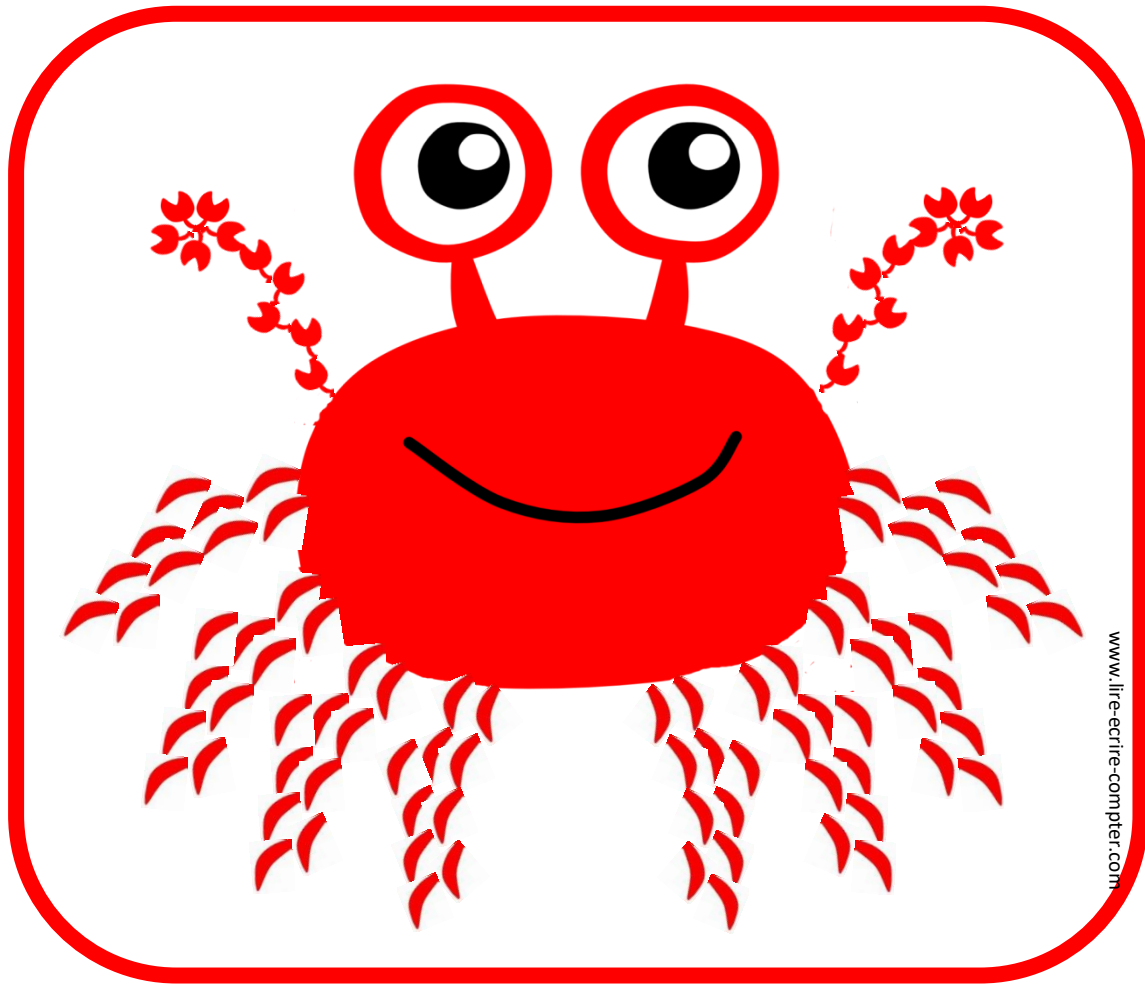








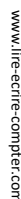


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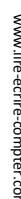




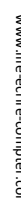
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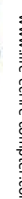
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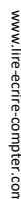
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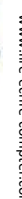
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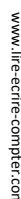
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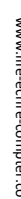
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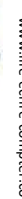
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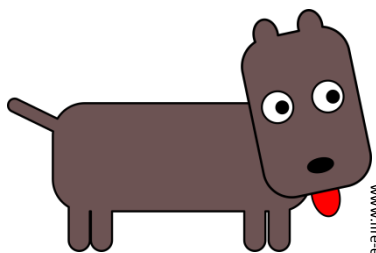
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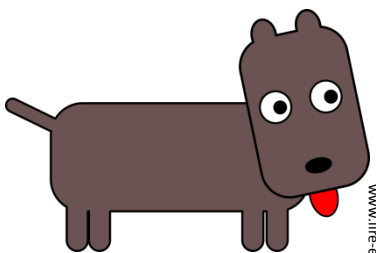
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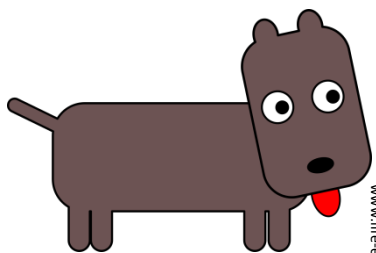
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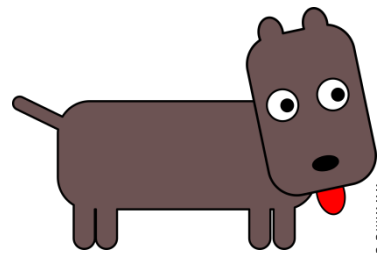
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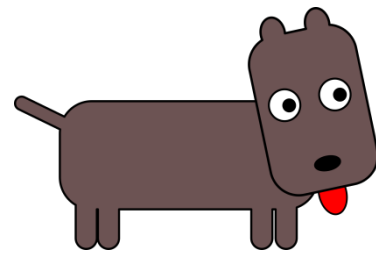
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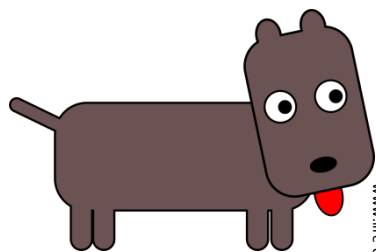
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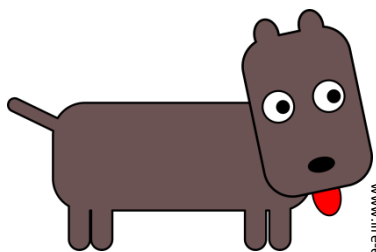
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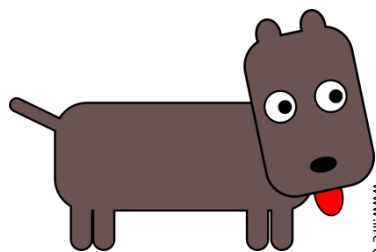
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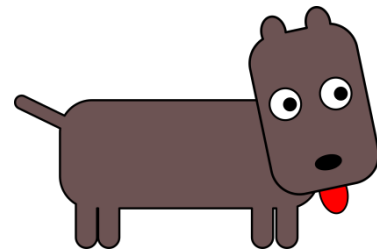
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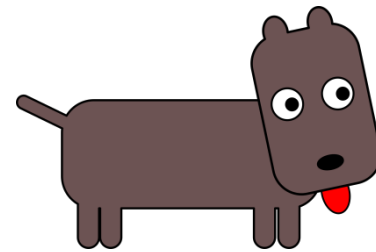
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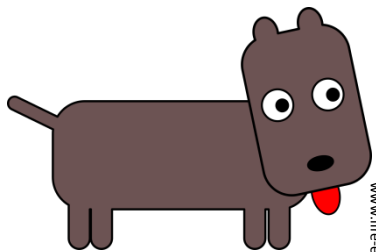
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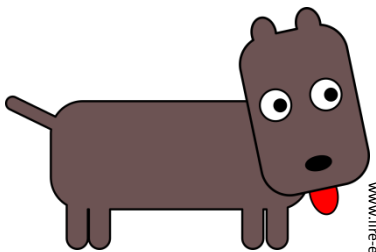
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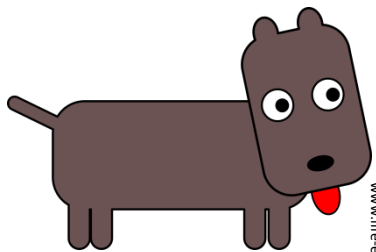
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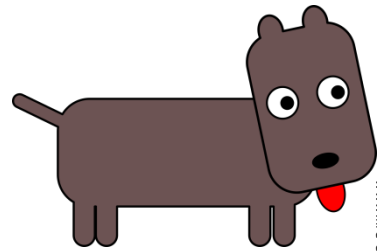
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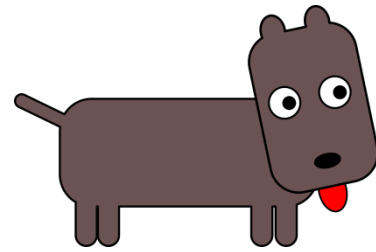
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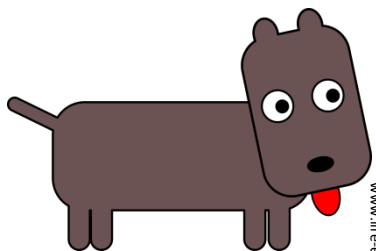
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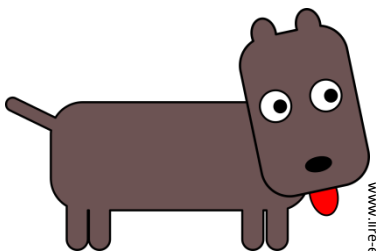
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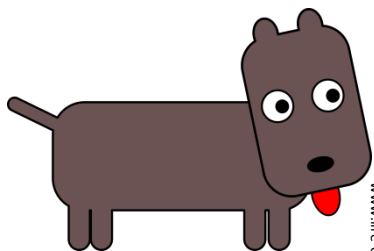
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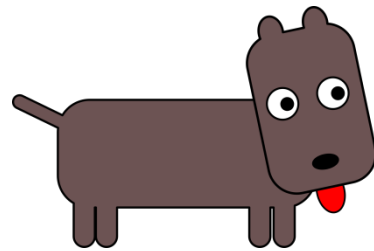
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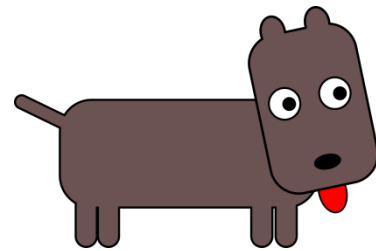
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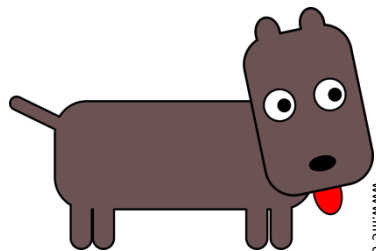
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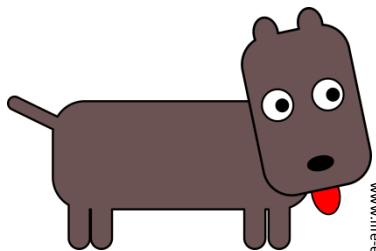
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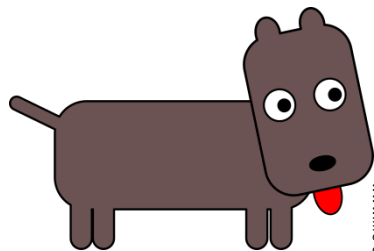
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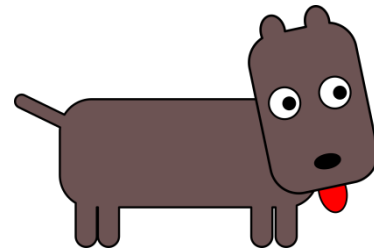
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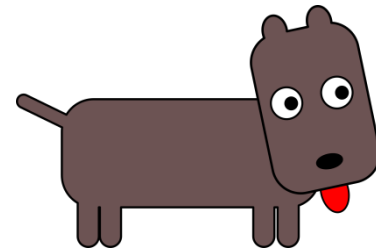
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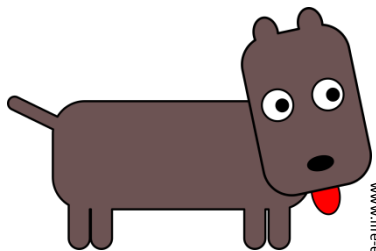
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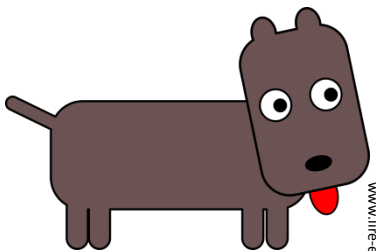
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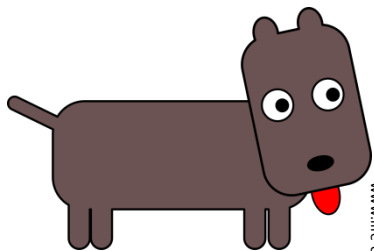
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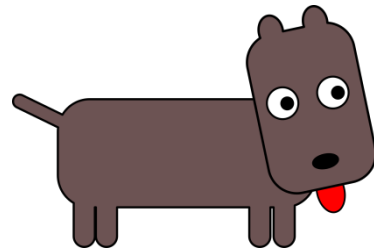
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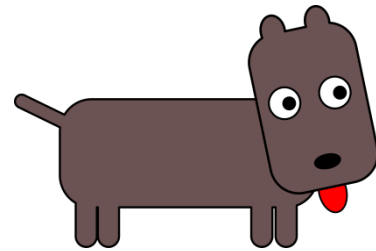
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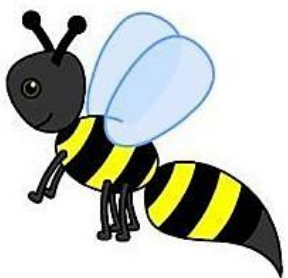
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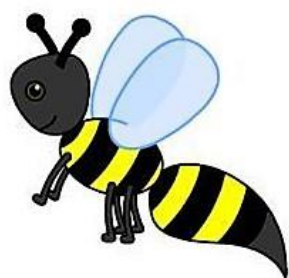
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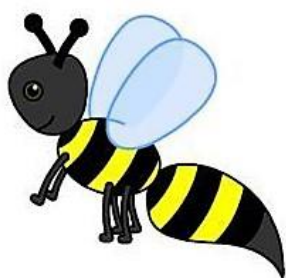
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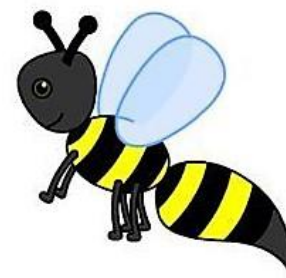
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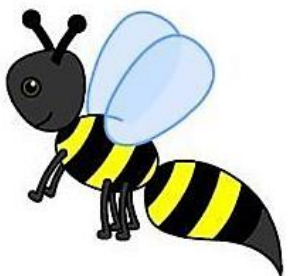
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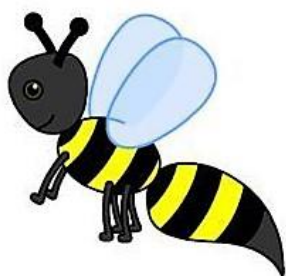
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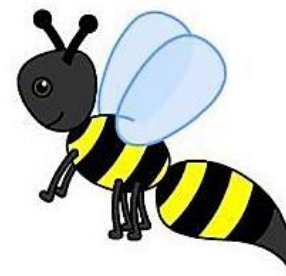
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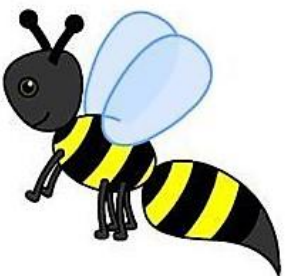
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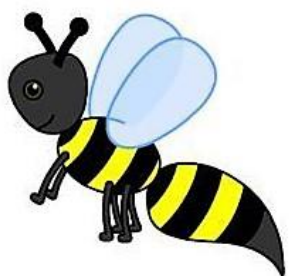
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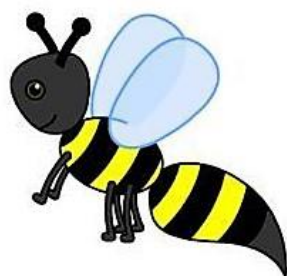
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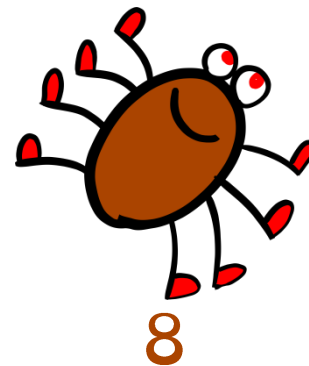
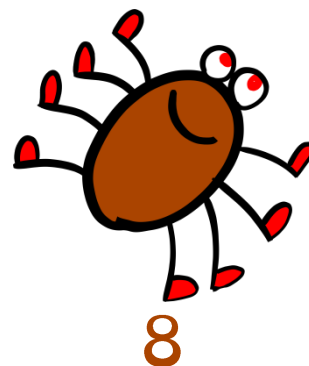
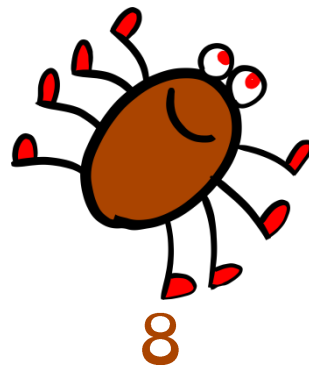
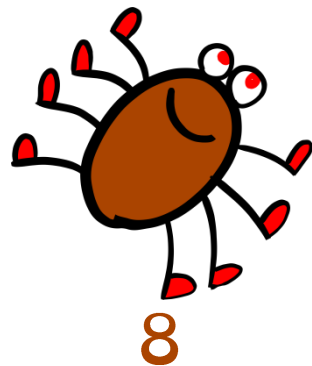
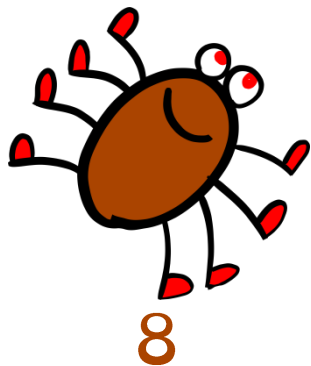
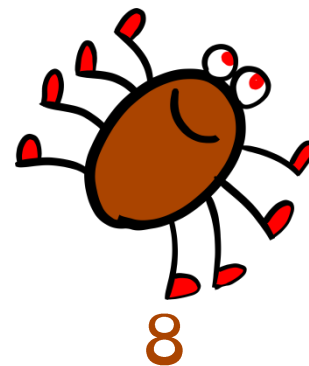
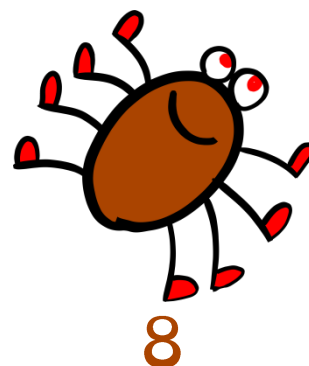
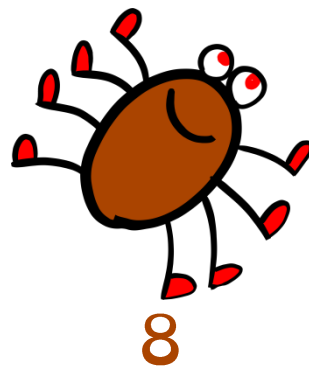
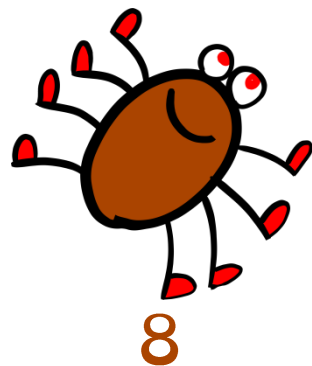
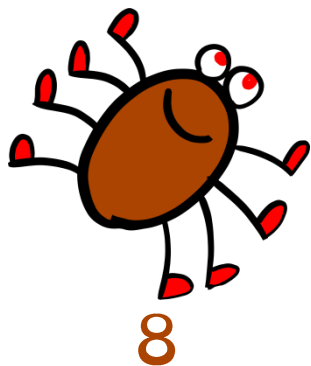
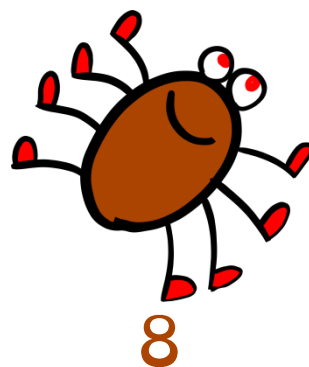
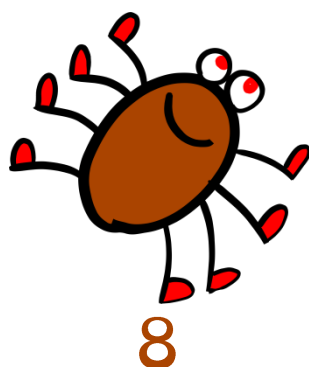
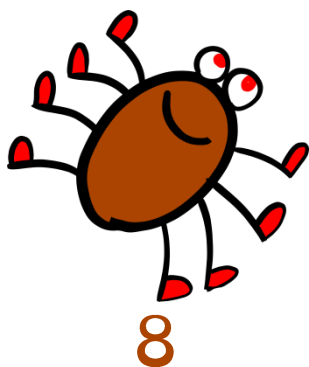
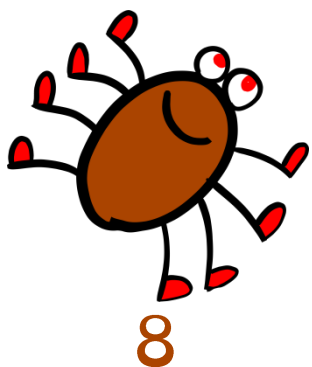
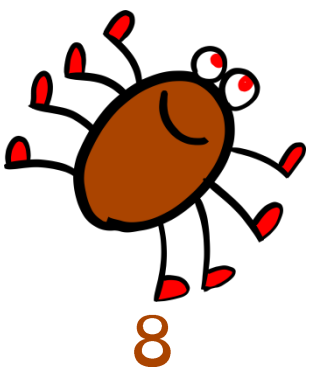
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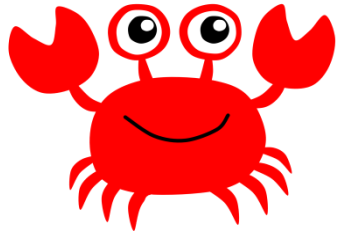
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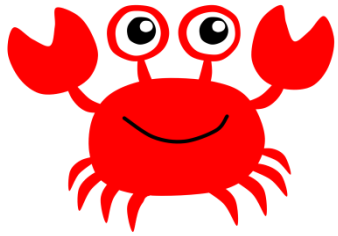
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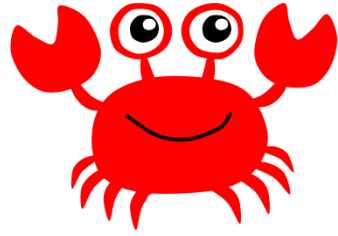
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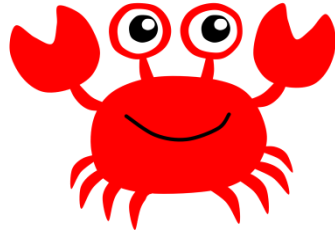
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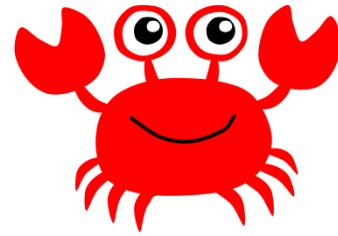
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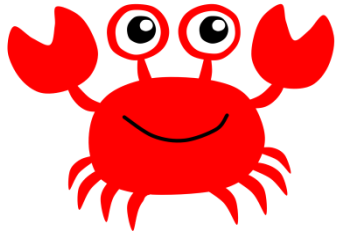
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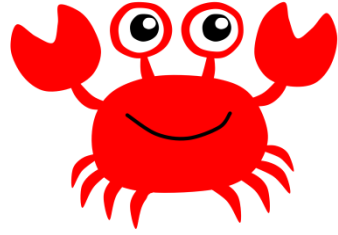
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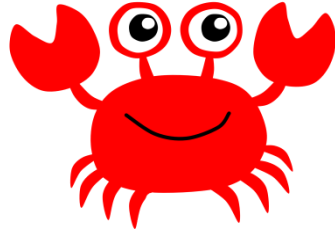
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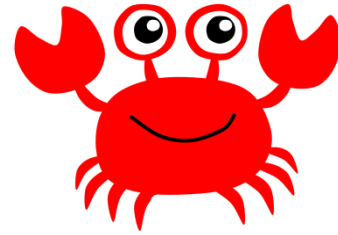
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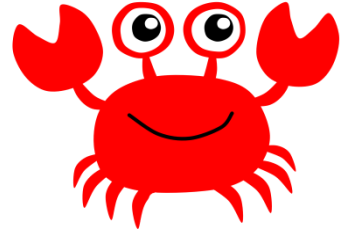
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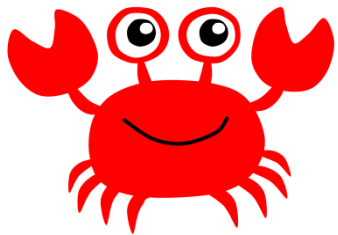
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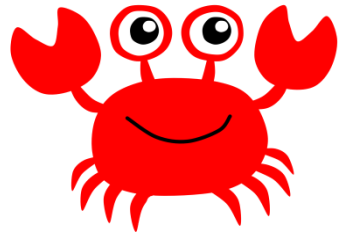
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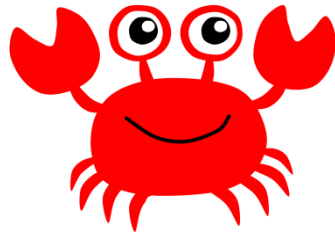
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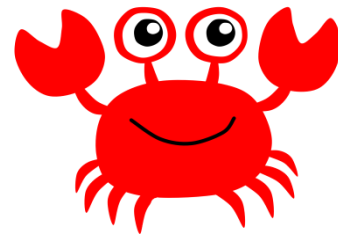
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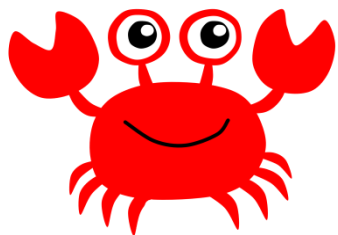
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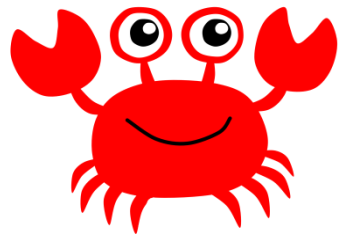
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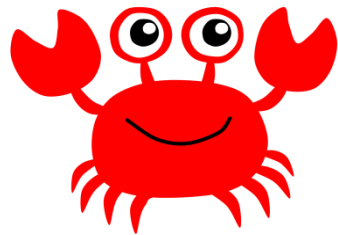
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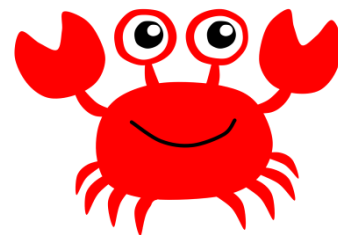
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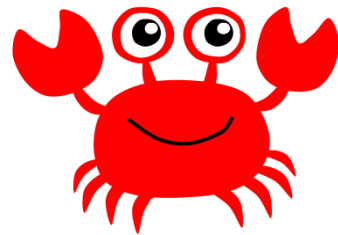
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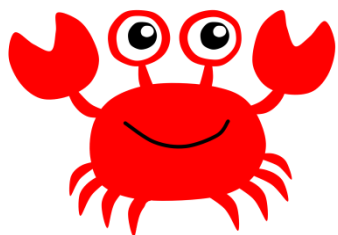
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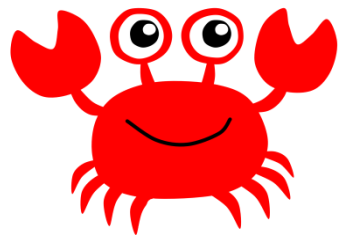
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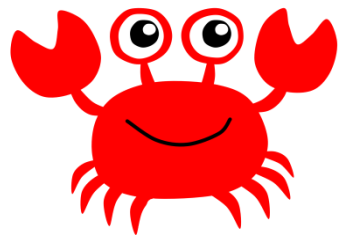
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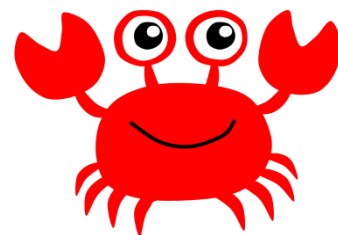
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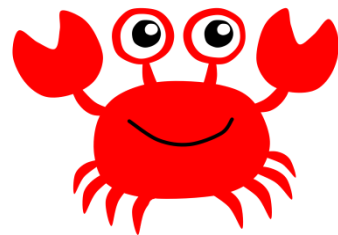
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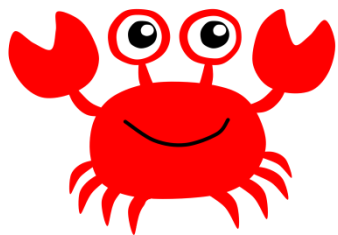
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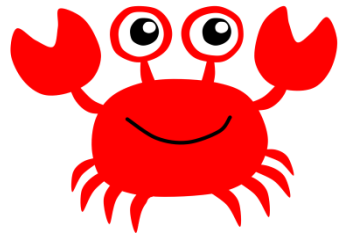
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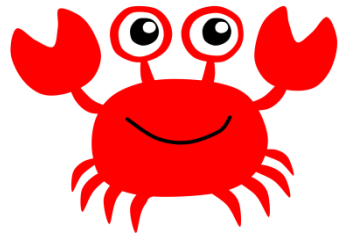
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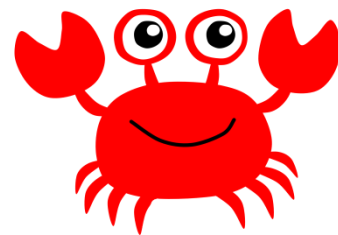
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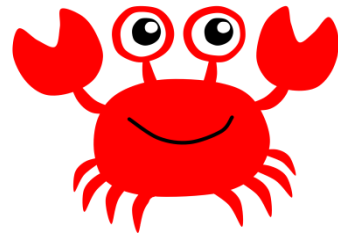
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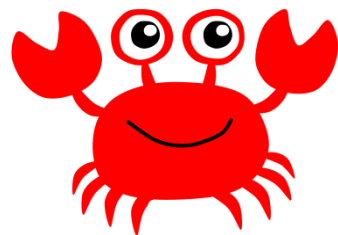
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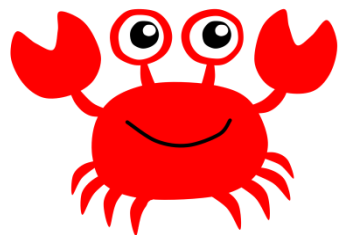
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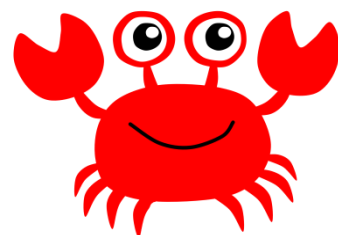
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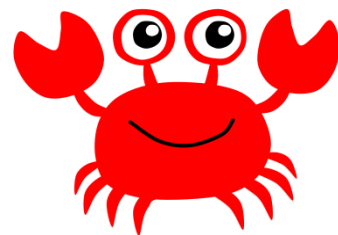
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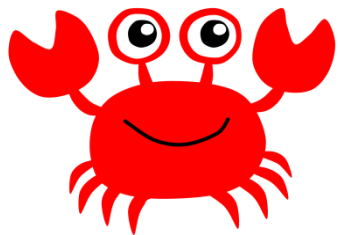
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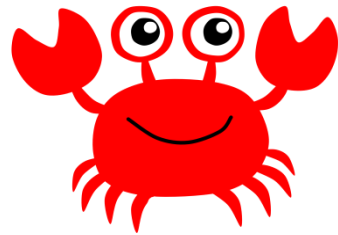
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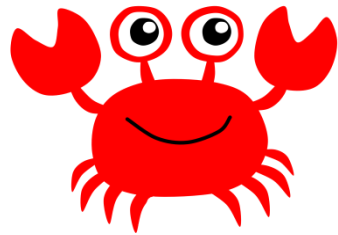
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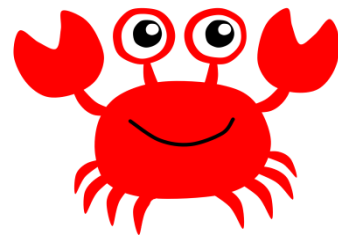
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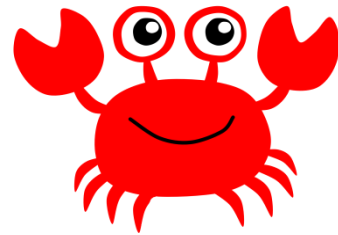
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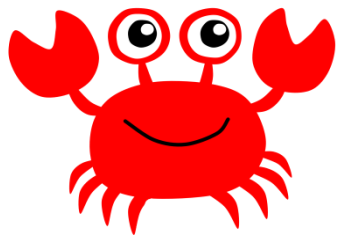
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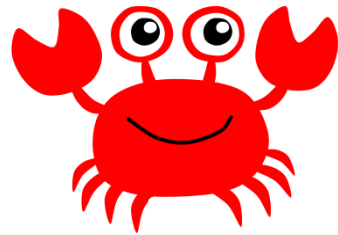
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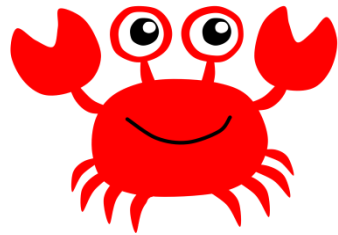
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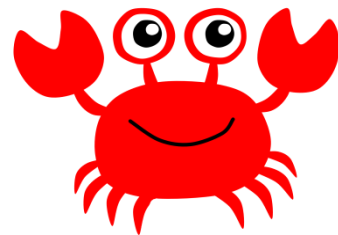
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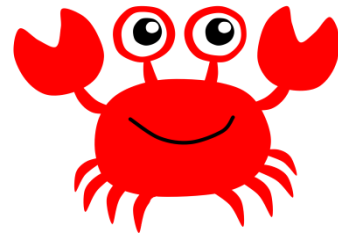
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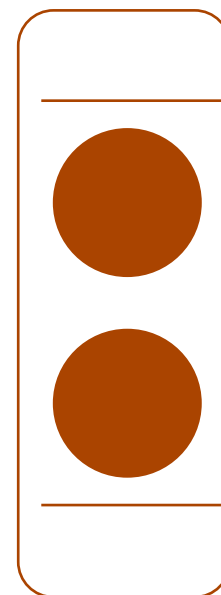
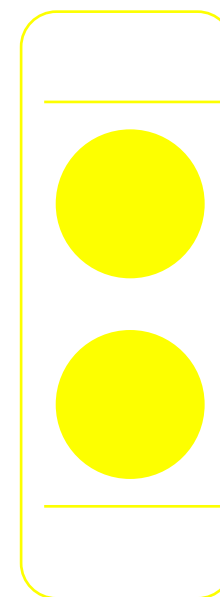
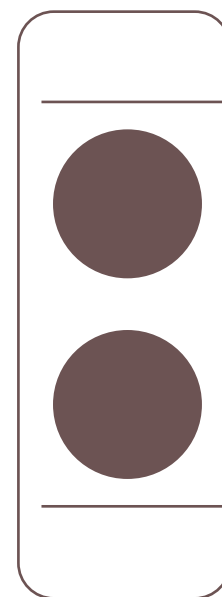
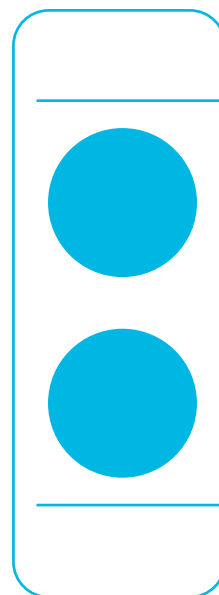
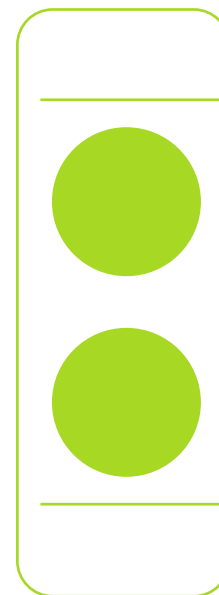
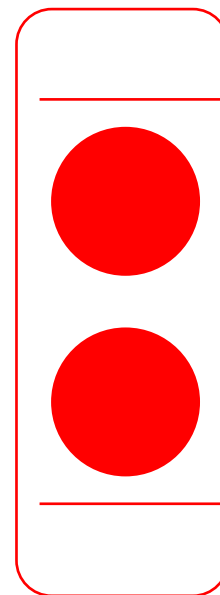
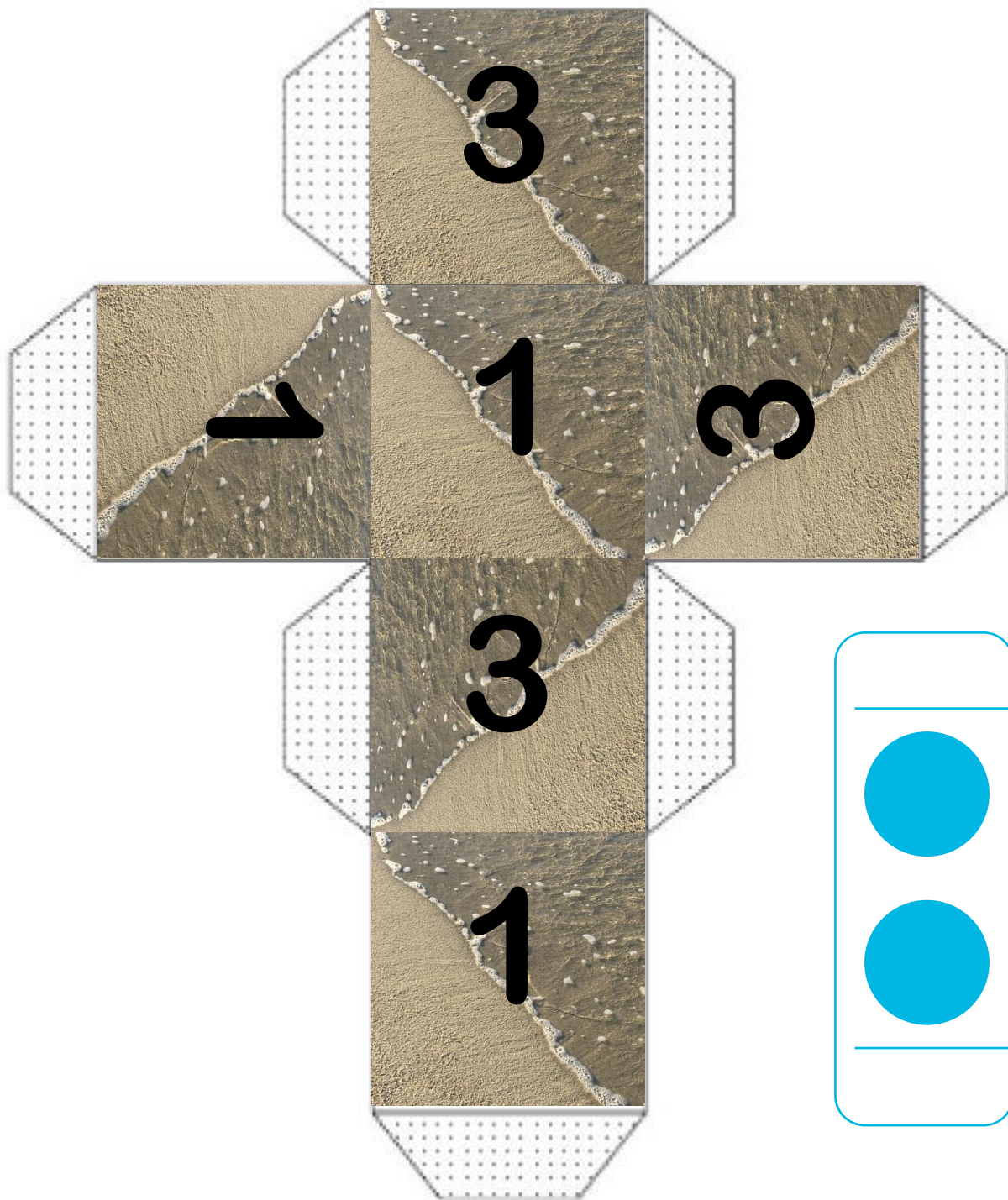
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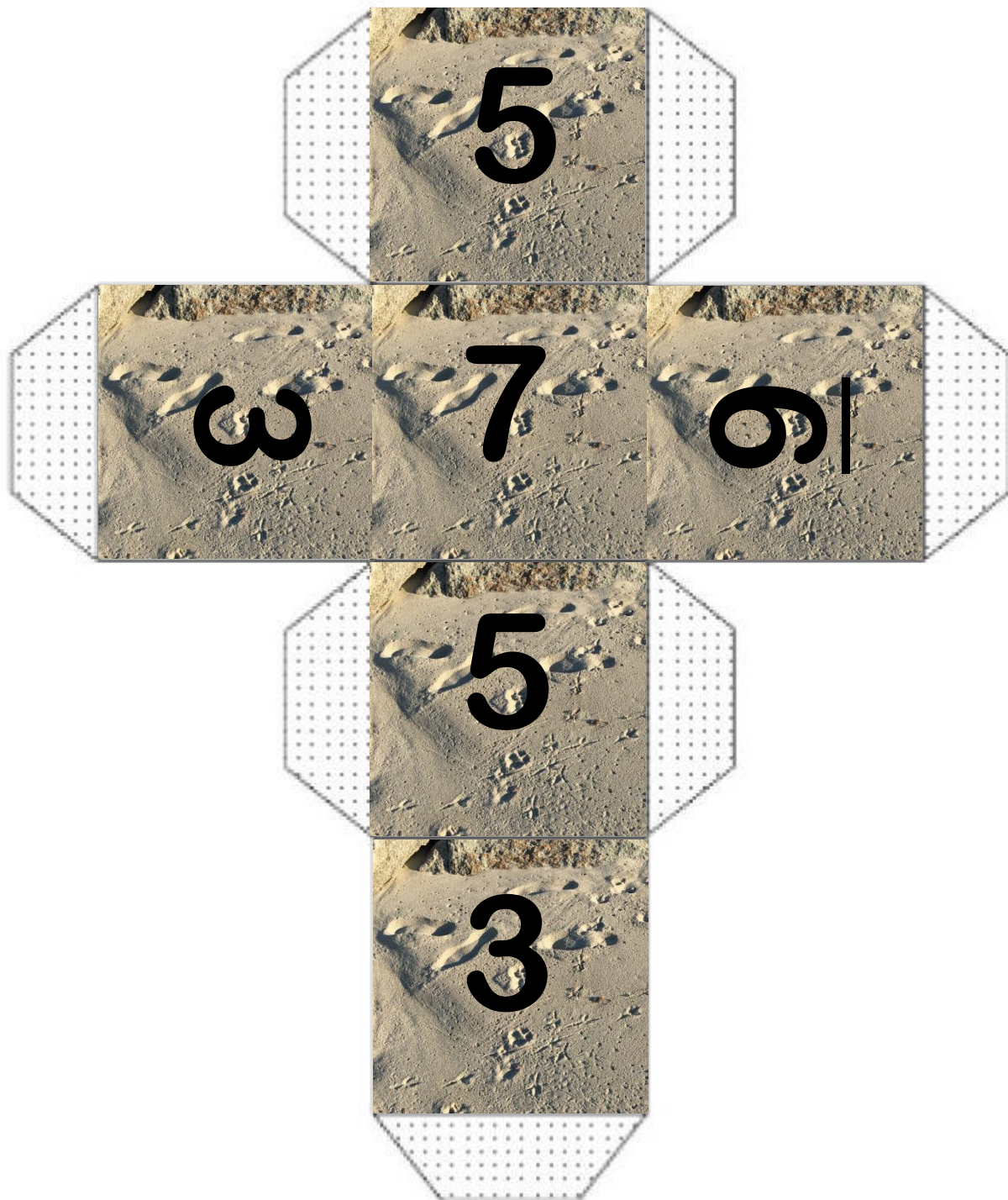
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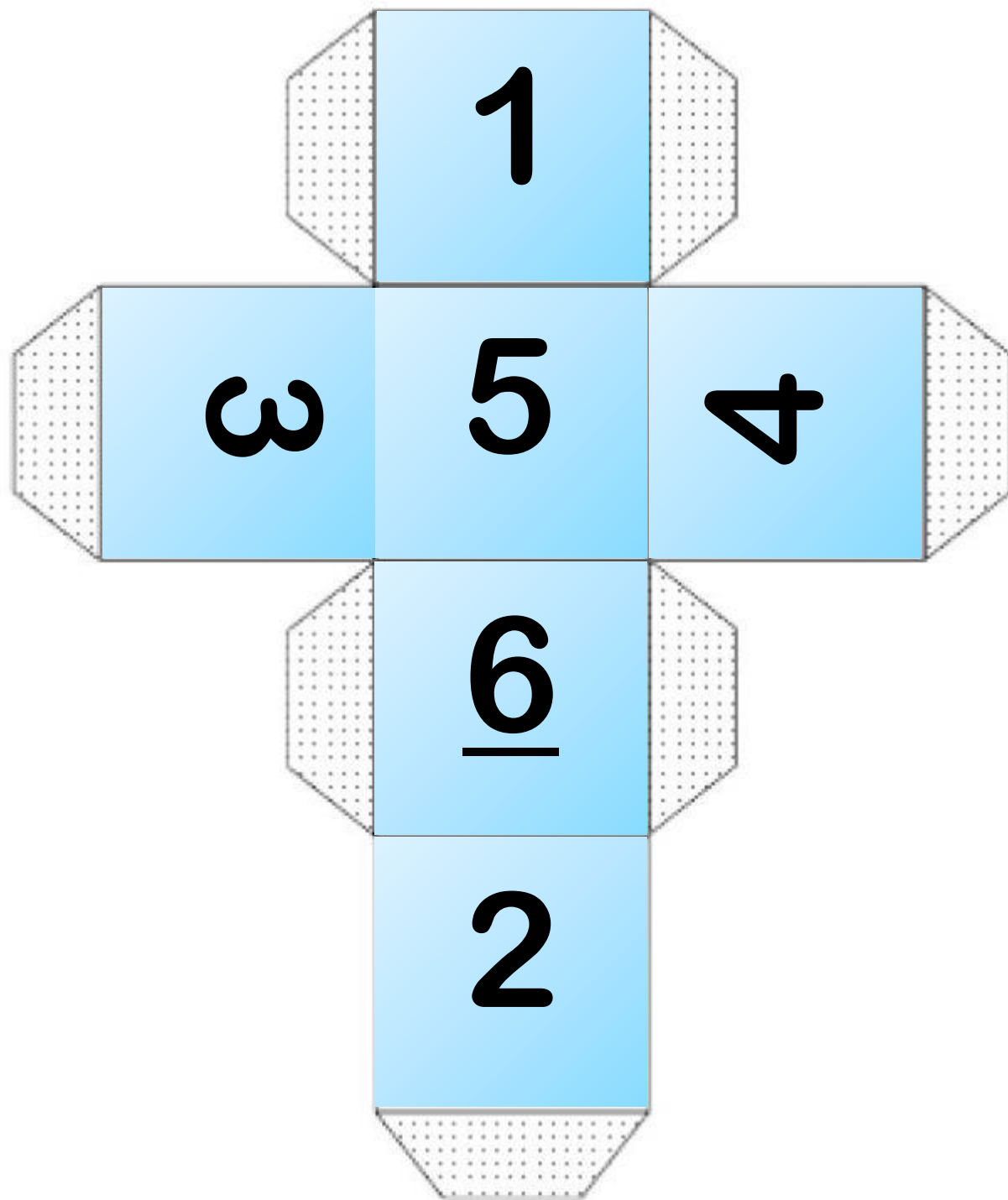


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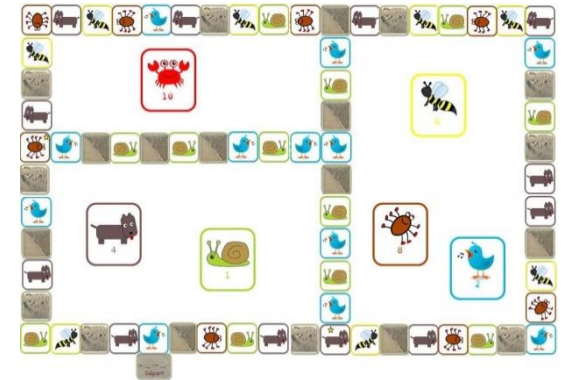
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Notice de montage *Le crabe aux 100 pattes*



Matériel nécessaire :

- du papier cartonné blanc 160 g
- une paire de ciseaux
- de la colle
- du ruban adhésif

Réalisation

Montage :

➤ **Le plateau :**

Couper l'excédent de papier des pages 1, 2 et 4 (sur les pointillés).

Encoller la marge blanche droite de la page 1 et venir y positionner la page 2 de manière à les assembler. Faire de même avec les pages 3 et 4.

Encoller la marge haute des pages 3 et 4 et venir y positionner les pages 1 et 2 assemblées.

➤ **les pions :**

Découper les pions à l'extérieur du trait de couleur. Les replier par le milieu, envers contre envers, puis plier, endroit contre endroit, sur le trait de couleur, pour former la base du pion. Coller ensemble les 2 faces du pion, pour rigidifier.

➤ **Les dés :**

Après découpage, replier les languettes vers l'intérieur, puis les encoller. Plier, sur les traits, envers contre envers. Reconstituer les dés en collant les languettes sur les faces opposées puis renforcer toutes les arêtes avec du ruban adhésif.

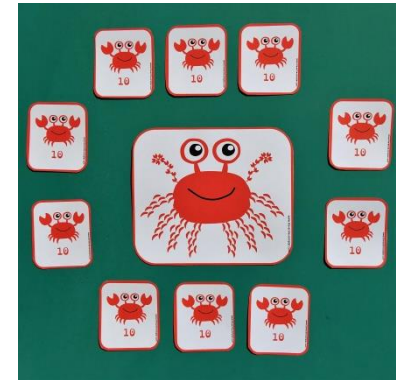
Composition

- 1 plateau : pages 1 à 4
- 3 dés (1 dé « avancer », 1 dé « gain de traces de pattes », 1 dé « pertes de traces de pattes » : pages 19 à 21)
- 6 pions: page 19
- 196 cartes: pages 5 à 18

Règle du jeu *Le crabe aux 100 pattes*

Compétences travaillées :

- Compréhension du système numérique.
- Travail sur la dizaine.
- Situations d'échanges
- Calcul de sommes et de différences



Nombre de joueurs : 2 à 6

But du jeu :

Dans ce jeu, après avoir compté les empreintes de pas laissées sur le sable par l'escargot (1 pied), l'oiseau (2 pattes), le chien (4 pattes), la guêpe (6 pattes) et l'araignée (8 pattes) il va falloir, troquer, échanger pour s'emparer de 10 crabs à 10 pattes dont les empreintes mènent à la cachette du fameux « crabe aux 100 pattes ». Il n'y en a qu'un : il faudra être le premier pour gagner.

Parfois, de bonnes surprises : de nouvelles traces de pas découvertes derrière un rocher ! Mais attention à la mer qui en efface certaines...

Contextualisation :

Un extraordinaire crabe à 100 pattes est caché, derrière des rochers, sur la plage. Dix crabs protègent sa cachette. Pour le débusquer il va falloir retrouver les empreintes laissées par ses 100 pattes (et pinces). Les empreintes d'autres animaux qui cherchent les petits crabs (à 10 pattes) permettent de mener à sa cachette : dix empreintes montrent qu'un crabe est passé par là. Il faudra retrouver les empreintes des 10 crabs qui gardent sa cachette pour réussir à l'attraper. Attention ! la mer efface parfois des traces... Certaines empreintes sont bien cachées derrière des rochers !

Déroulement :

Chaque joueur choisit un pion- et se place sur la case départ. Les joueurs se déplacent, à tour de rôle, dans le sens inverse des aiguilles d'une montre. Le plus jeune commence : il lance le dé bleu « avancer » et se déplace du nombre de cases indiqué. Il s'empare, alors, de la carte de l'animal qui possède autant de pattes que le nombre d'empreintes découvertes : 1 pour l'escargot, 2 pour l'oiseau, 4 pour le chien, 6 pour la guêpe et 8 pour l'araignée. Dès qu'un joueur a pu collecter au moins 10 empreintes de pattes, il doit les échanger contre 1 carte crabe avec les 10 empreintes laissées par celui-ci. S'il possède plus de 10 empreintes, il prend en complément la carte de l'animal correspondant à la différence.

Si un joueur s'arrête sur une case avec une étoile, il doit impérativement suivre la trajectoire menant vers l'intérieur du plateau ; chemin pénalisant,

comportant de nombreuses cases « mer » et des cases « animaux » avec peu de pattes.

Dès qu'un joueur possède 10 crabes, les empreintes de ceux-ci le mènent à la cachette du fameux « crabe aux 100 pattes » dont il peut s'emparer. Il a alors gagné !

Cases particulières :

- La **case « empreintes »** permet au joueur de découvrir des empreintes supplémentaires derrière un rocher. Il lance le dé « gain de traces de pattes » et gagne ainsi le nombre d'empreintes indiqué sur le dé. Il prend, à son choix, la ou les cartes des animaux totalisant ce nombre d'empreintes. Toutes les combinaisons sont possibles.
- La **case « mer »** efface un certain nombre d'empreintes. Le joueur doit lancer le dé « perte de traces de pas » et doit rendre la ou les cartes des animaux dont la somme correspond au nombre indiqué par le dé. Il peut pour cela procéder à des échanges de cartes si besoin.
À noter : le dé ne comporte que des nombres impairs : le joueur donc sera fréquemment obligé de faire des échanges.

BON JEU !!!