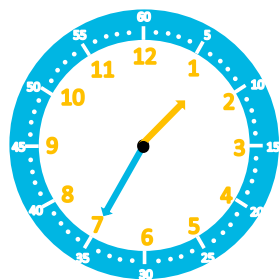
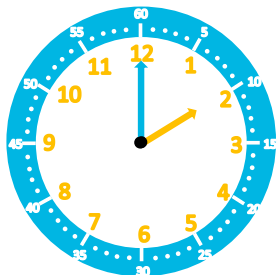


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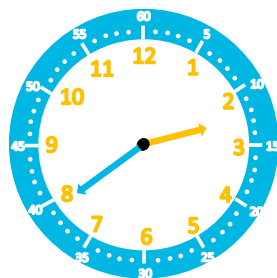


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2:00

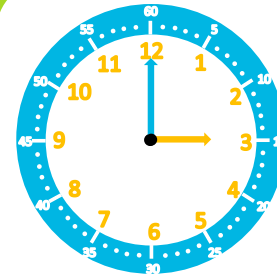


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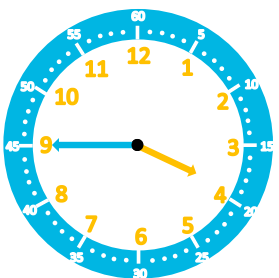


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3:00

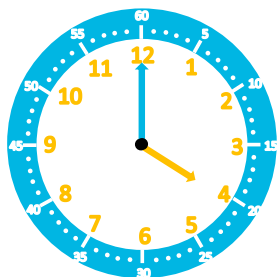


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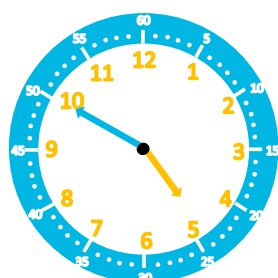


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4:00

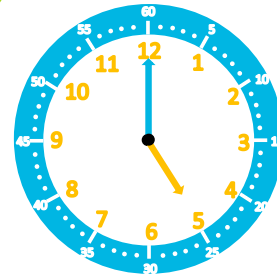


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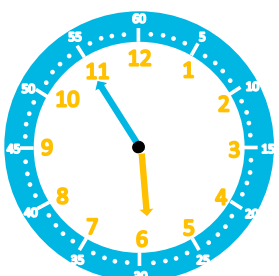


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5:00

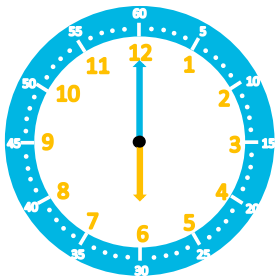


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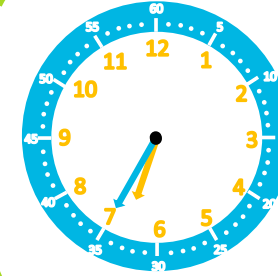


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6:00

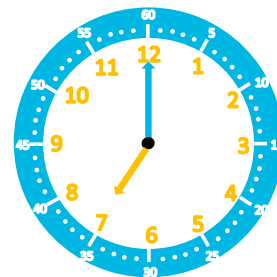


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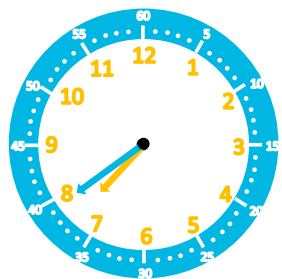


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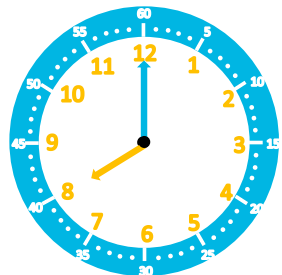
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7:40

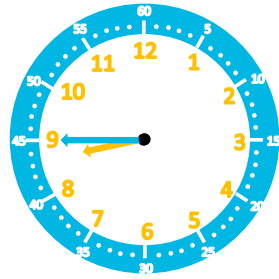


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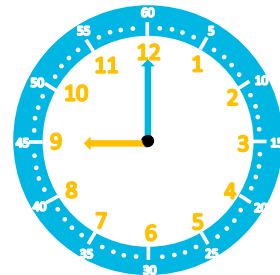


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8:45



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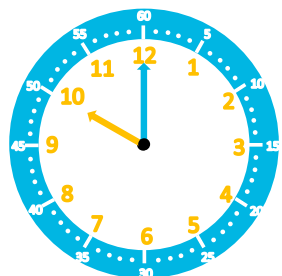


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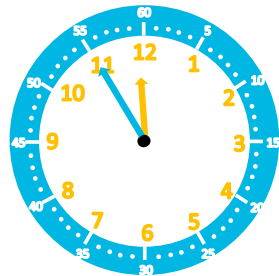


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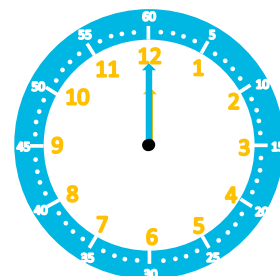


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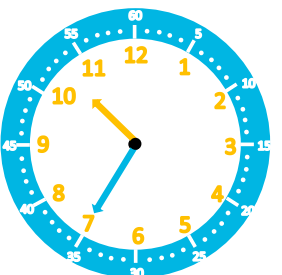


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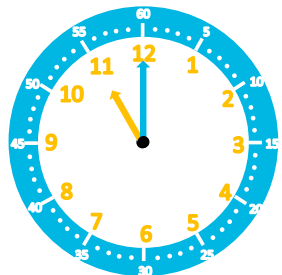


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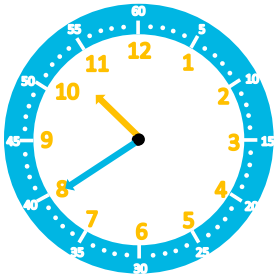


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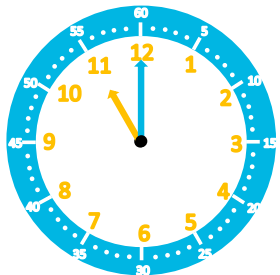


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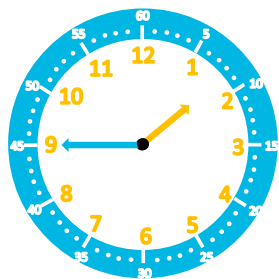


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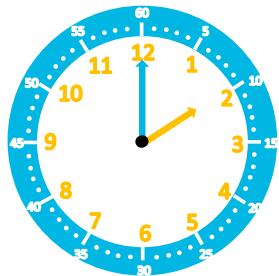


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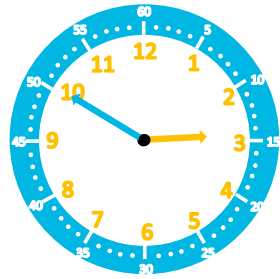


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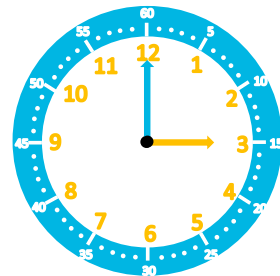


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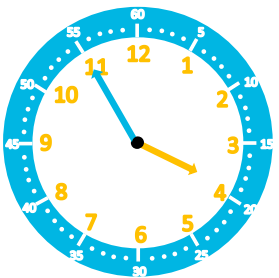


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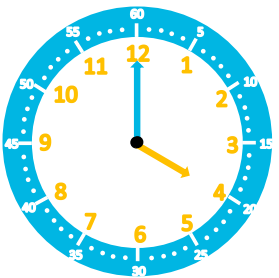


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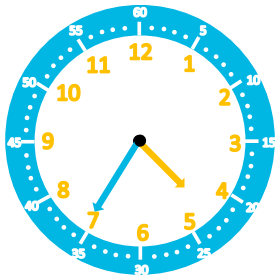


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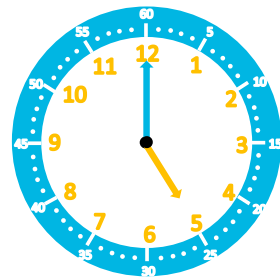


16:00

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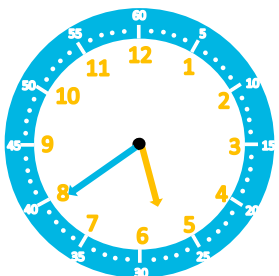


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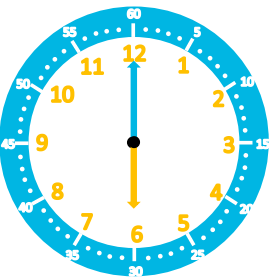


17:00

17:40

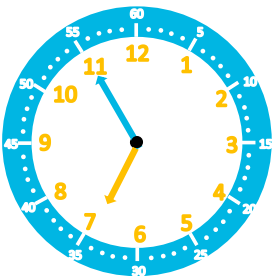


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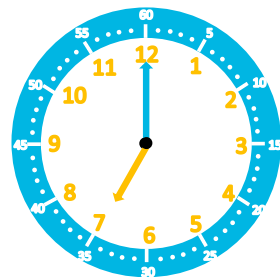


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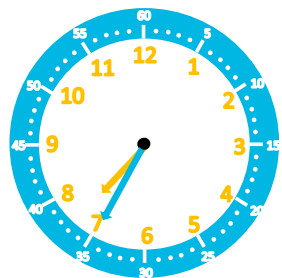


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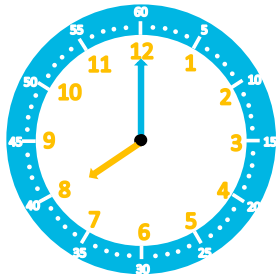
19:00

19:35



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20:00

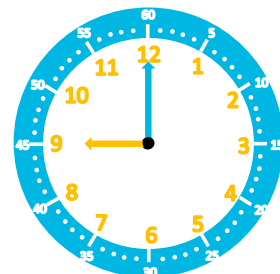


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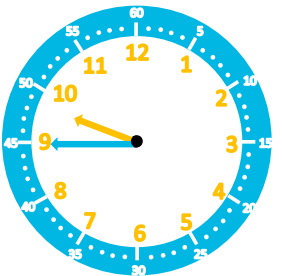


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21:00

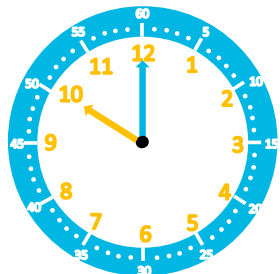


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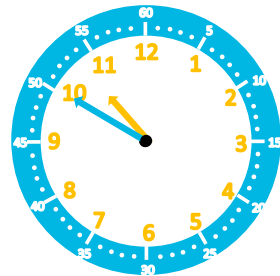


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22:00

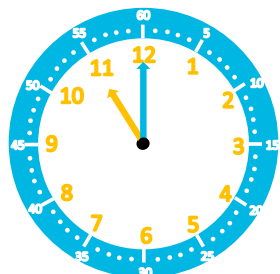


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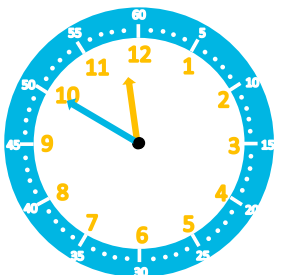


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23:00h

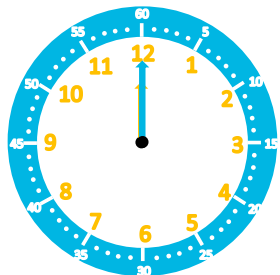


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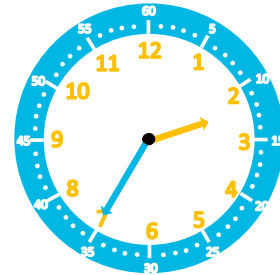


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12:00

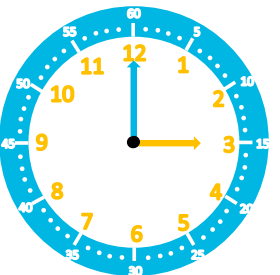


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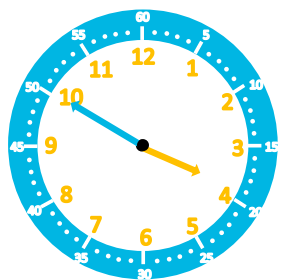


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3:00

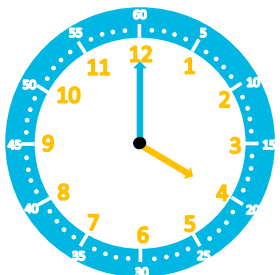


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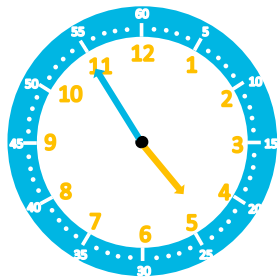


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4:00

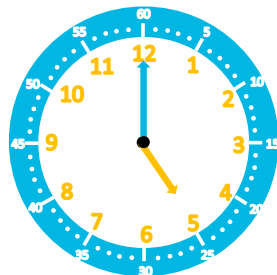


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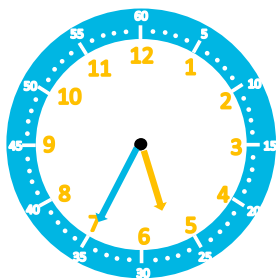


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5:00

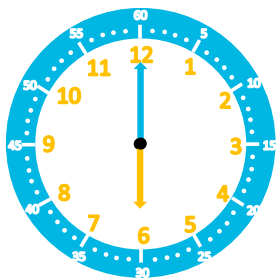


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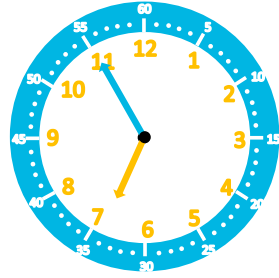


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6:00

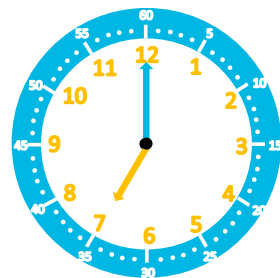


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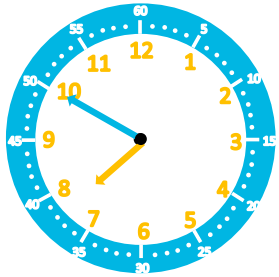


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7:00

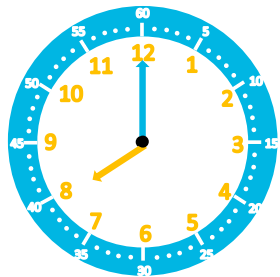


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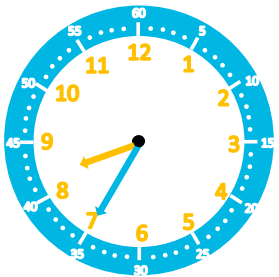


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8:00

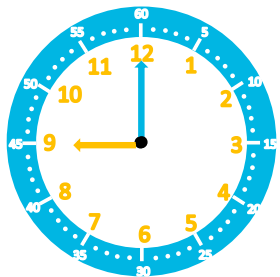


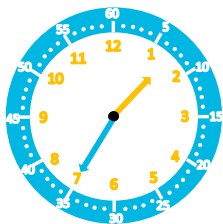
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9:00

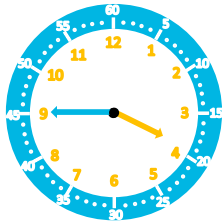




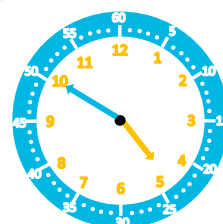
2h moins 25



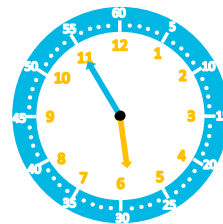
3h moins 20



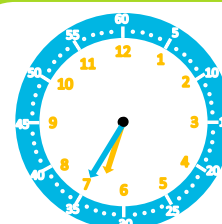
4h moins 15
4h moins le quart



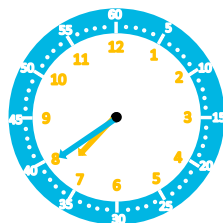
5h moins 10



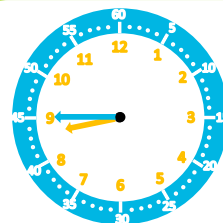
6h moins 5



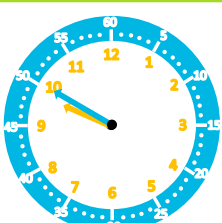
7h moins 25



8h moins 20



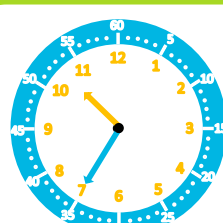
9h moins 15
9h moins le quart



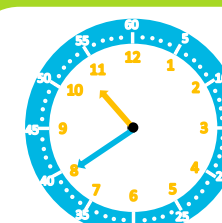
10h moins 10



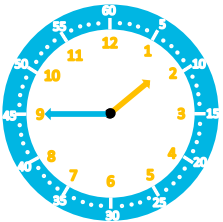
12h moins 5
midi moins 5



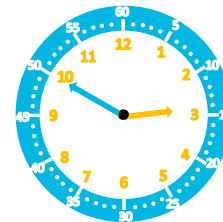
11h moins 25



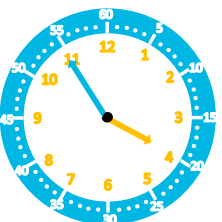
11h moins 20



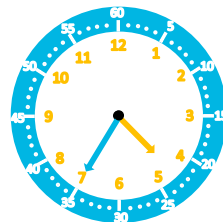
14h moins 15
2h moins le quart



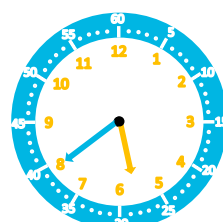
15h moins 10
3h moins 10



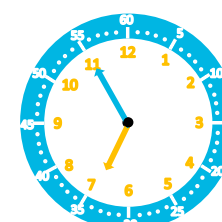
16h moins 5
4h moins 5



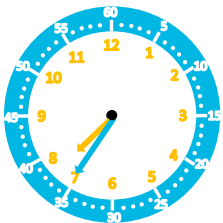
17h moins 25
5h moins 25



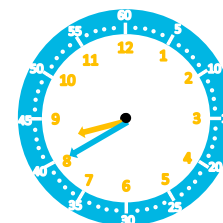
18h moins 20
6h moins 20



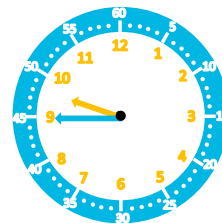
19h moins 5
7h moins 5



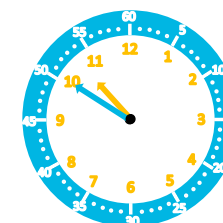
20h moins 25
8h moins 25



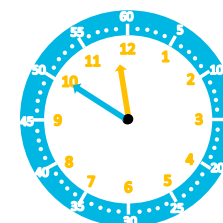
21h moins 20
9h moins 20



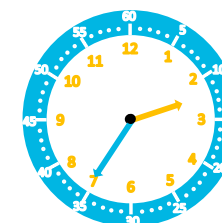
22h moins 15
10 h moins le quart



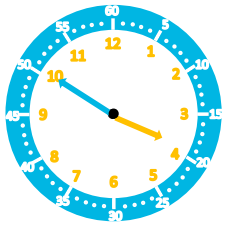
23h moins 10
11h moins 10



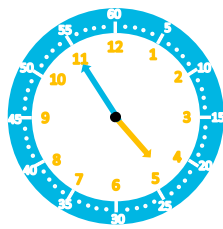
12h moins 10
midi moins 10



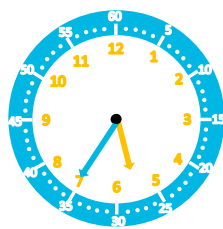
3h moins 25



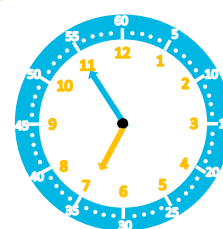
4h moins 10



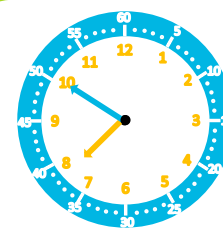
5h moins 5



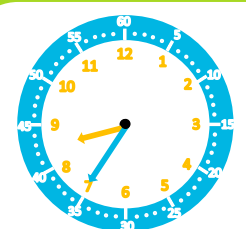
6h moins 25



7h moins 5



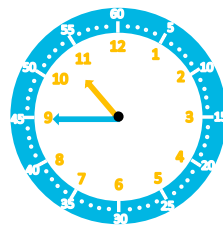
8h moins 10



9h moins 25

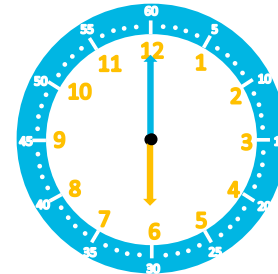
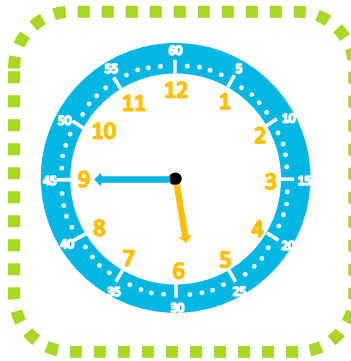


6 h moins 15
6 h moins le quart



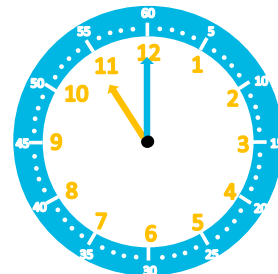
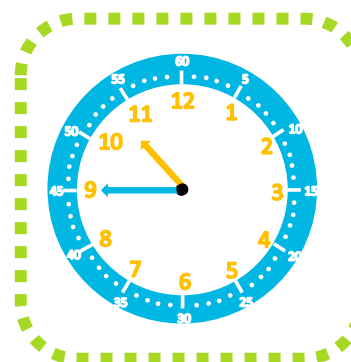
11 h moins 15
11 h moins le quart

5:45

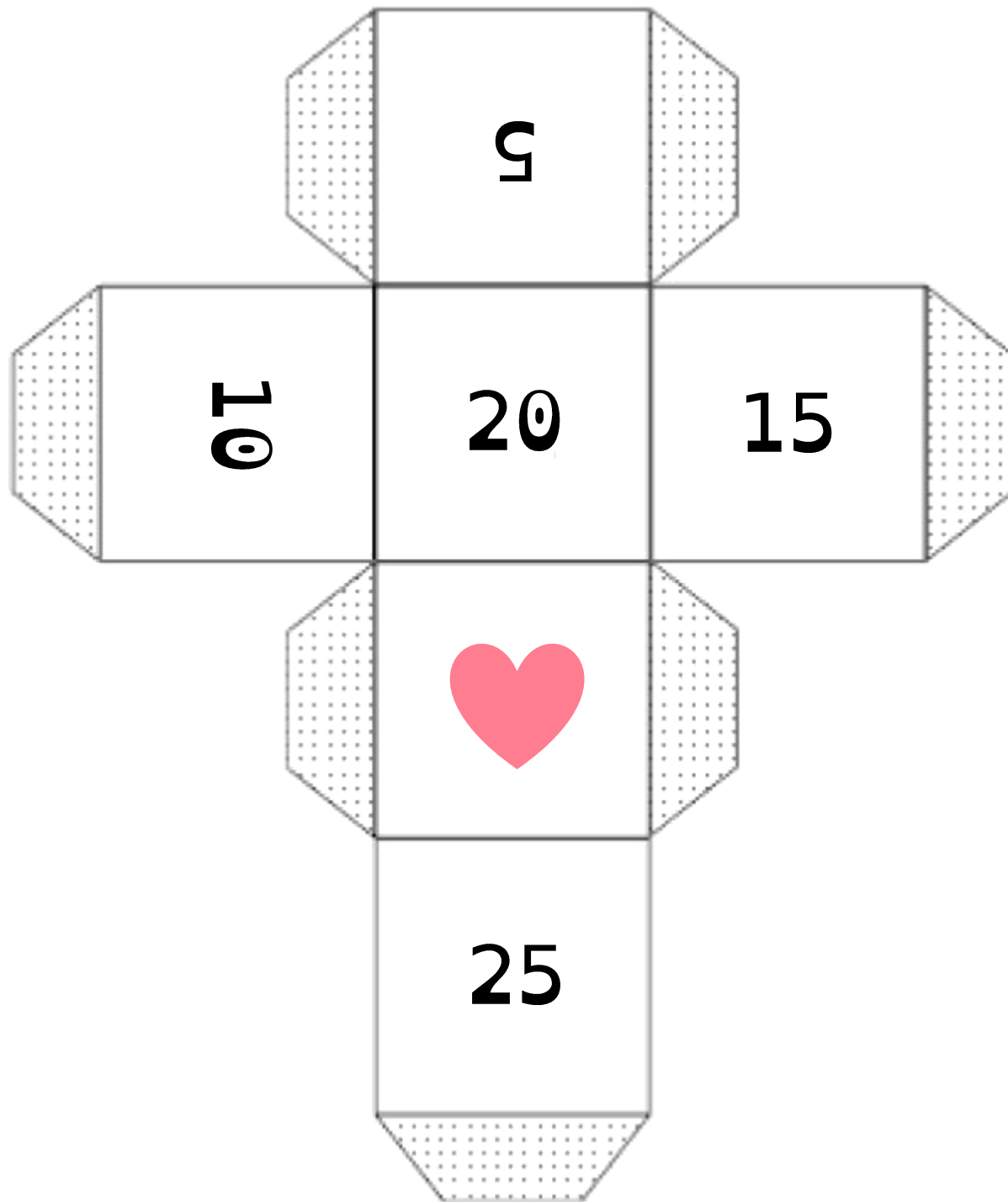


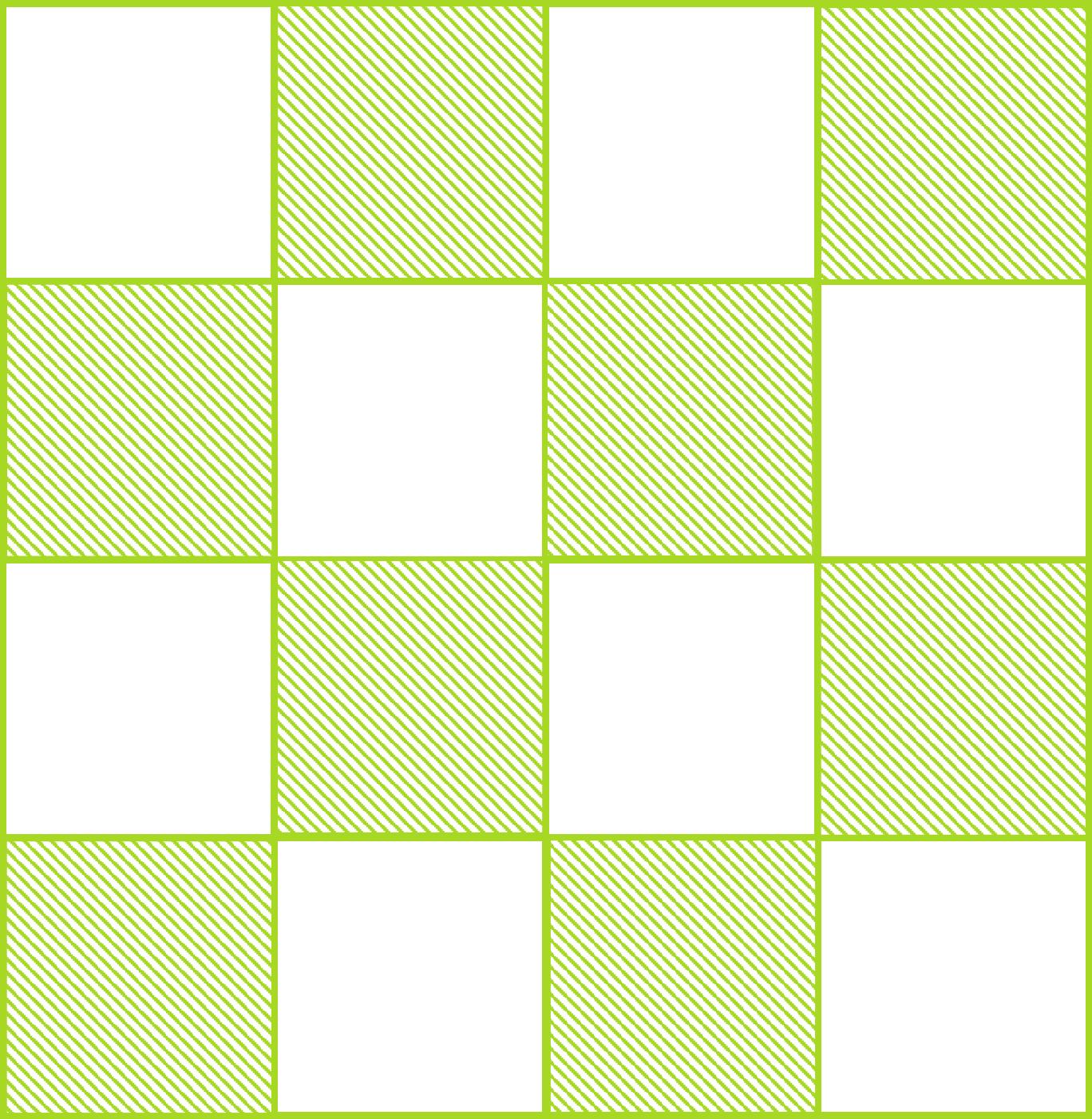
6:00

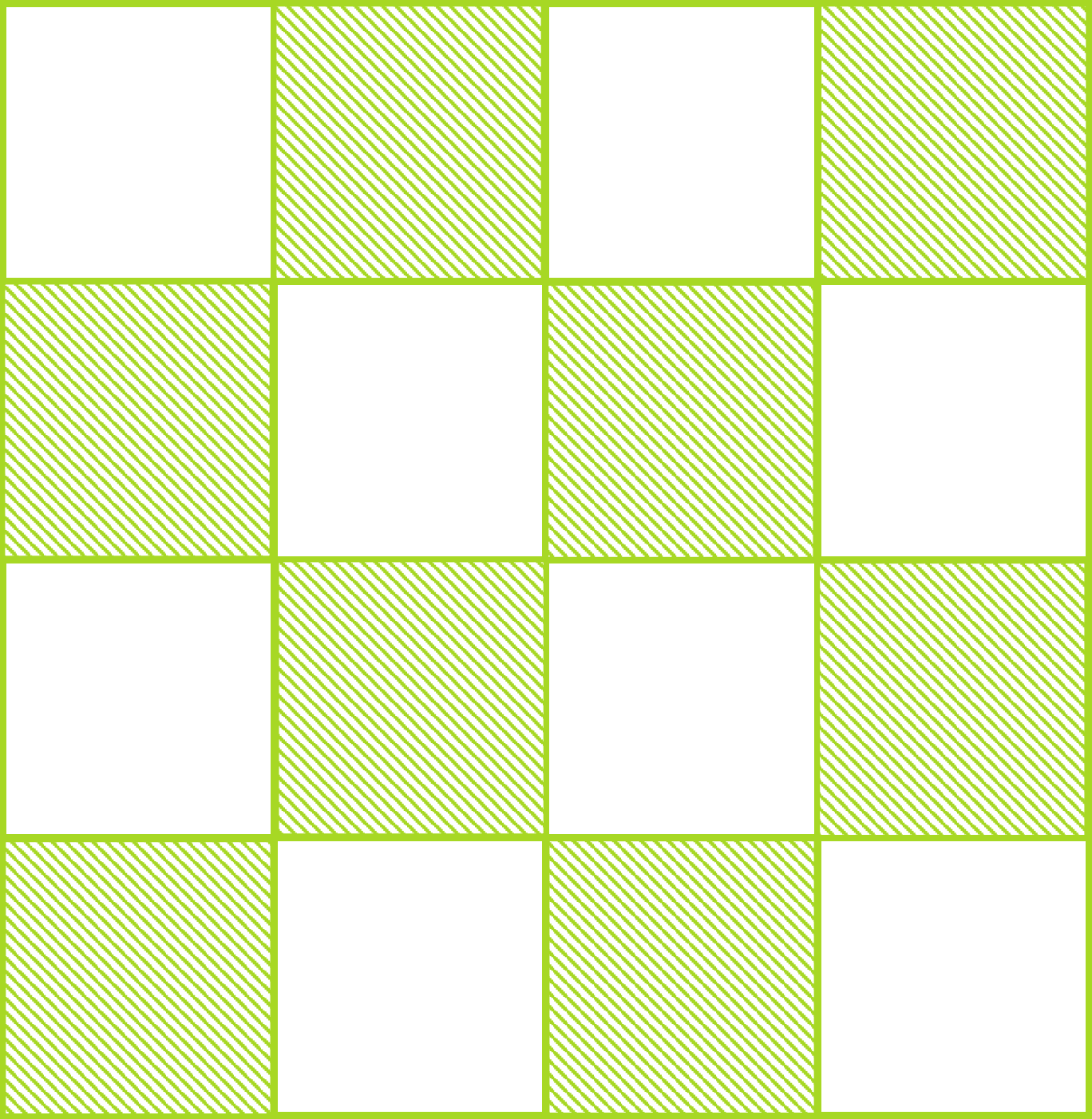
10:45

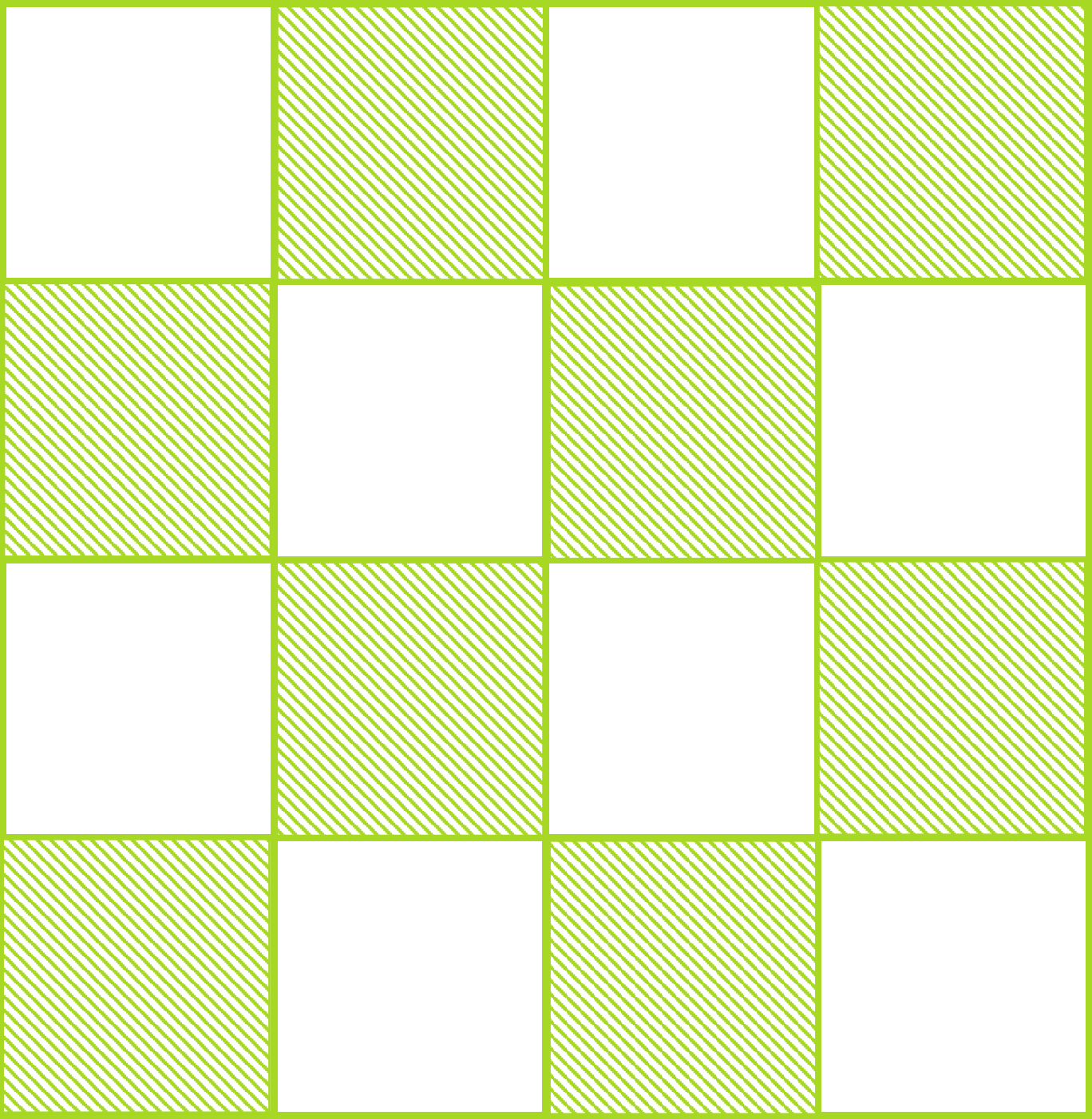


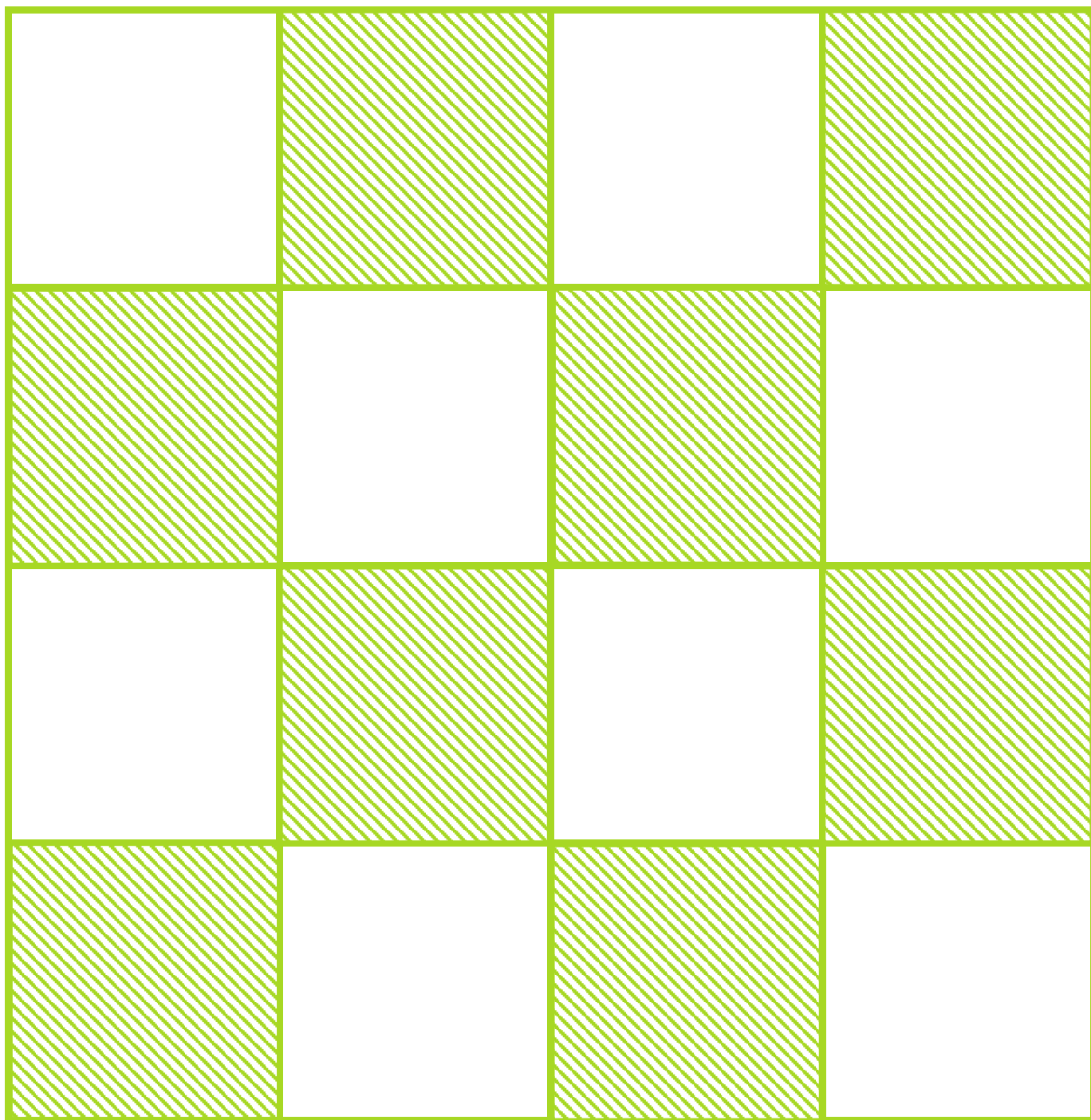
11:00











Règle du jeu «À l'heure pile »

Compétences travaillées :

- Travailler les compléments à 60 et le comptage des minutes restantes avant l'heure suivante.
- Lire l'heure de différentes manières.

But du jeu :

Pour une même heure affichée sur une pendule à aiguilles, il faut associer deux manières de lire l'heure. Soit en donnant le nombre de minutes écoulées depuis l'heure entière, soit le nombre de minutes restantes avant la prochaine heure entière. À chacune des 32 cartes du jeu, correspond un pion avec la même heure affichée. Les pions sont à récupérer sur un plateau, à l'aide d'un dé. Celui-ci indique un nombre de minutes restantes avant la prochaine heure entière. Le premier joueur qui complète cinq cartes a gagné.

Composition du jeu : Un plateau quadrillé, 32 jetons, 32 cartes et un dé. Les heures indiquées sur les cartes sont comprises entre 1h et 12h pour le premier niveau (cartes vertes) et entre 13h et 24h pour le deuxième niveau (cartes rose).

Préparation : Placer les 32 jetons sur les cases blanches du plateau.

Distribuer, à chaque joueur, 5 cartes du niveau choisi. Placer les autres cartes, face cachée, à côté du plateau. Elles serviront de pioche. Chaque fois qu'un joueur aura complété une carte, il pourra en piocher une nouvelle, de manière à toujours avoir cinq cartes.

Déroulement :

Chaque joueur place devant lui les cartes à compléter. Sur chaque carte figurent deux pendules avec affichage à aiguilles et affichage digital : l'une, à gauche, avec une heure donnée, l'autre, à droite, avec la prochaine heure entière. Le joueur doit calculer la différence de temps entre ces deux pendules. Exemple : de 6h40 à 7h, il y a 20mn.

Le premier joueur lance le dé, lit le nombre de minutes indiqué et cherche si celui-ci correspond à la différence entre deux pendules d'une de ses cartes. Si oui, il recherche sur le plateau le pion correspondant à la même heure et le place sur sa carte. Il pioche alors une nouvelle carte.

Le jeu continue ainsi jusqu'à ce qu'un des joueurs a complété cinq cartes.

La face « cœur » du dé permet au joueur de choisir le nombre de minutes qui lui convient.

