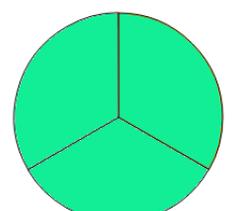
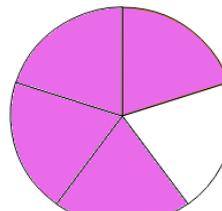
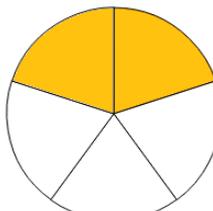
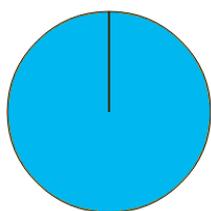
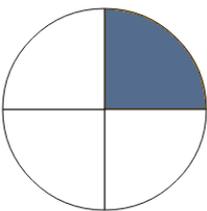
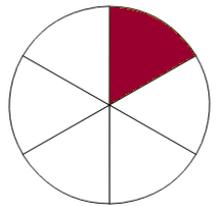
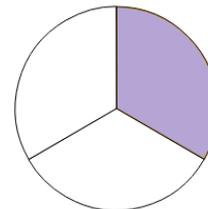
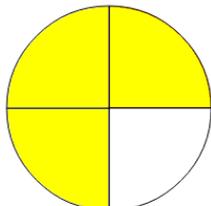
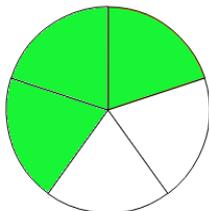
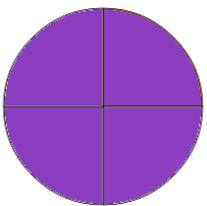
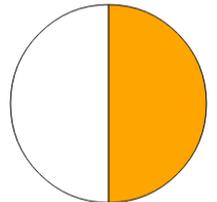
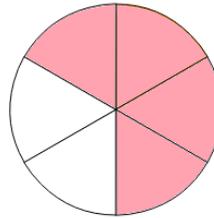
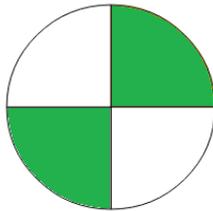
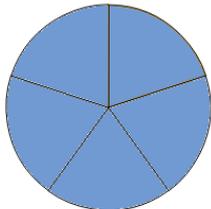
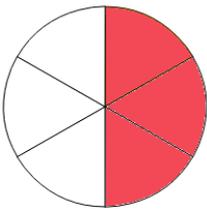
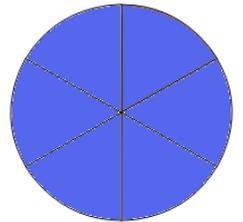
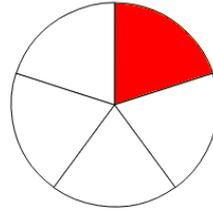
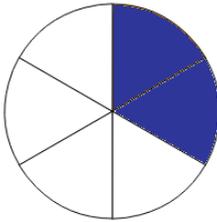
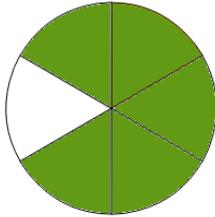
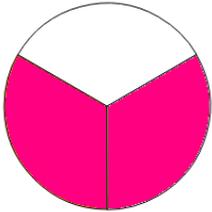
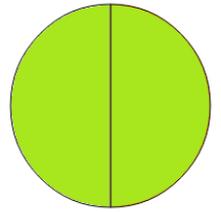
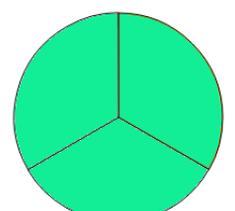
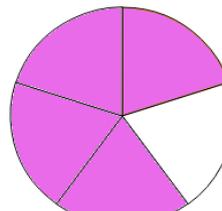
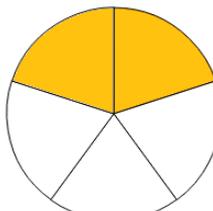
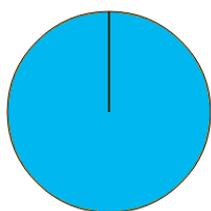
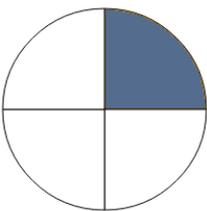
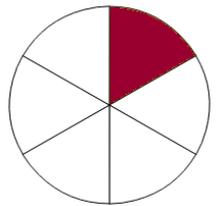
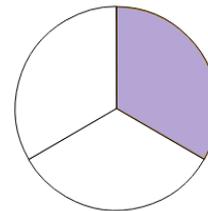
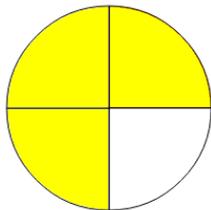
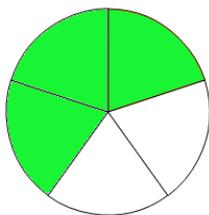
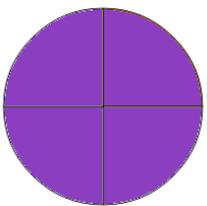
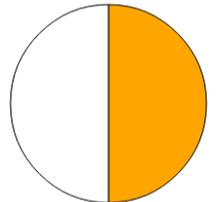
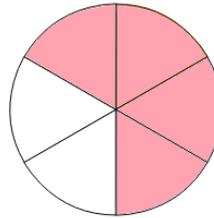
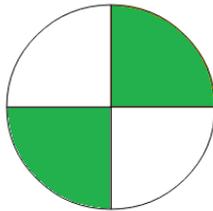
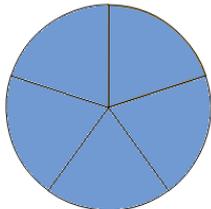
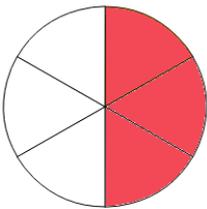
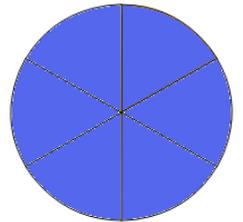
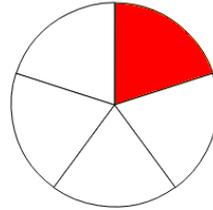
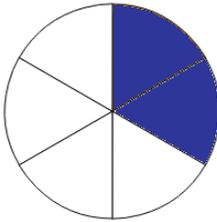
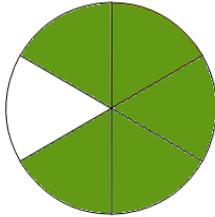
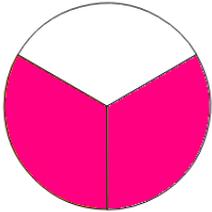
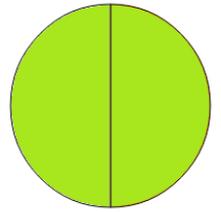


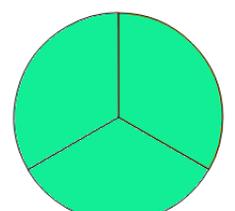
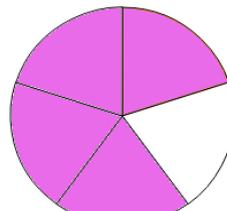
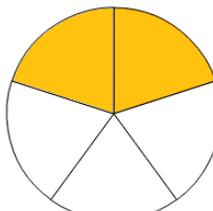
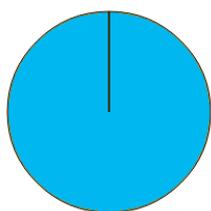
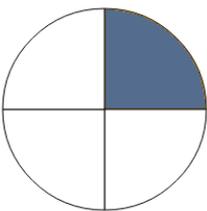
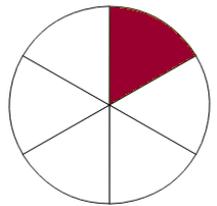
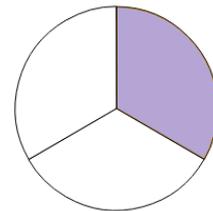
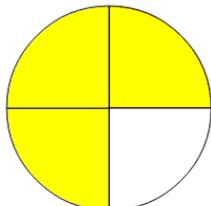
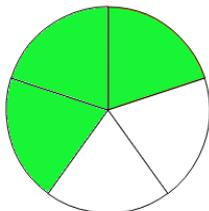
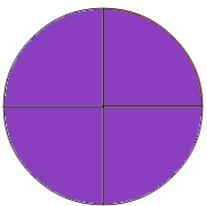
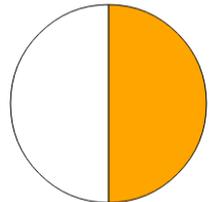
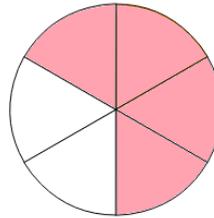
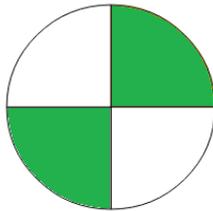
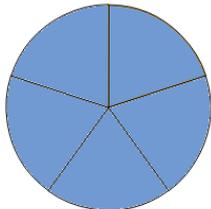
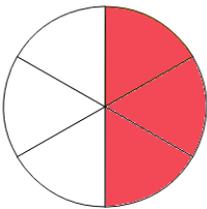
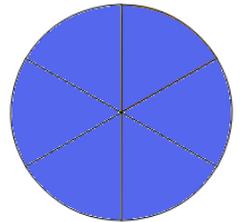
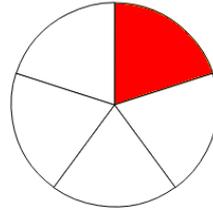
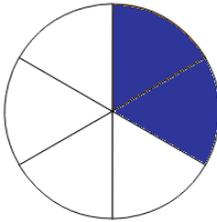
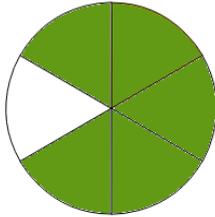
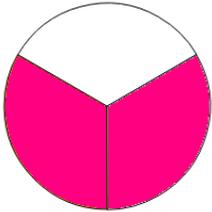
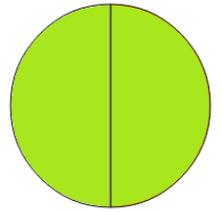
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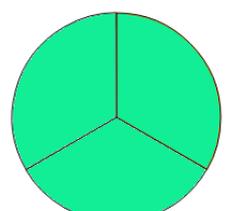
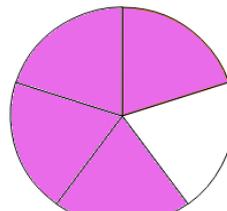
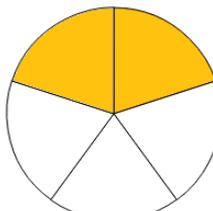
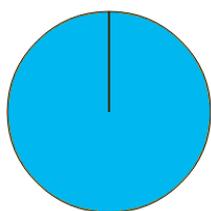
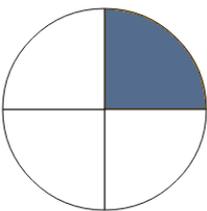
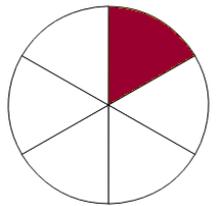
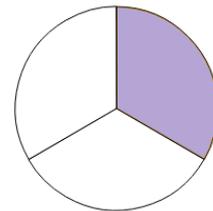
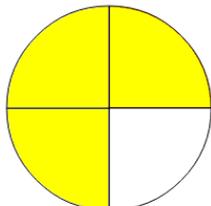
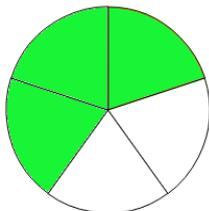
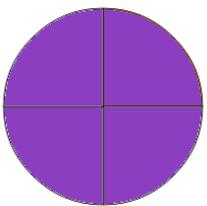
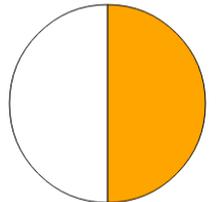
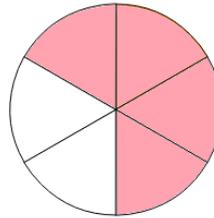
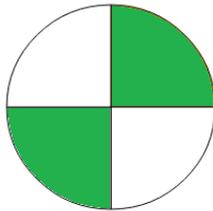
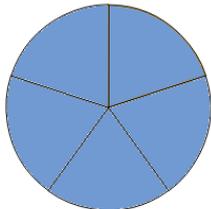
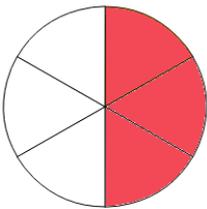
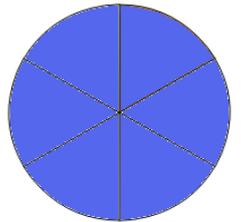
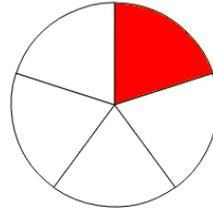
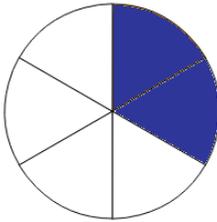
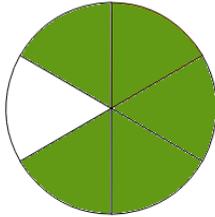
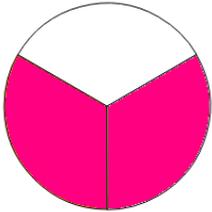
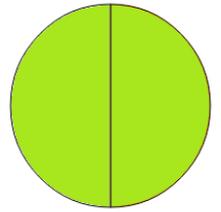
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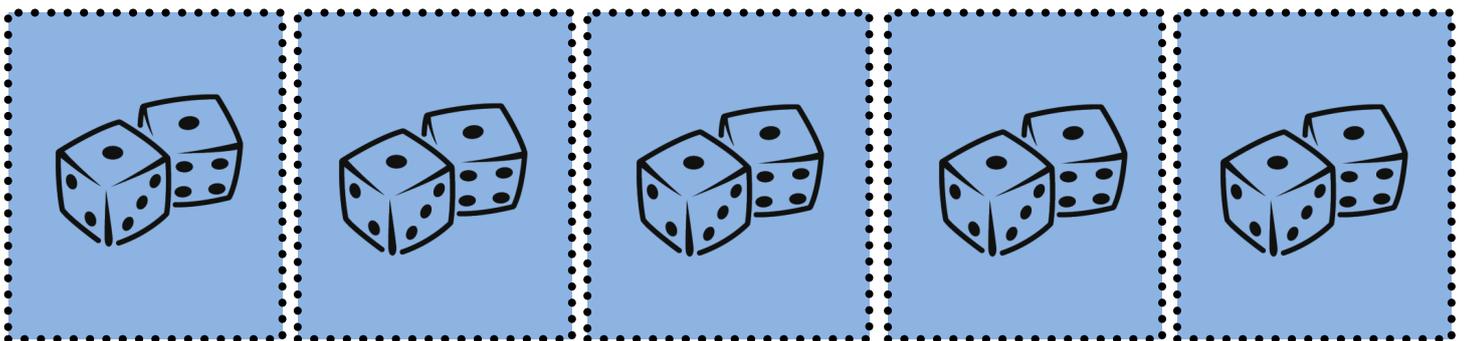
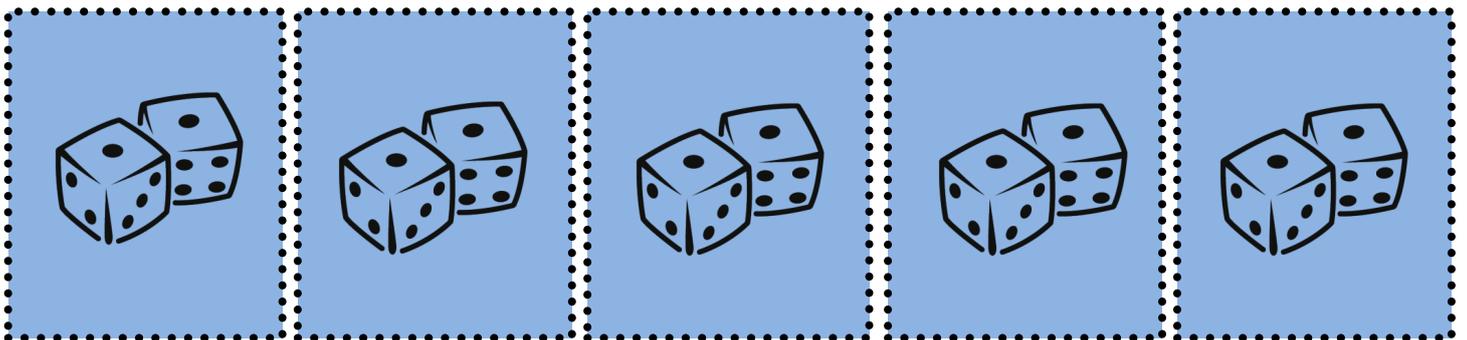
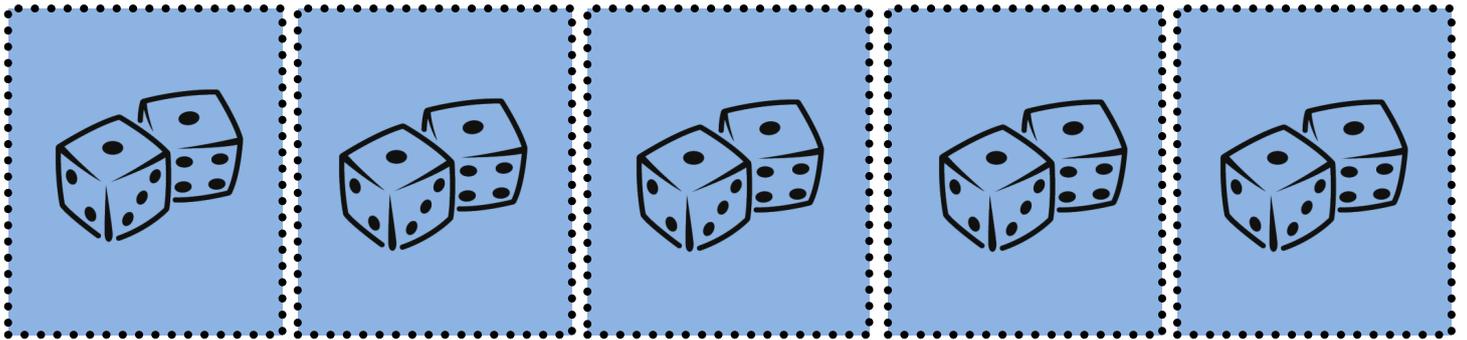
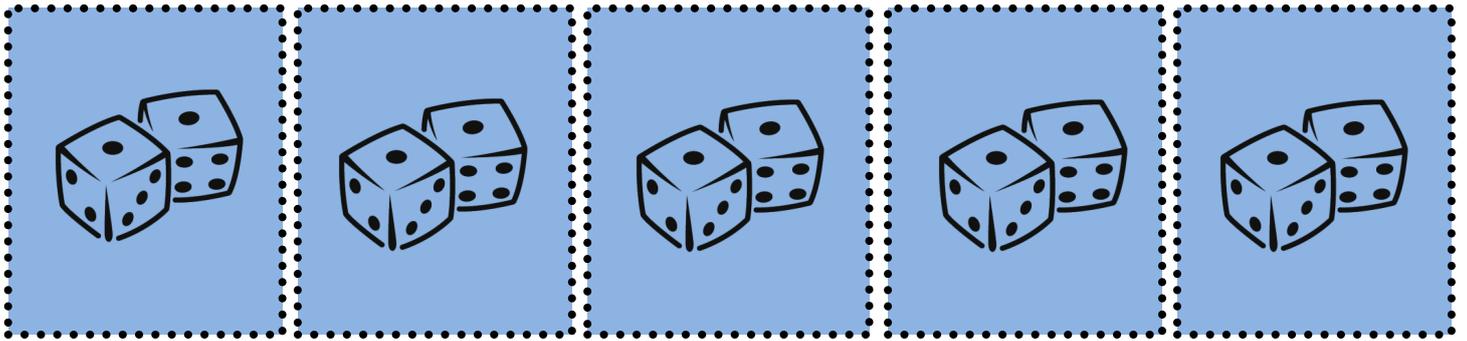
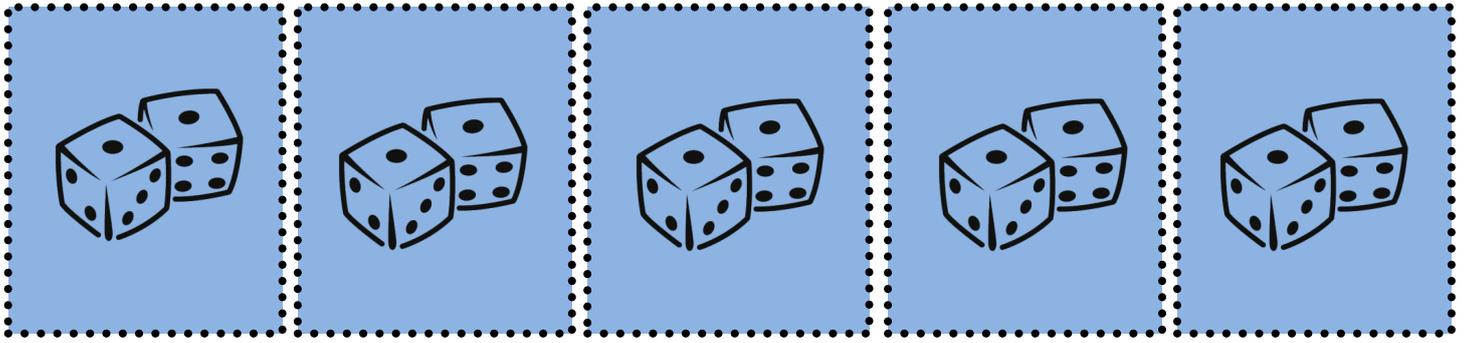


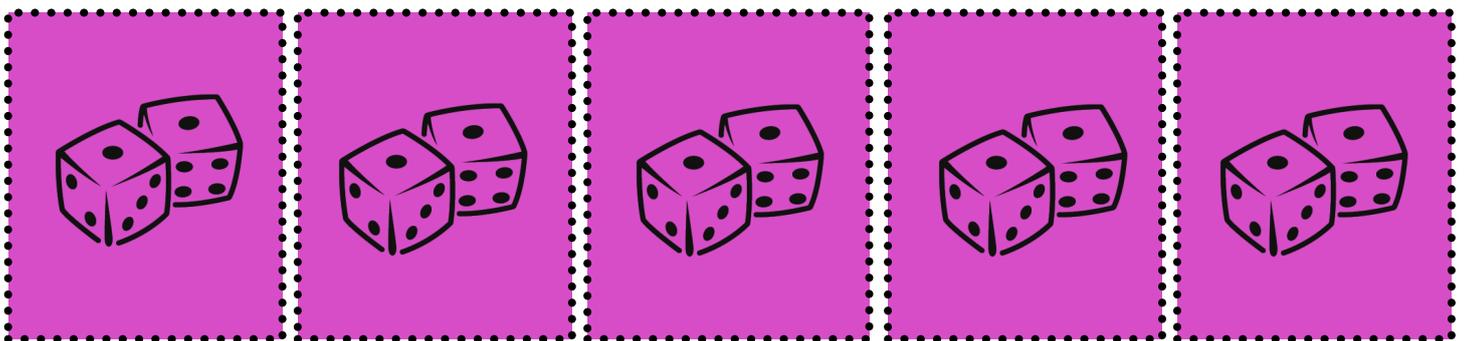
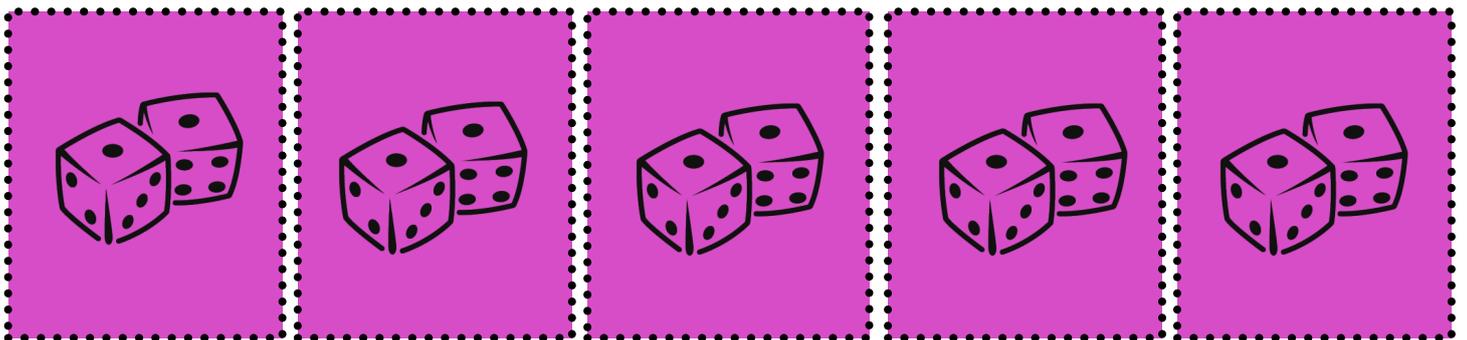
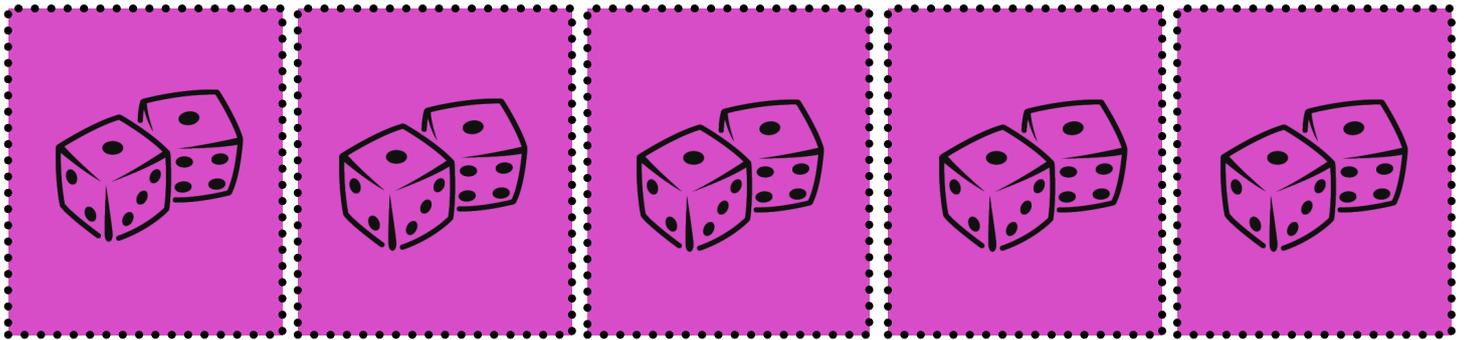
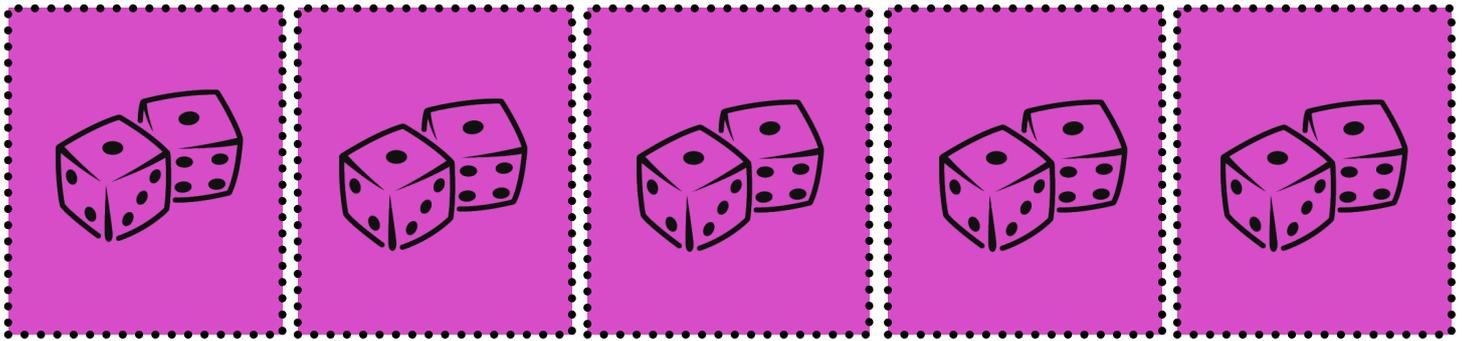
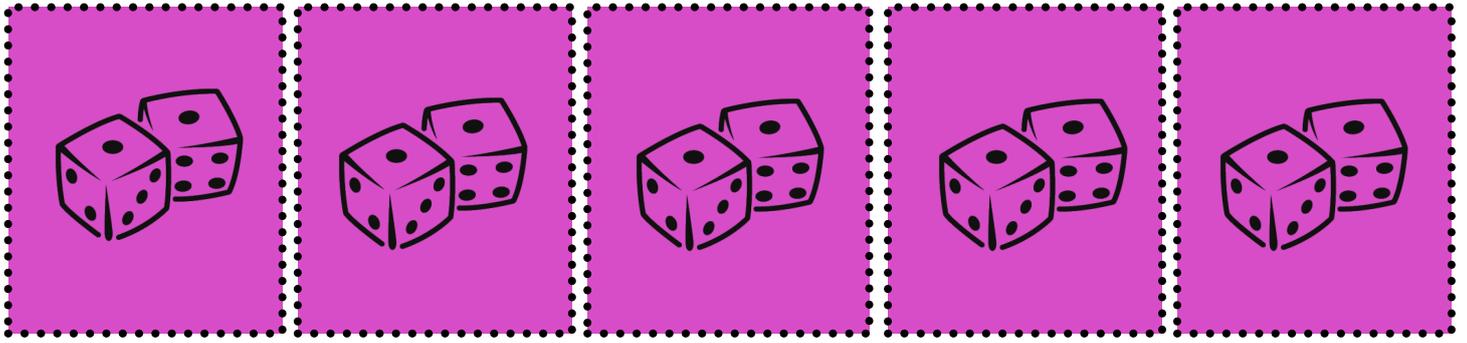
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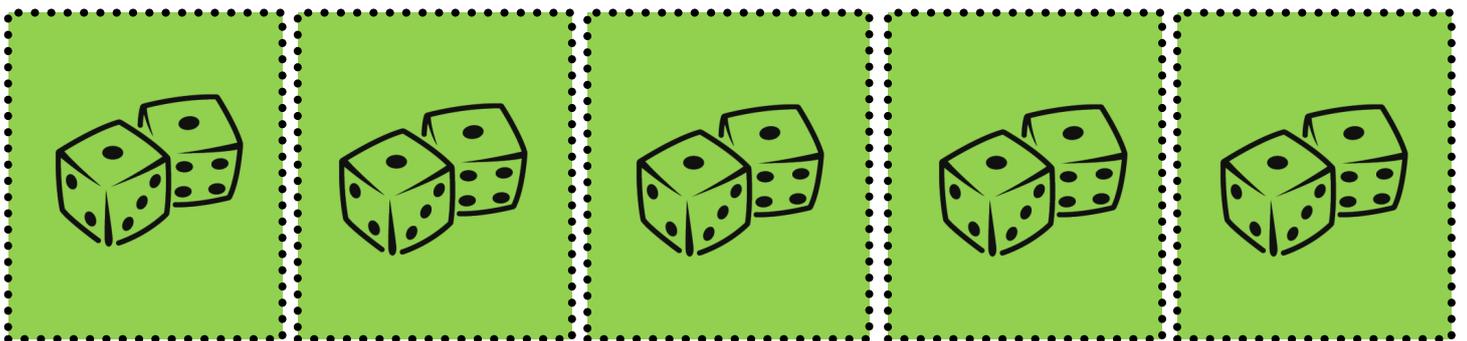
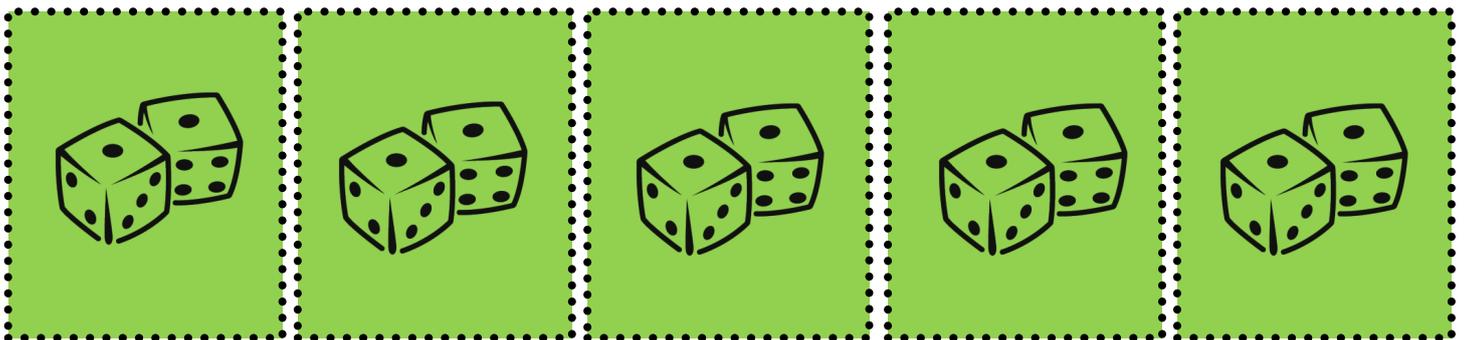
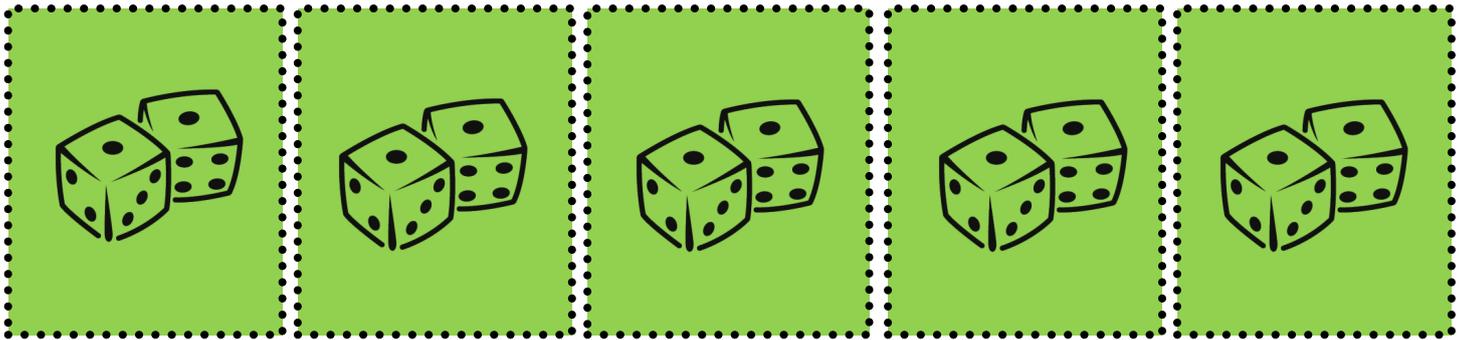
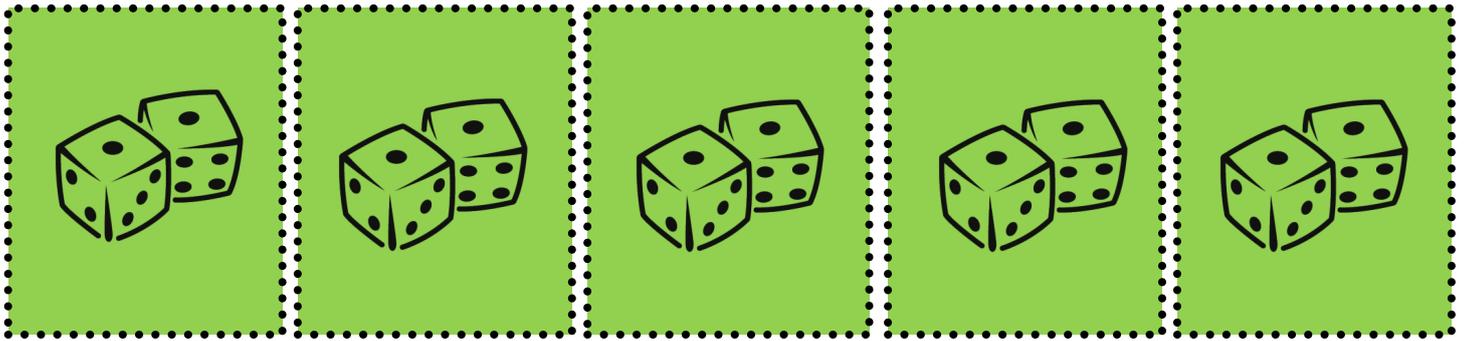
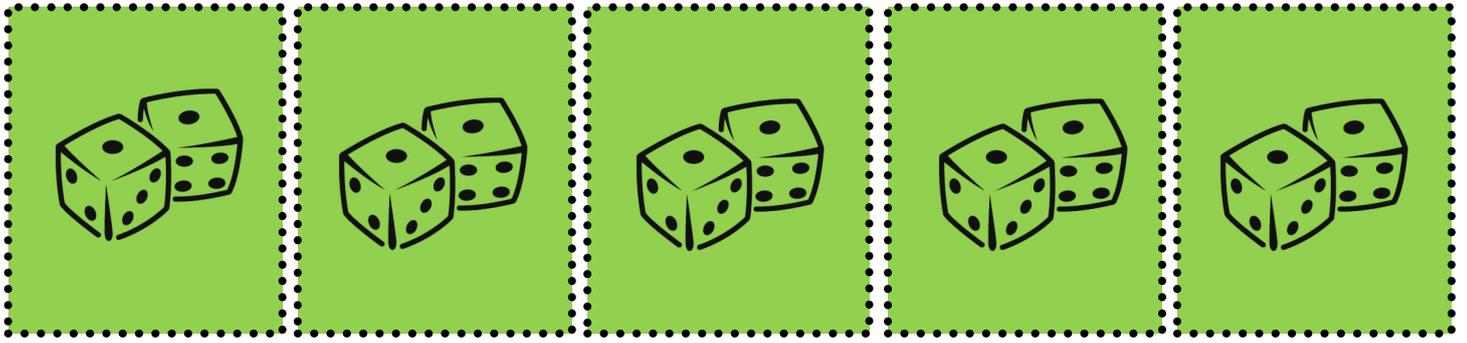
LES DES FRACTIONS











LES DÉS FRACTIONS



Règle du jeu 1 : Une fiche fractions par joueur, deux dés.

Chacun leur tour, les joueurs lancent les deux dés. Le chiffre le plus petit devient le numérateur, le plus grand devient le dénominateur. On obtient alors une fraction. Le joueur qui a lancé doit trouver le dessin correspondant à sa fraction et placer une carte "dés" dessus. Le gagnant est celui qui a rempli sa carte le premier.

Règle du jeu 2 : Une fiche fractions pour tous, deux dés.

Chacun leur tour, les joueurs lancent les deux dés. Le chiffre le plus petit devient le numérateur, le plus grand chiffre devient le dénominateur. On obtient alors une fraction. Dès que les deux dés sont lancés, les joueurs doivent trouver le plus rapidement possible le dessin correspondant. Le joueur qui trouve le dessin correct en premier y place une carte dé de sa couleur. A la fin de la partie, on regarde quel joueur a placé le plus de carte dés et il est déclaré gagnant.

