

QUELLE FIGURE ?

Un jeu de géométrie AM Pédagogie - © 2004 <http://am.pedagogie.free.fr/>

Matériel

- Deux plateaux-jeux effaçables (un rouge et un bleu)
- Deux feutres effaçables.
- Un jeu de cartes à jouer vertes. Chaque carte représente une figure et son nom.
- Un dé qui donne le droit au joueur de poser une question sur une des caractéristiques de la figure. (côtés, sommets, angles et une face « ai ai ai »)

But du jeu

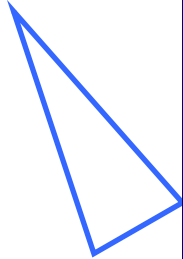
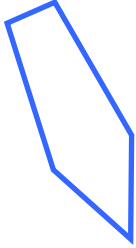
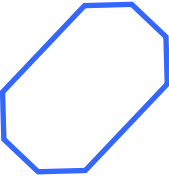
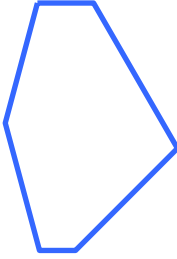
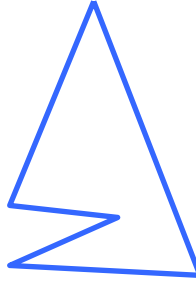
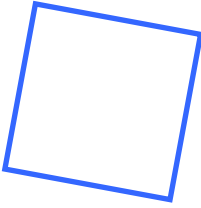
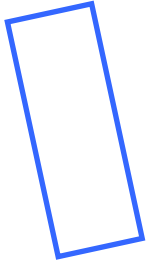

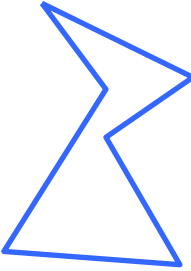

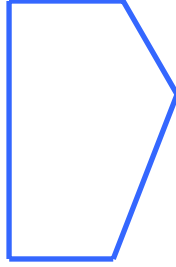
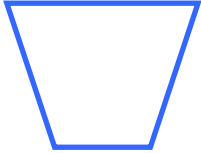

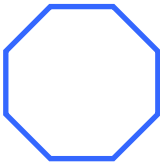
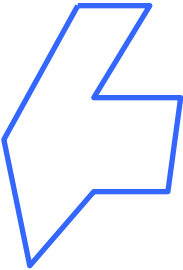
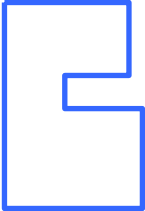
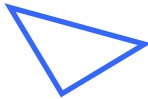
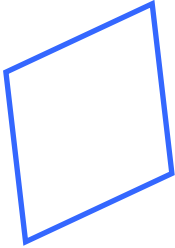
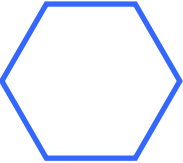
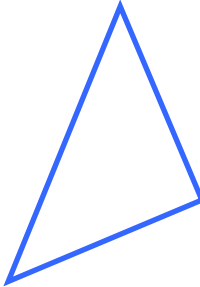

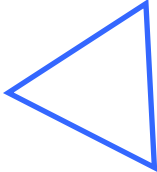

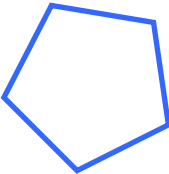
Découvrir la figure qui est sur la carte de l'autre joueur avant qu'il ne découvre celle qui est sur la vôtre.

Nombre de joueurs

2 joueurs ou 2 équipes de 2 à 4 joueurs.

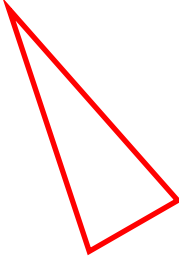

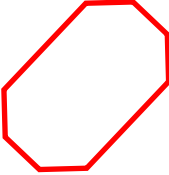
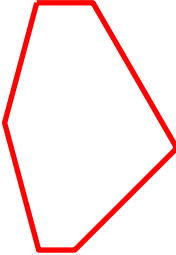
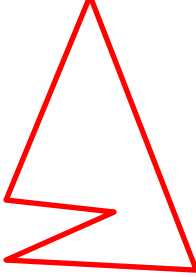
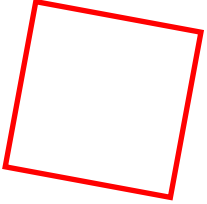
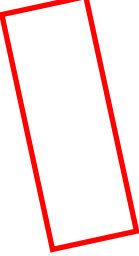
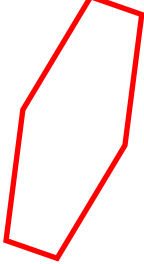
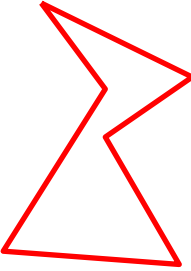

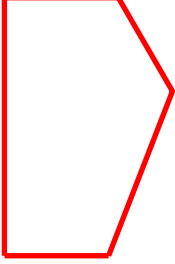
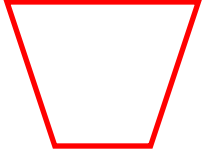

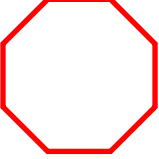
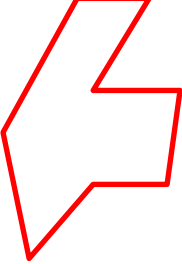
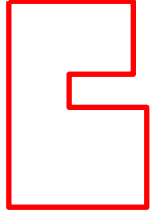
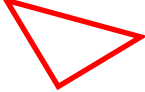
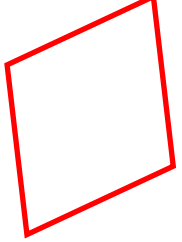
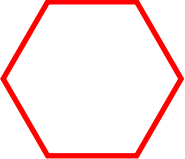
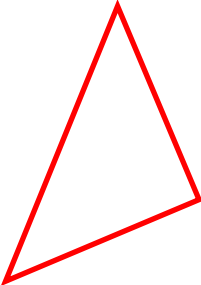
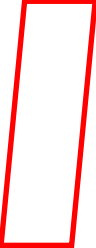
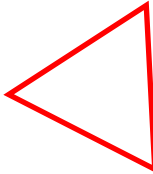
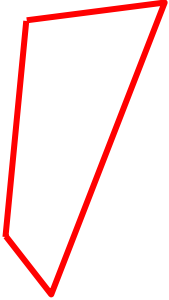
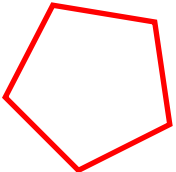
Règles du jeu

1. Chaque joueur tire une carte verte et la pose dans près de son plateau sans la montrer à son adversaire.
2. A tour de rôle chaque joueur tire le dé et pose une question fermée à l'autre (une question dont la réponse ne peut être que « oui » ou « non »).
 - a. « côtés » : le joueur peut poser une question sur le **nombre**, les **longueurs**, les **parallélismes** des côtés entre eux.
ex : *Est-ce que ta figure a 3 côtés ?* si la réponse est « non », le joueur peut barrer tous les triangles.
ex : *Est-ce que ta figure a tous ses côtés égaux ? etc...*
 - b. « sommets » : Le joueurs ne peut que poser une question sur le **nombre** de sommets.
 - c. « angles » : le joueur peut poser une question sur le **nombre** ou le **type** des angles (droit, obtus ou aigus)
 - d. « ai ai ai » : le joueur passe son tour.
3. Quand un joueur pense avoir trouvé la figure de l'autre, il peut faire une proposition à la place d'une question en donnant le numéro de la figure. Dans ce cas il ne tire pas le dé et il passe son tour si sa proposition est fausse.
4. Si la proposition est la bonne et que le joueur a donné le nom exact de la figure, il a gagné la partie.

32 	51 	81 	62 	55 	46 
42 	64 	63 	45 	56 	47 
34 	82 	83 	84 	31 	43 
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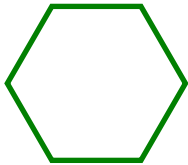
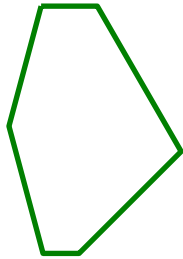
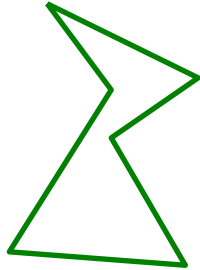
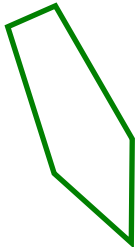
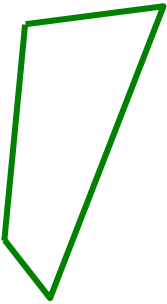
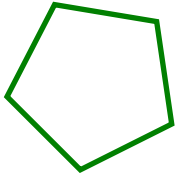
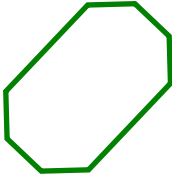
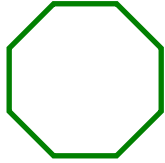
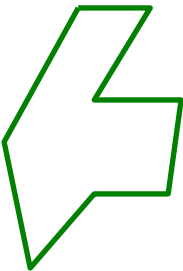
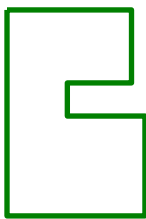
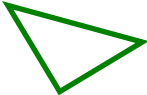
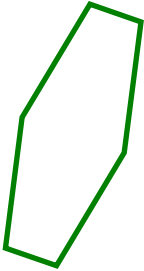


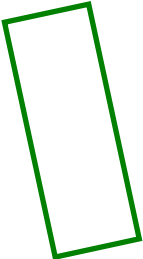
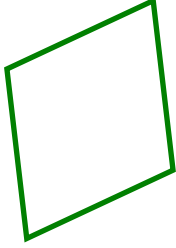
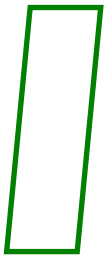

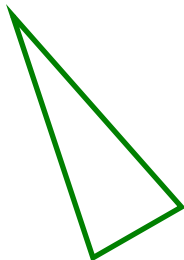
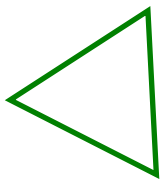
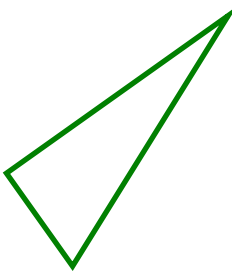
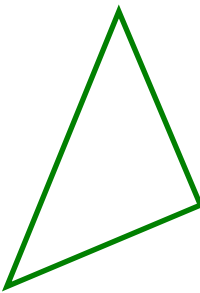
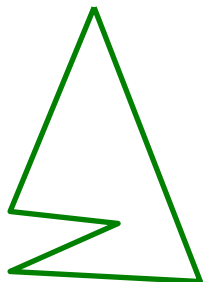
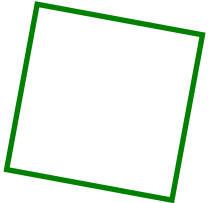
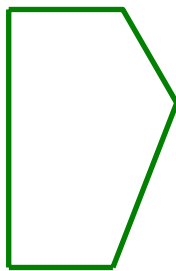
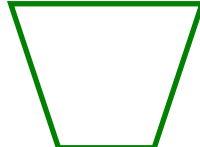
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 <p>61 hexagone régulier</p>	 <p>62 hexagone irrégulier</p>	 <p>63 hexagone irrégulier</p>	 <p>51 pentagone irrégulier</p>
 <p>41 quadrilatère irrégulier</p>	 <p>52 pentagone régulier</p>	 <p>81 octogone irrégulier</p>	 <p>82 octogone régulier</p>
 <p>83 octogone irrégulier</p>	 <p>84 octogone irrégulier</p>	 <p>31 triangle rectangle isocèle</p>	 <p>64 hexagone irrégulier</p>

 42 rectangle	 43 losange	 44 parallélogramme	 45 trapèze
 32 triangle isocèle	 33 triangle équilatéral	 34 triangle rectangle	 35 triangle rectangle
 55 pentagone irrégulier	 46 carré	 56 pentagone irrégulier	 47 trapèze

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Sommets

Côtés

Angles

Côtés

Angles

Aie
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aie