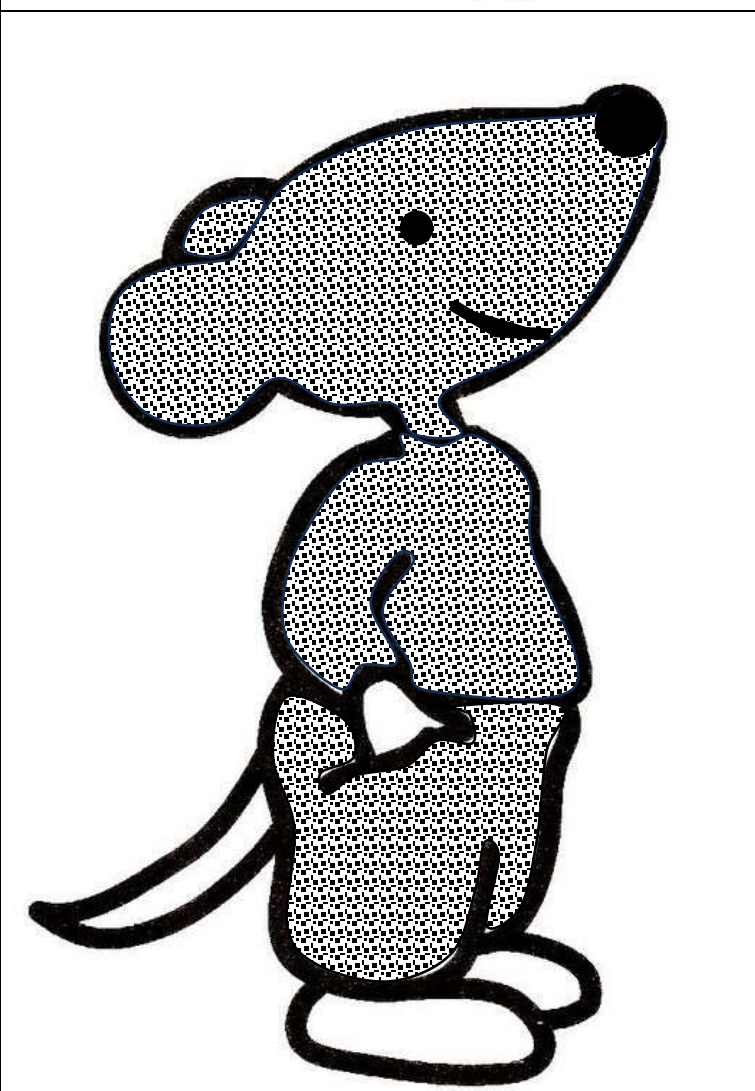
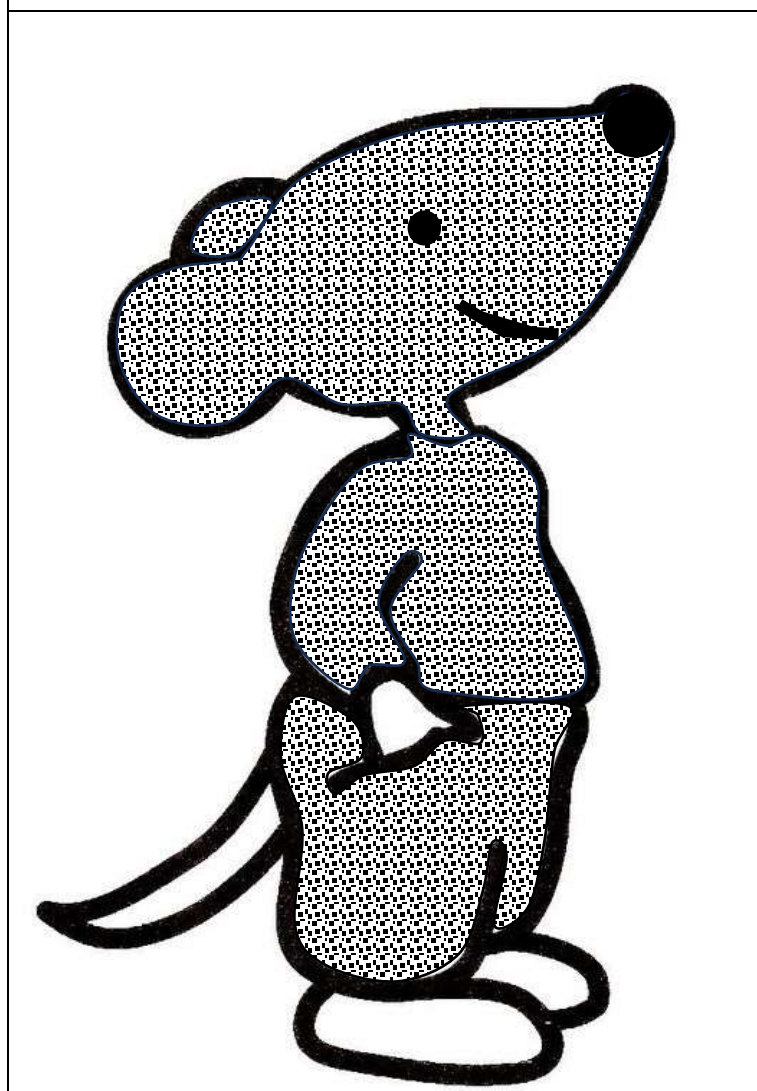
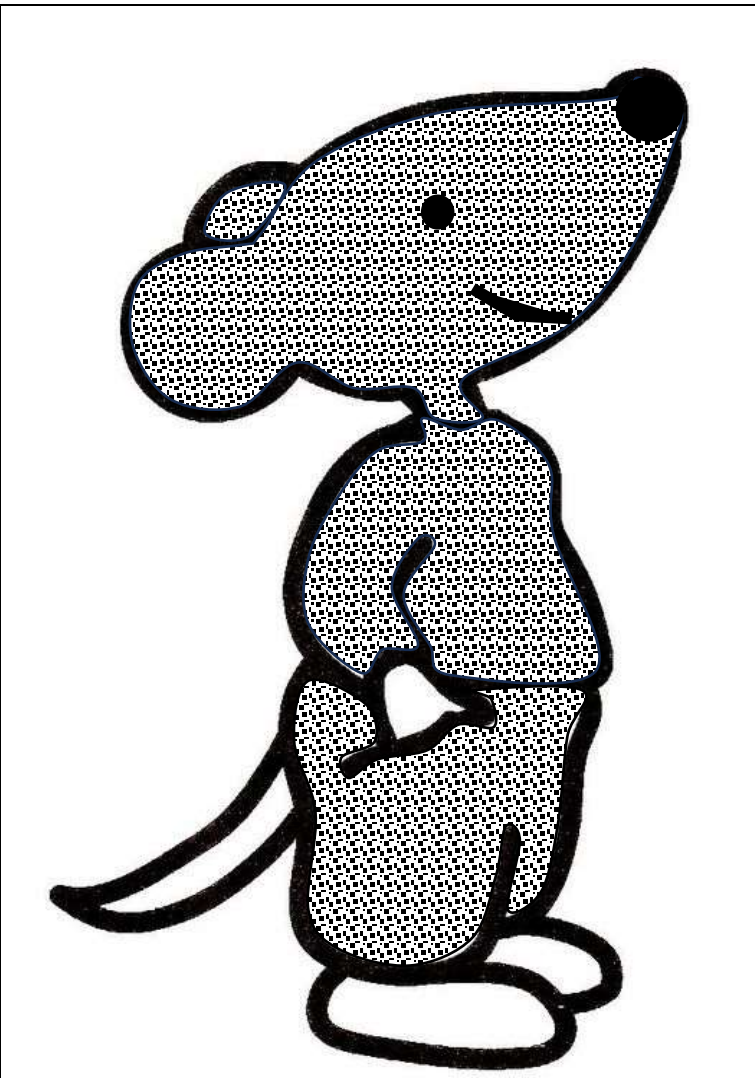
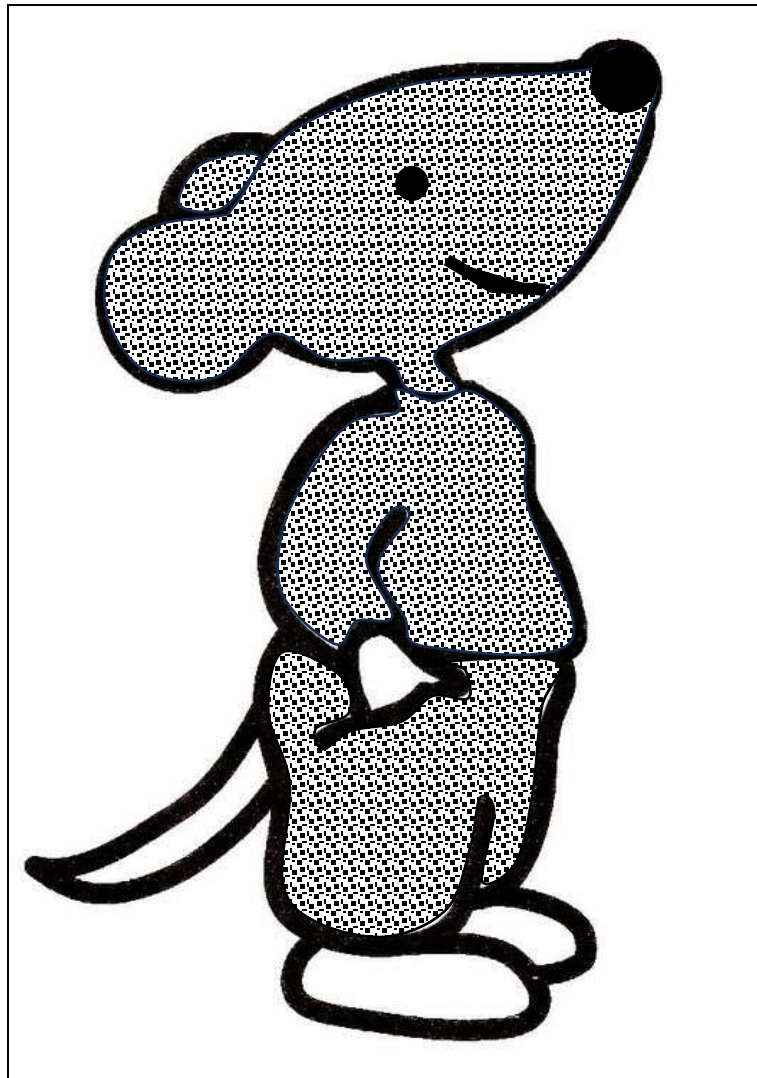
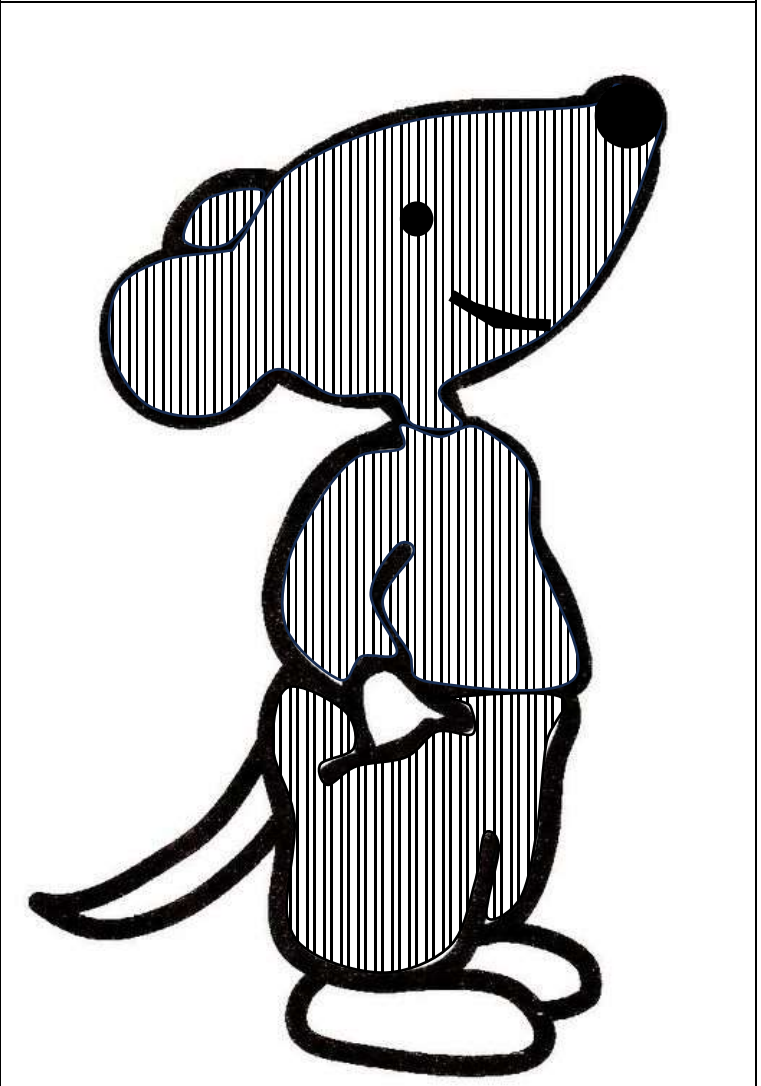
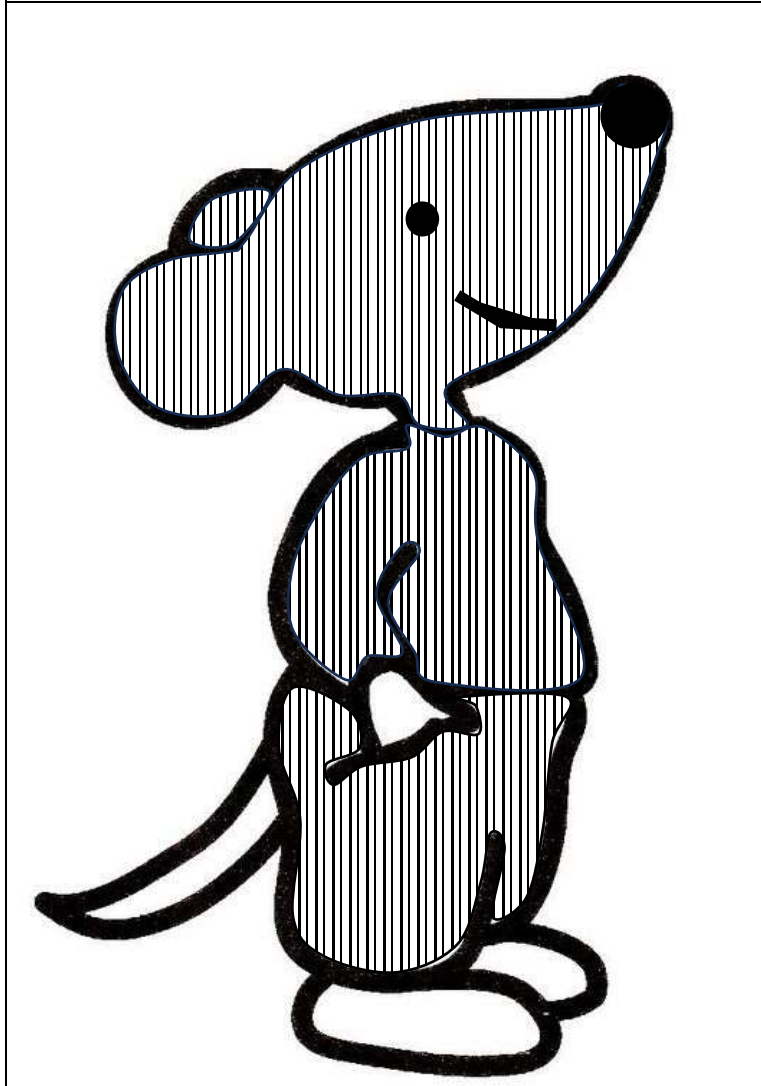
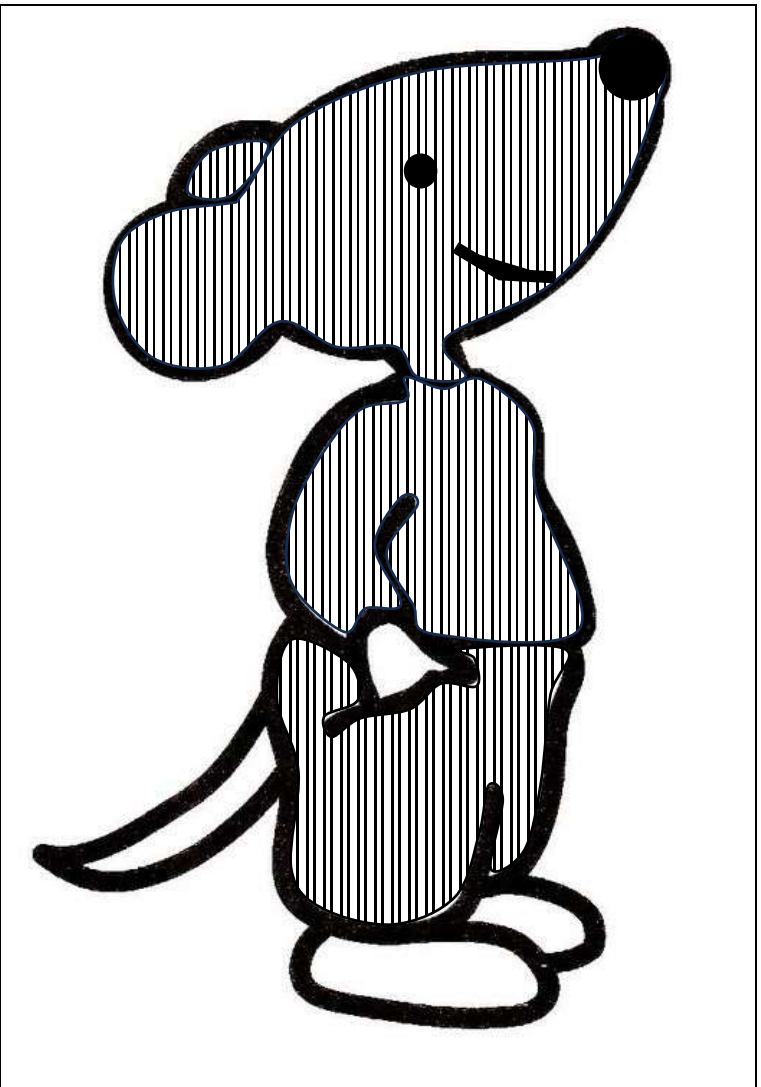
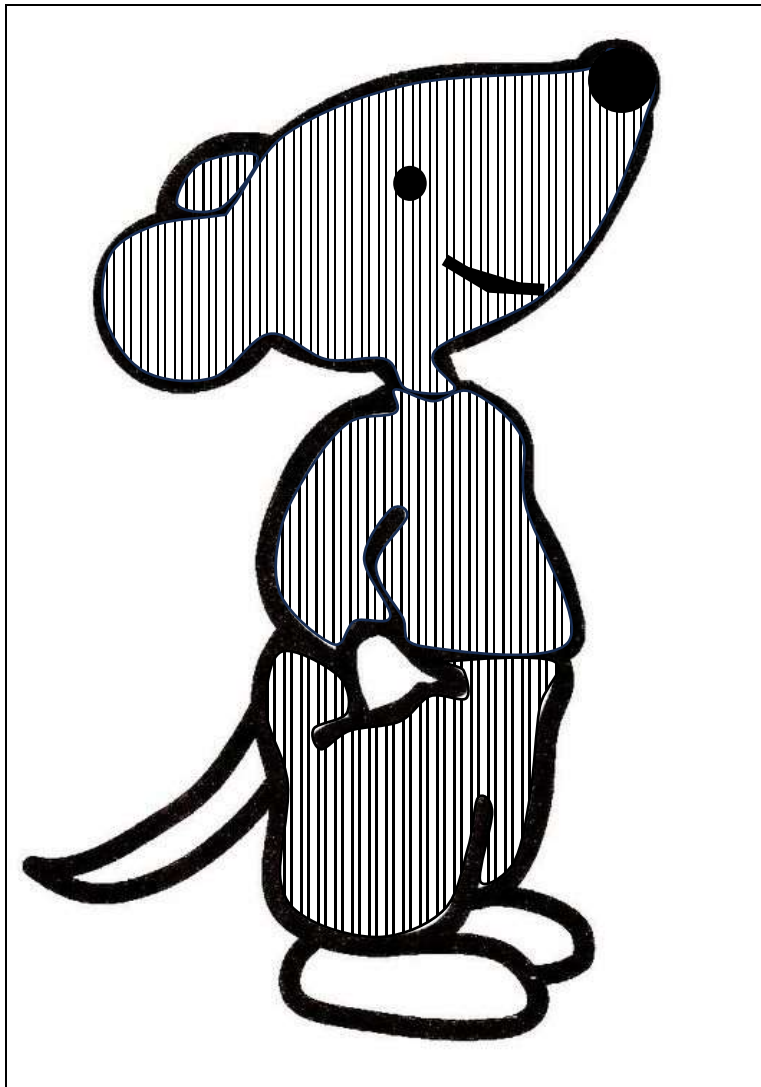
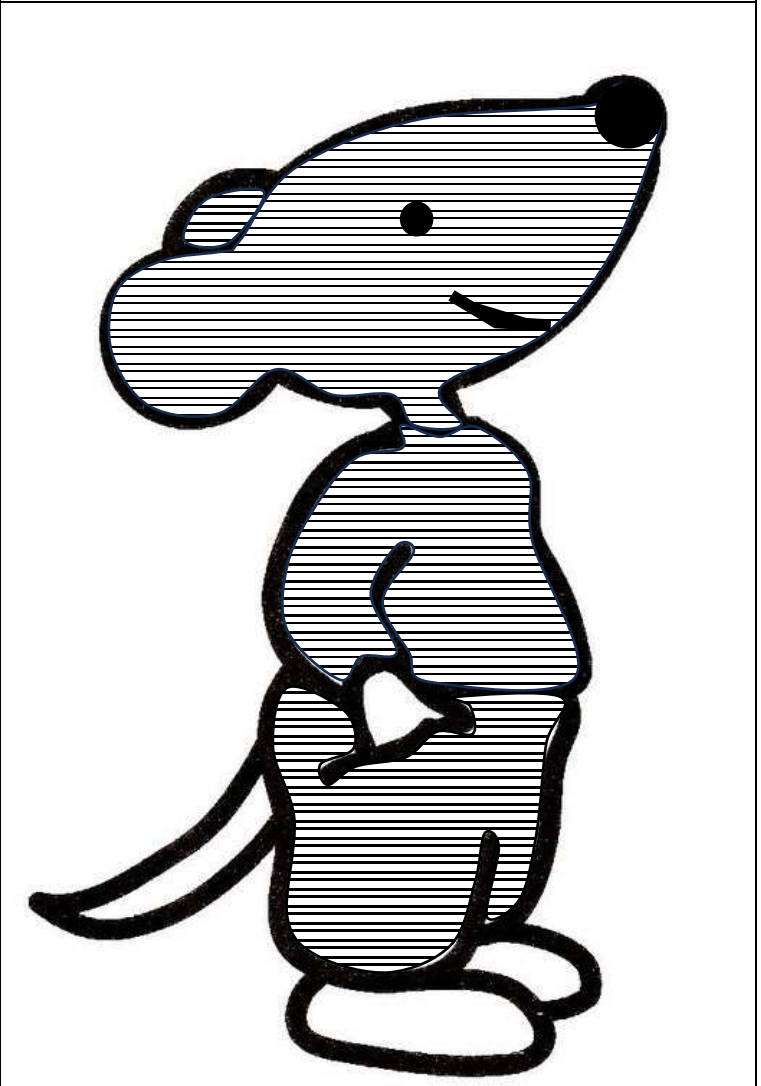
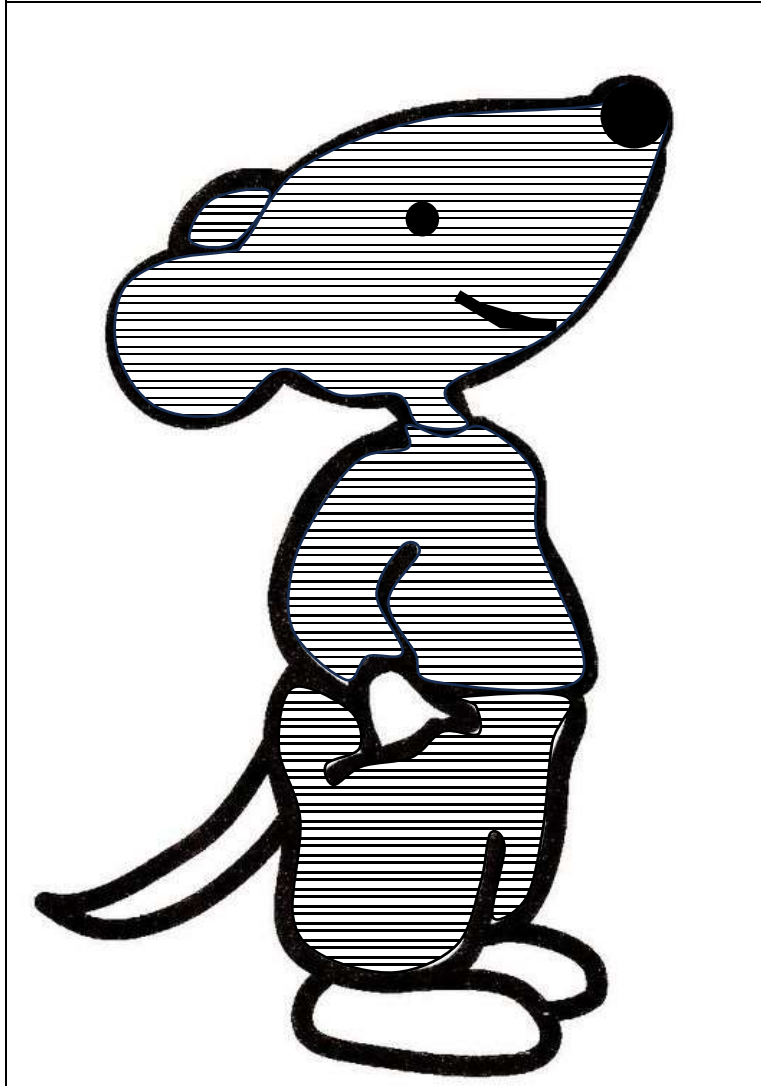
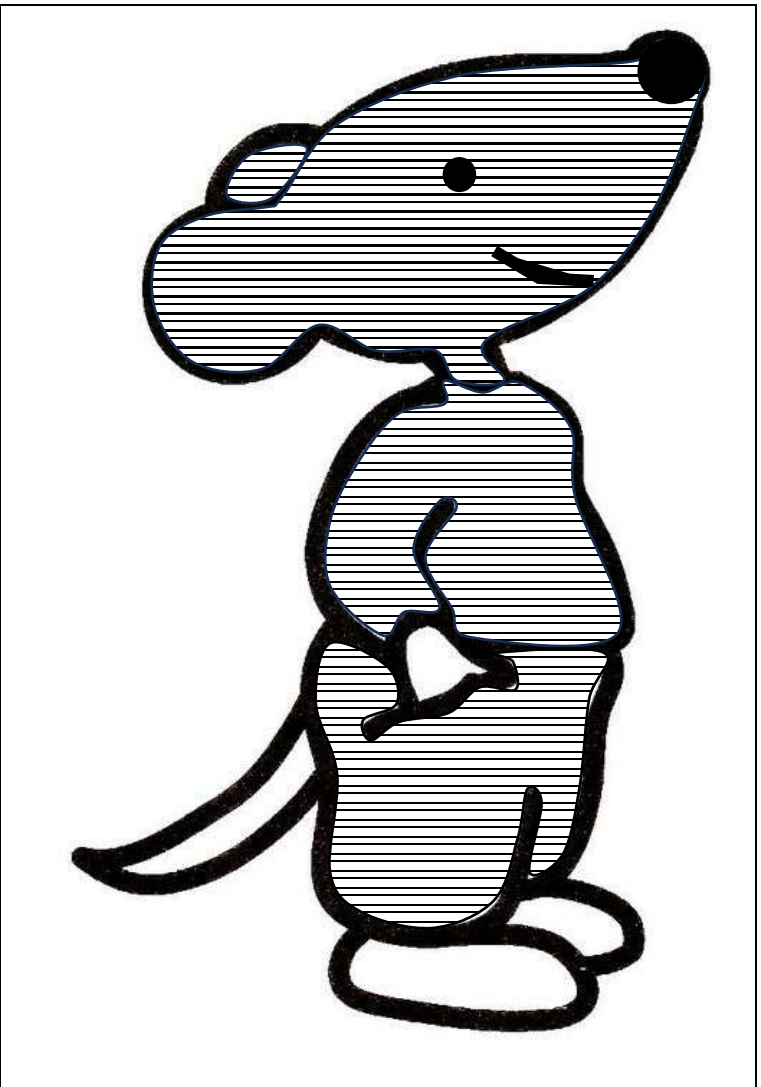
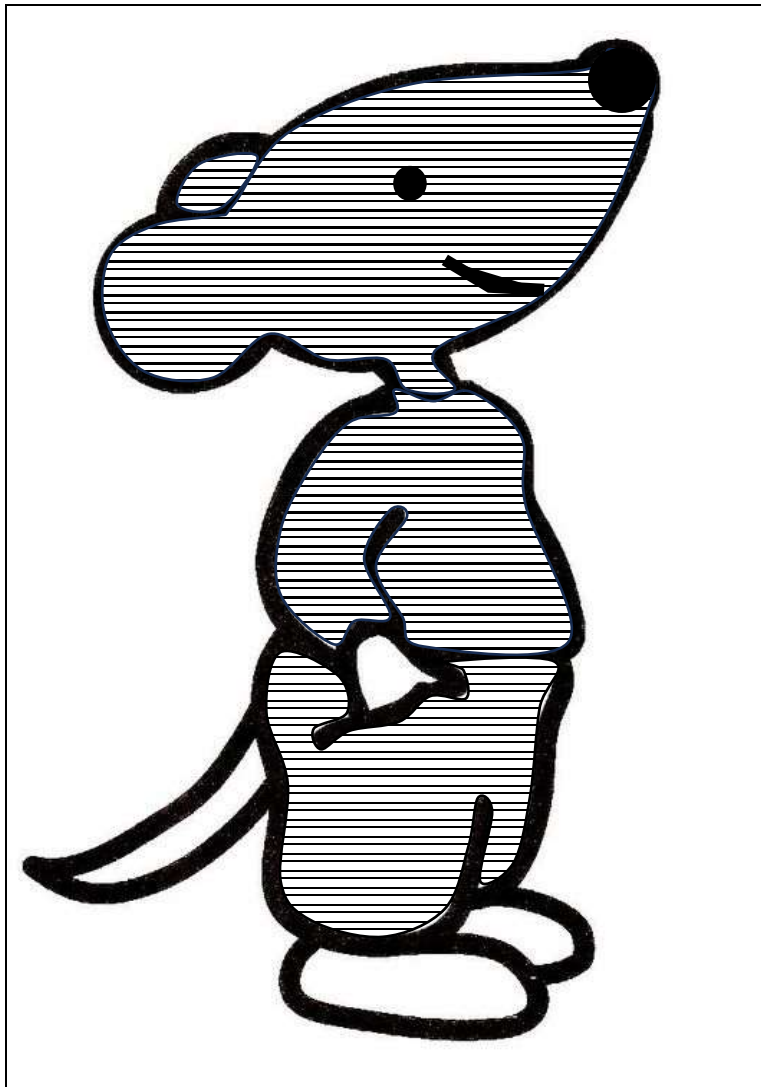
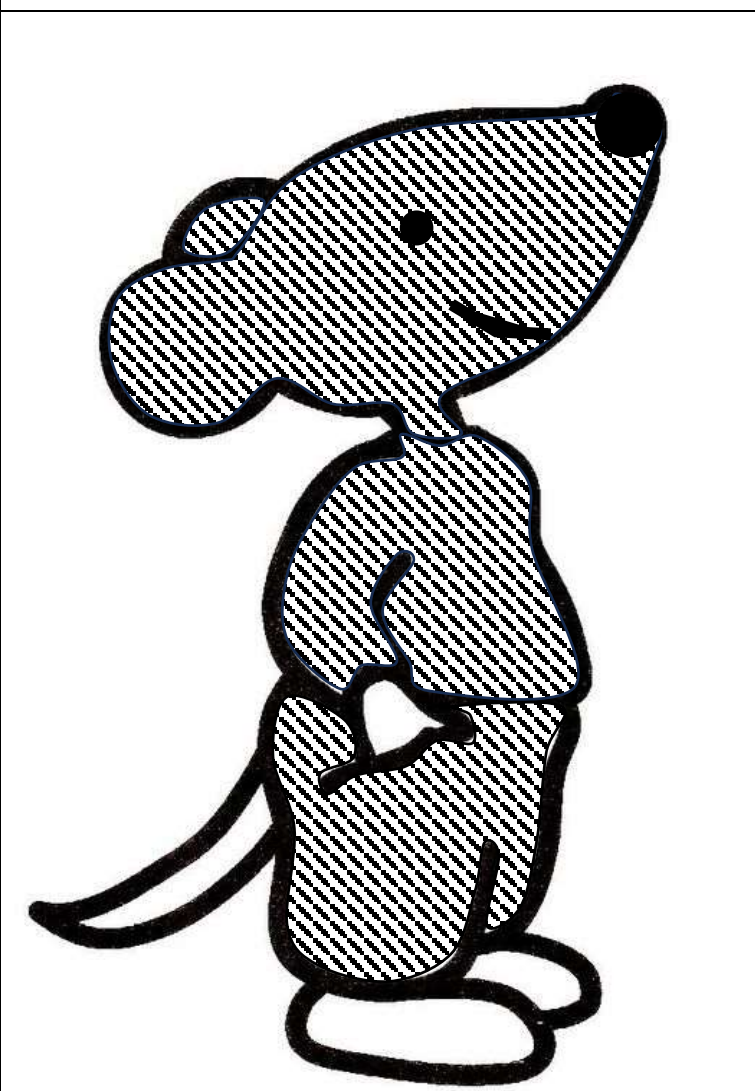
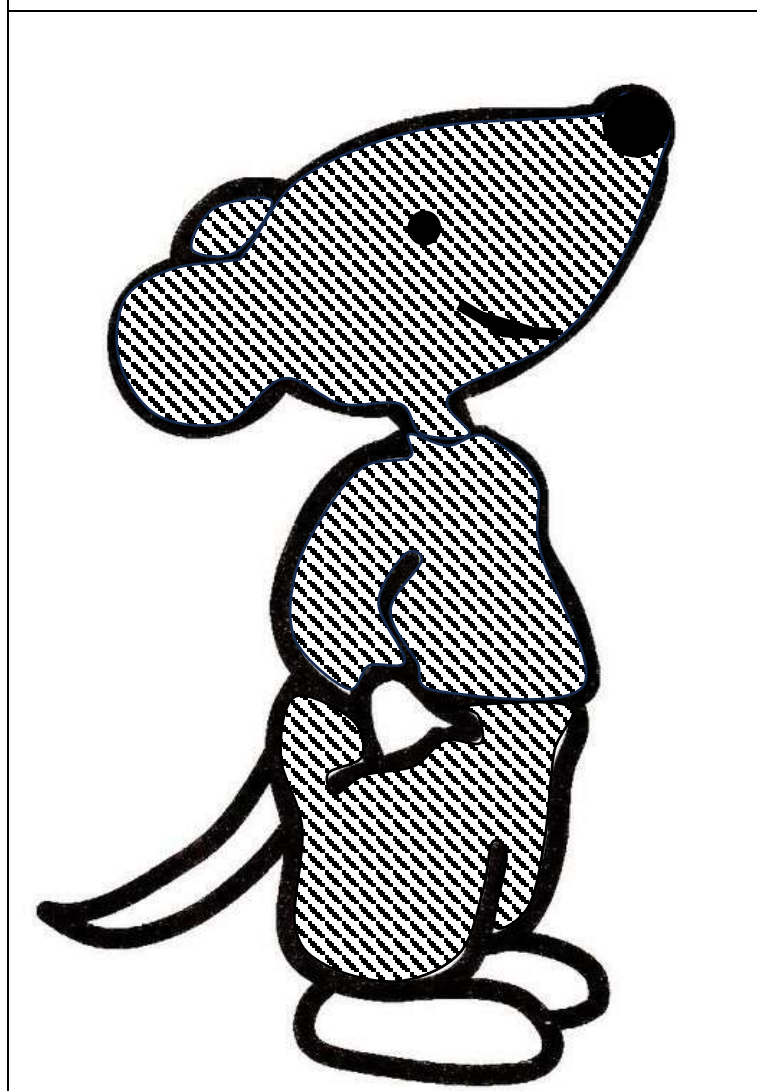
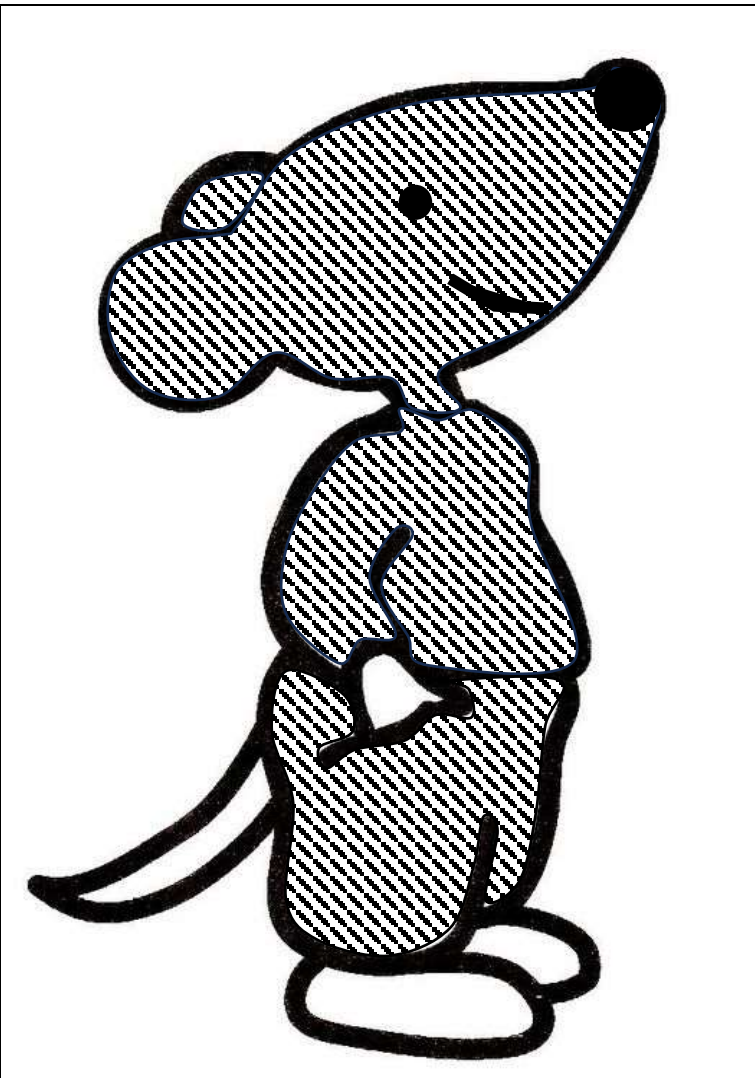
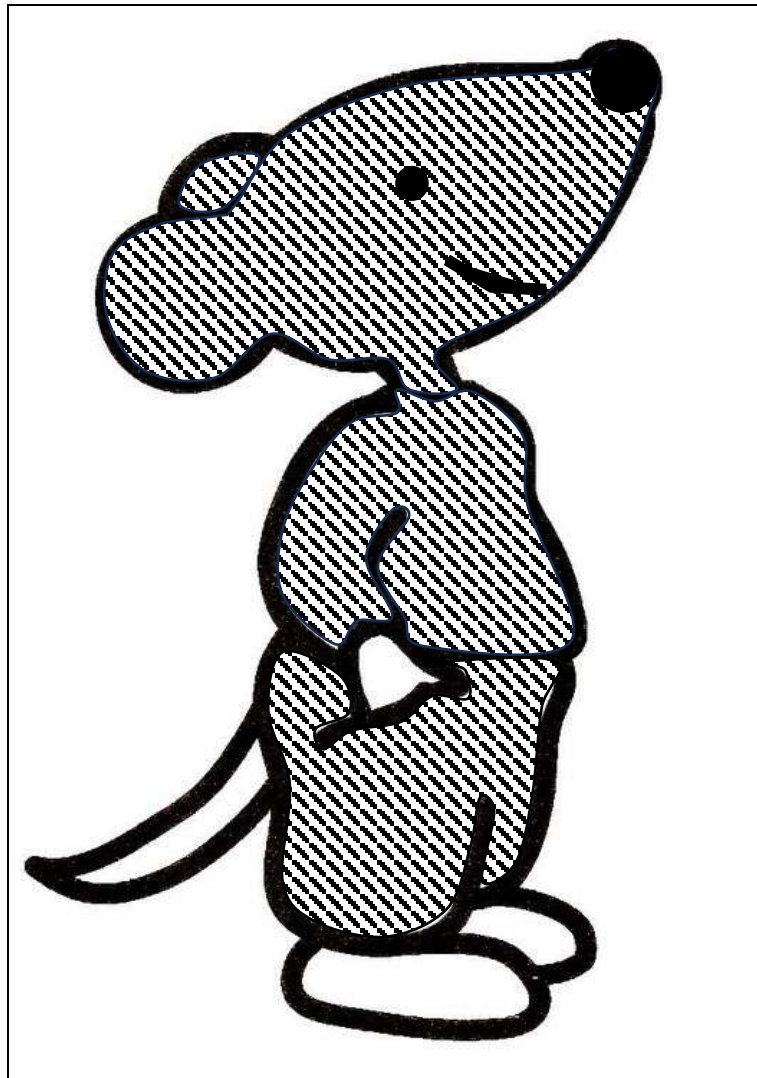
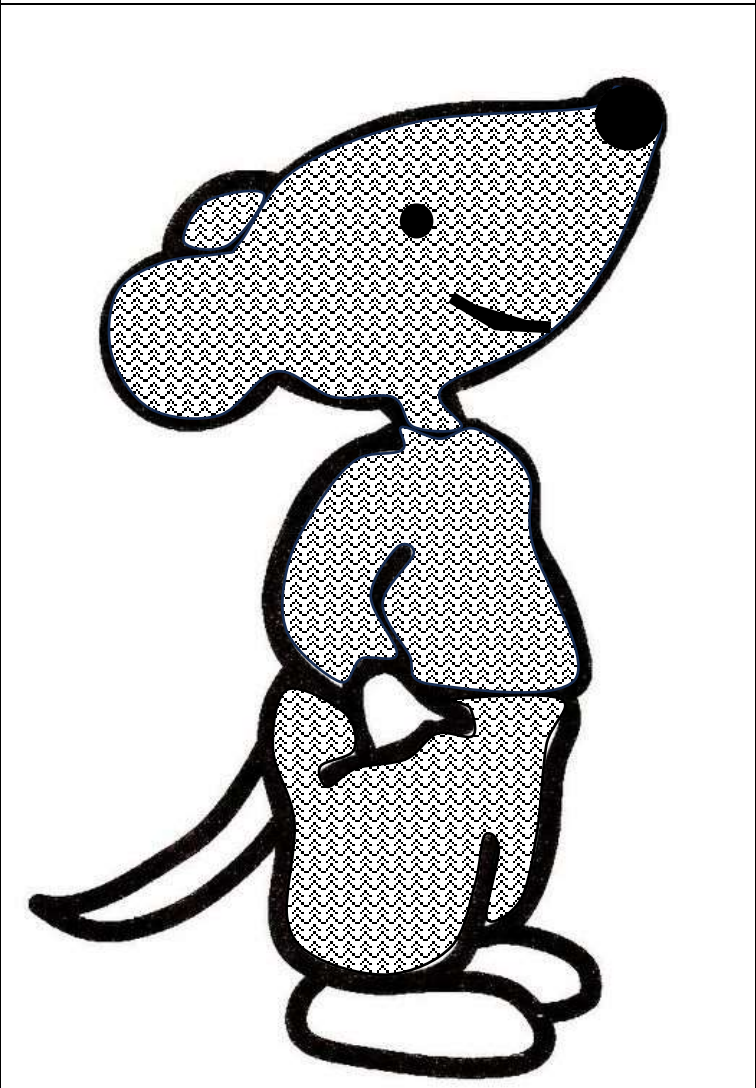
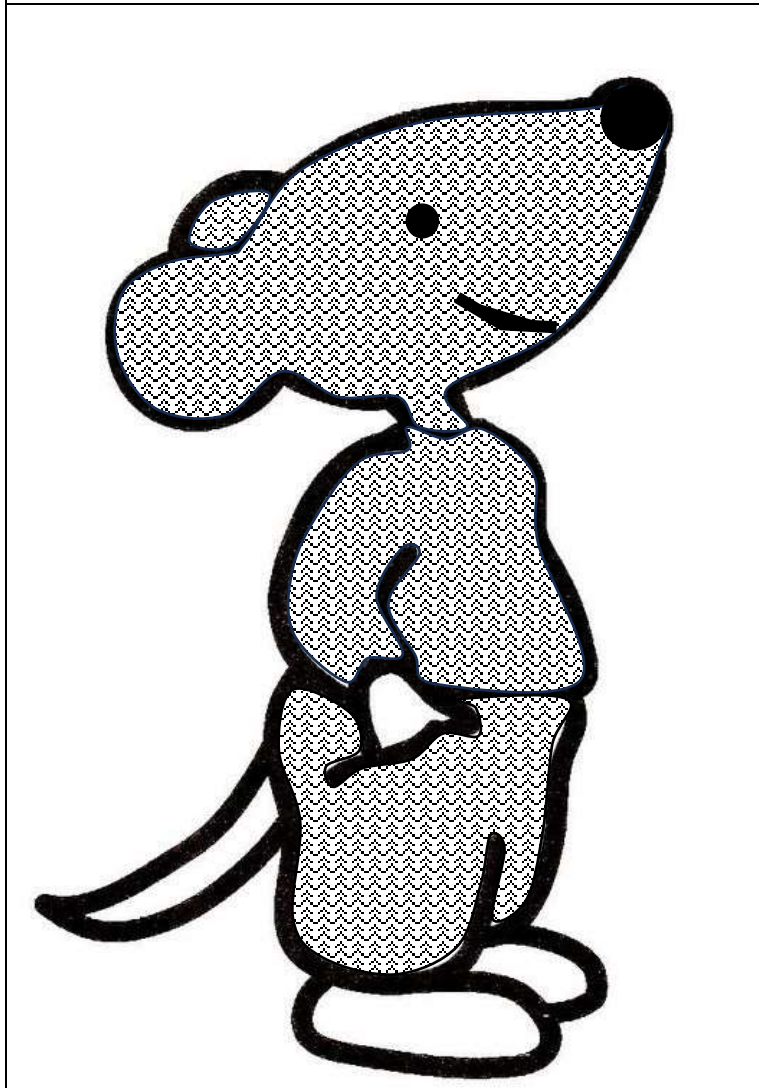
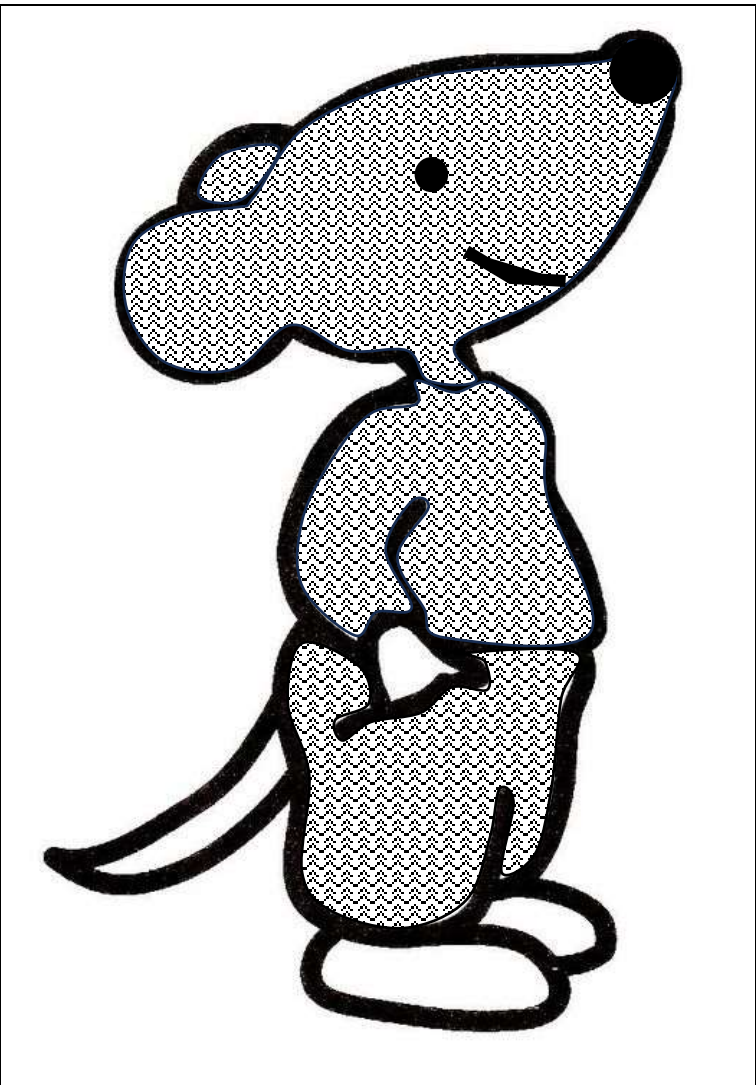
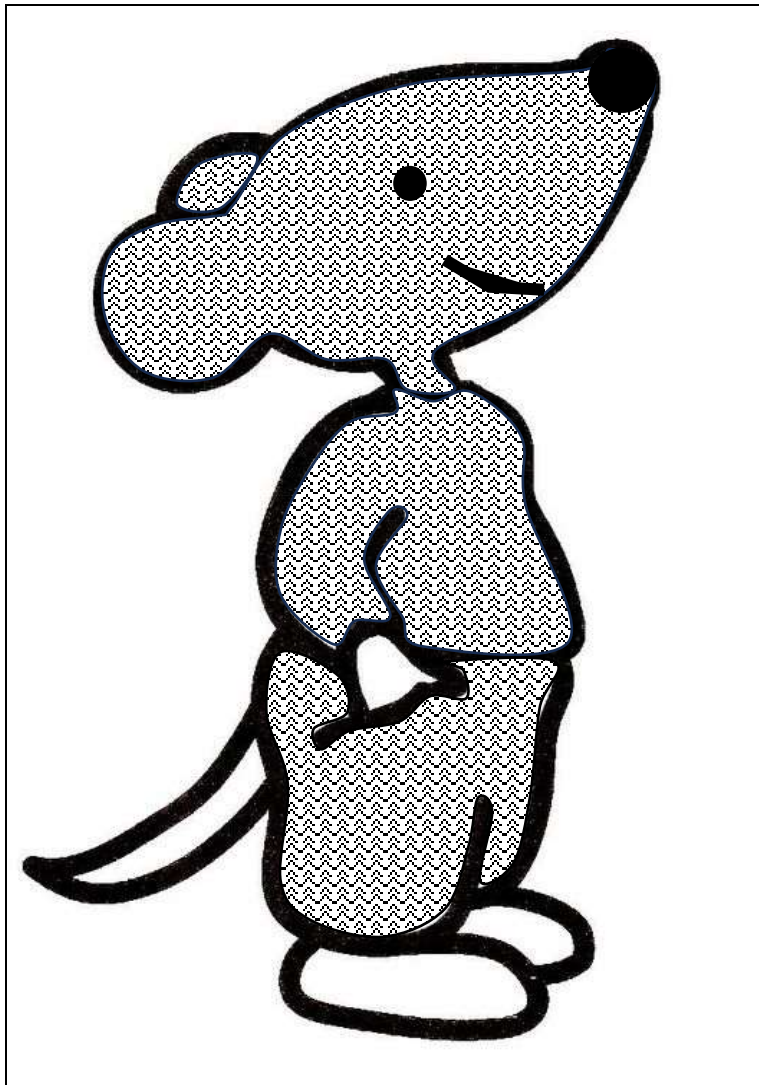


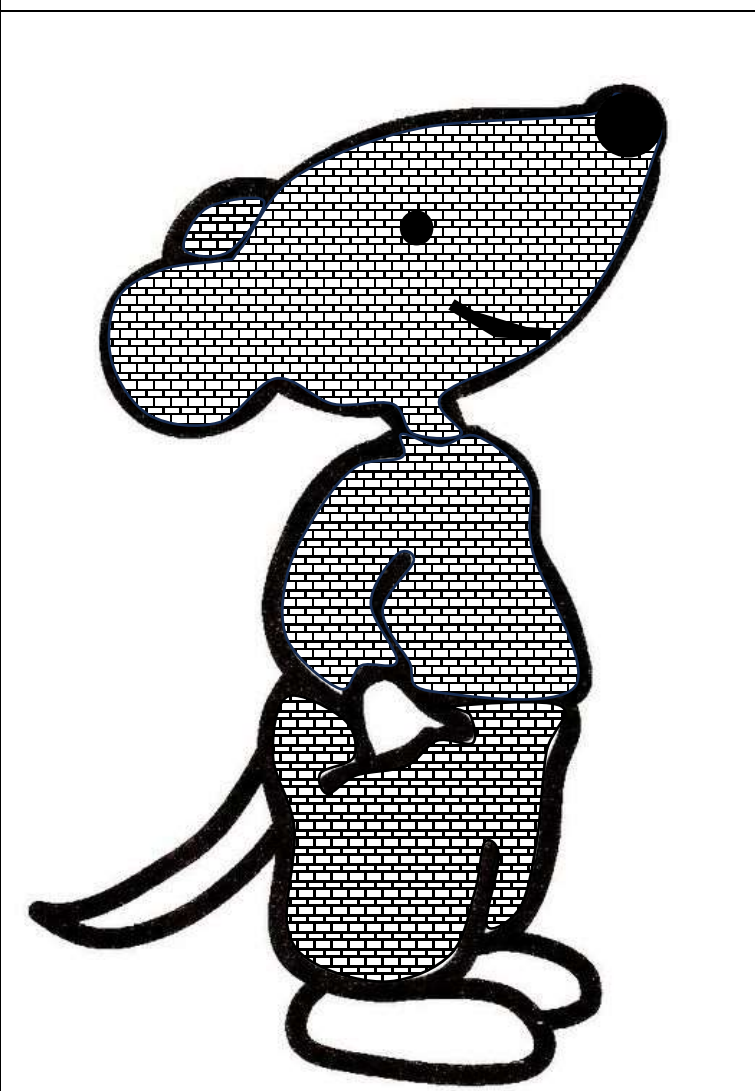
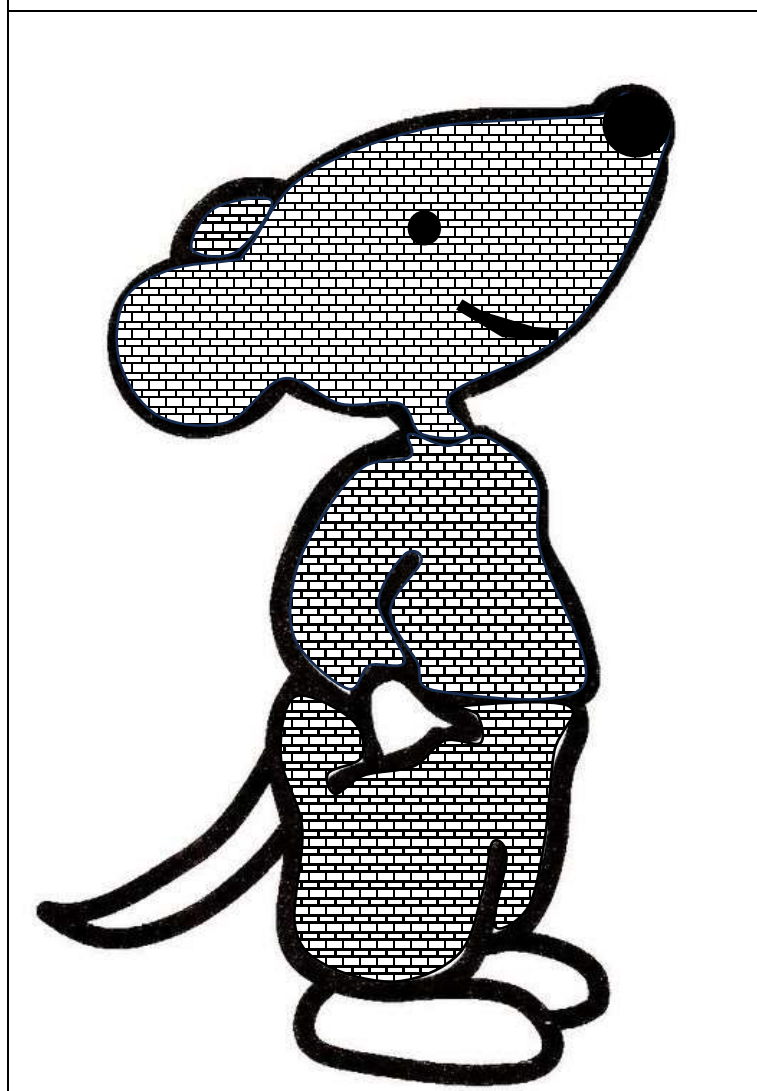
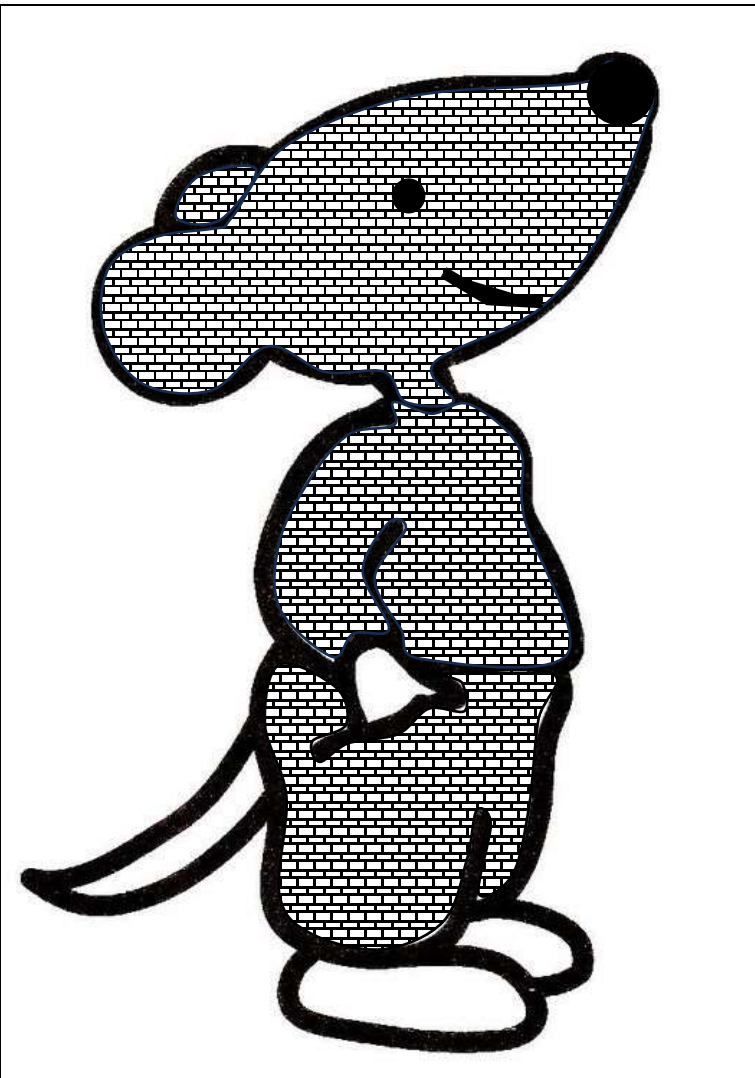
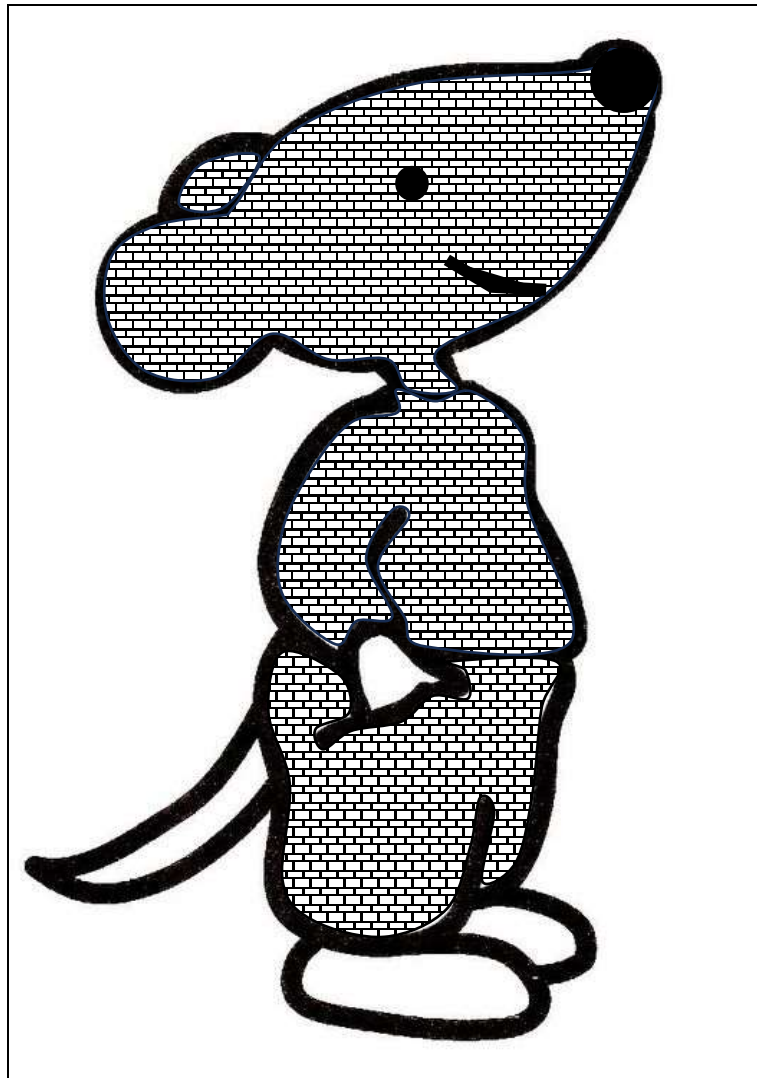


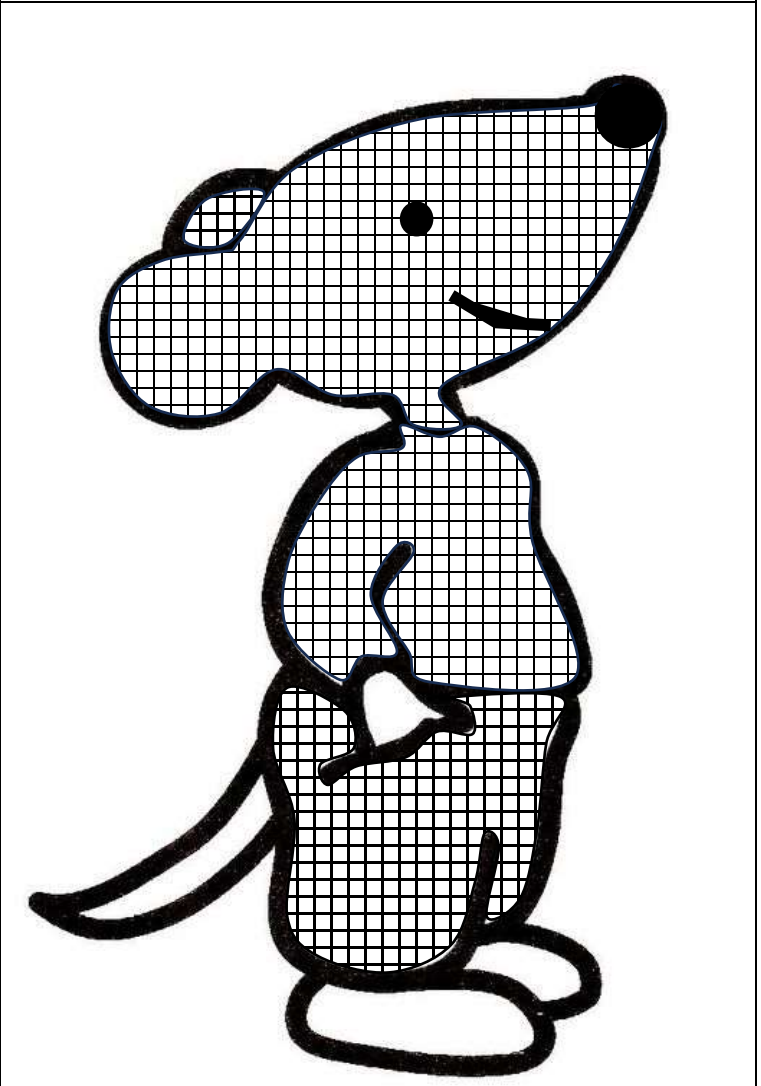
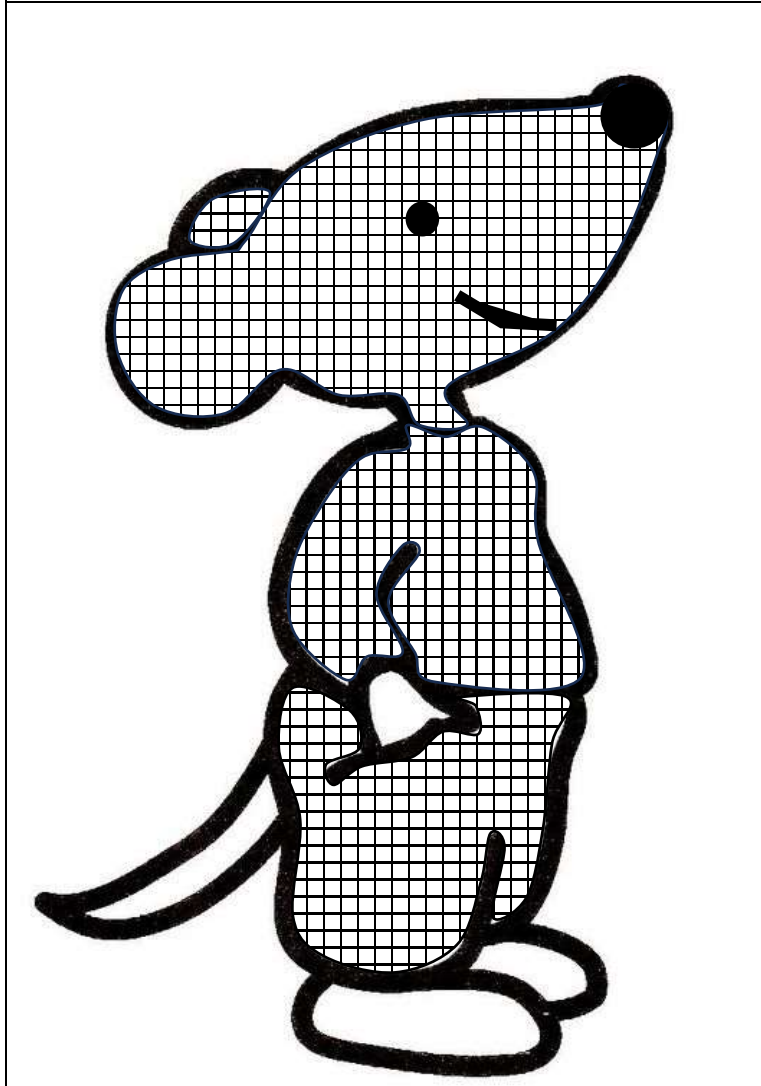
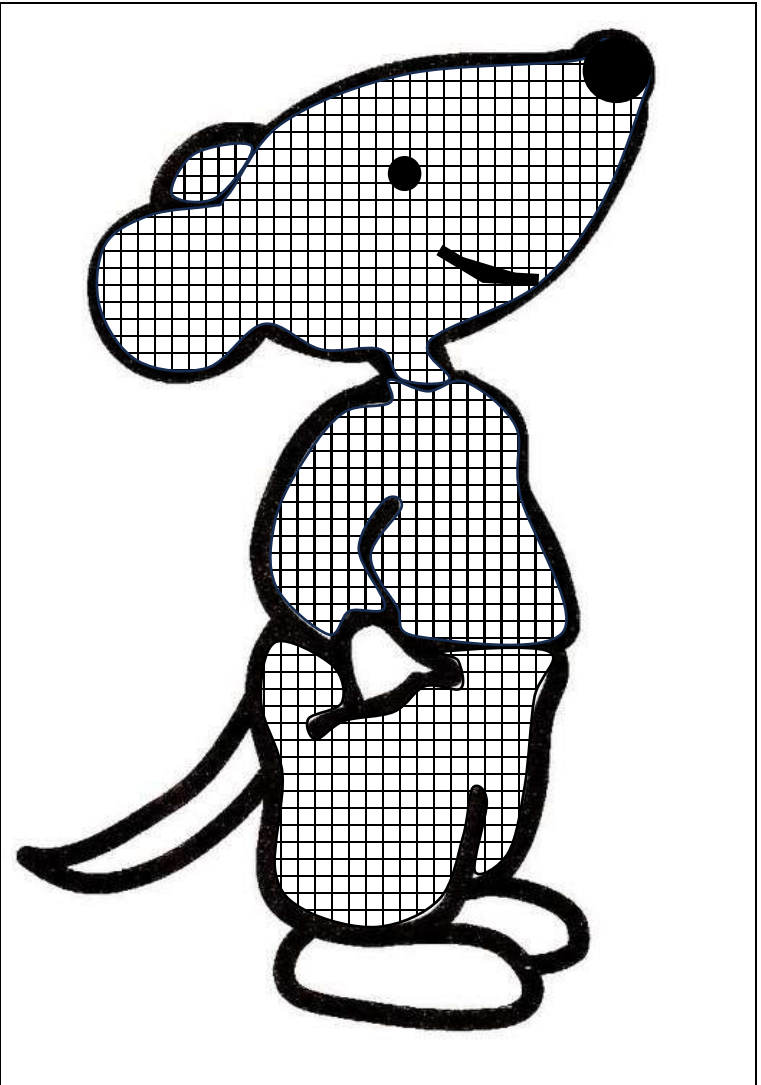
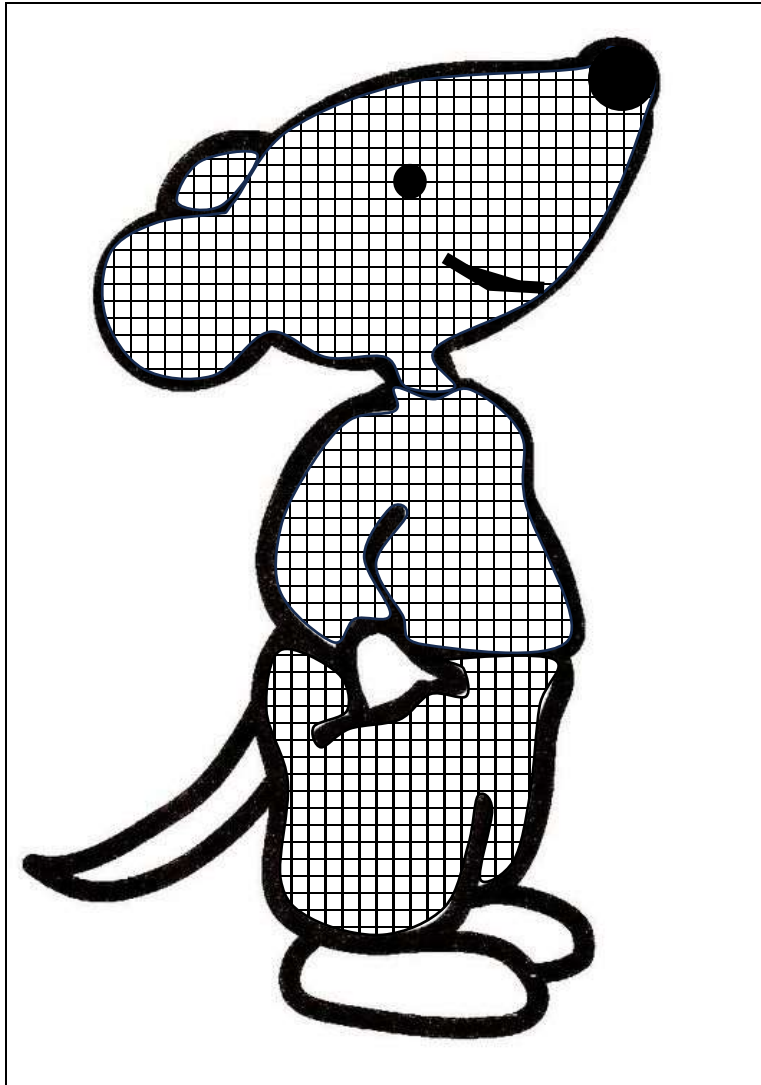


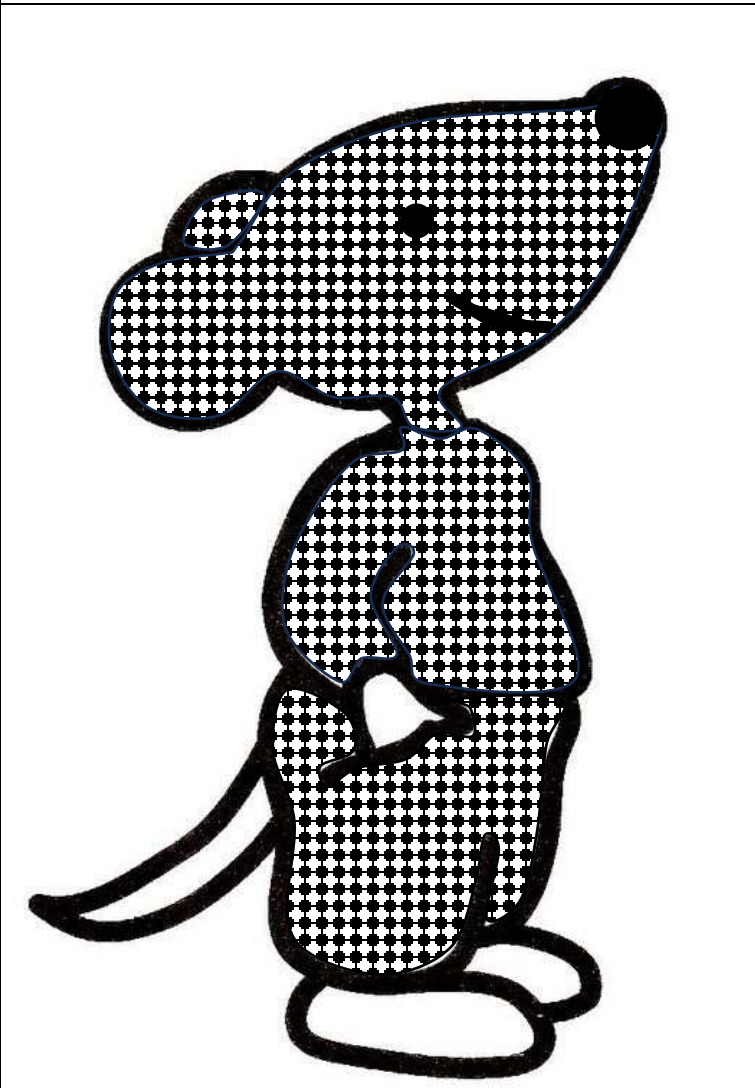
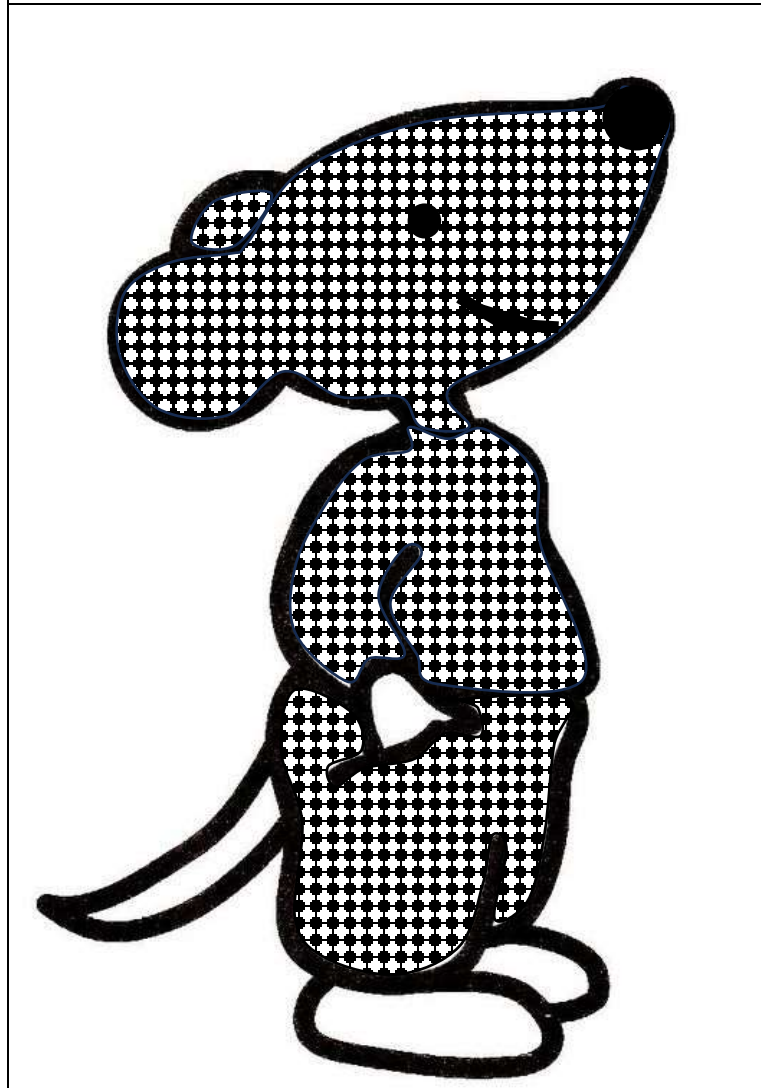
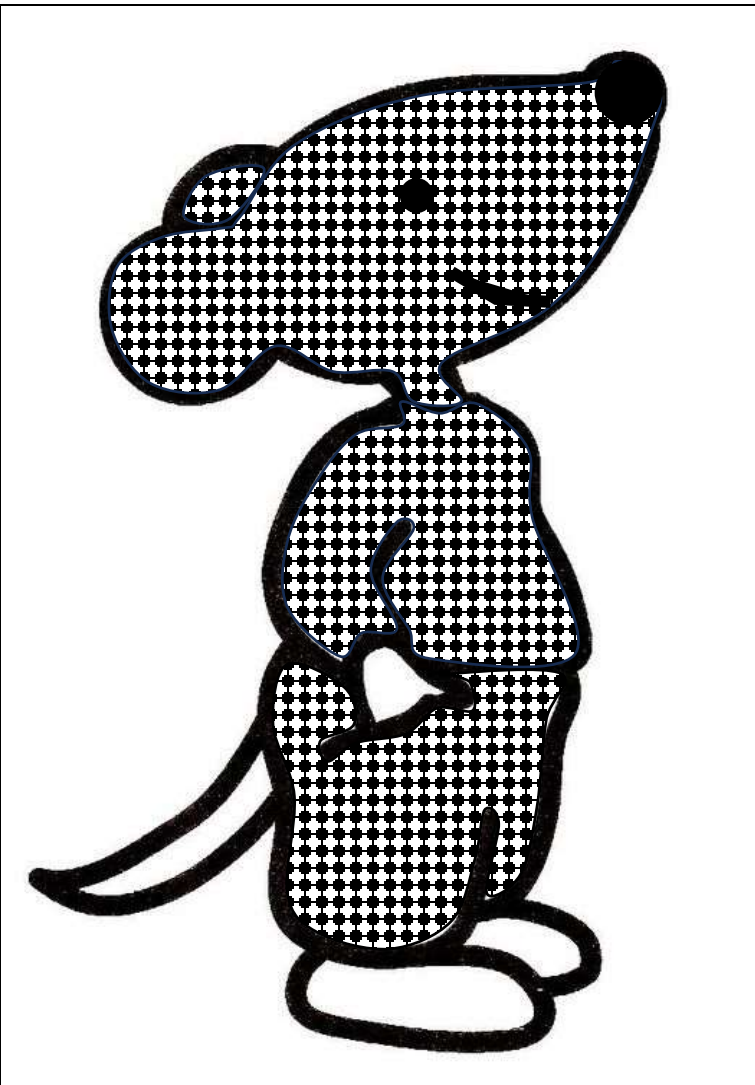
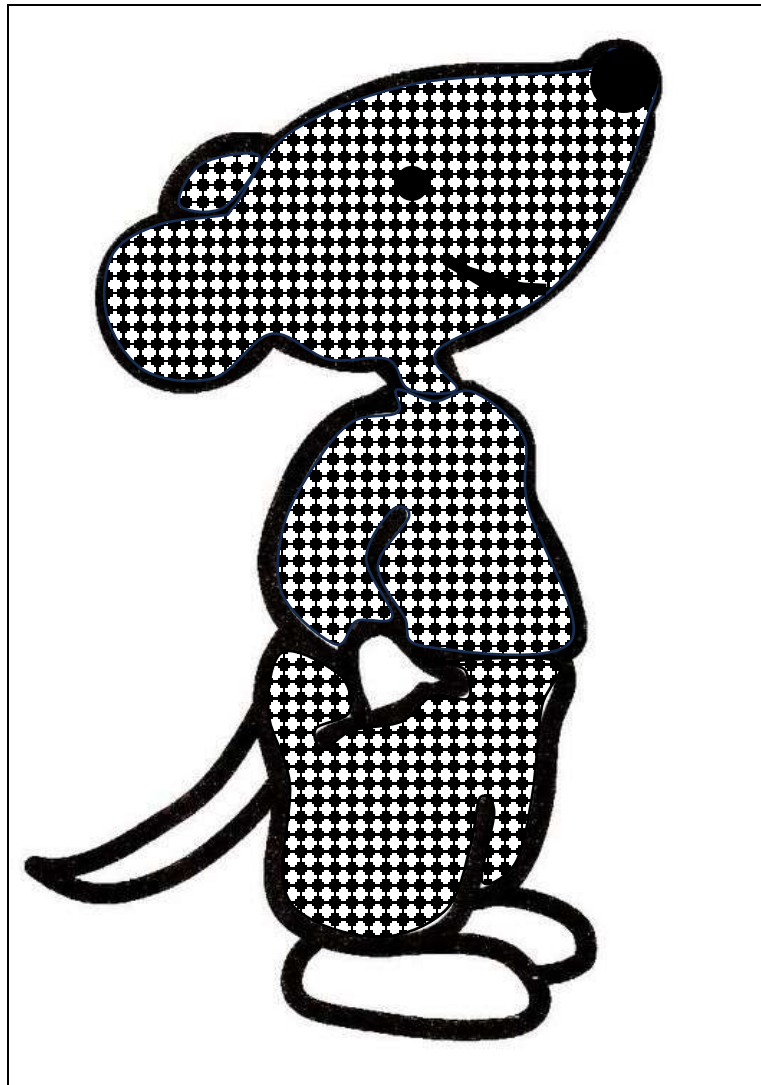


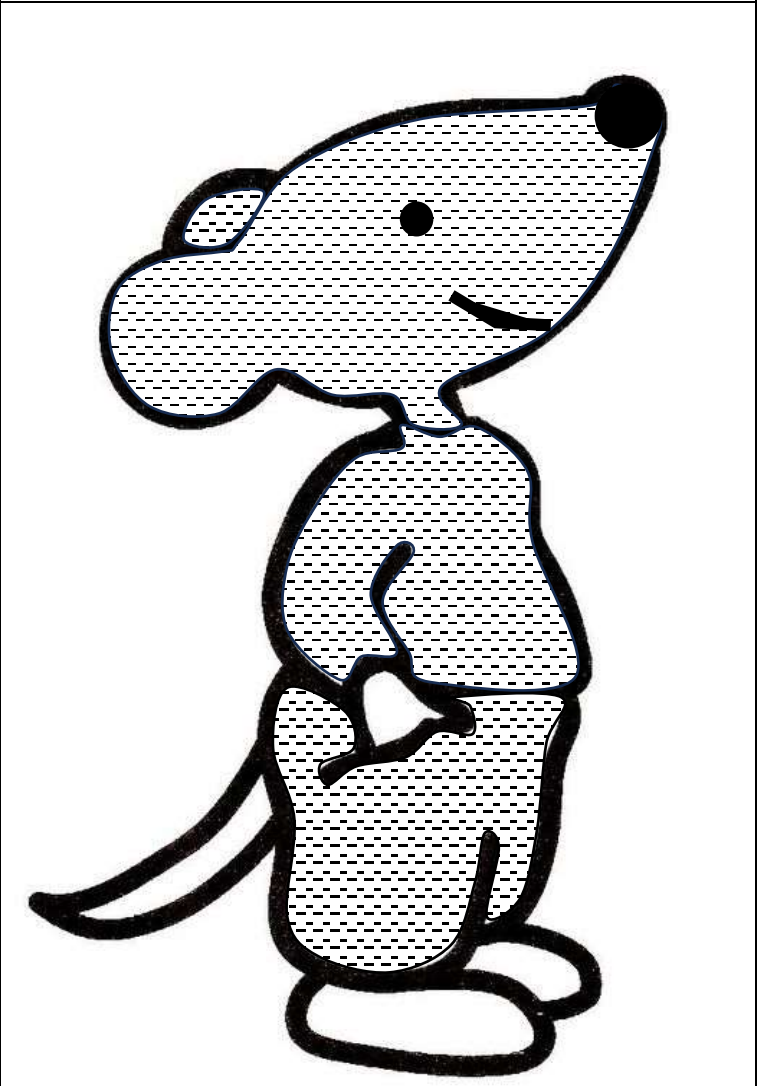
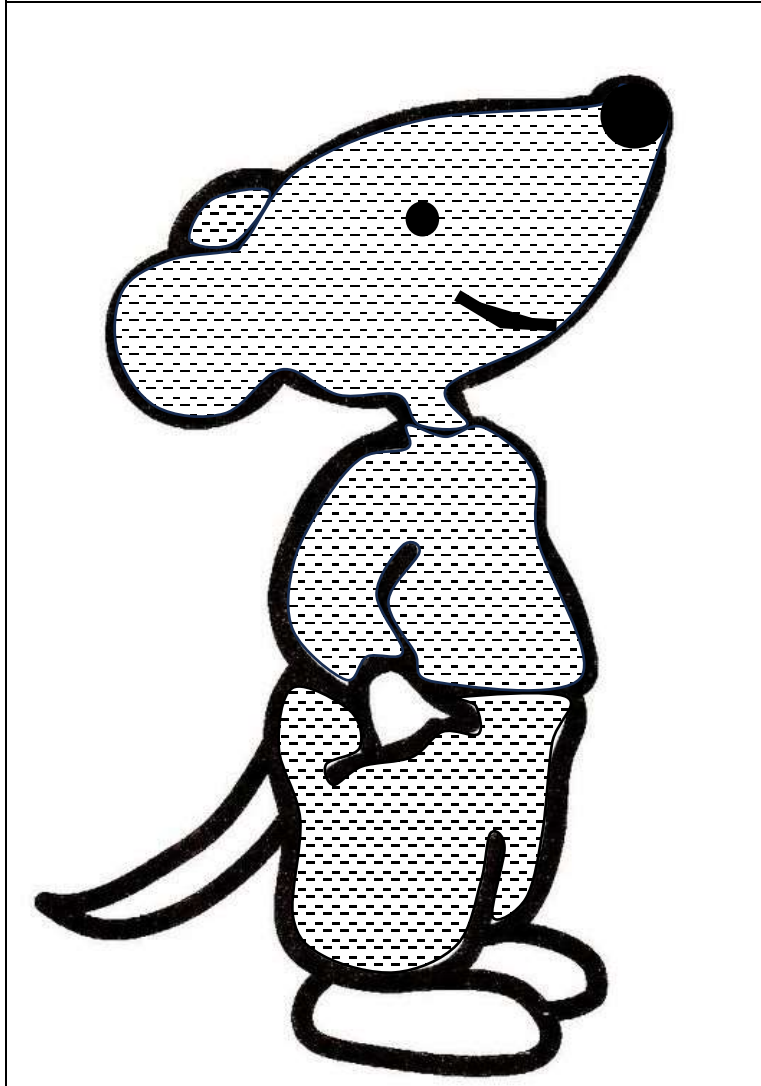
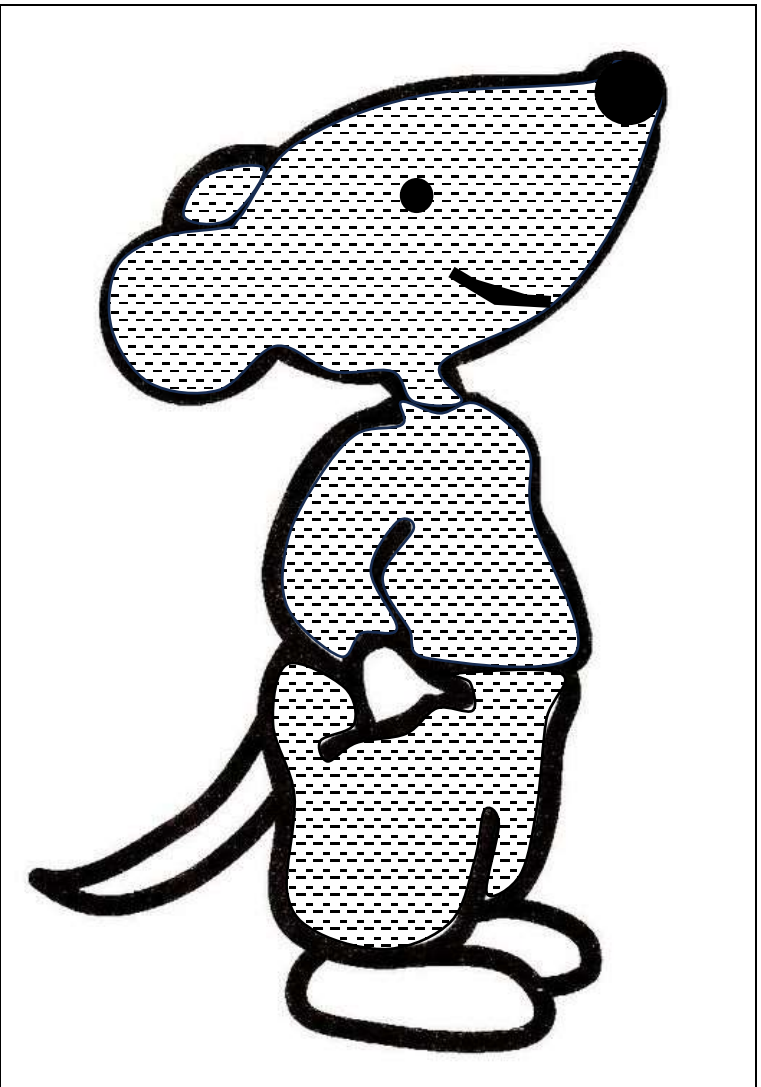
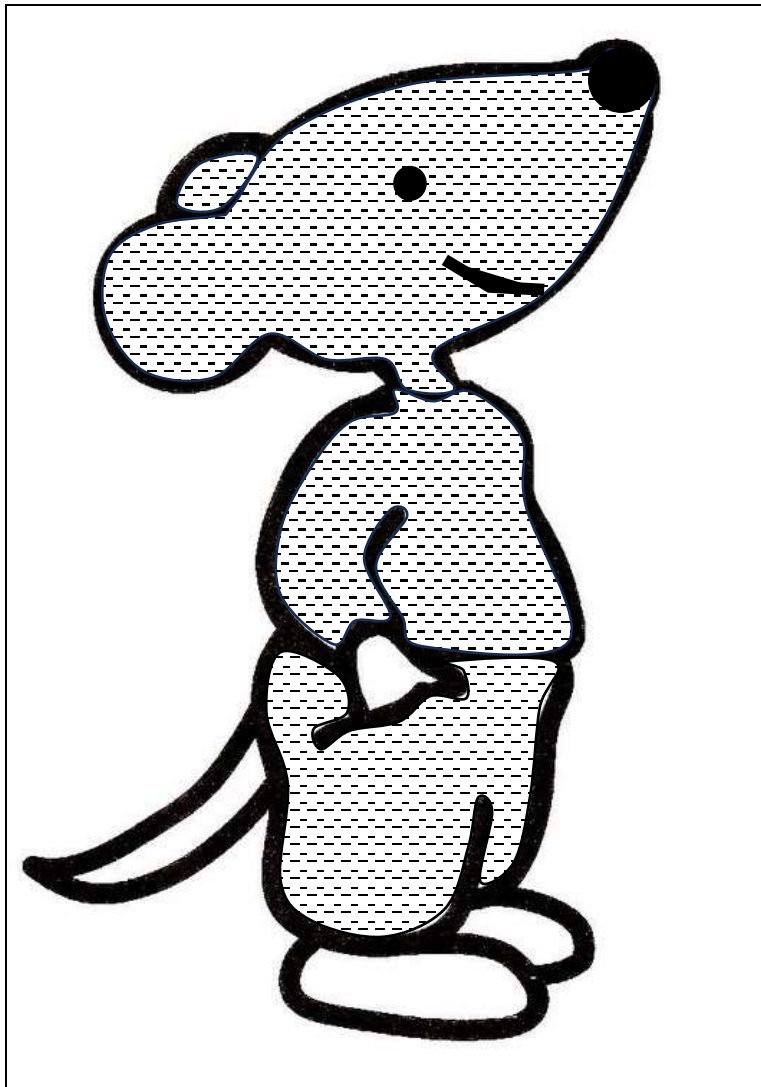














Matériel :

- Lot de cartes souris (à imprimer en 2 fois)
- Une sonnette

Age :

- Elèves de GS/CP

Disposition :

- Distribuer toutes les cartes entre les participants face cachée. Placer la sonnette au centre.

Règle du jeu :

A tour de rôle, les élèves retournent une carte de leur tas. Lorsque 2 élèves ont une souris identique, ils doivent appuyer sur la sonnette le plus vite possible. Celui qui remporte ce duel de rapidité donne son tas de cartes retournées à l'adversaire moins rapide. Le premier qui n'a plus de carte gagne la partie.