KIT IDENTITE

JEU DE PLATEAU : IDENTITY GAME

(par quatre, élèves A, B, C et D)

Matériel : chaque élève a un set plastifié avec 6 emplacements de cartes.

Le groupe a 6 paquets de cartes (placées sur un set plastifié supplémentaire) : phone number / e-mail address / animal /sport / brothers / sisters. Le groupe a aussi un dé avec ces catégories.

Phase de jeu:

A lance le dé, pose la question correspondante à B (plusieurs types de questions sont possibles, par exemple: Have you got a pet?/ What's your favourite animal? ; What's your favourite sport?/Do you practice a sport?/ What sport do you practice? How many sisters have you got? Have you got (any) brothers?

B pioche la carte du dessus de la pile, la place sur son emplacement et répond à la question. Puis B interroge C, etc.

Conseils :

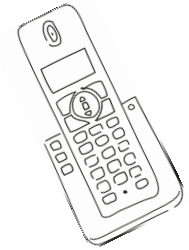
-Imprimer chaque planche de cartes sur des feuilles de couleur différente pour un tri plus rapide et facile. Les cartes «brothers» seront bleues, «animal» vertes, etc.

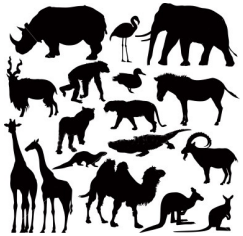
NB :

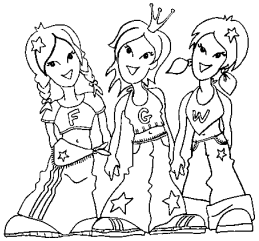
- Les cartes marquées d'une croix signifient une réponse du type «I have got no sister, I haven't got any pet», etc.
- «Miss a turn!»: l'élève passe son tour.
- Vocabulaire à utiliser en cours de jeu : throw the dice (lance le dé), throw again (relance), pick up a card (prends une carte)...

C. Hartelaub

IDENTITY GAME







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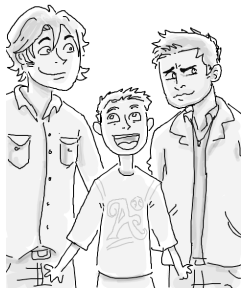

146 6392	481 0733	577 9260	987 3528
135 7966	246 9711	806 7532	MISS A TURN !

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jack@school.net	bill@hello.net	kid@game.net	friend@game.fr
jane@class.fr	vicky@game.fr	hello@game.org	MISS A TURN !

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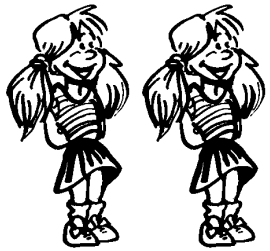
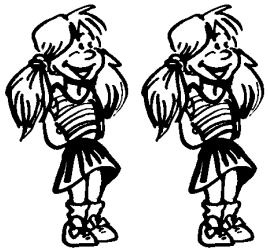
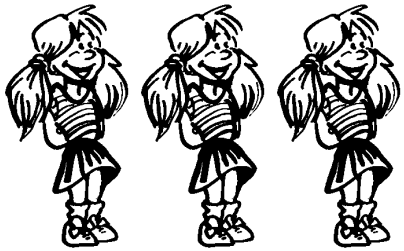
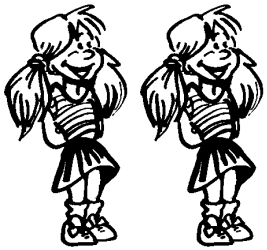
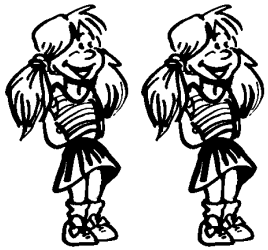
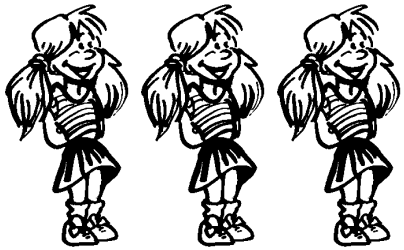
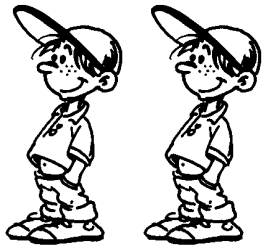
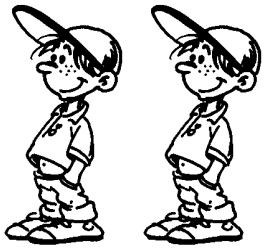
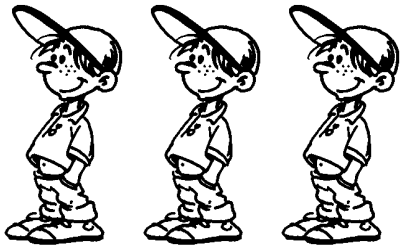
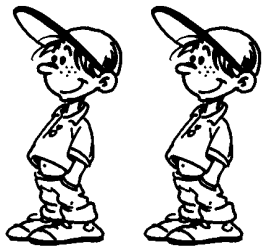
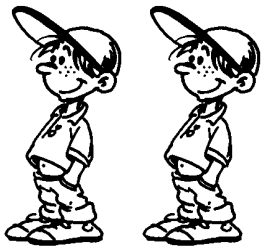
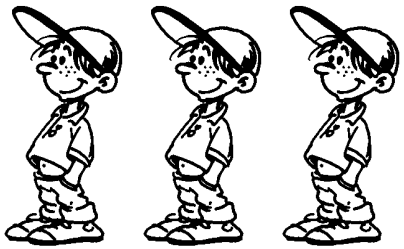
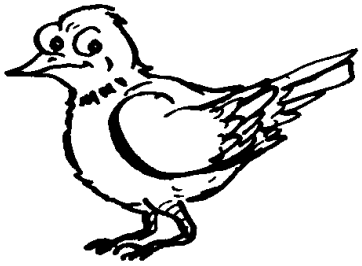
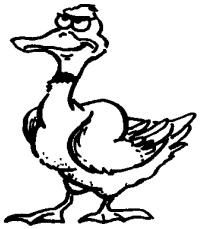
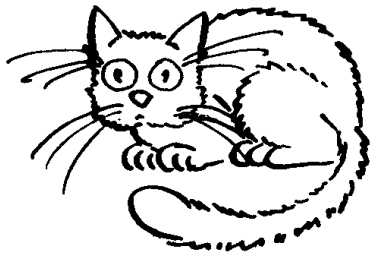
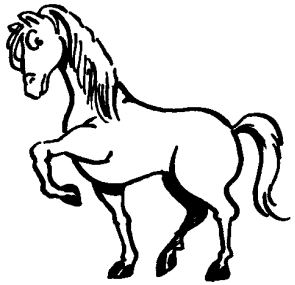
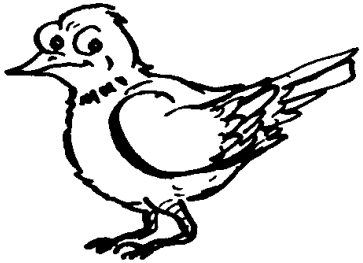
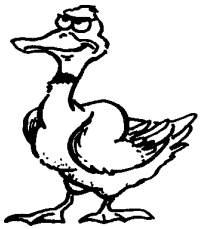
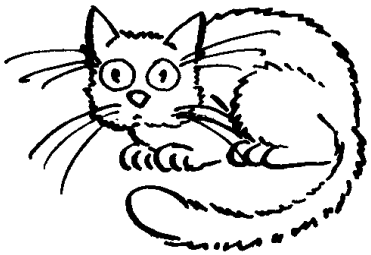
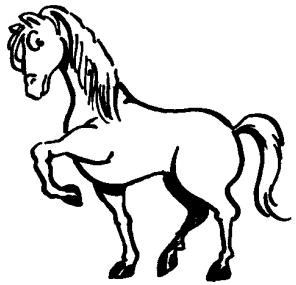
			MISS A TURN !

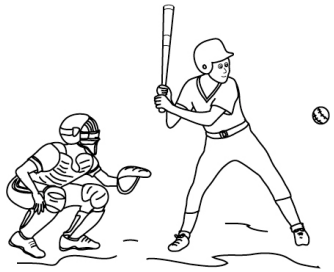
			MISS A TURN !

			MISS A TURN !

			MISS A TURN !

			
			MISS A TURN !

			
			MISS A TURN !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	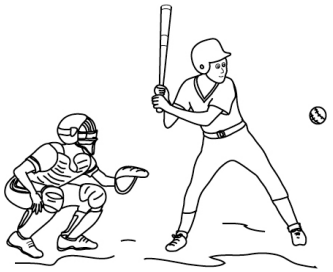	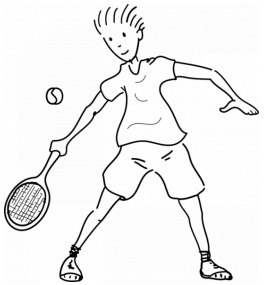	
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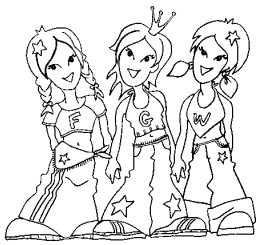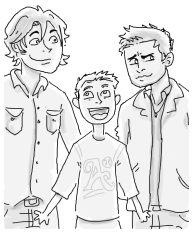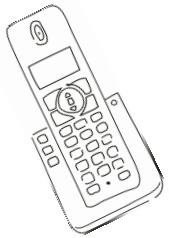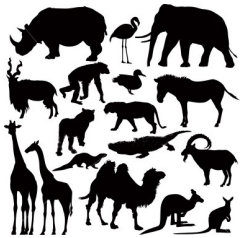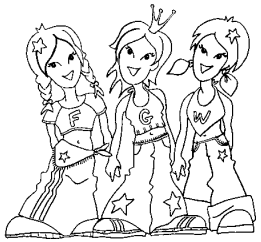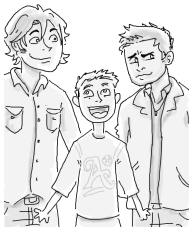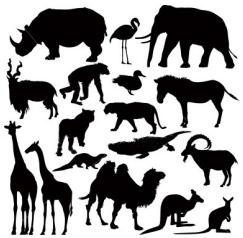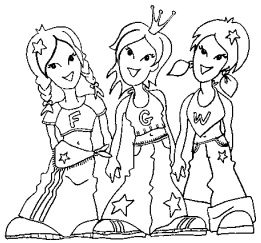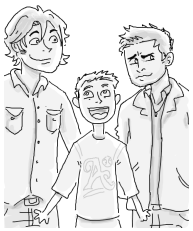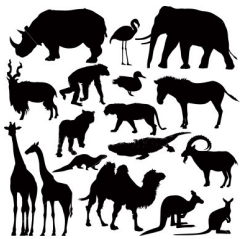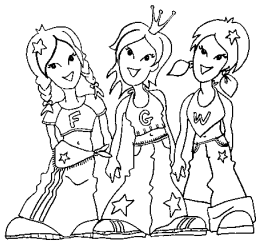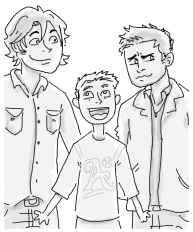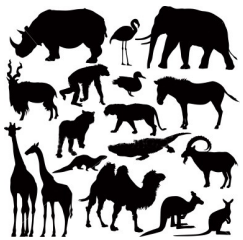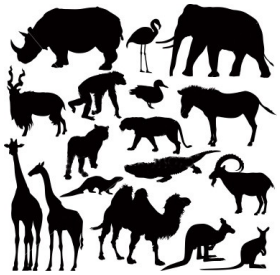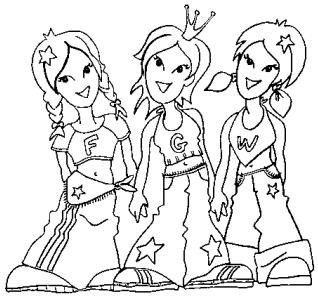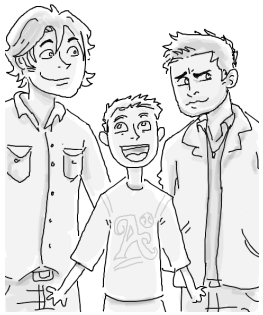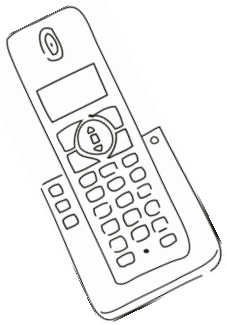
DESSINS A COLLER SUR LES DES (DES A FABRIQUER EN BRISTOL, AVEC PATRON, EN GEOMERIE)