

(par quatre, élèves A, B, C et D)

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

Le groupe a 6 paquets de cartes (placées sur un set plastifié supplémentaire) : phone number / name / animal / état / 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: What's your favourite animal? How many sisters have you got? Have you got (any) brothers? What's your name? Can you spell your name? How are you? How do you feel? (-> fine, sad, sick, angry, tired, cold, hot).

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.

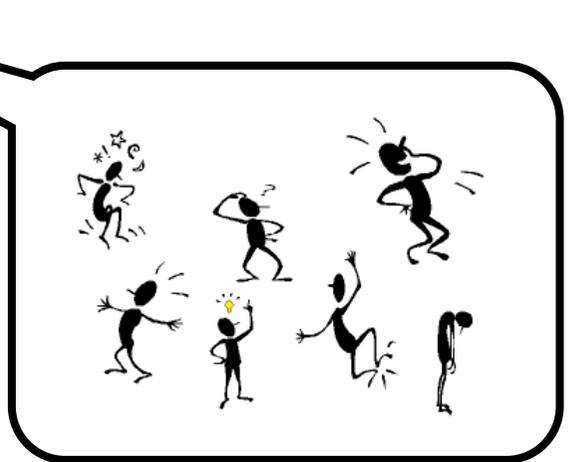
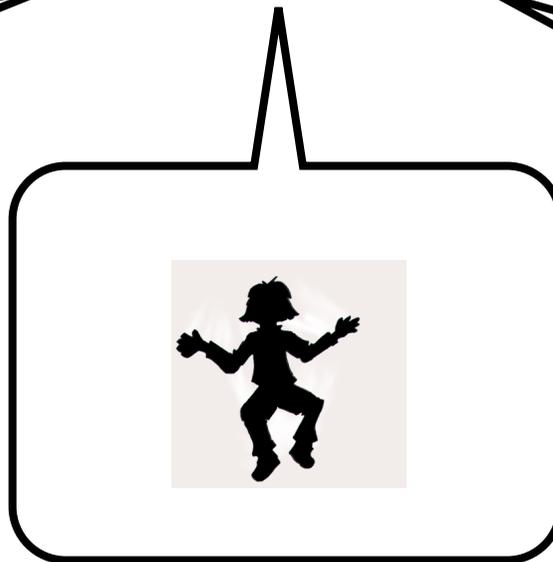
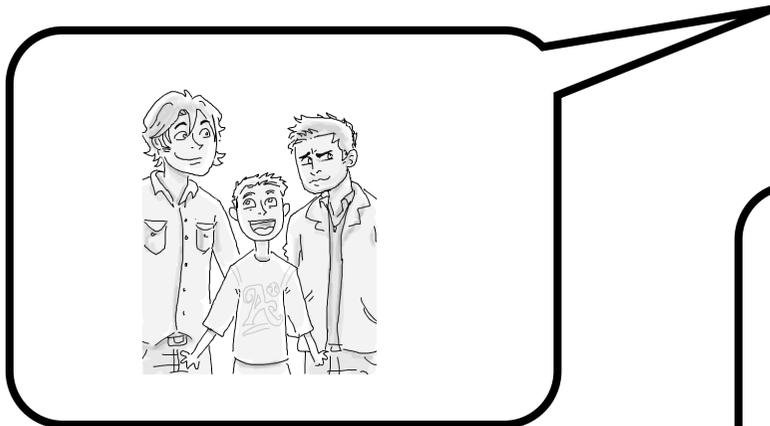
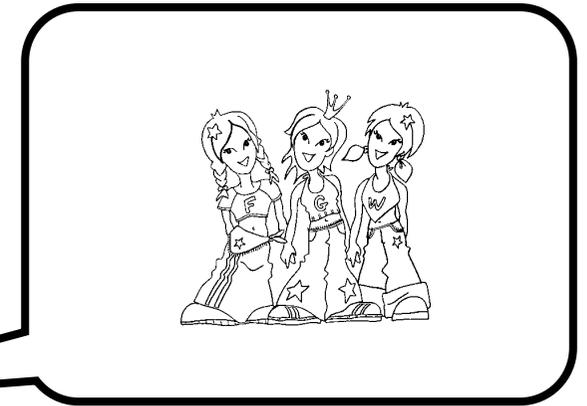
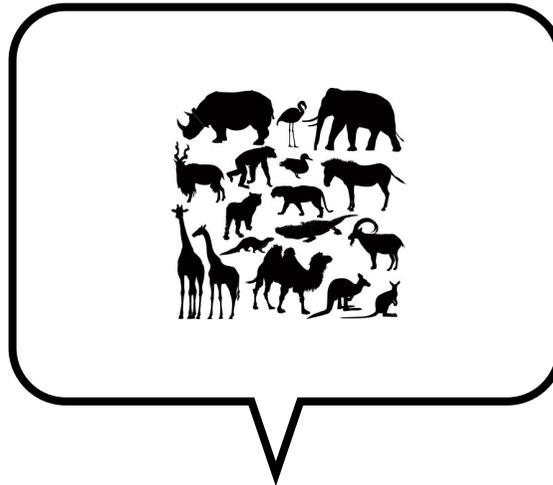
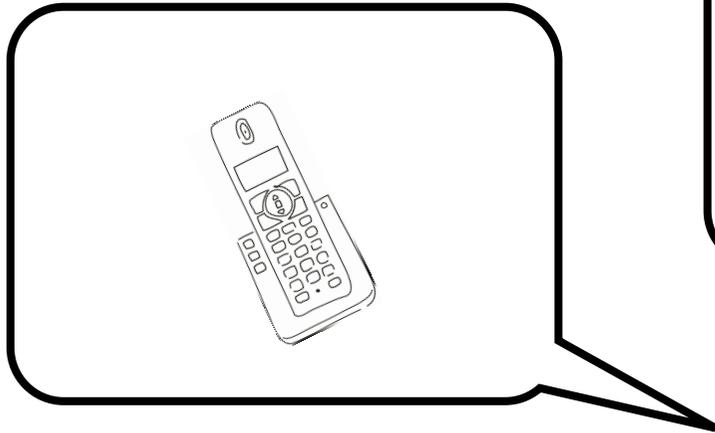
- «Miss a turn!»: l'élève passe son tour.

- Vocabulaire à utiliser en cours de jeu : throw the dice (lance le dé), throw again (relance), pick up a card (prends une carte)...

- En fin de document, j'ai placé les pictogrammes du dé, permettant de faire un affichage grand format associant l'image à la couleur des cartes.

EN FIN DE DOCUMENT : une photo de mise en place avec l'affichage.

IDENTITY GAME

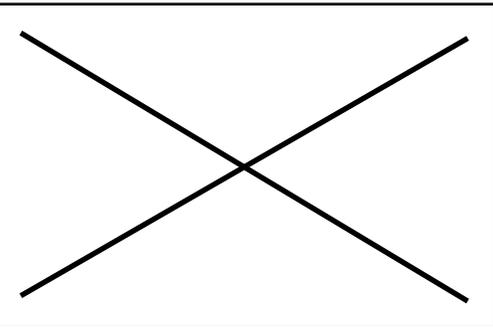
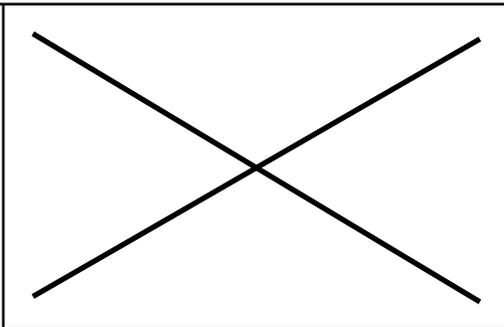
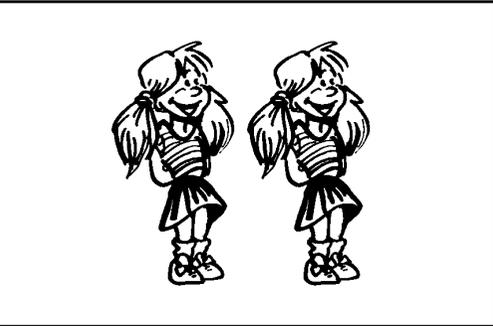
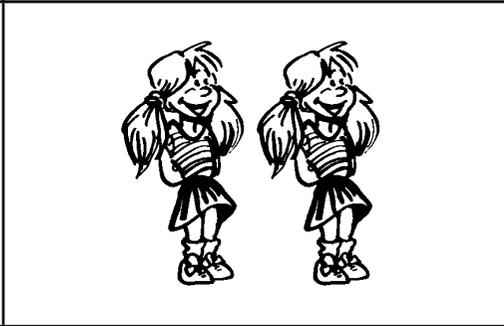
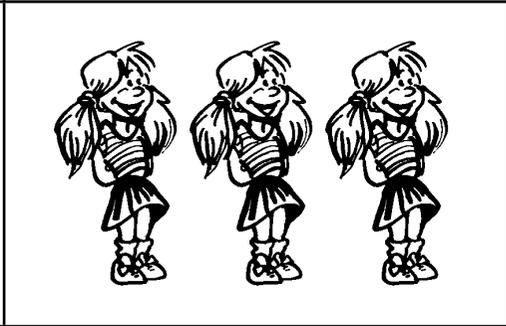


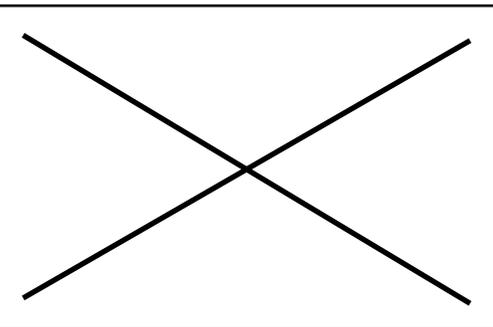
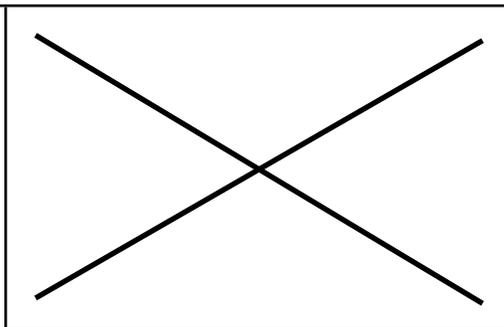
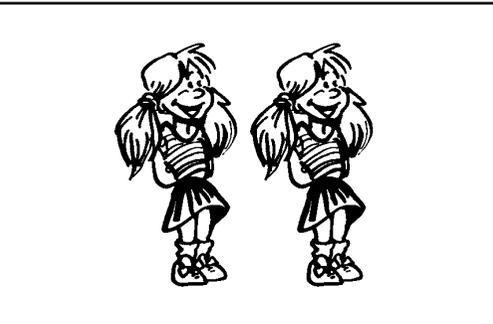
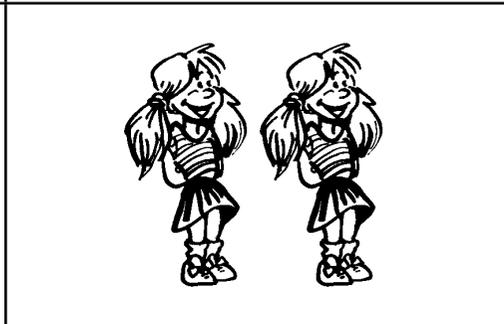
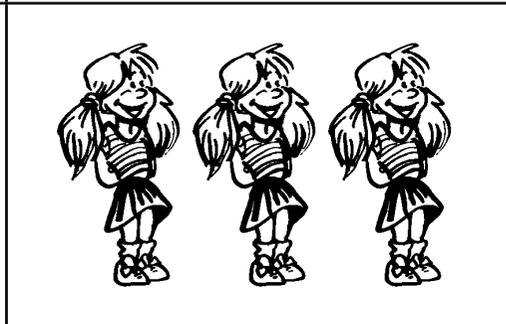
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135 7966	246 9711	106 7532	MISS A TURN !

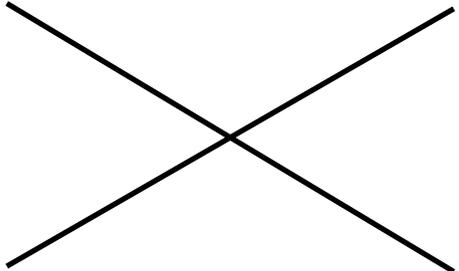
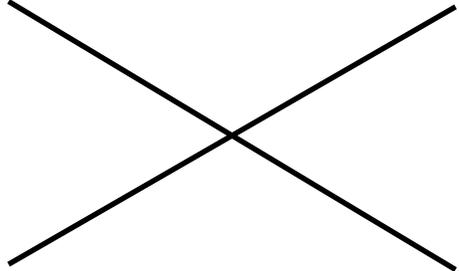
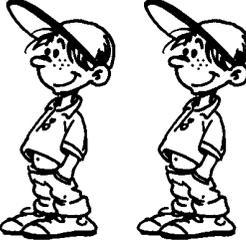
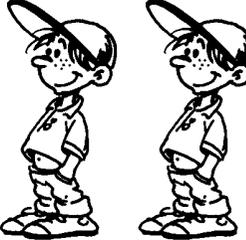
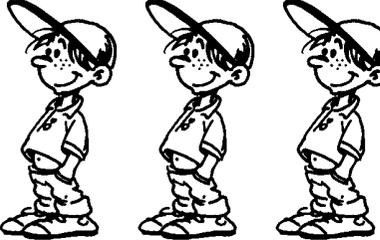
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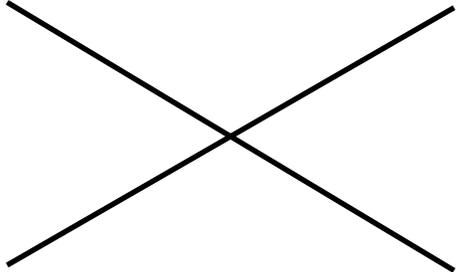
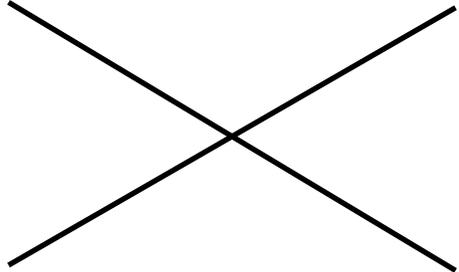
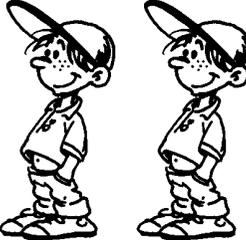
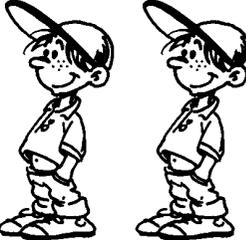
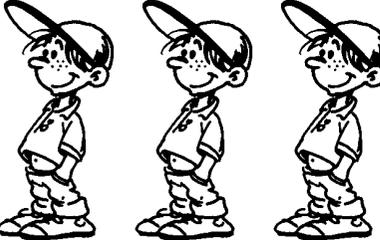
BROOKE	WENDY	ALISON	SCARLETT
HARRY	SCOTT	JAMES	MISS A TURN !

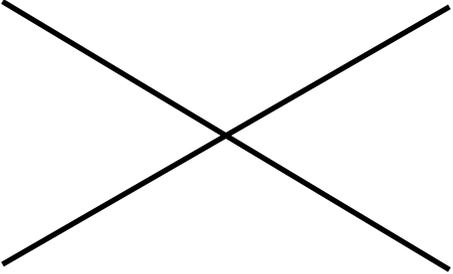
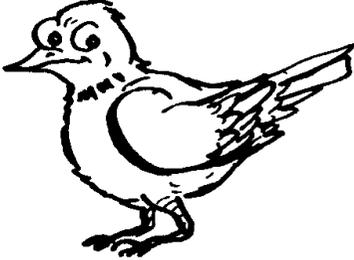
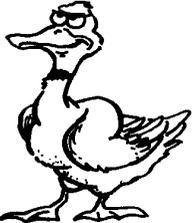
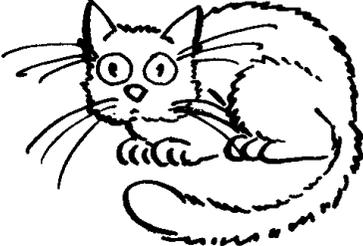
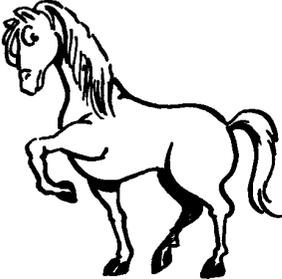
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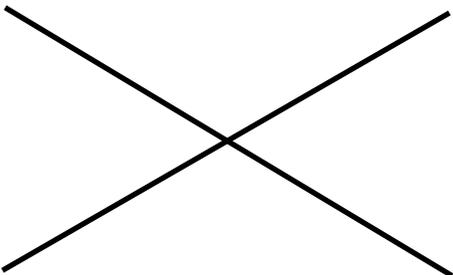
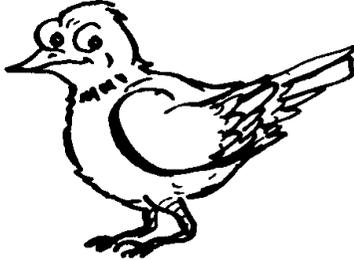
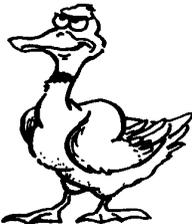
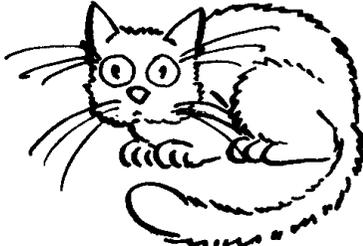
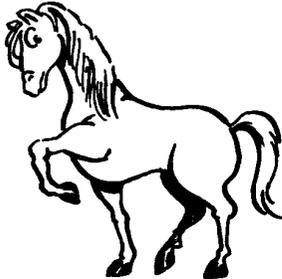
			
			<p data-bbox="1621 411 2139 737">MISS A TURN!</p>

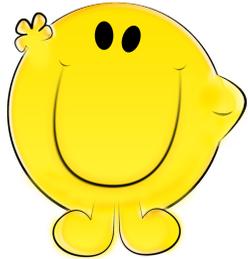
			
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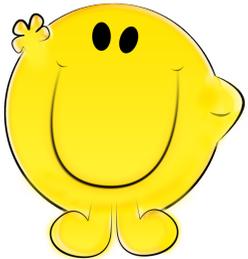
			
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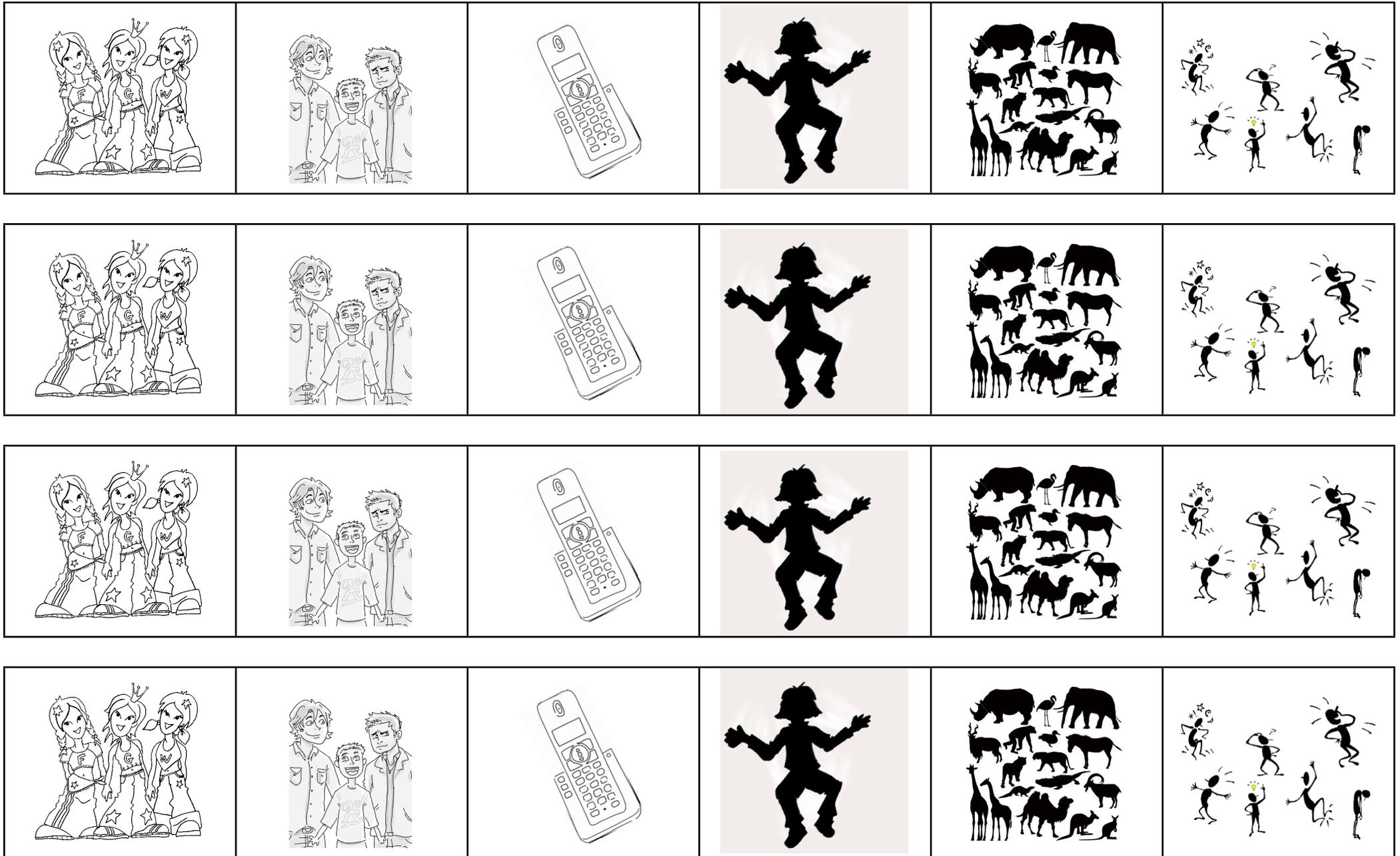


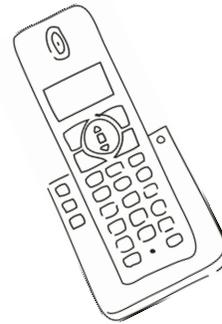
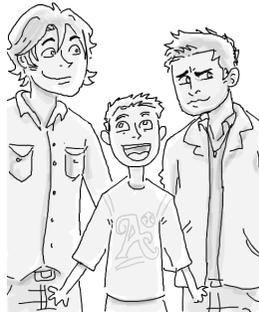
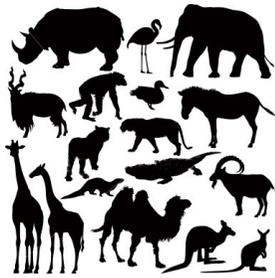
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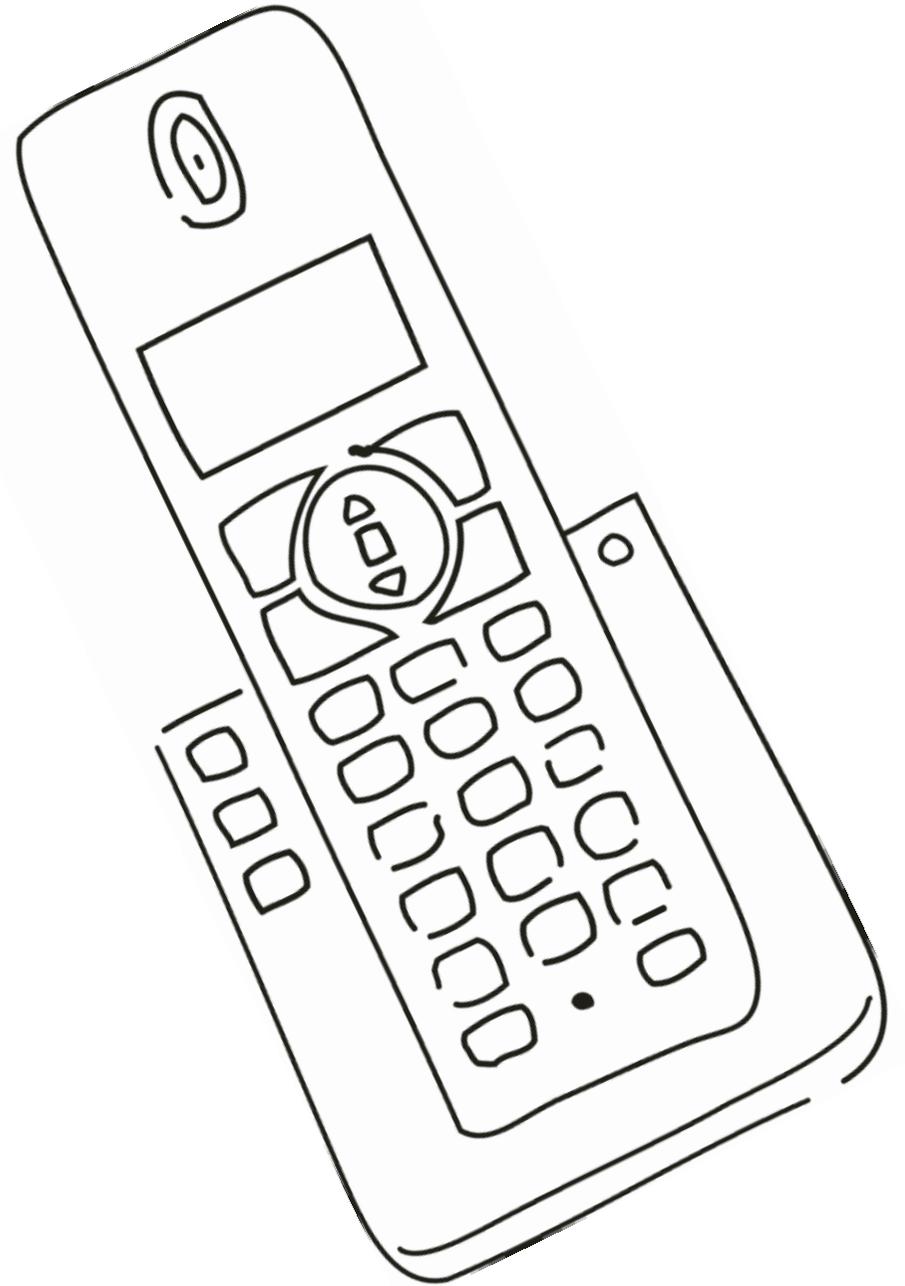
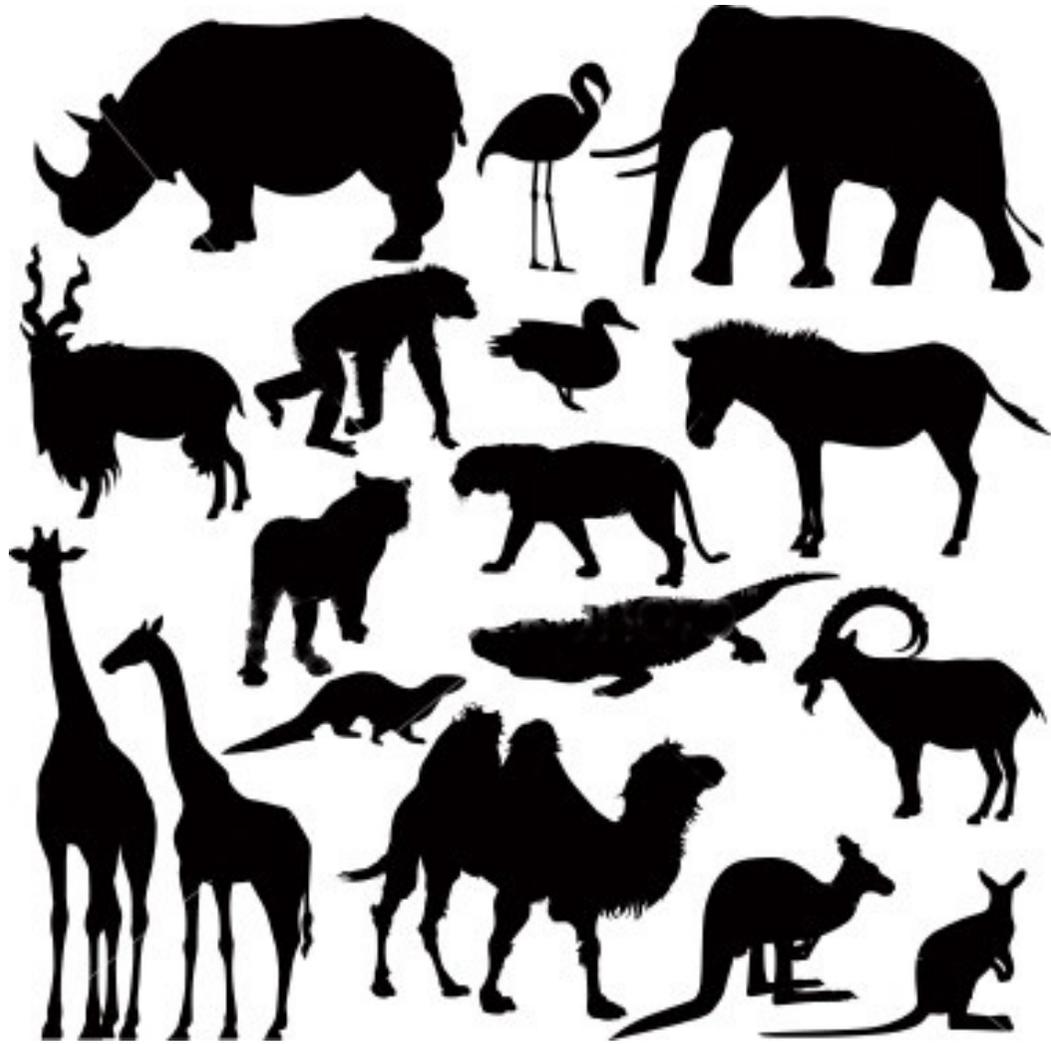
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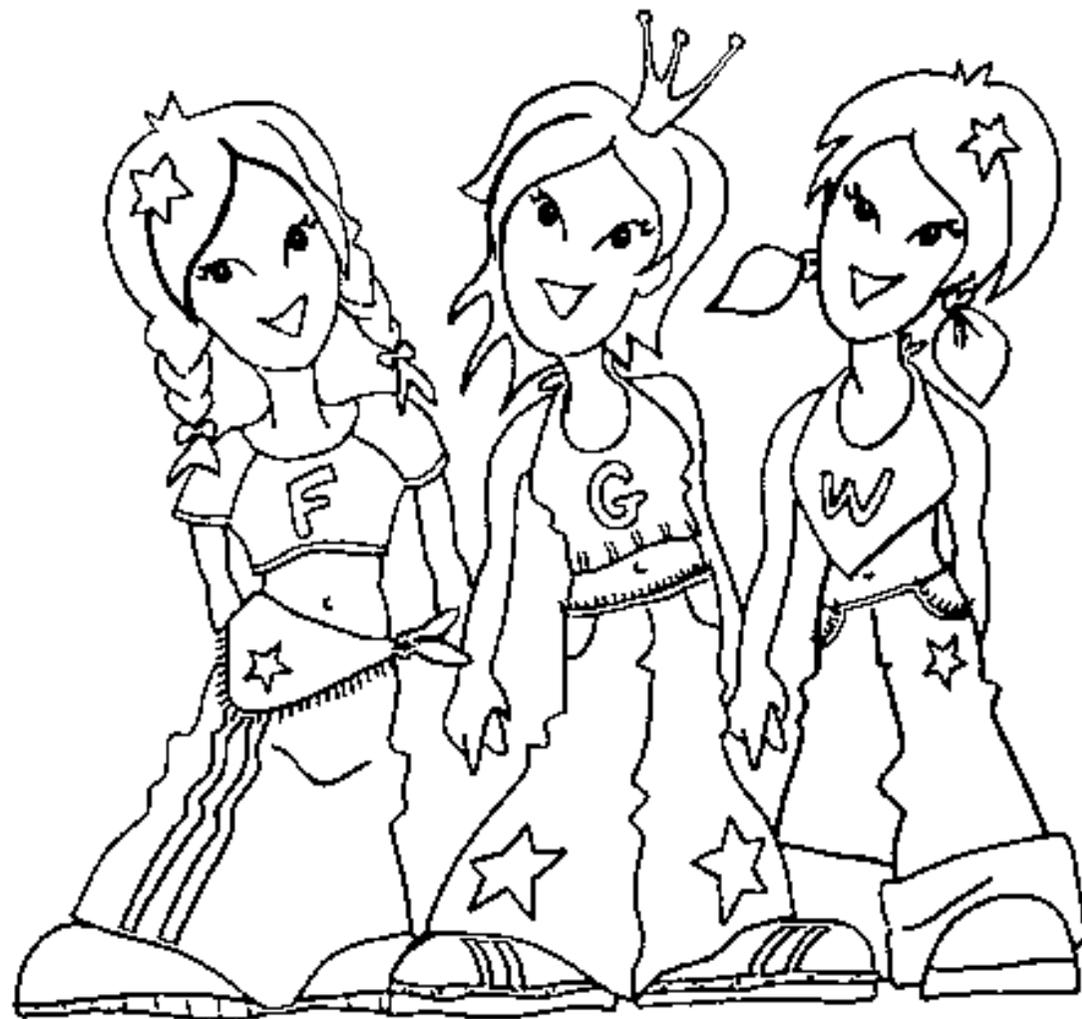
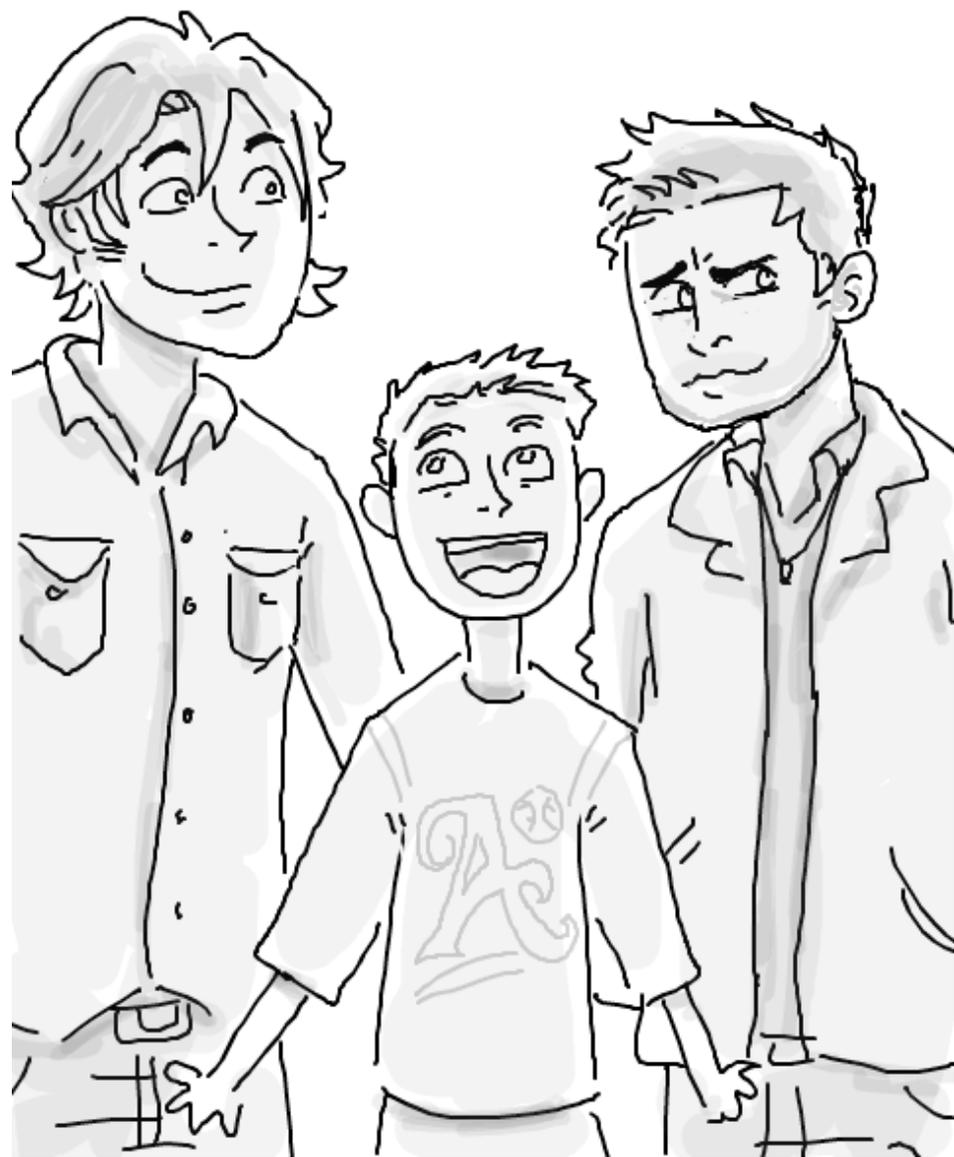
DESSINS A COLLER SUR LES DES (DES A FABRIQUER EN BRISTOL, AVEC PATRON, EN GEOMERIE)

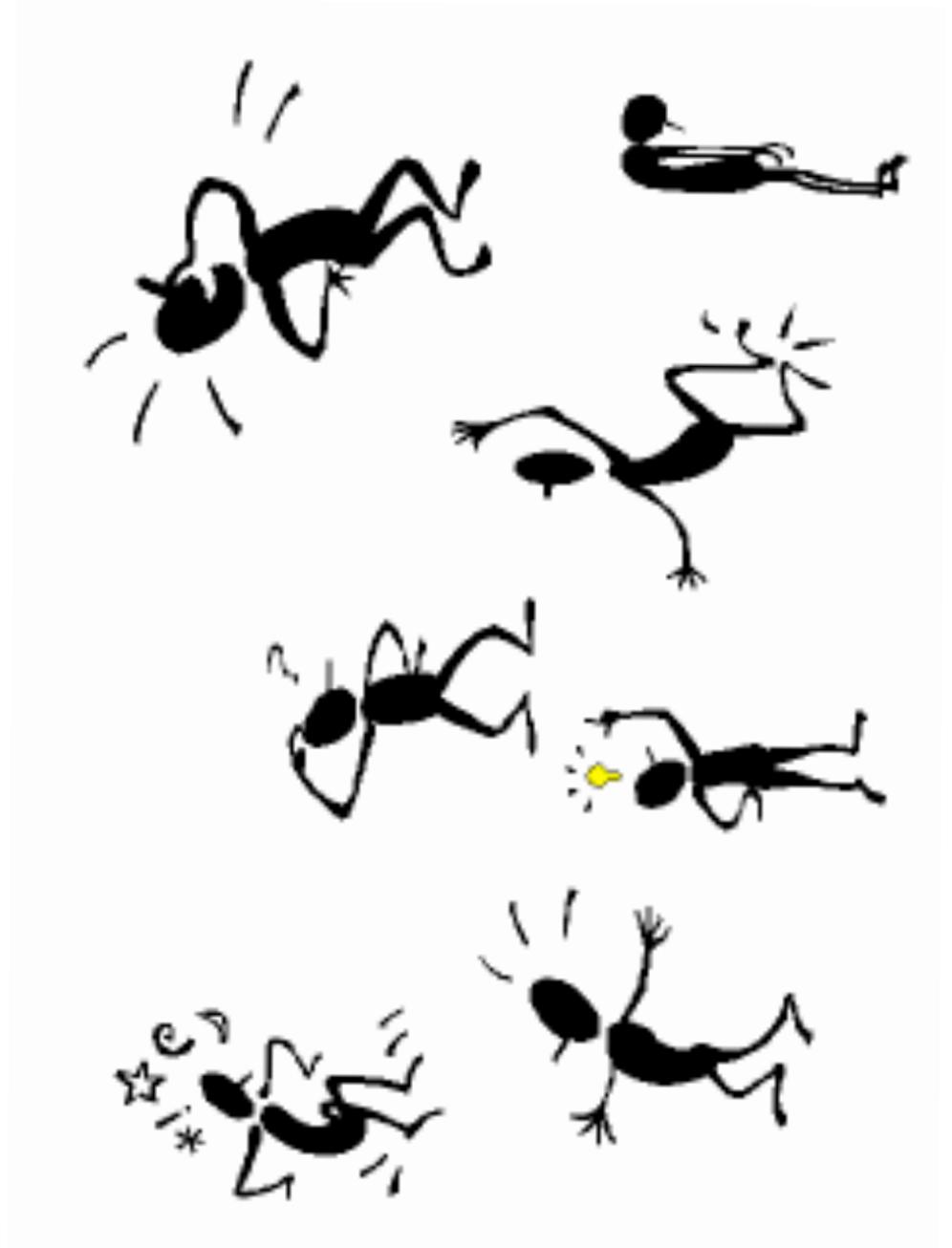












A B C D E F G H I

J K L M N O P Q R

S T U V W X Y Z

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Une mise en place du jeu...

Les petites cartes sur la table de jeu sont imprimées en couleur, et l'affichage du centre rappelle les mêmes couleurs. Ainsi les élèves savent tout de suite quelle carte ils doivent prendre en fonction du dé.

Familiarisation :

«Throw the dice... OK, telephone number. What's the question?

- What's your telephone number?
- Yes. And what colour is it?
- Red.
- Yes, it's red. Pick up a red card !»

C. Hartelaub