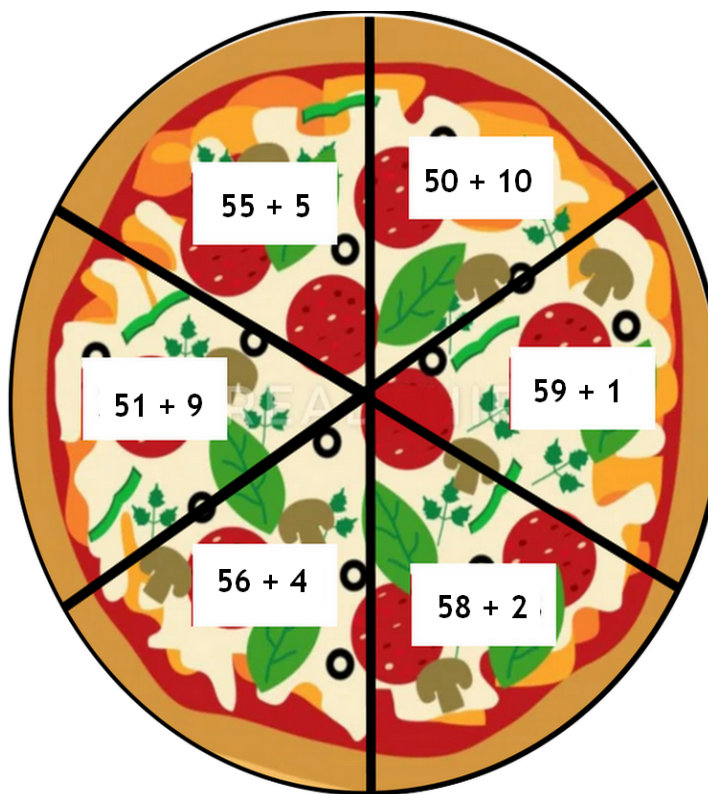
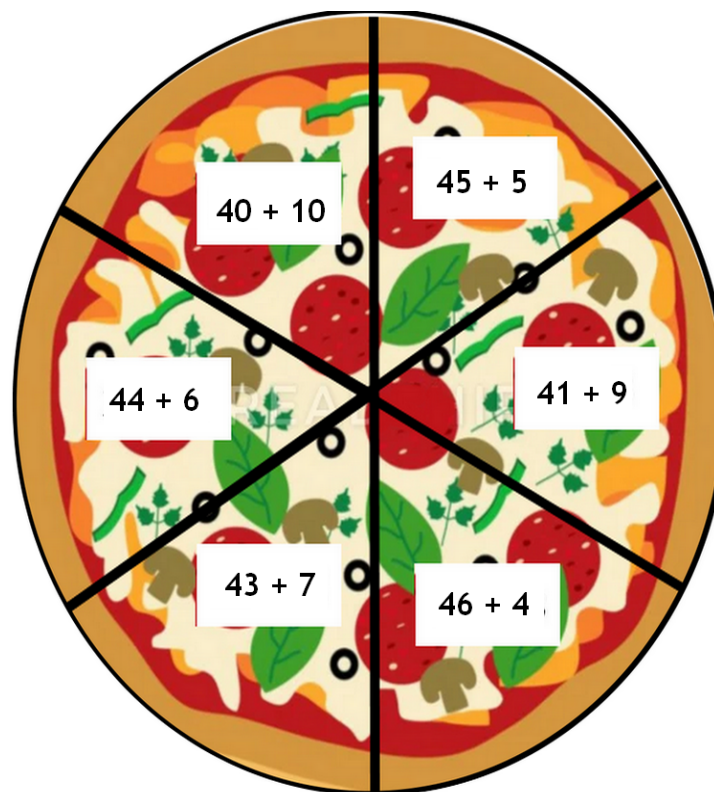
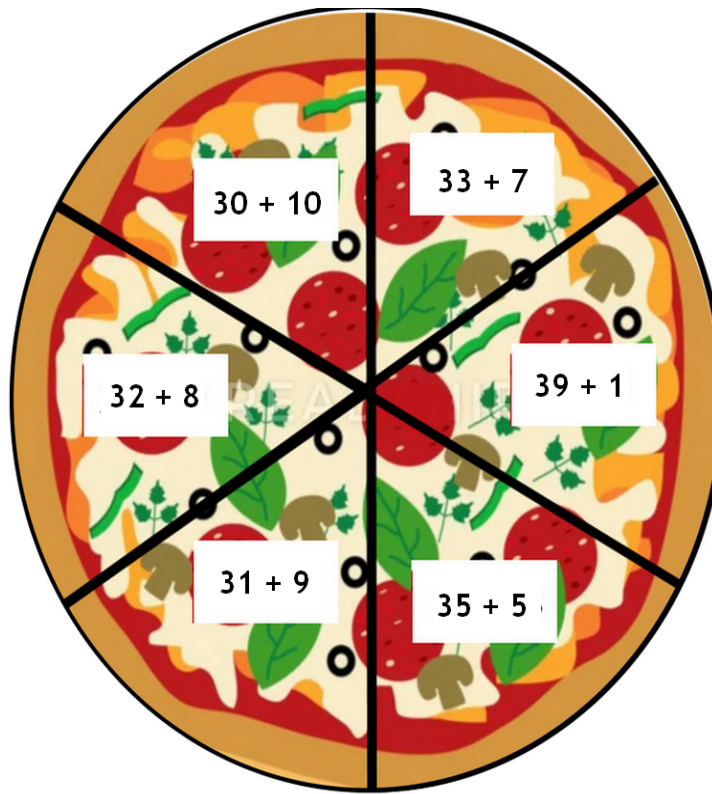
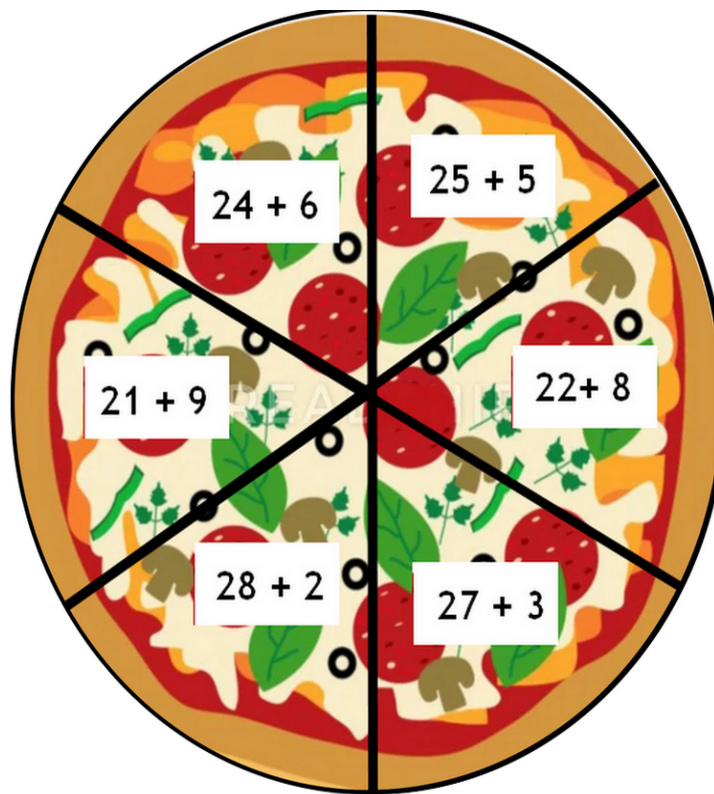
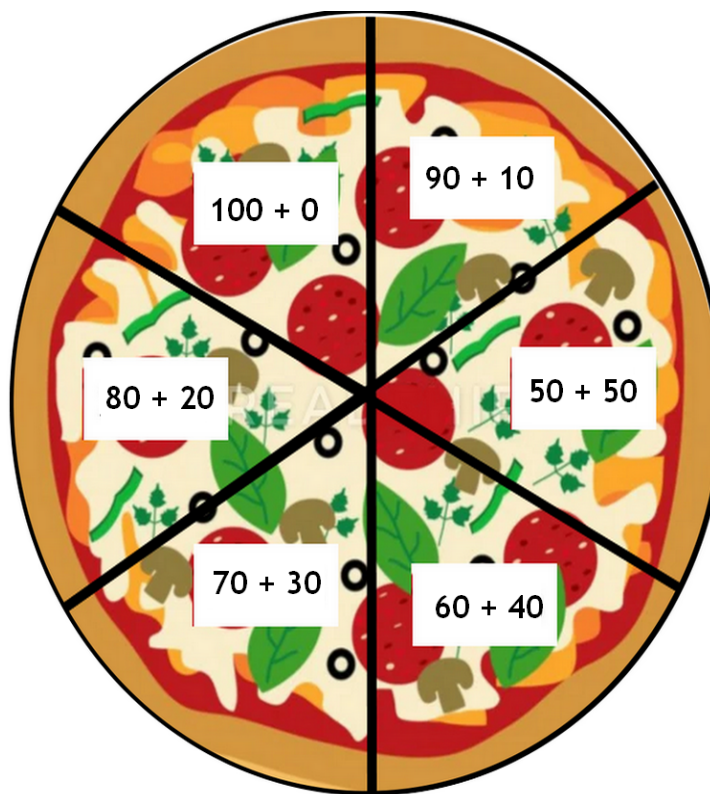
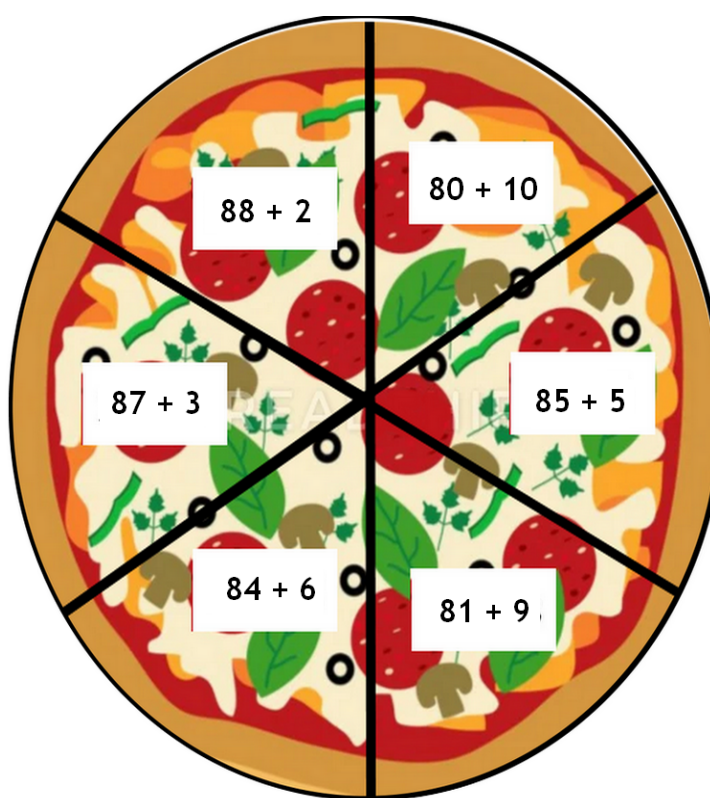
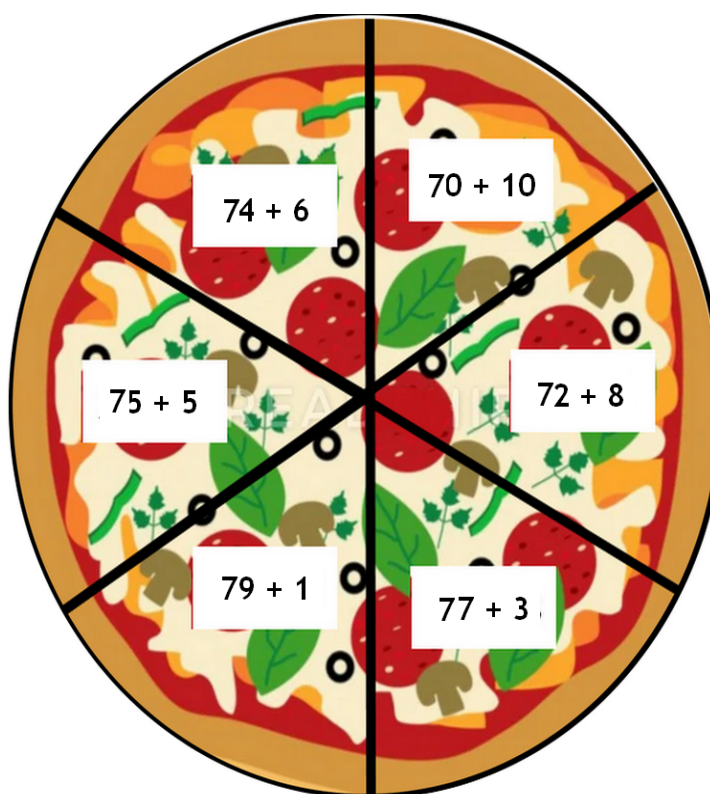
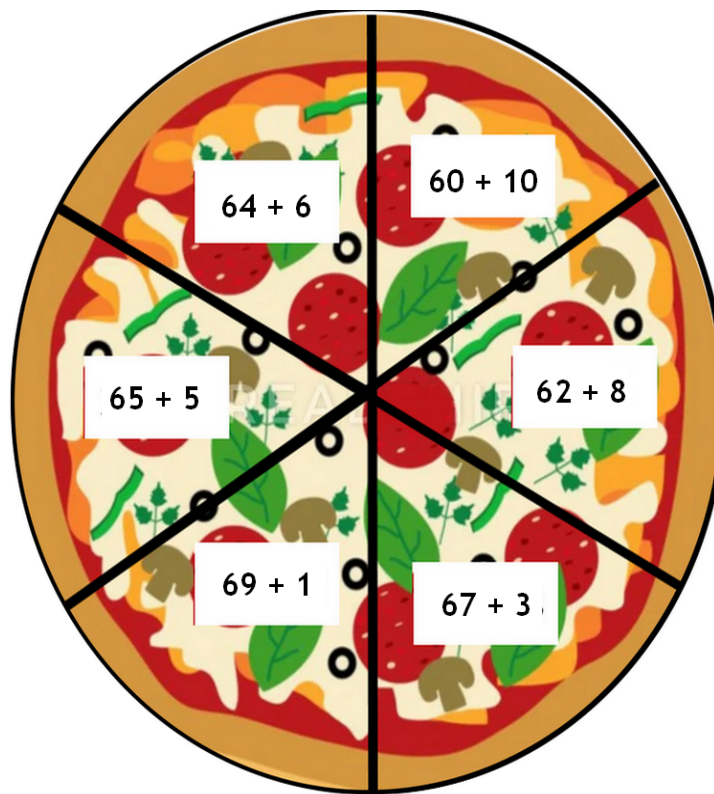
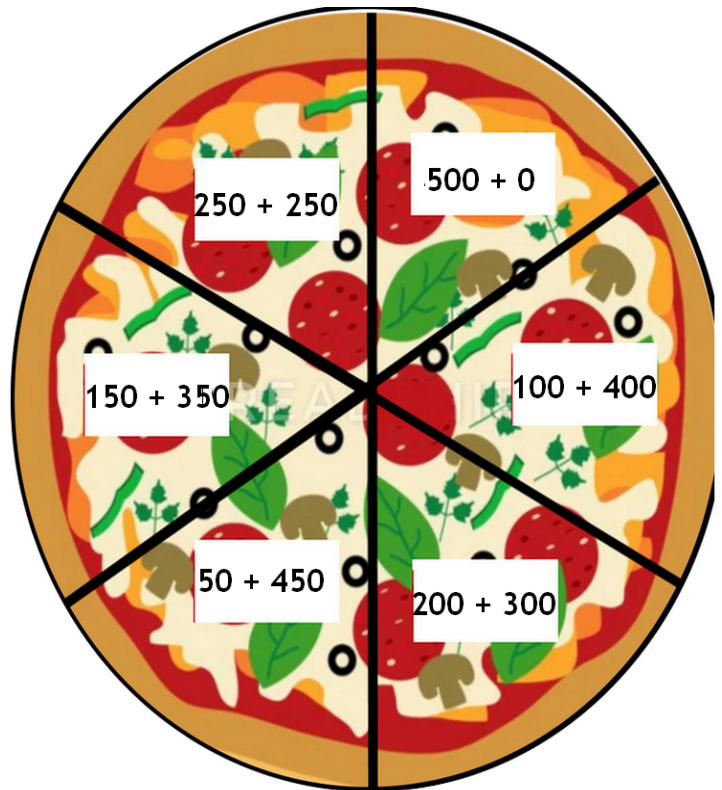
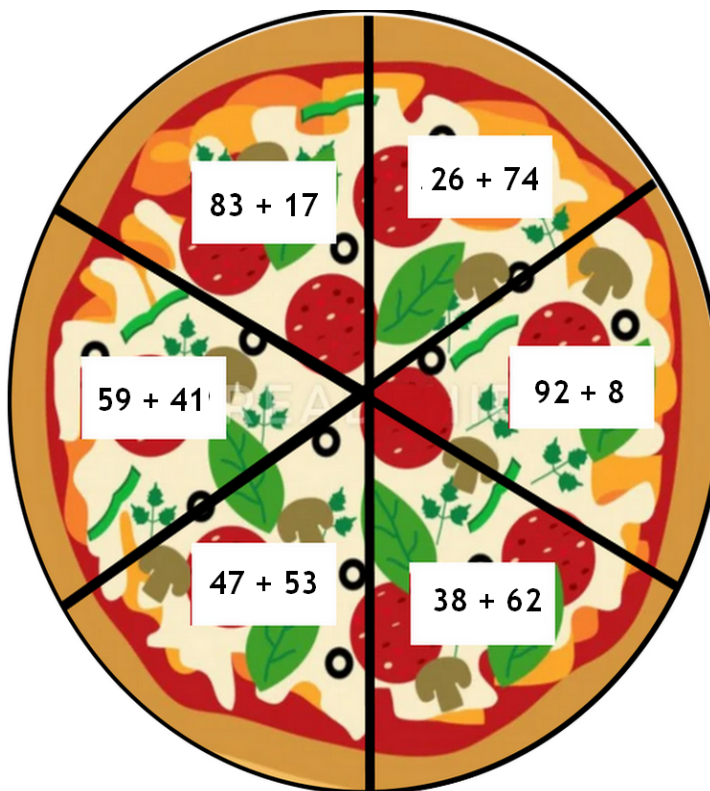
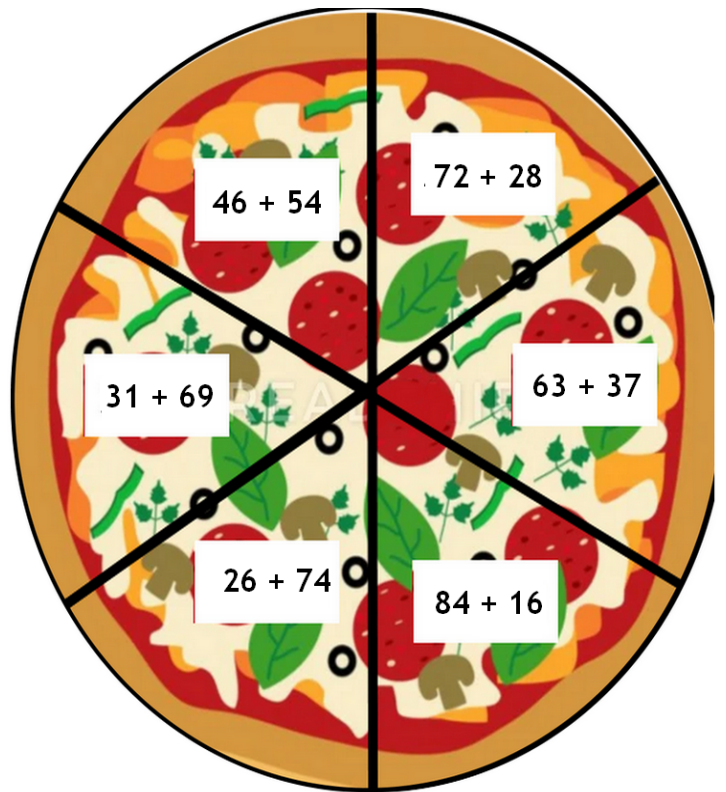
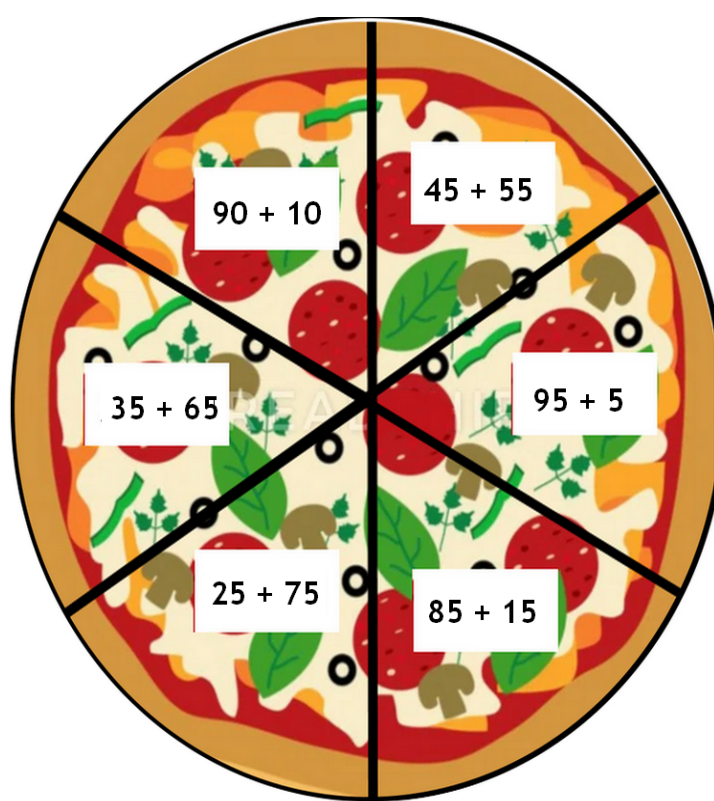
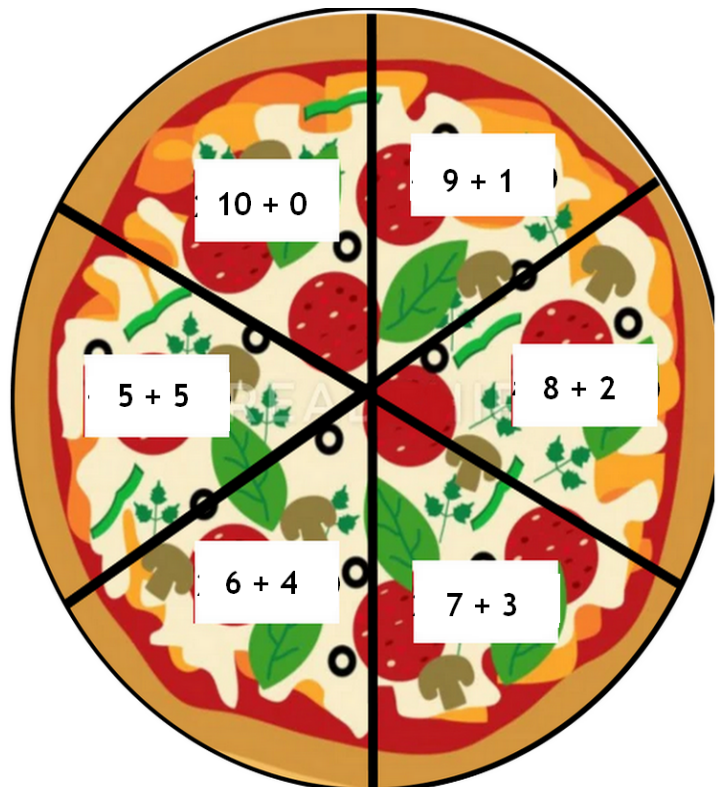
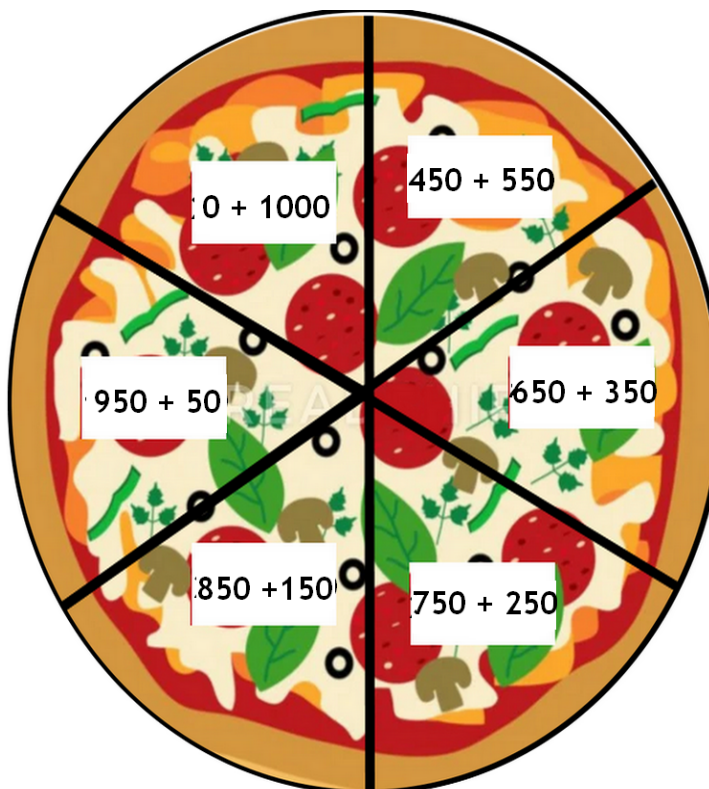
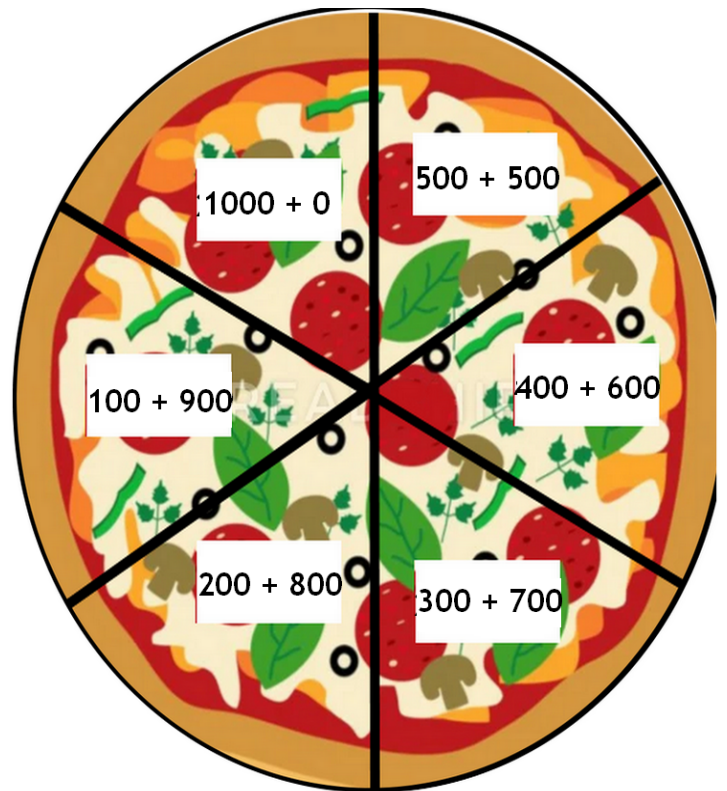
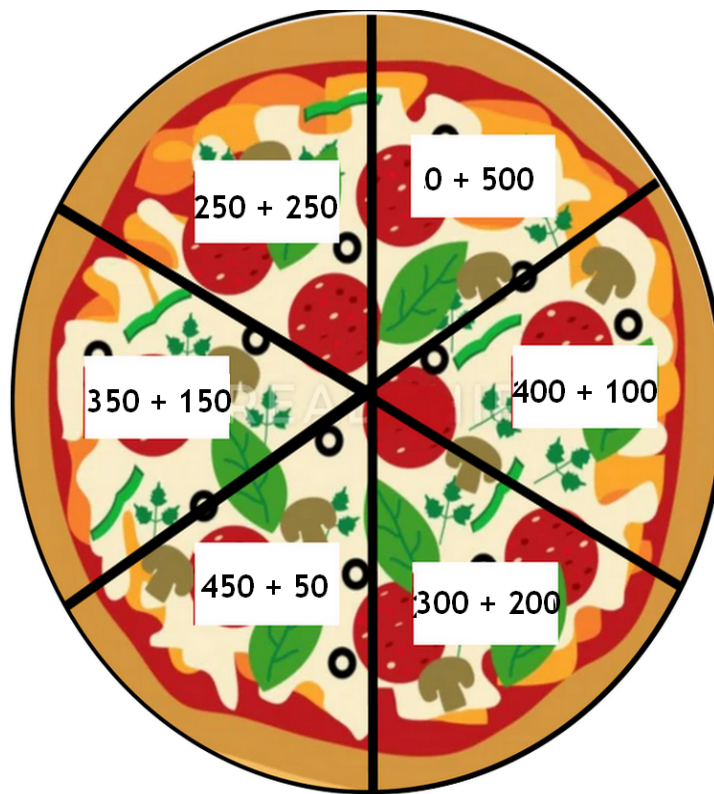
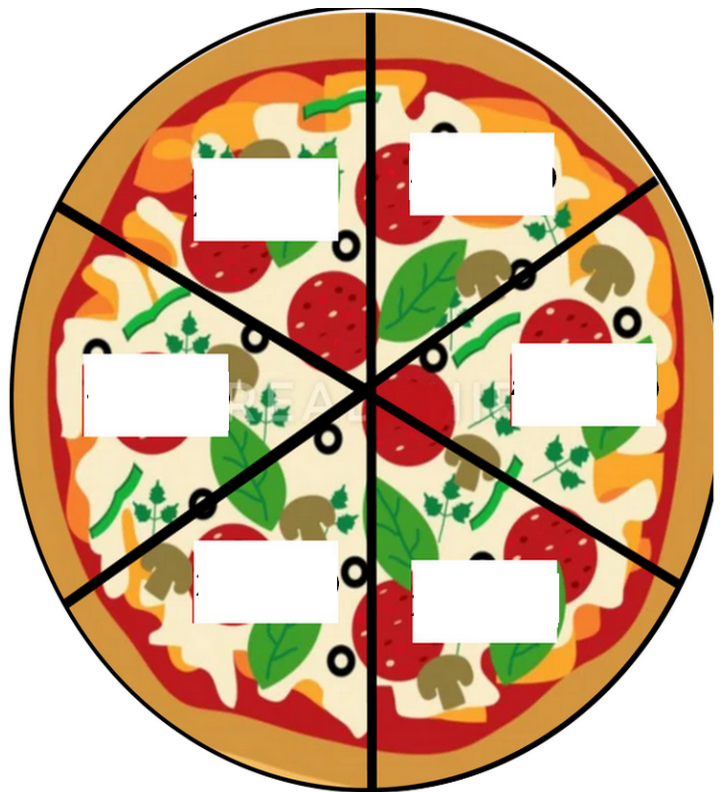
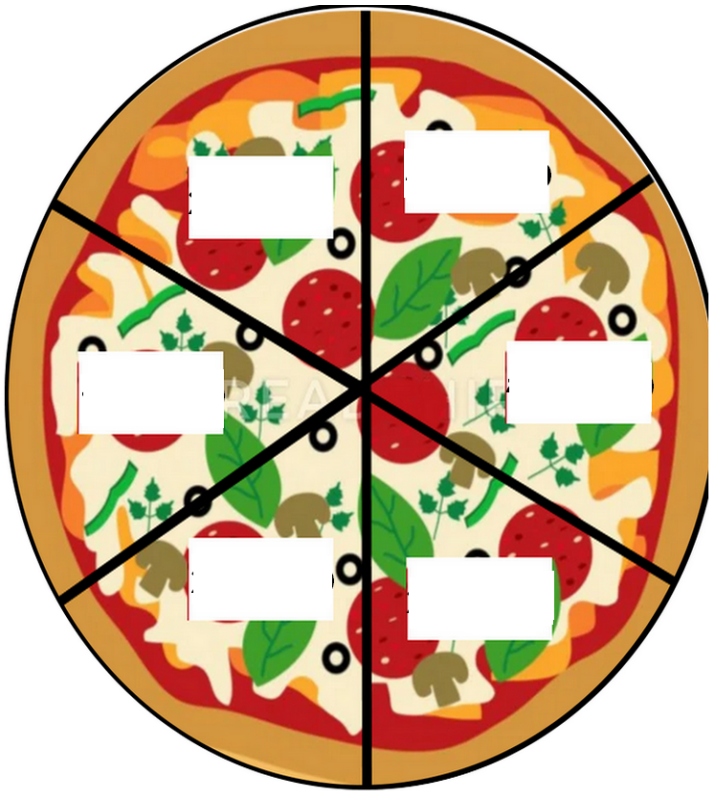
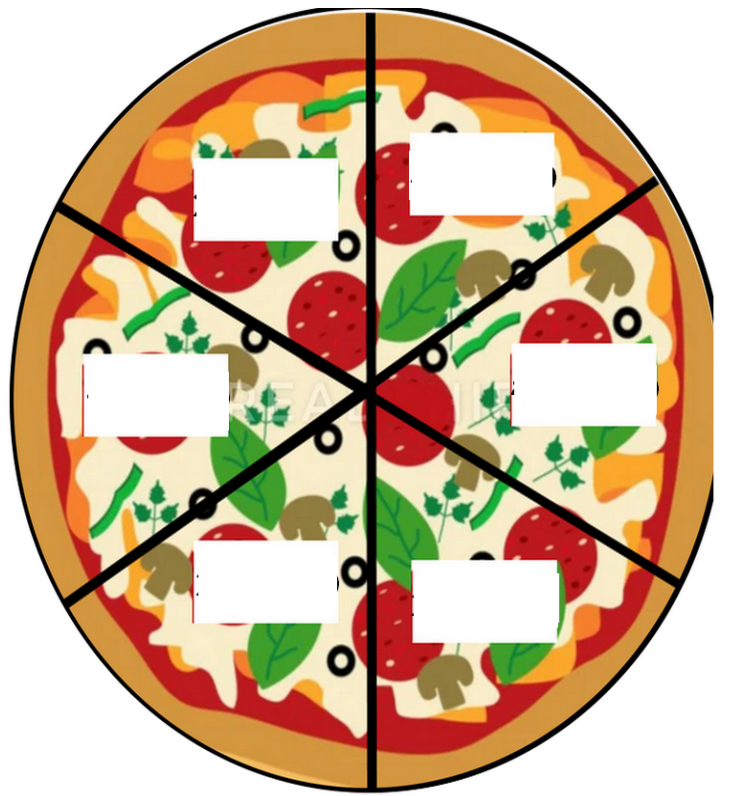
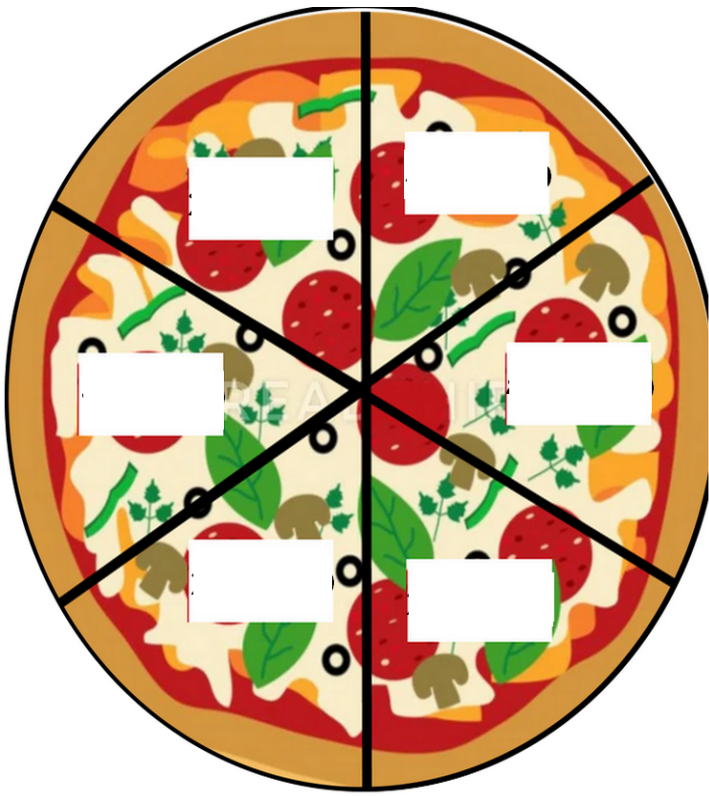


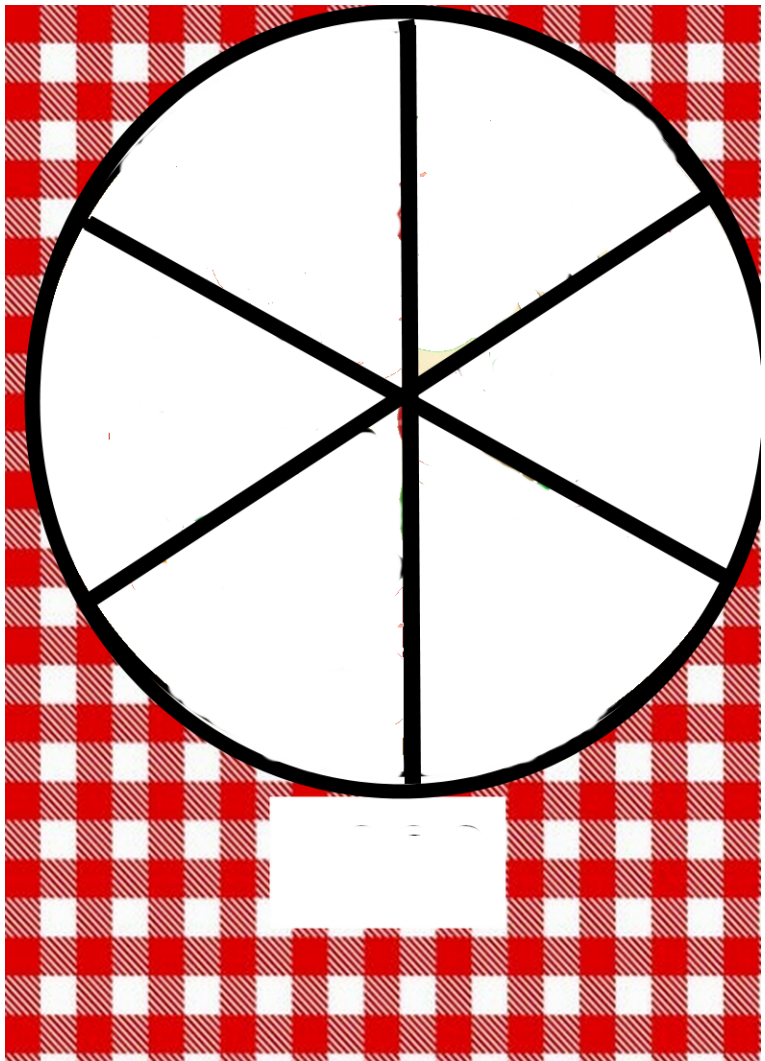
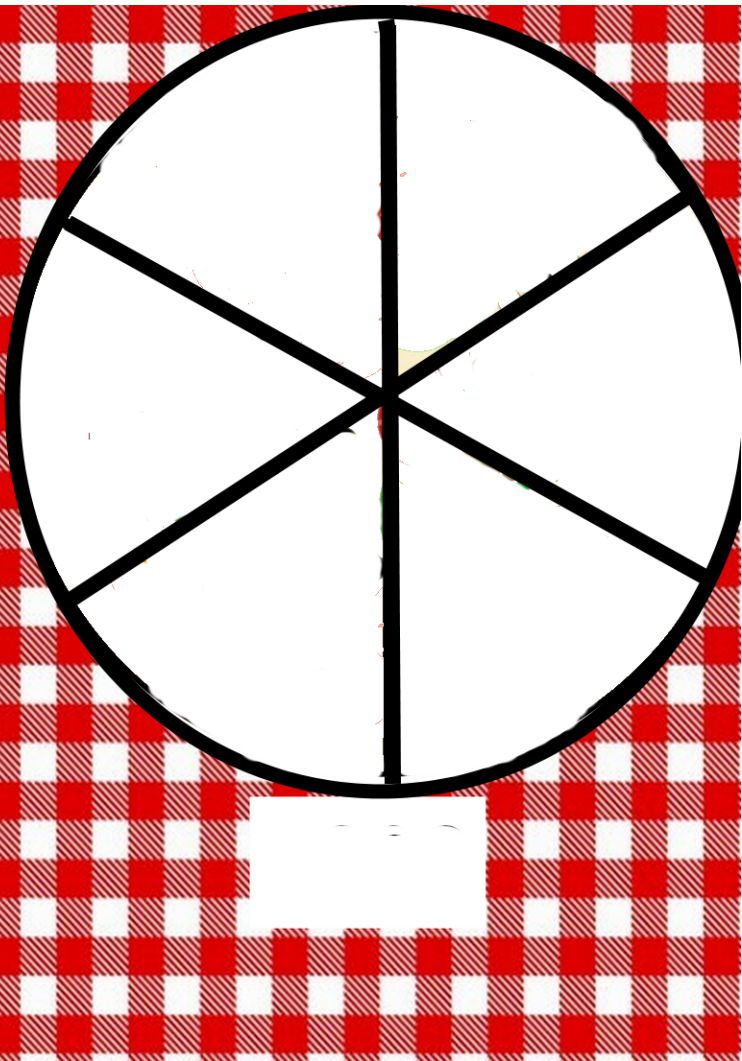
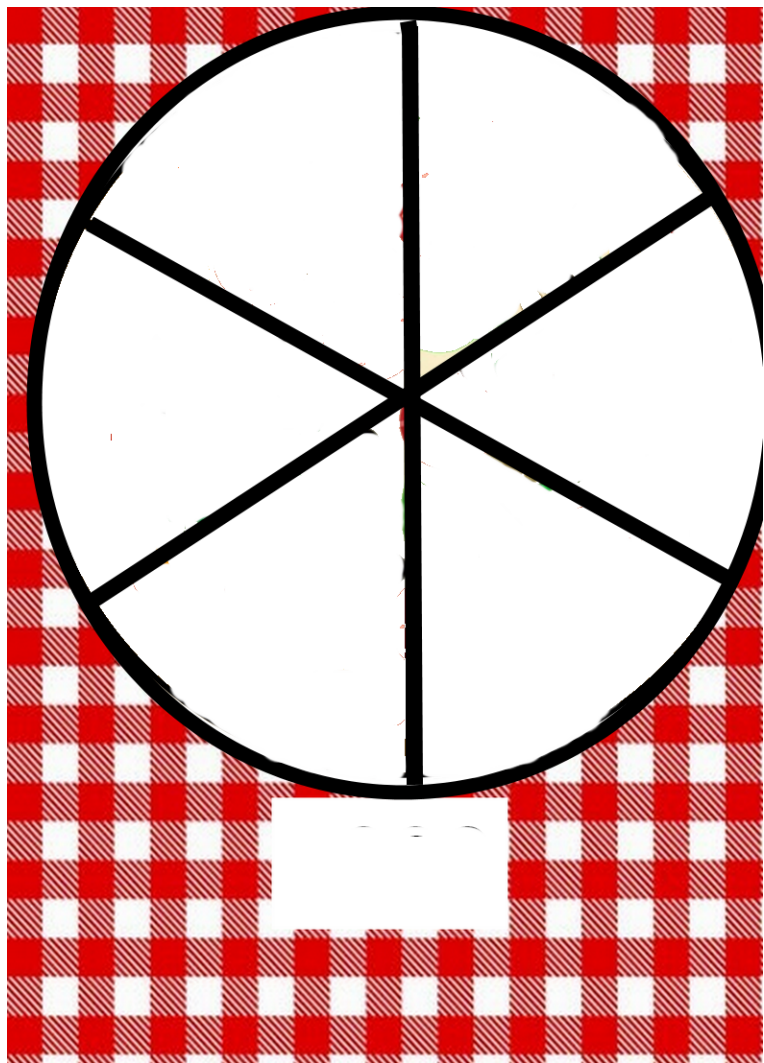
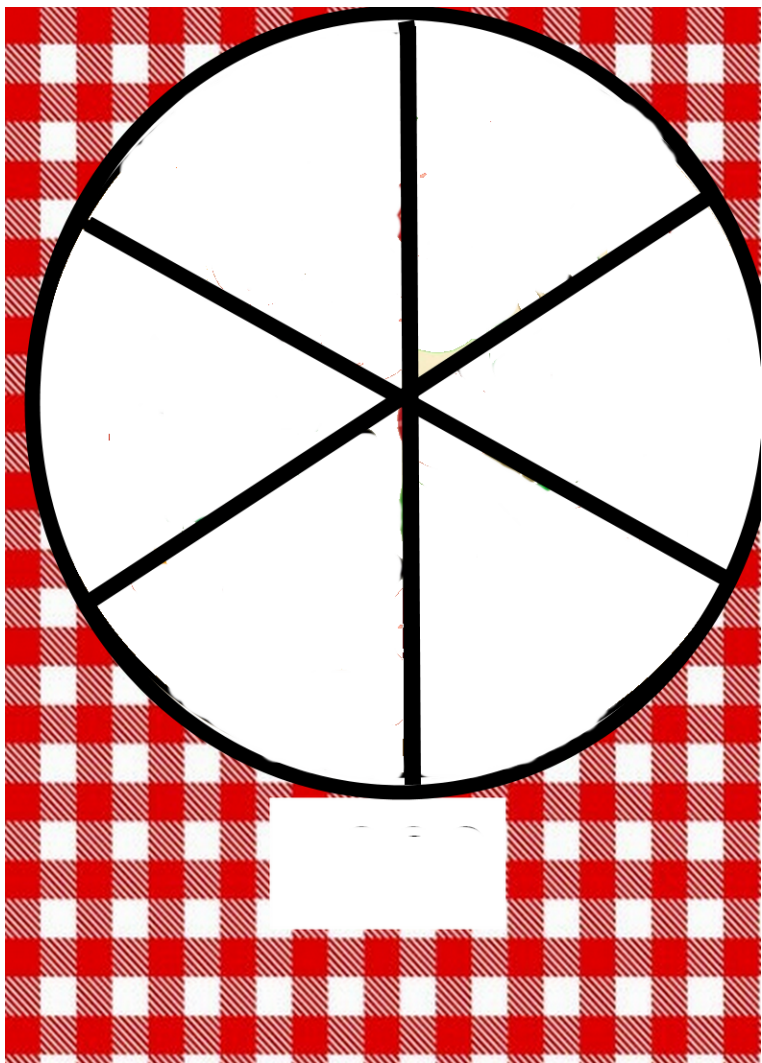












Le pizzaiolo du calcul

Jeux possibles:

Jeu n°1: Jeu d'association

Distribuer plusieurs cartes «assiettes» aux élèves et les parts de pizzas correspondantes. L'élève doit compléter son assiette avec les bonnes parts.

Jeu n°2: Loto:

Distribuer des cartes « assiettes » aux élèves. Un élève pioche une carte, annonce le calcul. Celui qui a l'assiette avec le résultat correspondant lève la main. Le premier à avoir complété sa pizza a gagné.

Jeu n°3: Memory

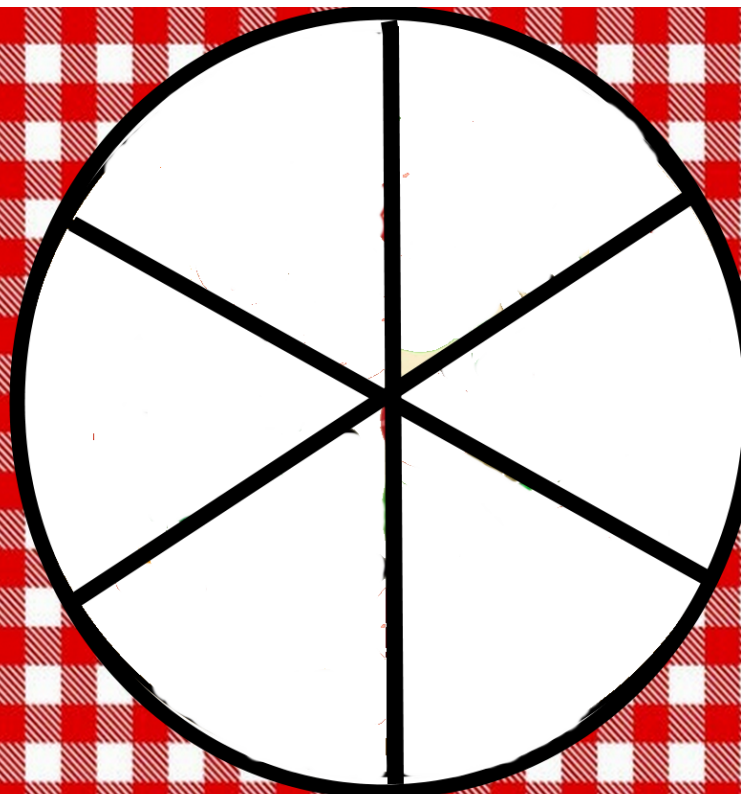
Les élèves ont des cartes « assiettes », les parts de pizza sont retournées sur la table. Chacun leur tour, les élèves piochent une part. Si le résultat correspond à leur assiette, ils gardent la part sinon ils la remettent en place. Le premier à avoir complété sa pizza a gagné.

Jeu n°4: Complète ta pizza

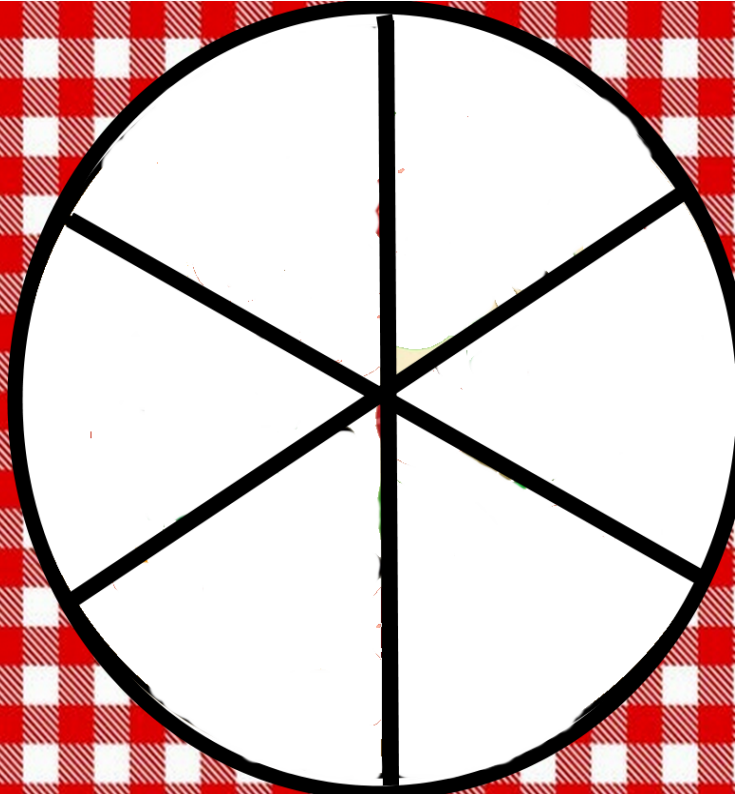
Donner une carte « assiette » à l'élève et une carte pizza vierge. L'élève doit compléter la pizza en écrivant des calculs permettant d'atteindre le résultat de son assiette.

Jeu n°5: Crée ta pizza

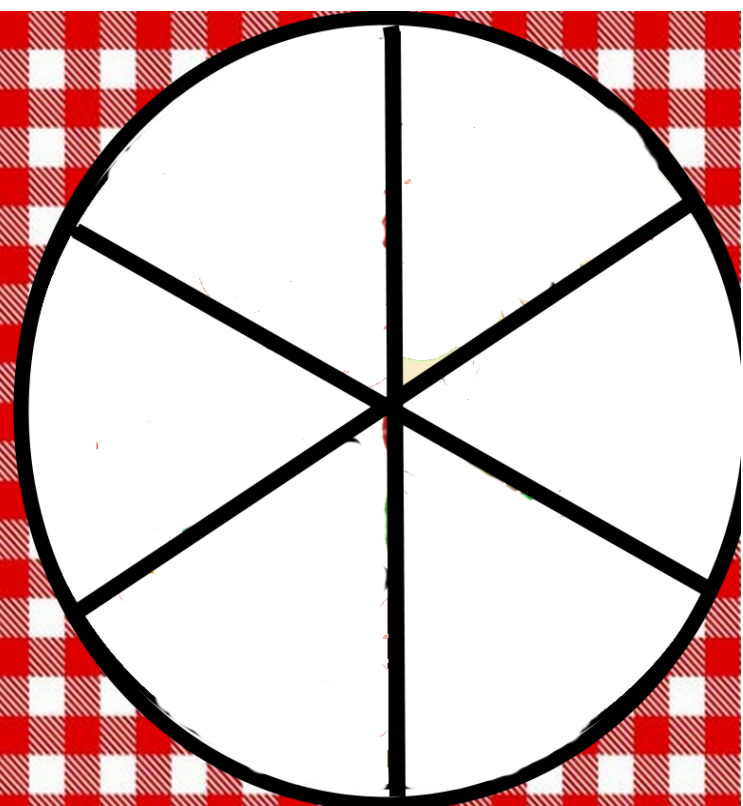
Les élèves sont en binôme. Ils écrivent chacun le nombre de leur choix sur une carte « assiette » vierge et la donne à leur camarade. Celui-ci doit prendre une pizza vierge et doit rapidement trouver des calculs permettant d'atteindre le nombre proposé par son camarade. Le premier des deux à avoir complété sa pizza a gagné.



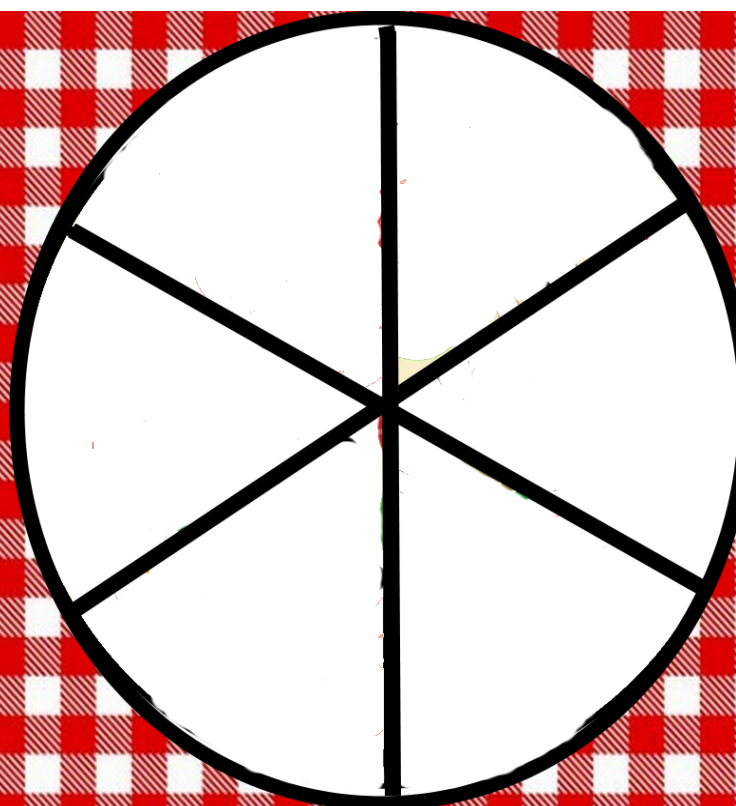
30



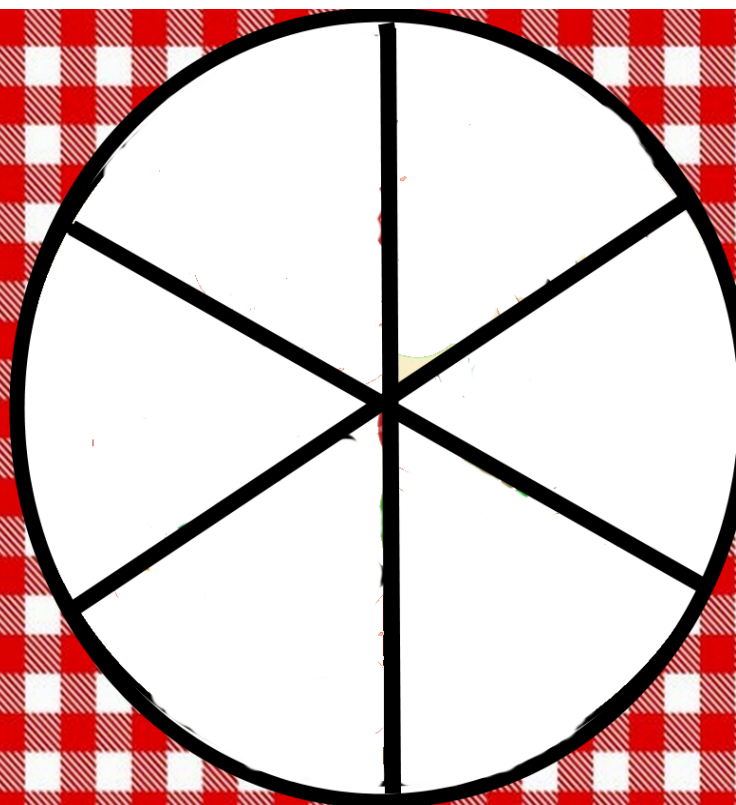
40



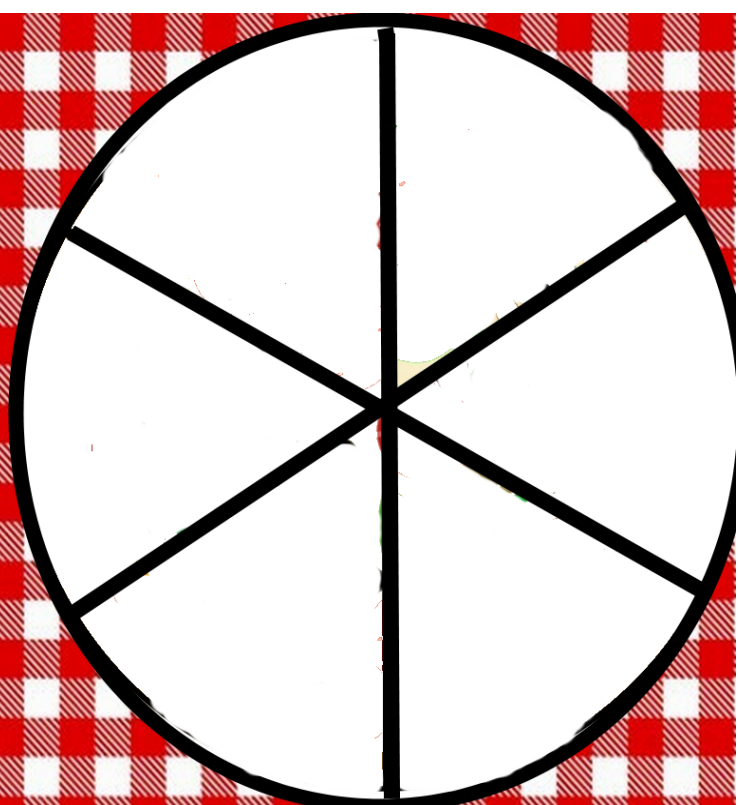
50



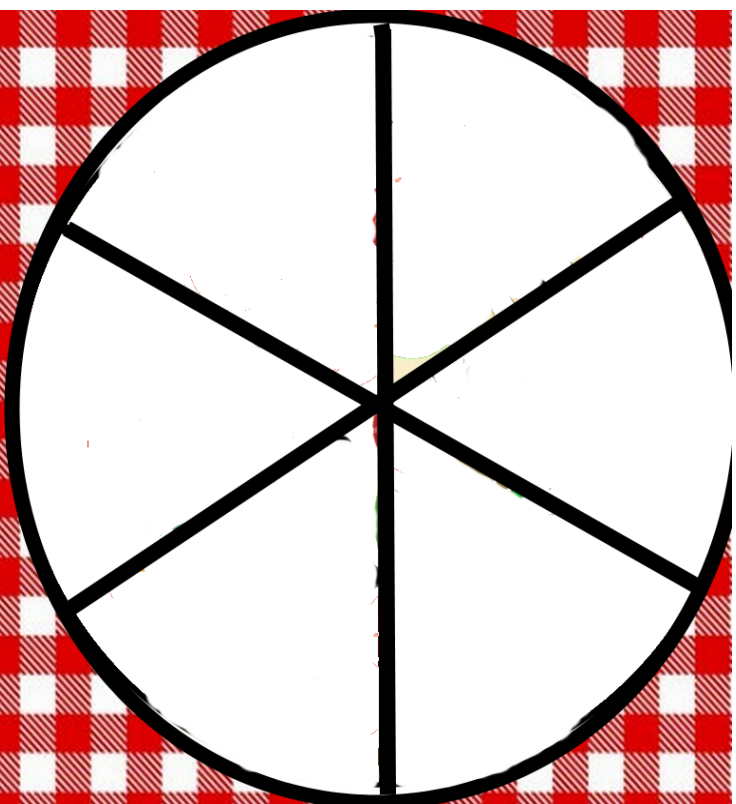
60



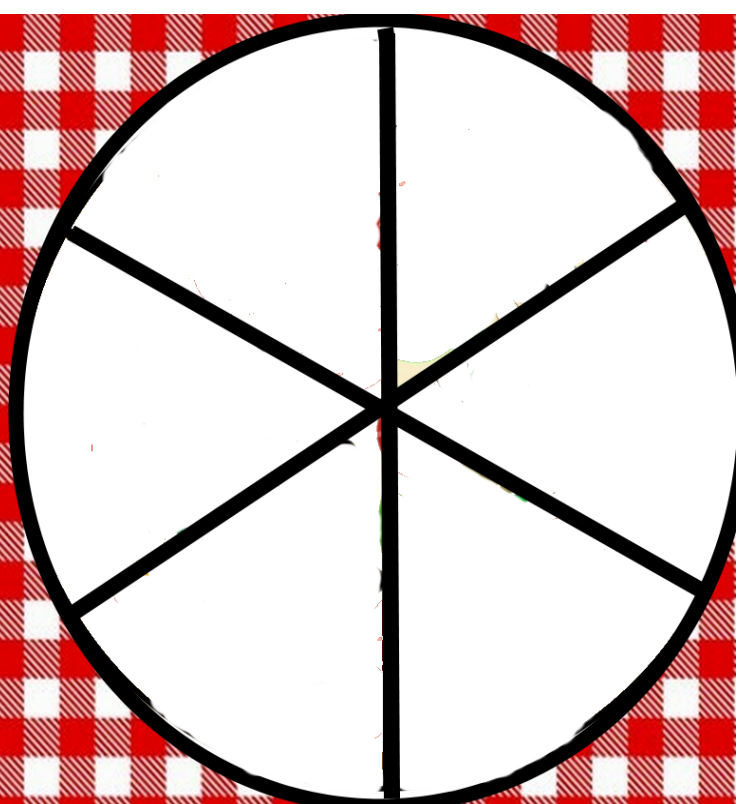
70



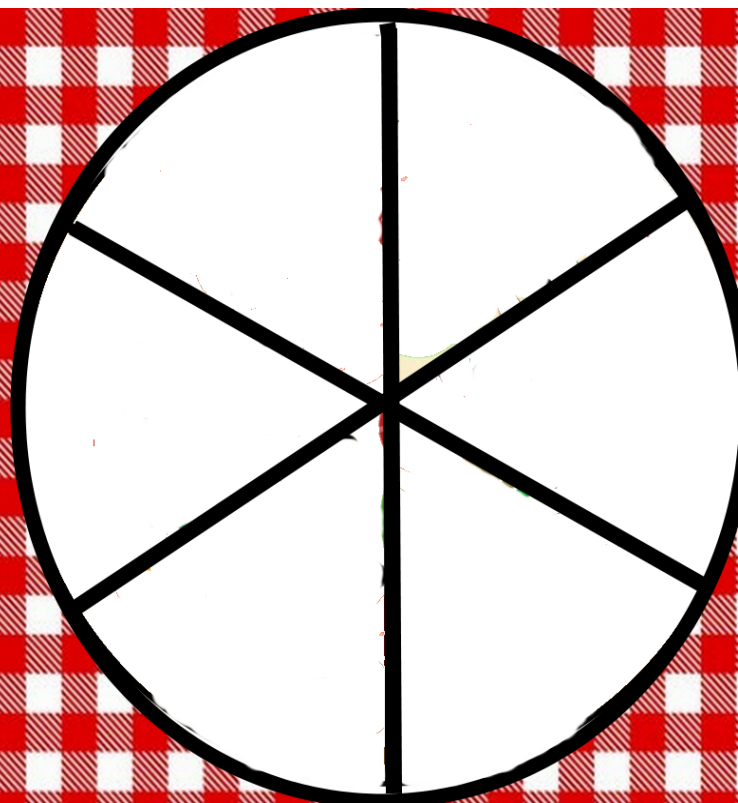
80



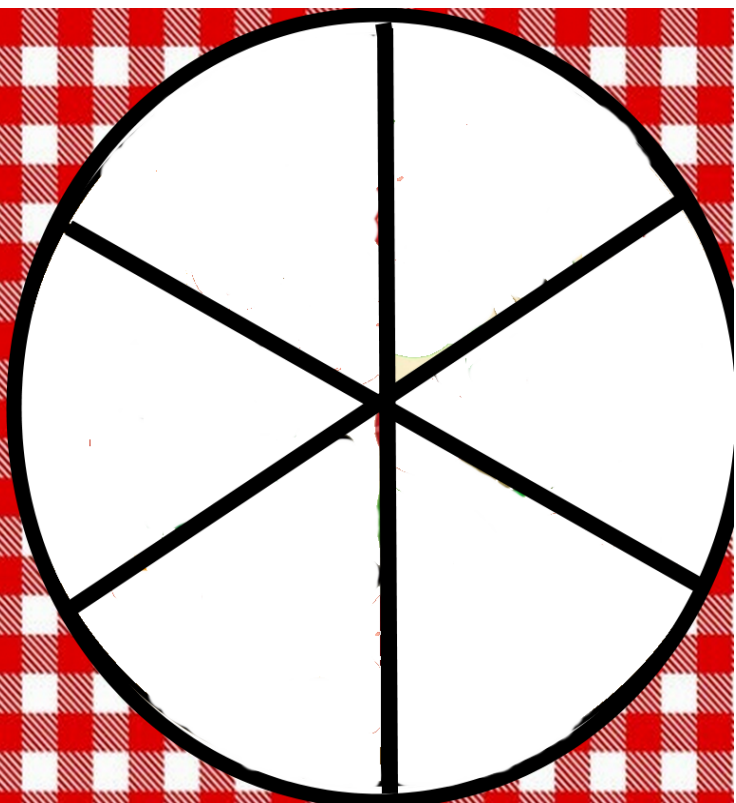
90



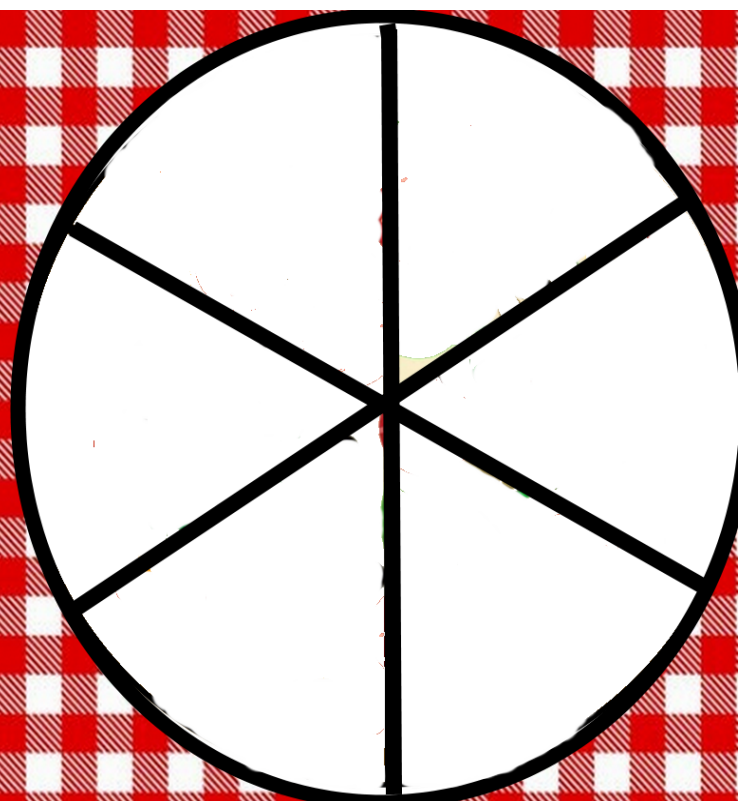
100



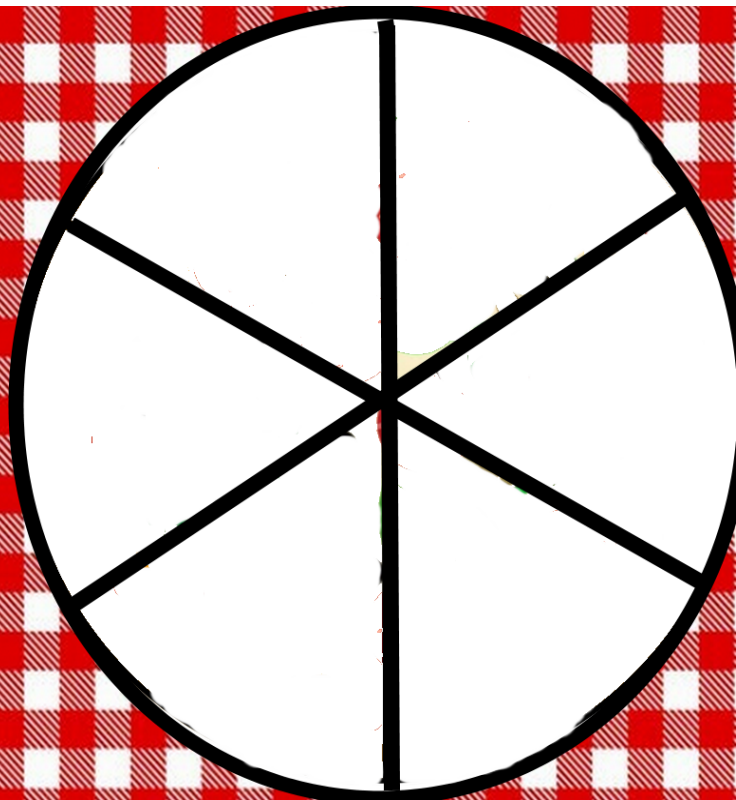
100



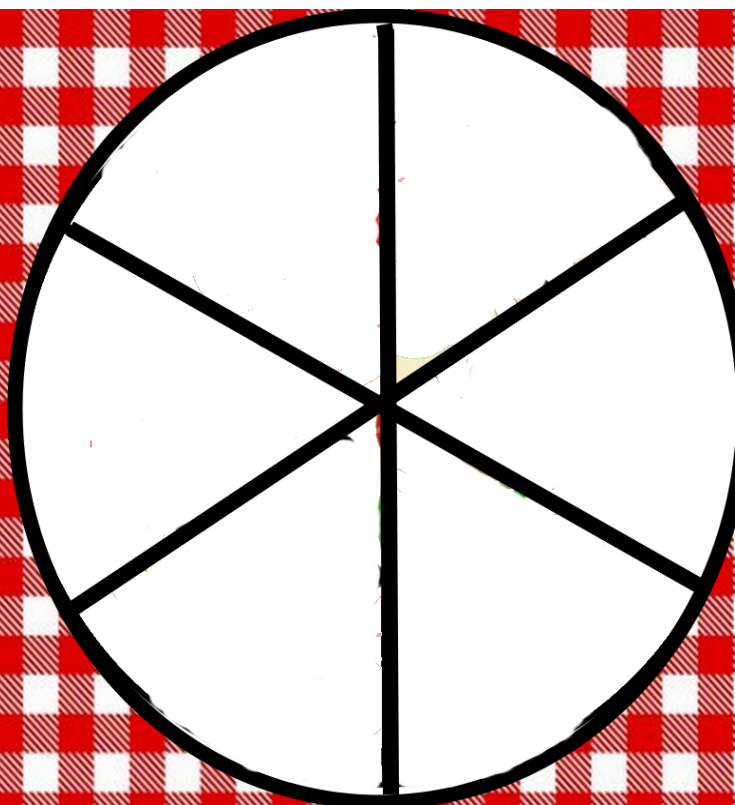
100



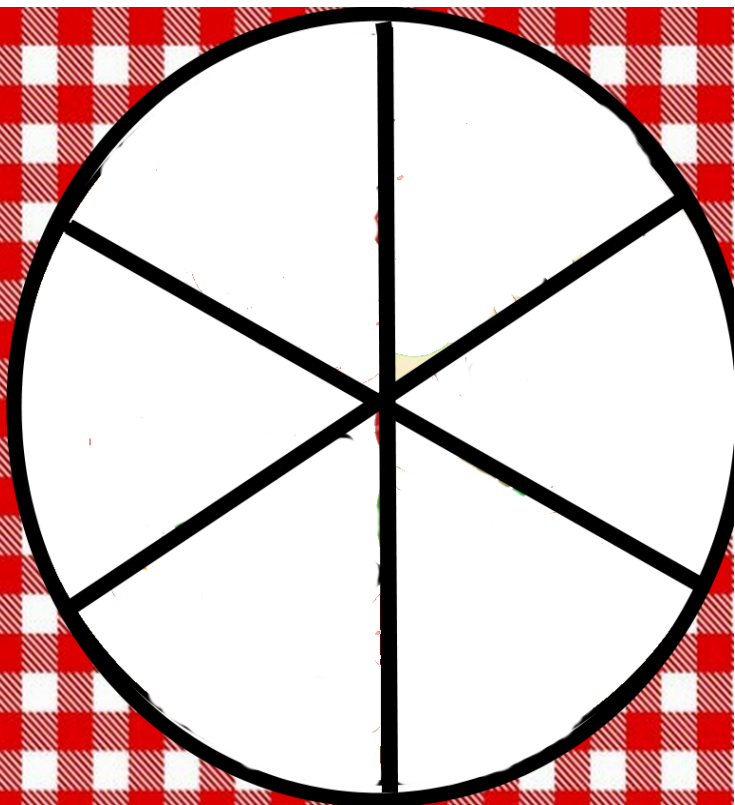
100



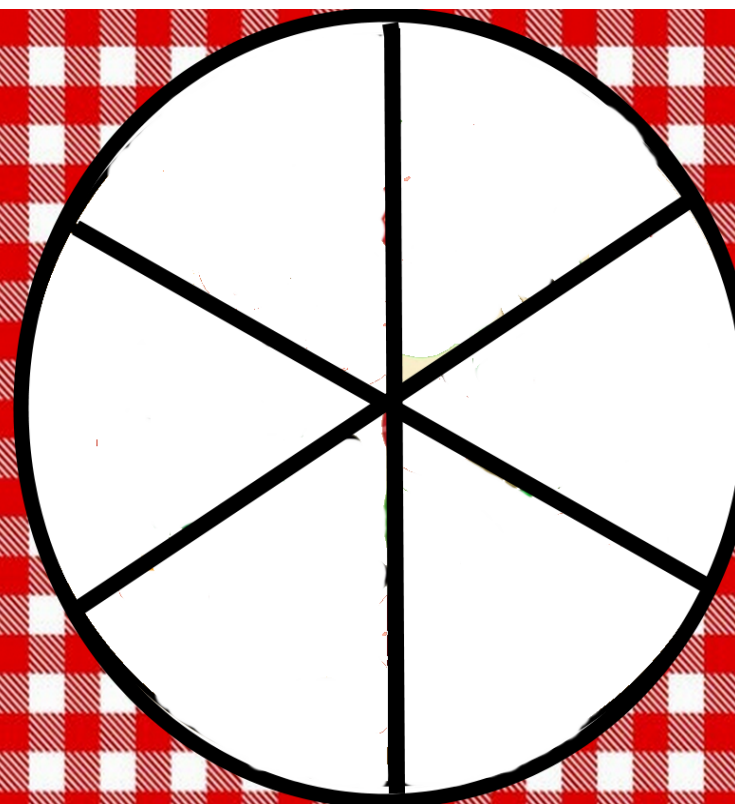
500



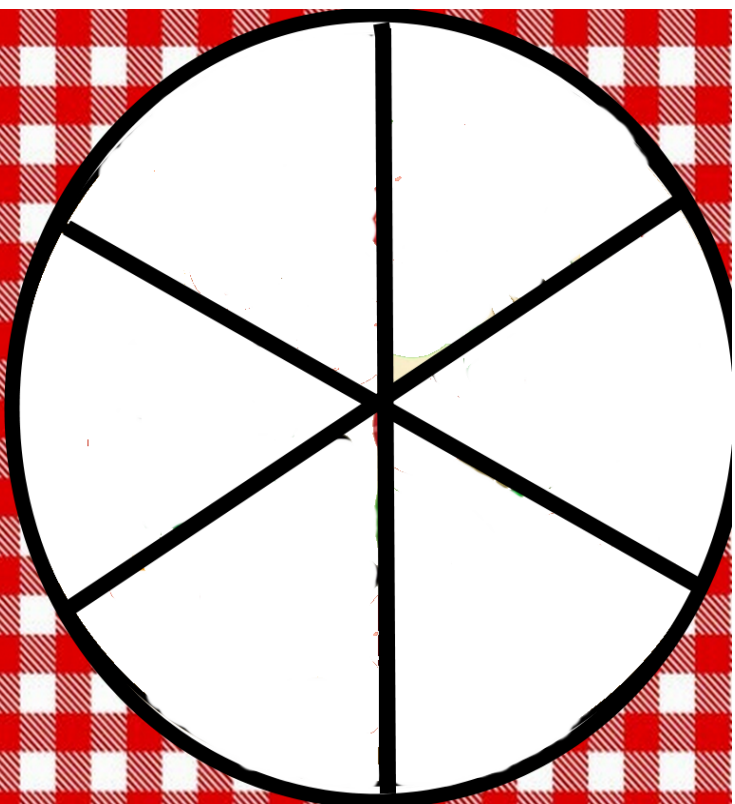
500



1000



1000



10