

Organisation des séances

Niveau 1

Un élève avec sa fiche de route sur chaque départ. Au signal, il doit arriver le plus vite possible au trésor en suivant son plan.

A chaque passage d'un disque (ou plot ou cerceau), il doit reporter le numéro sur sa fiche sur le cercle de couleur correspondant.

A l'arrivée, il remet sa fiche au maître qui vérifie la validité du parcours.

Evolution

Tenter de faire le plus de parcours possibles dans la séance

Niveau 2

Idem, mais la fiche de route ne contient que les indications de direction : gauche, droite, haut et bas.

Niveau 3

Idem, la fiche de route contient en plus les diagonales.

Niveau 4

la fiche de route indique les points cardinaux.

Evolution

Utiliser une boussole.

TRESOR

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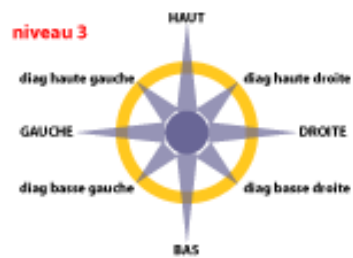
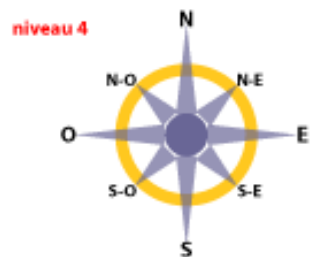
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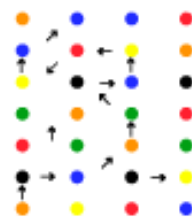
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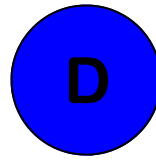
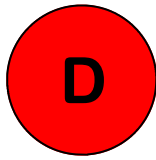
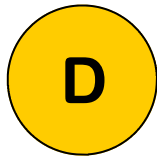
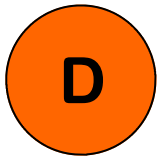
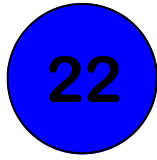
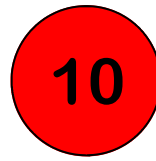
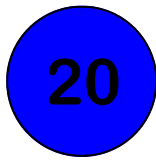
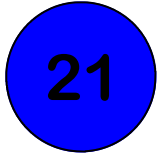
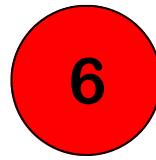
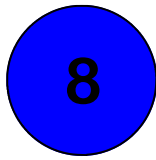
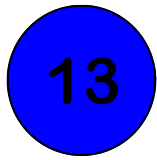
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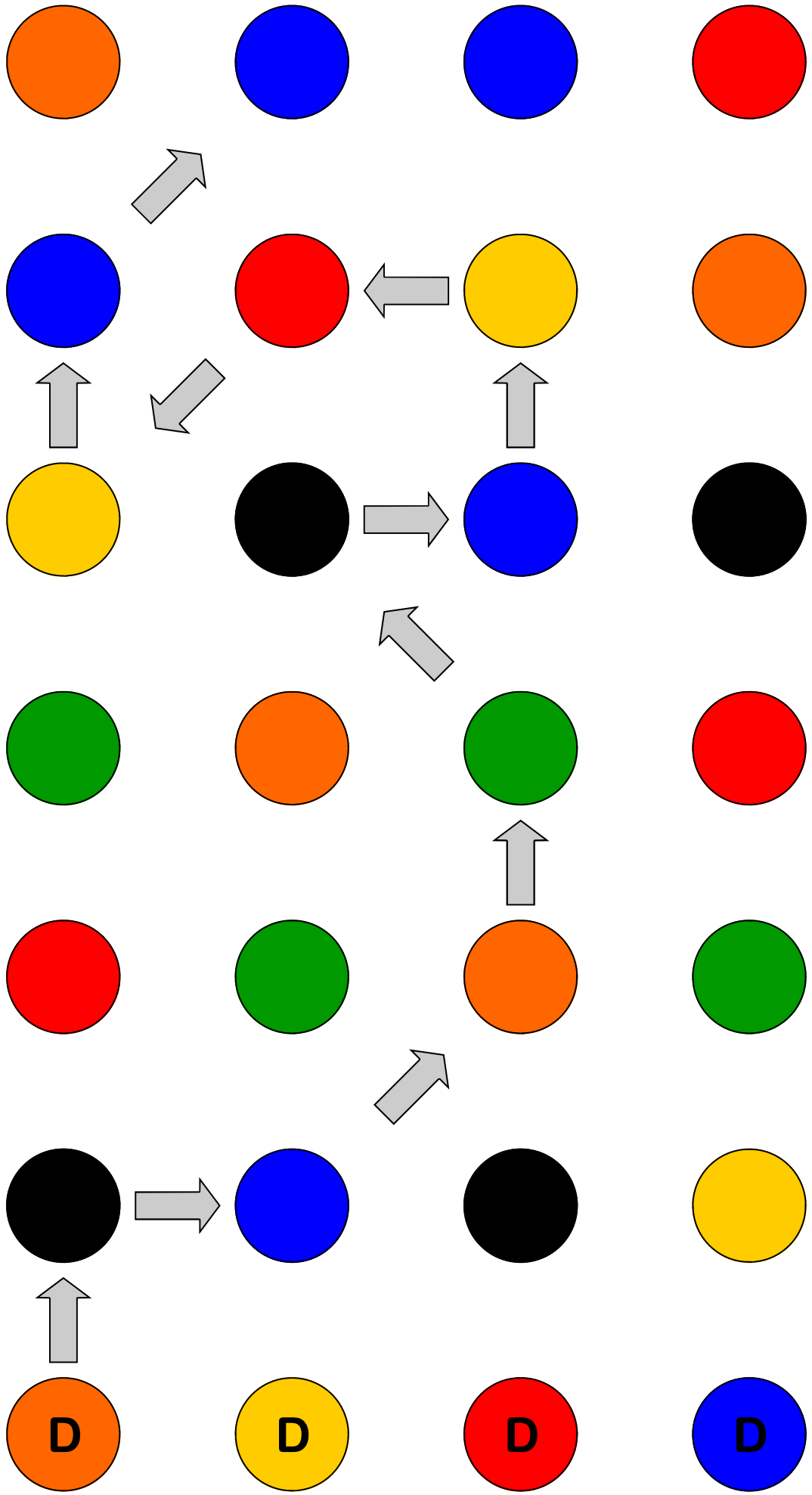


niveau 1 : fiche de parcours

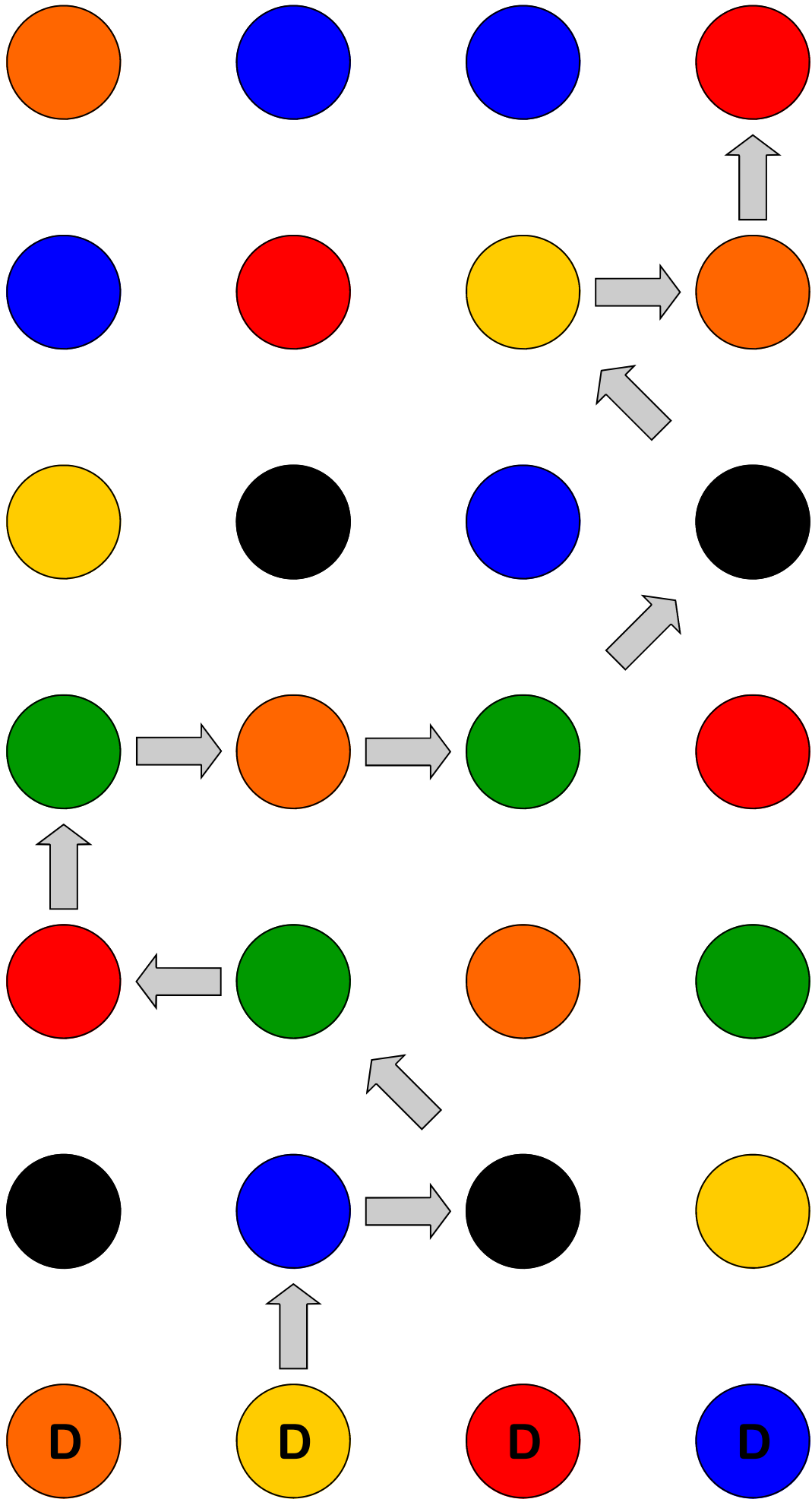




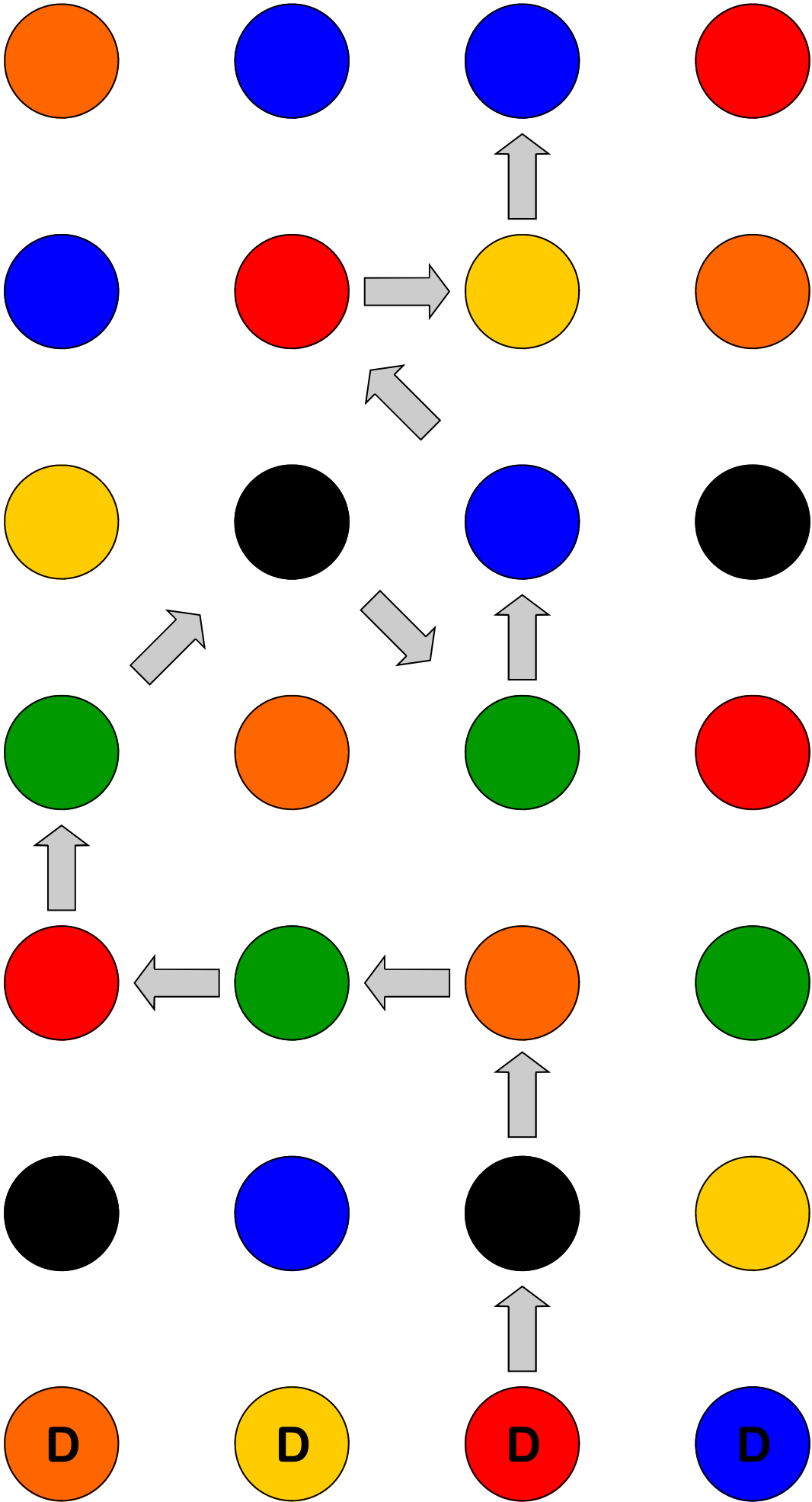
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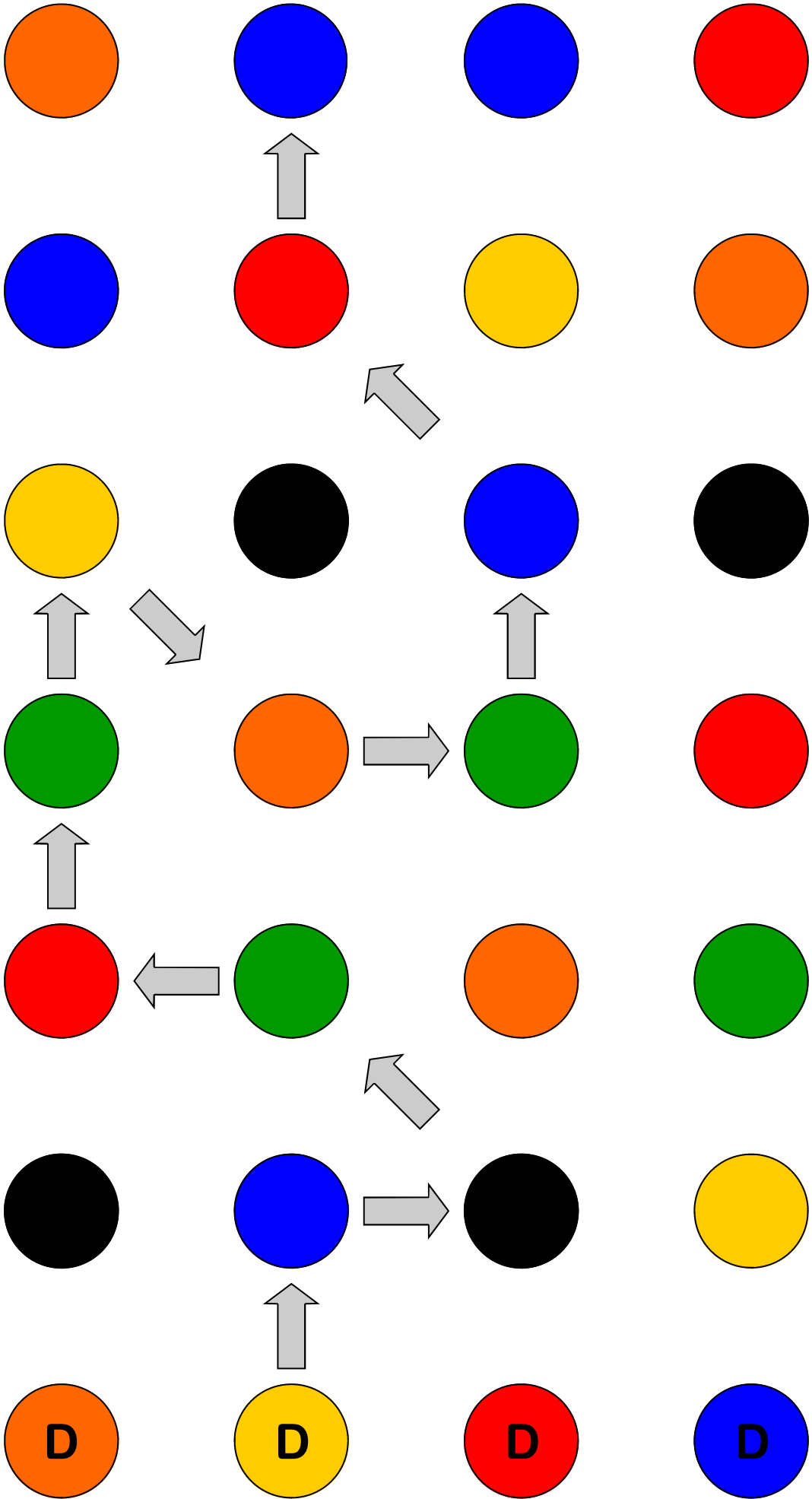
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Réponses parcours

1	19	22	3	23	14	20	11	2	4	21	13
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2	22	15	12	7	17	9	23	16	11	18	6
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3	19	22	15	24	23	9	17	4	14	21	1
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4	22	15	24	3	23	9	17	14	2	11	8
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5	15	12	7	17	9	4	14	11	2	21	1
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6	5	3	12	7	17	14	9	23	20	2	13
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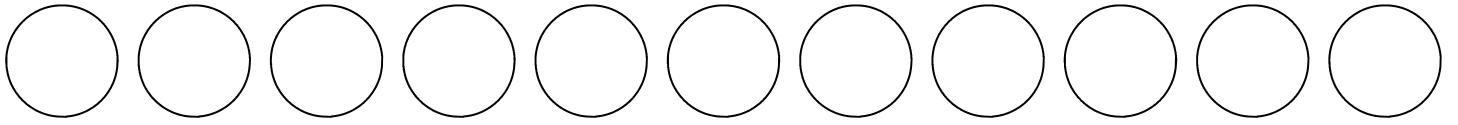
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8	5	3	12	7	17	14	21	2	11	18	6
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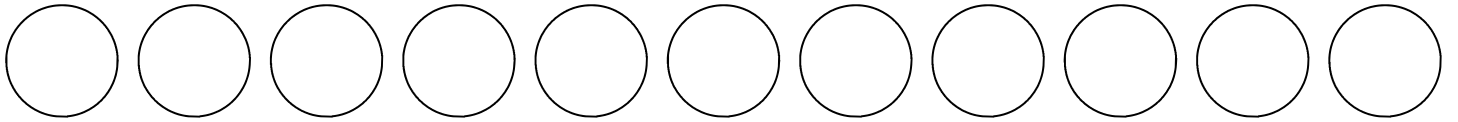
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10	22	15	12	7	17	4	9	23	20	2	13
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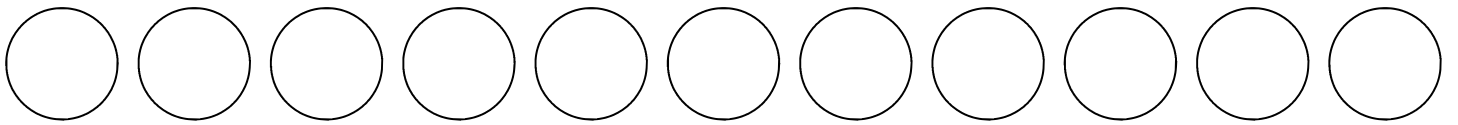
Parcours n°



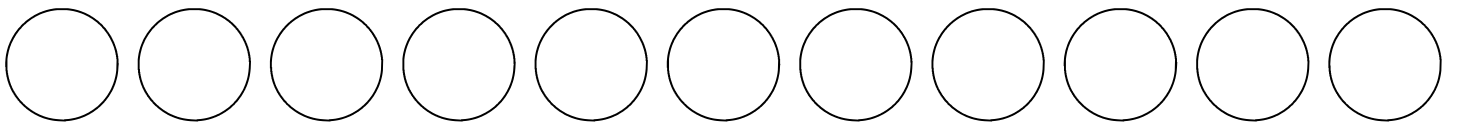
Parcours n°



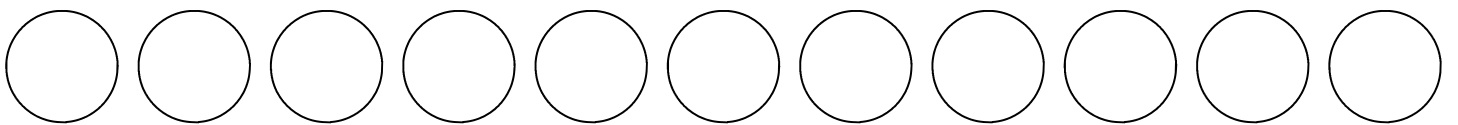
Parcours n°



Parcours n°



Parcours n°



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Départ

Départ

Départ

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