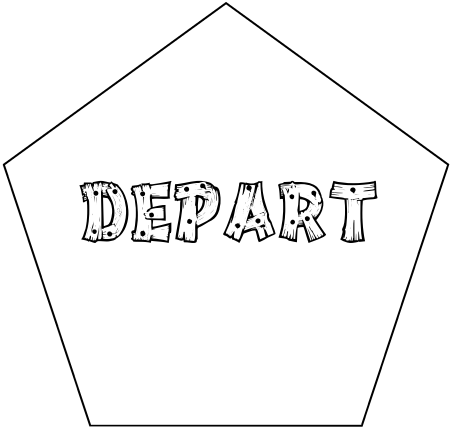
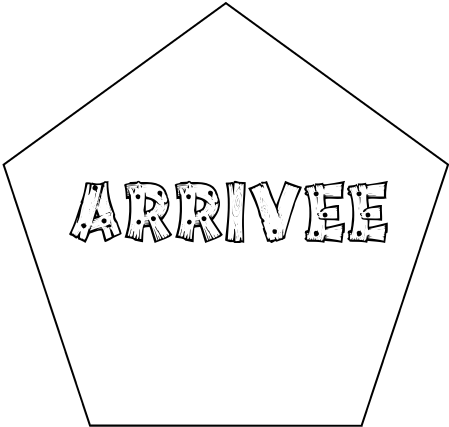
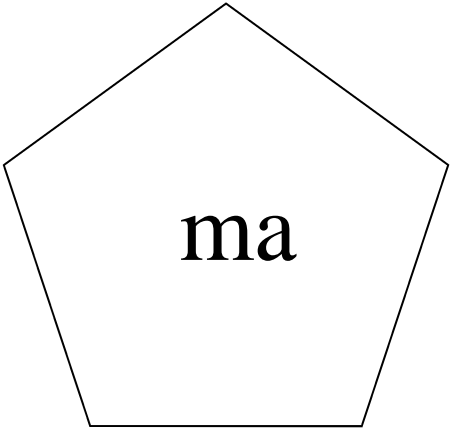
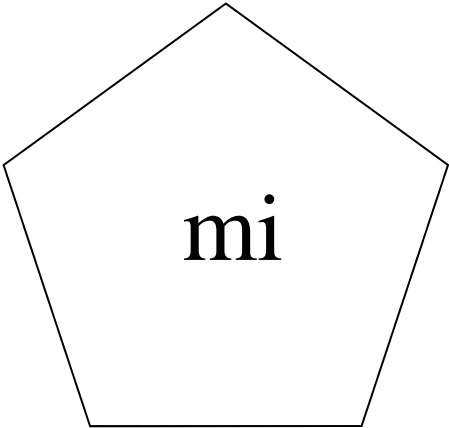
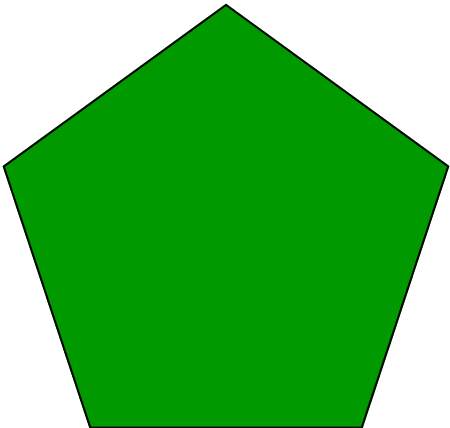
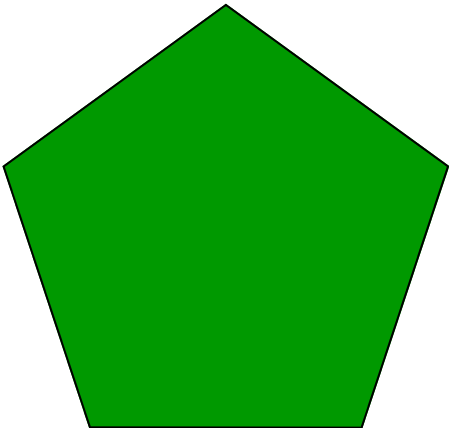
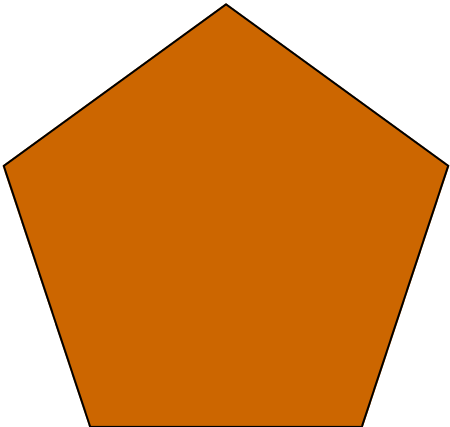
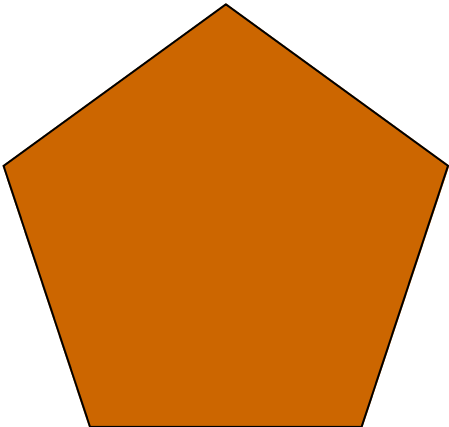
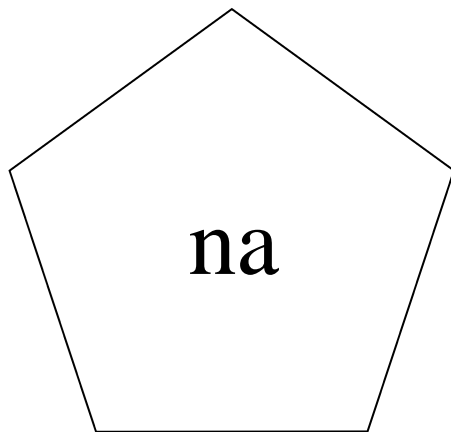
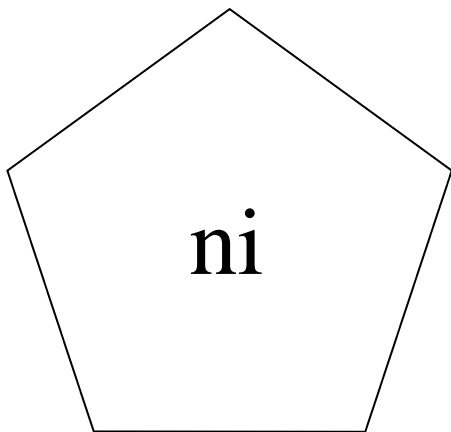
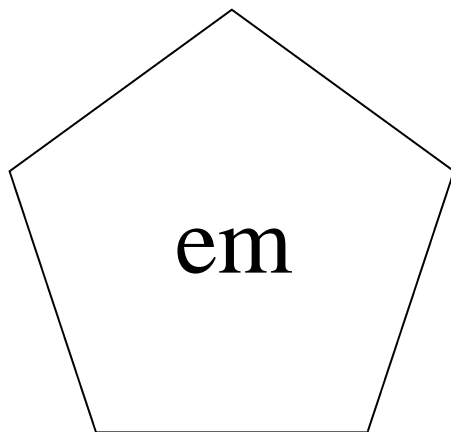
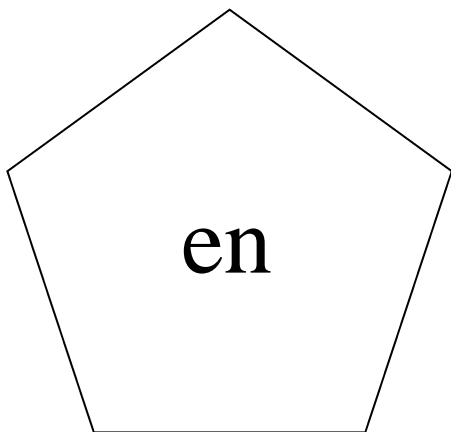
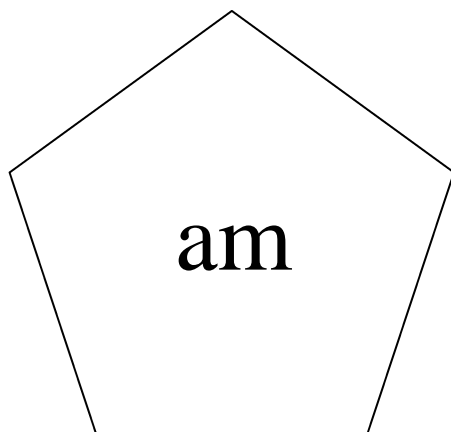
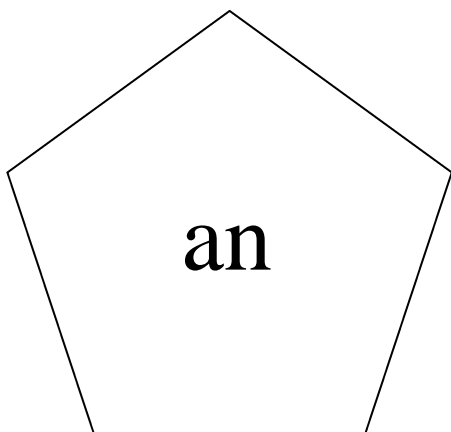
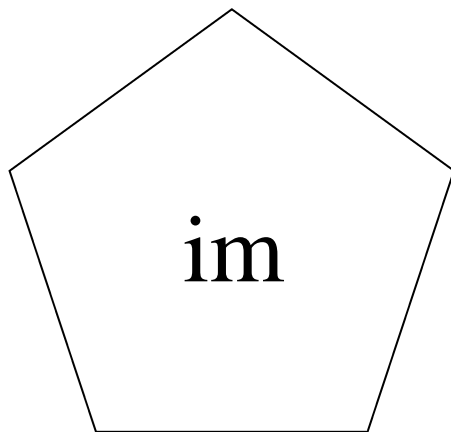
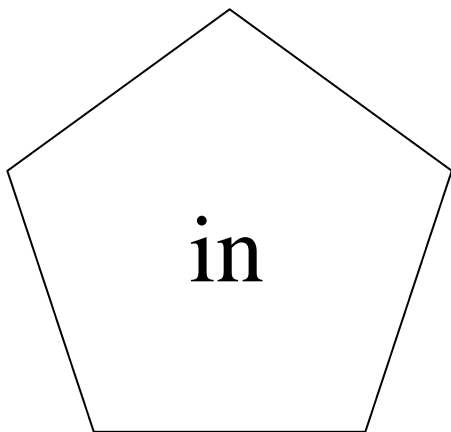


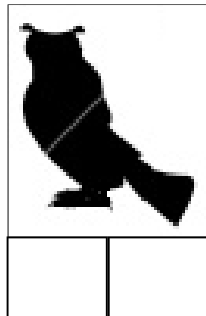
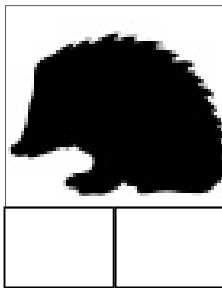
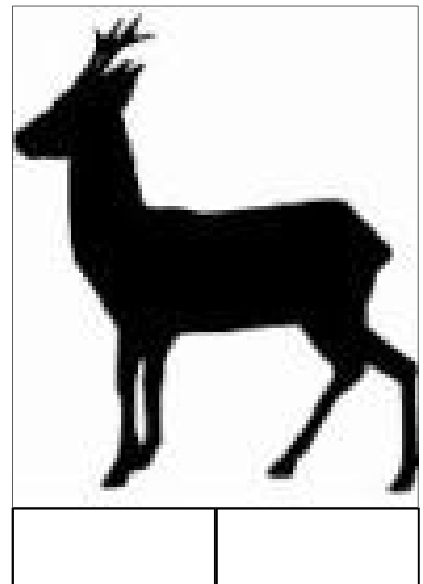
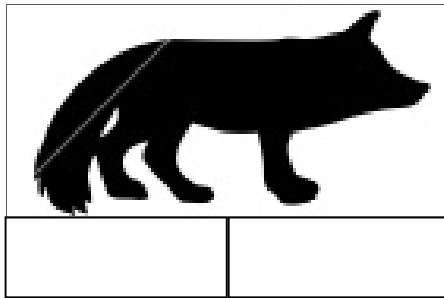
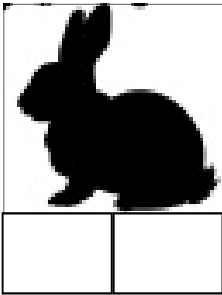
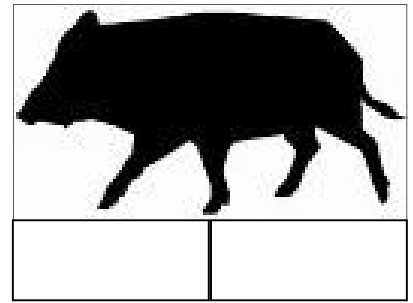
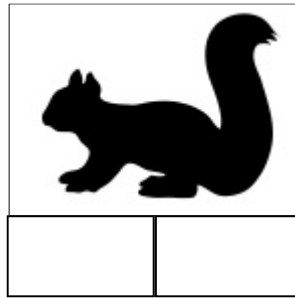
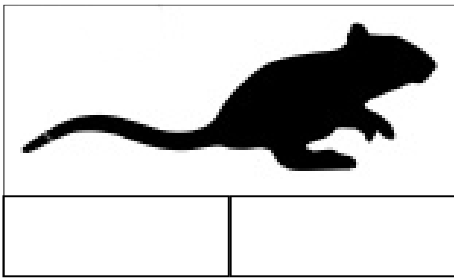
Pièces pour le parcours (Imprimer sur bristol - Imprimer deux fois cette feuille).



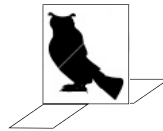
Pièces pour le parcours (Imprimer sur bristol - Imprimer deux fois cette feuille.)



## Pions de jeu



Imprimer sur bristol, puis découper le trait central et plier. Vous devez obtenir ceci :



## *Les animaux de la forêt*

### Règle du jeu :

Créer le parcours en assemblant les pentagones librement.  
Mettre toutes les pièces. Exemple d'assemblage :

### Déplacement :

Chaque joueur se déplace avec un dé. Lorsqu'il arrive sur une case, il lit la syllabe. Si sa réponse est juste, il avance d'une case supplémentaire. S'il s'est trompé, il recule d'une case.

### Cases spéciales :

Lorsque le joueur arrive sur une case verte, il recule de trois cases.  
Lorsque le joueur arrive sur une case orange, il recule de six cases.

