

Contenu physique - AU MAGASIN - Découvrons l'ANGLAIS

✚ Mode d'emploi – Comment utiliser ce “contenu physique” comme matériel pédagogique

Dans ce dossier, vous trouverez du matériel pédagogique à télécharger et imprimer pour vous aider à construire vos propres activités d'éveil aux langues.

🎨📄 Vous trouverez :

- cartes des couleurs
- cartes des nombres
- cartes des fruits
- un jeu de carte des familles
- une cocotte en papier
- de fausses pièces d'euros pour jouer au magasin
- deux planches de BD illustrant les mots découverts

🧩 Ces cartes peuvent être utilisées :

- par thème ou en mélangeant les thèmes
- comme simples flashcards
- pour des jeux à deux ou en groupe, tels que :
 - jeu de memory (objectif : retrouver les paires)
 - jeu de bataille (objectif : les joueurs retournent leur carte en espérant avoir les mêmes)
 - jeu des familles (objectif : trouver 4 cartes de la même famille)

💡 Les cartes offrent de multiples façons ludiques d'apprendre en s'amusant tous ensemble.

🔧 Vous trouverez aussi des cartes vierges, permettant d'en créer d'autres en fonction des besoins et des idées des élèves.

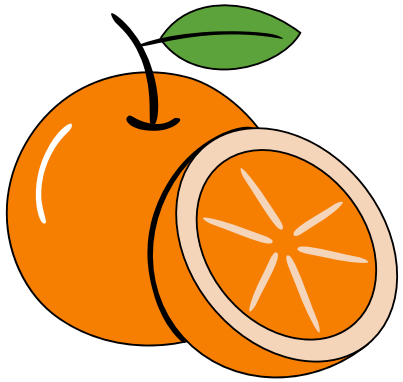
🌀 La cocotte combine les différents thèmes de manière dynamique et engageante. Les enfants peuvent aussi s'approprier leur cocotte en dissimulant des “surprises” aux autres joueurs sous les ailes de leur cocotte.

📖 Les planches de BD peuvent servir de modèle pour inventer un dialogue, un jeu de rôle, une pièce de théâtre grâce aux phrases clé de l'activité.

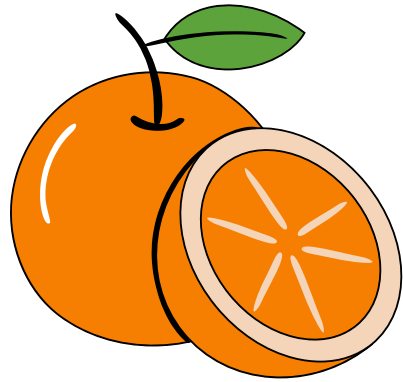
🗣️ Peu importe le jeu choisi, encouragez les élèves à nommer à haute voix ce qu'ils voient, montrent ou découvrent. Cela renforcera leur expression orale et leur mémoire.

🎉 Amusez-vous à explorer et apprendre !

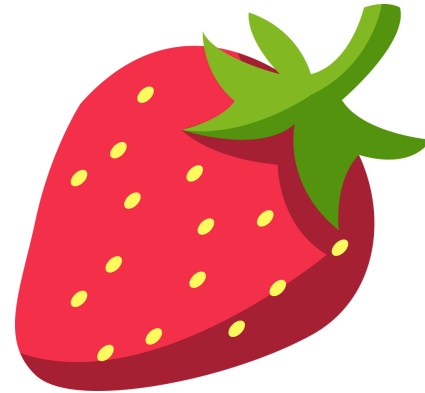




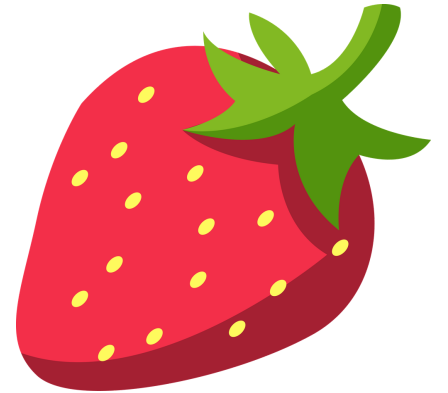
An
orange



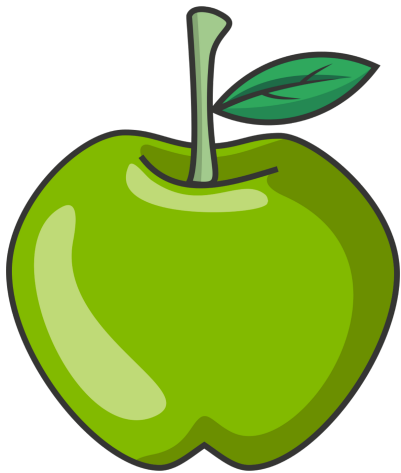
An
orange



A
strawberry



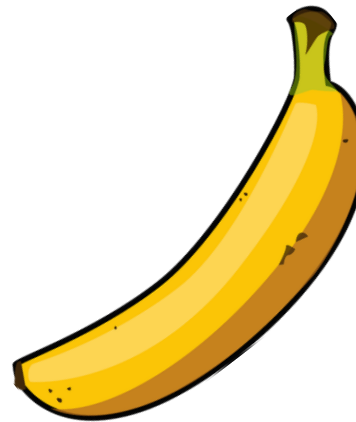
A
strawberry



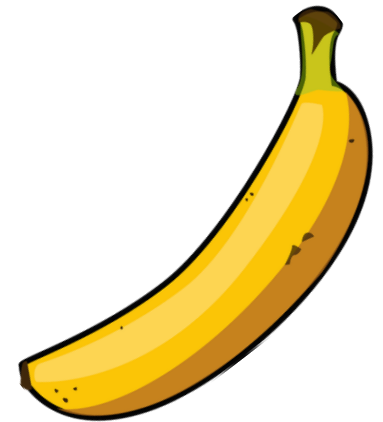
An
apple



An
apple

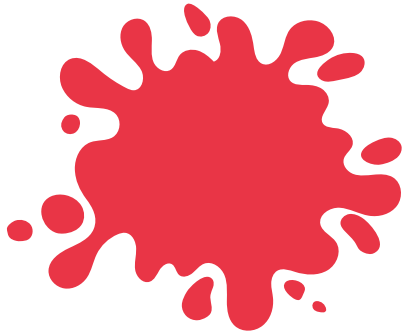


A
banana



A
banana





red



red



orange



orange



yellow



yellow



green



green





one



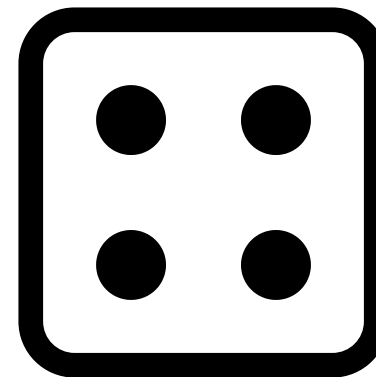
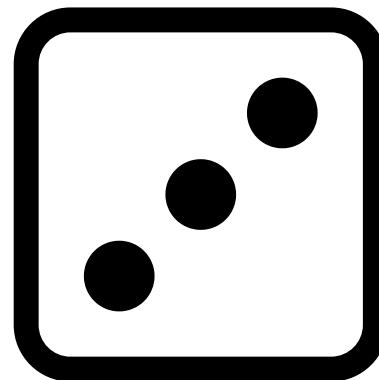
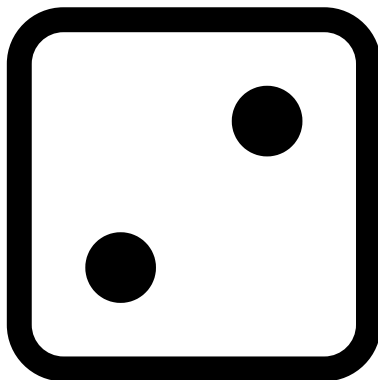
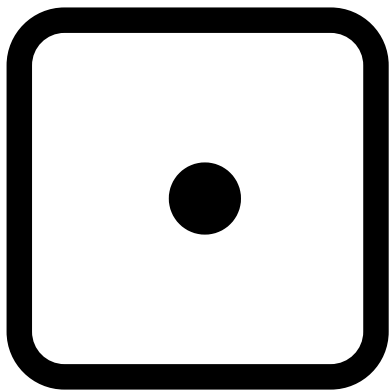
two



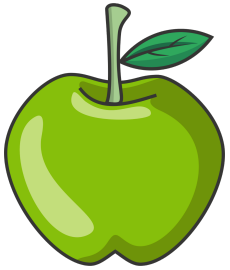
three



four

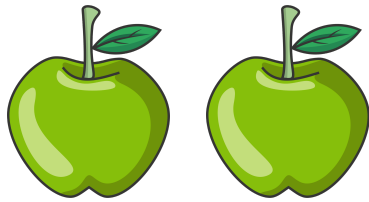






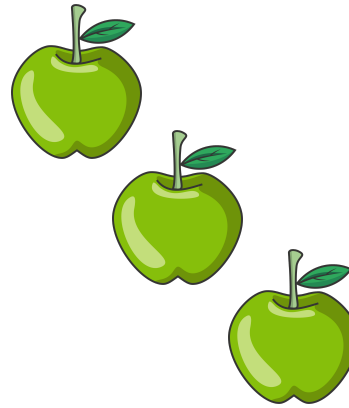
1

one
green apple



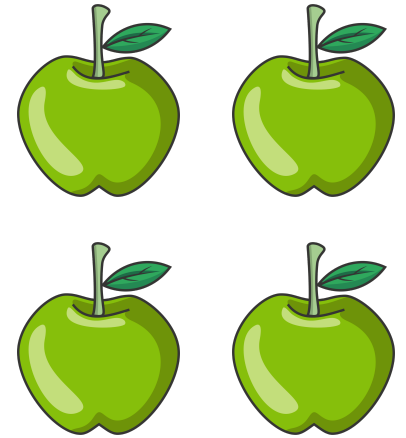
2

two
green apples



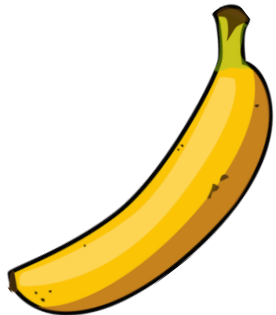
3

three
green apples



4

four
green apples



1

one
yellow banana



2

two
yellow bananas



3

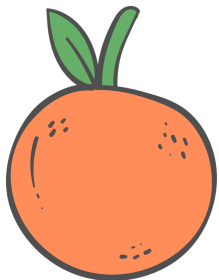
three
yellow bananas



4

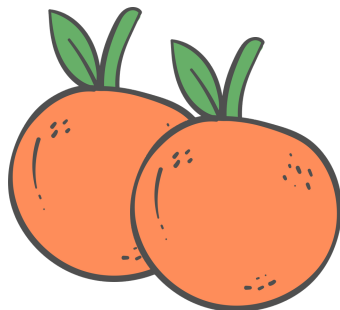
four
yellow bananas





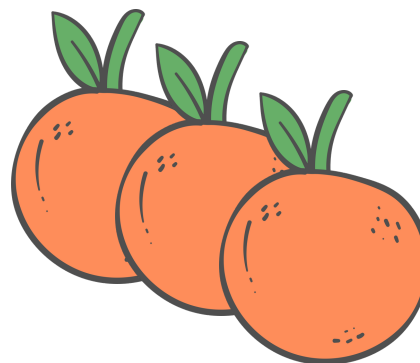
1

one
orange orange



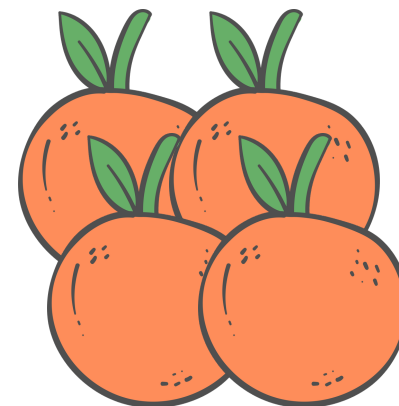
2

two
orange oranges



3

three
orange oranges



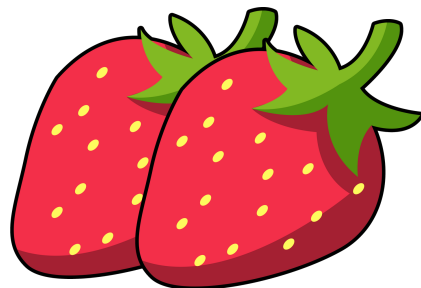
4

four
orange oranges



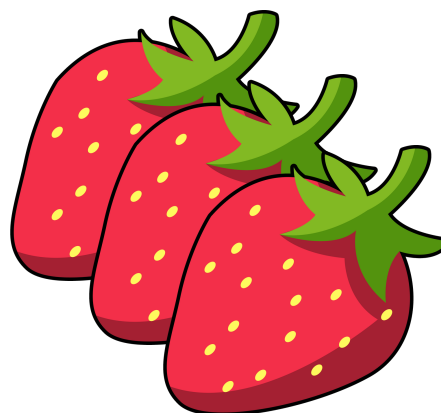
1

one
red strawberry



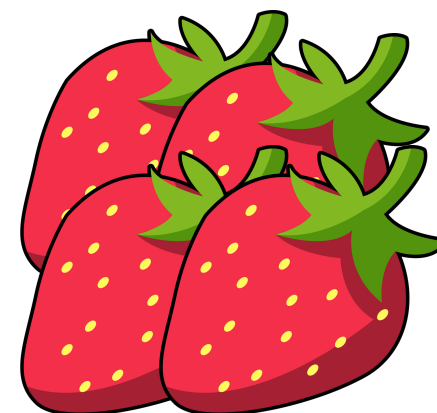
2

two
red strawberries



3

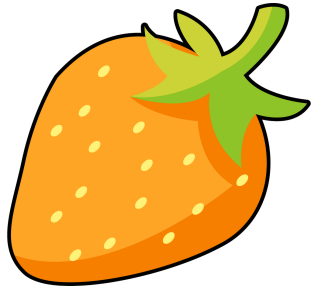
three
red strawberries



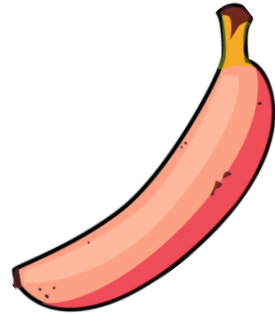
4

four
red strawberries

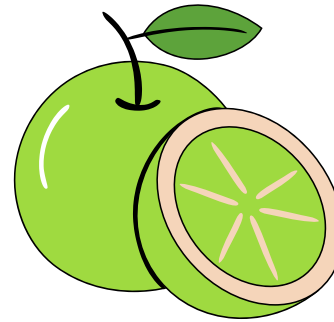




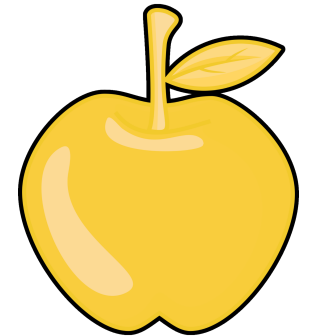
one
orange
strawberry



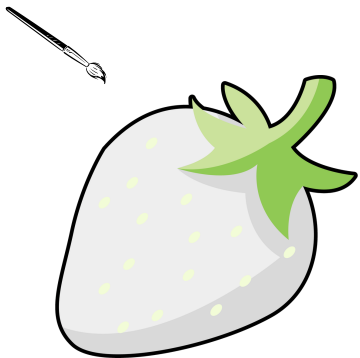
one
red
banana



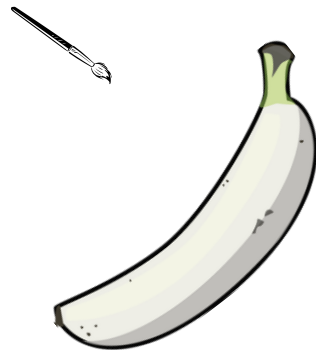
one
green
orange



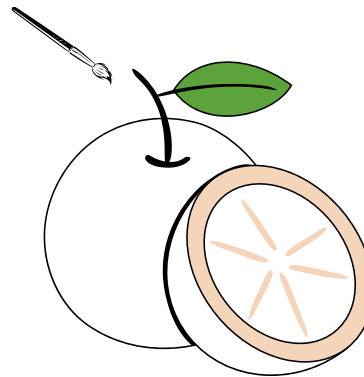
one
yellow
apple



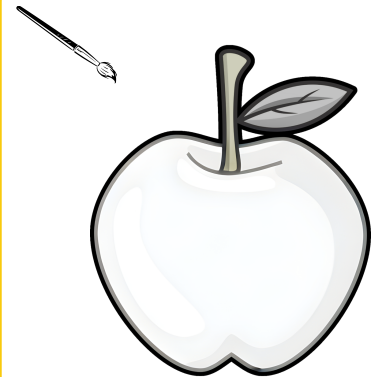
one
orange
strawberry



one
red
banana



one
green
orange



one
yellow
apple













One euro,
please

1€

Two euros,
please

2€

Three euros,
please

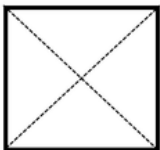
3€

Four euros,
please

4€

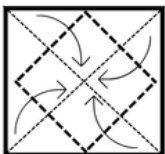
Réalise ta cocotte !

1



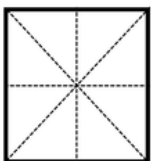
With pictures face down, fold on both diagonal lines. Unfold.

2



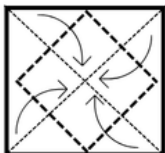
Fold all four corners to the centre.

3



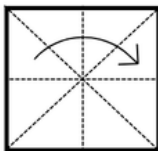
Turn paper over.

4



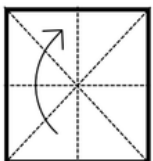
Once again, fold all corners to the centre.

5



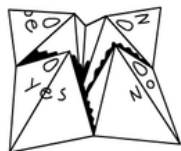
Fold paper in half and unfold.

6

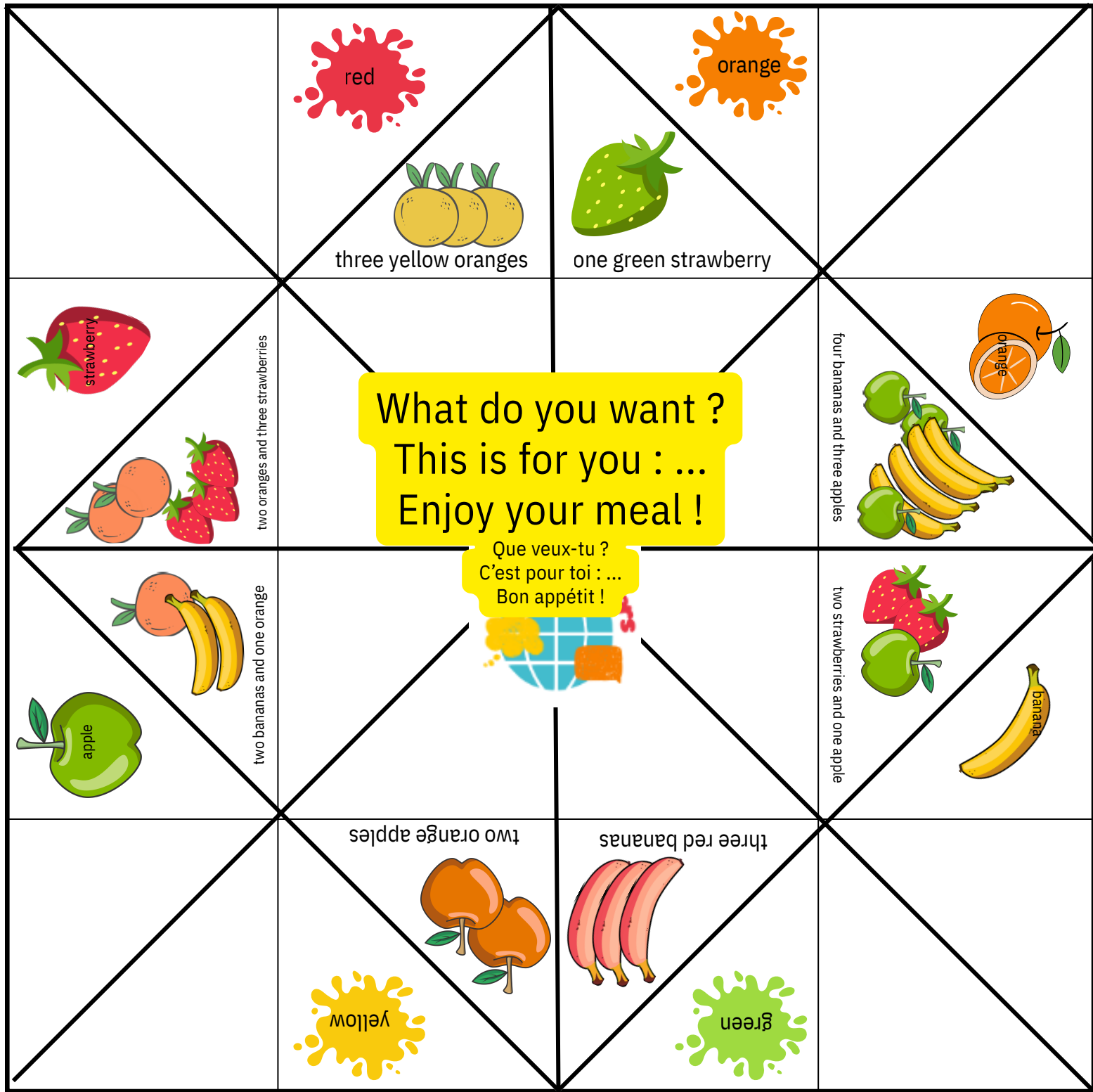


Fold in half from top to bottom. Do not unfold.

7



Slide thumbs and forefingers under the squares and move the fortune teller back and forth to play.

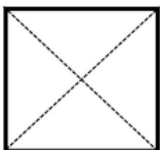


Et maintenant INVENTE ET CREE
TA PROPRE COCOTTE !

Quelles surprises tes amis découvriront-ils
sous les couleurs et les fruits ?

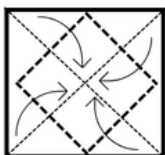
Bon amusement !

1



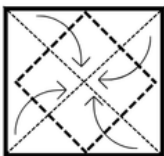
With pictures face down, fold
on both diagonal lines. Unfold.

4



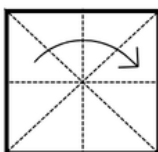
Once again, fold all
corners to the centre.

2



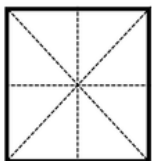
Fold all four corners
to the centre.

5



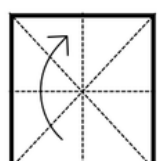
Fold paper in half
and unfold.

3



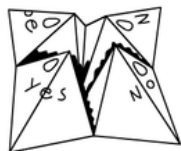
Turn paper over.

6

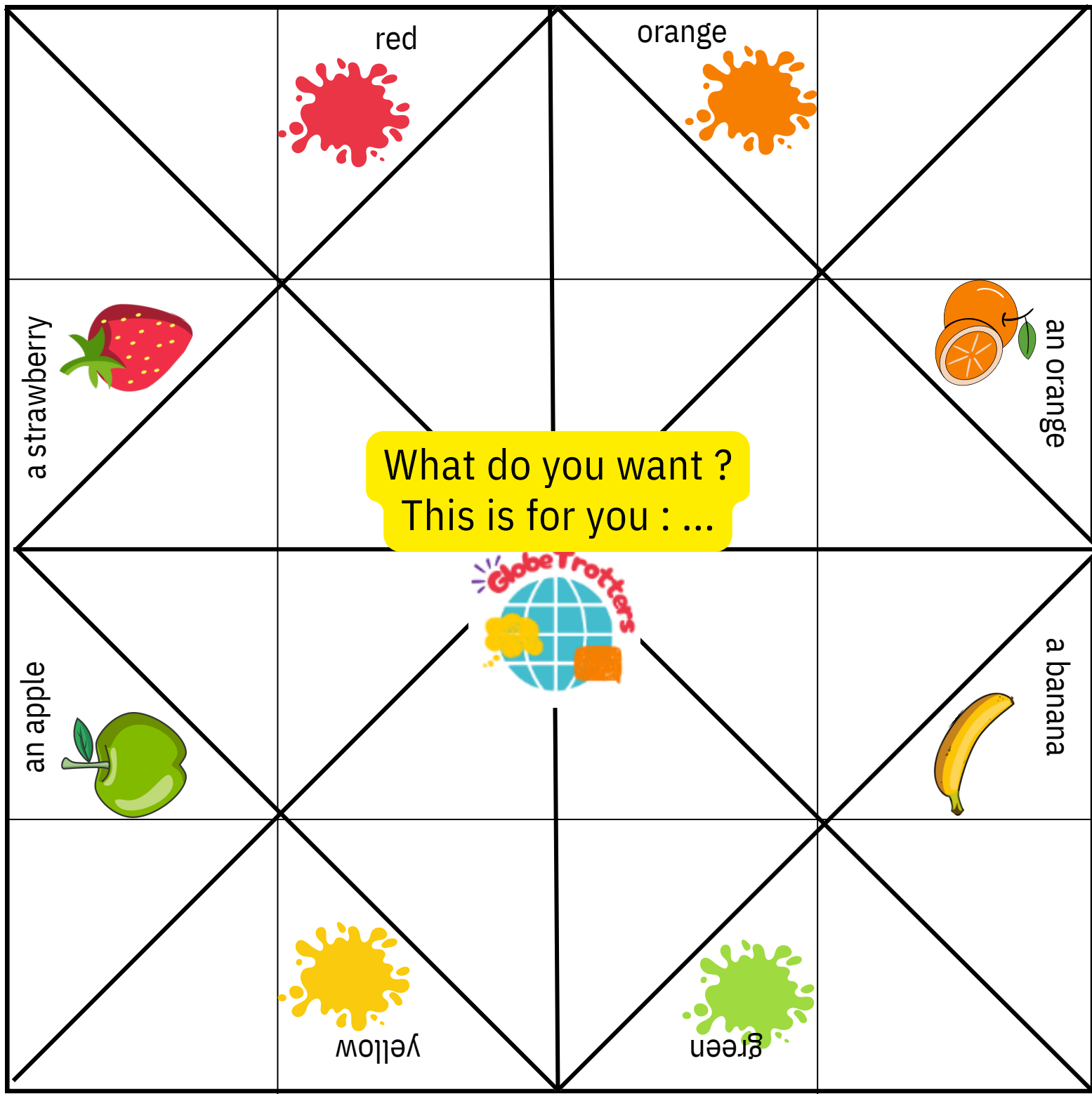


Fold in half from top to bottom.
Do not unfold.

7



Slide thumbs and forefingers under the squares and
move the fortune teller back and forth to play.

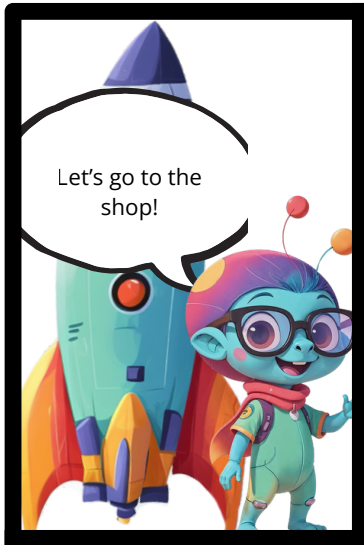




To the shop!

Au magasin !

Allons au magasin ! Bienvenue au magasin ! Merci ! Que veux-tu ? Une pomme rouge, s'il vous plaît. Une pomme rouge pour vous ! Aurevoir ! Merci ! Aurevoir !





To the weird shop!

Au magasin bizarre !

Allons au magasin des Globbytrotties ! Bienvenue au magasin ! Merci ! Que veux-tu ?
Une fraise orange, s'il vous plaît. Une fraise orange pour toi ! Aurevoir ! Merci ! Aurevoir !



Thank you!

