

## Anglais – cycle 2

# Règle du jeu du Bingo Christmas

Groupe de 6 élèves

### NIVEAU 1

*Objectif* : mémorisation orale des mots

- **MENEUR DU JEU** : le maître ou un enfant (si jeu en groupe autonome).
- **MATÉRIEL** : 1 planche de jeu et 9 jetons par élève.
- **DÉROULEMENT** :  
Le meneur de jeu dit un mot.  
L'élève qui retrouve le dessin correspondant au mot dicté sur sa planche, pose un jeton dessus.  
Le jeu continue jusqu'à ce qu'un enfant ait recouvert sa planche – à ce moment-là, il crie *BINGO!*

**VARIANTE** :

On peut arrêter le jeu lorsqu'un élève a recouvert une ligne ou une colonne.

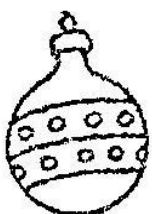
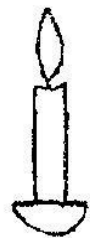
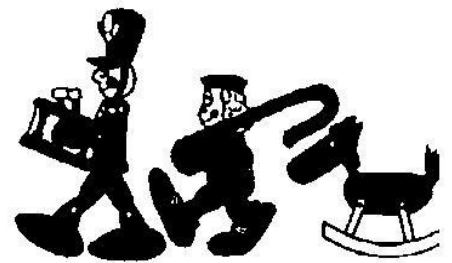
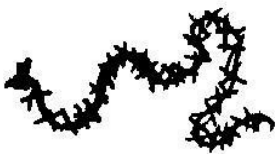
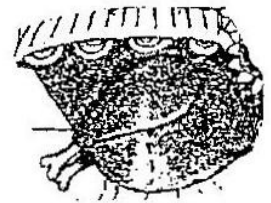
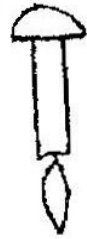
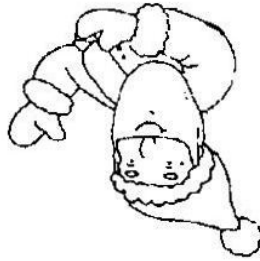
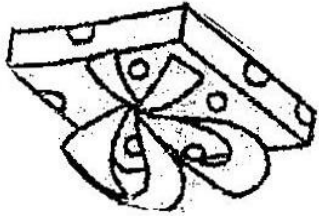
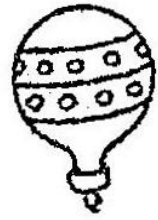
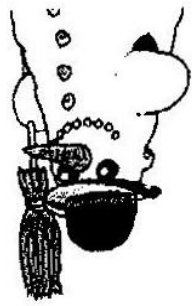
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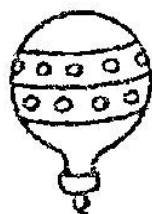
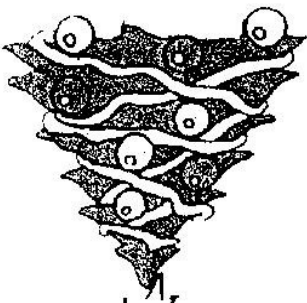
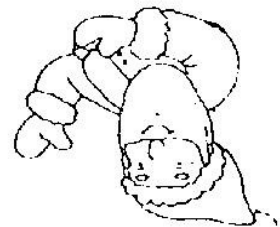
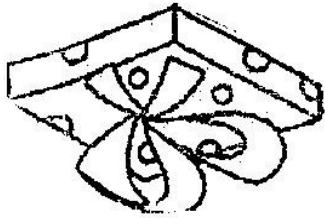
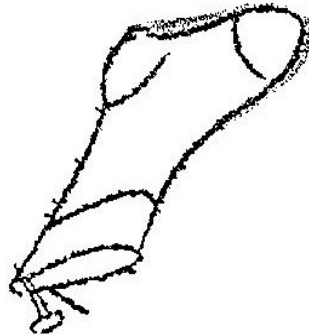
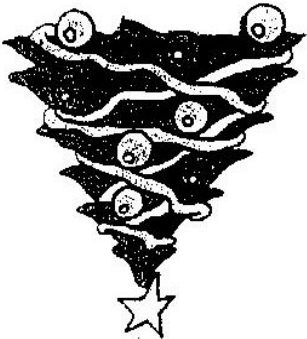
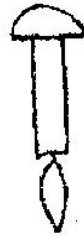
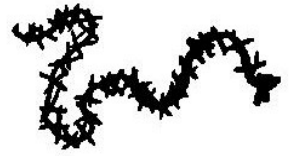
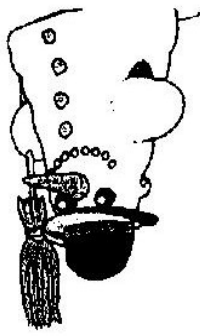
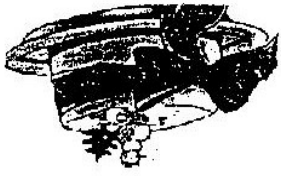
*Objectif* : associer dessin au mot écrit

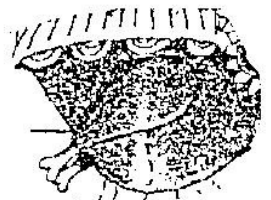
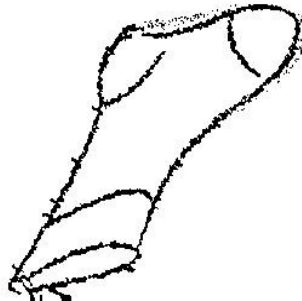
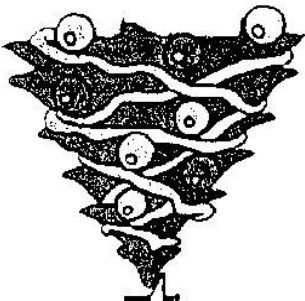
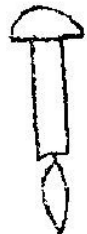
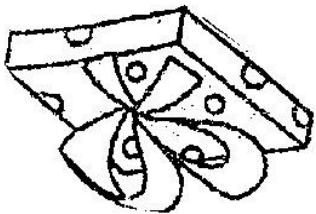
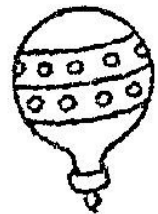
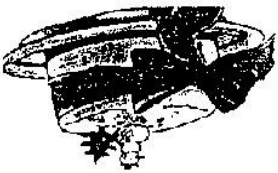
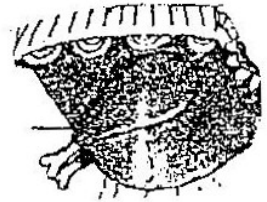
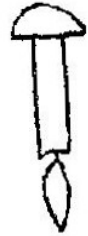
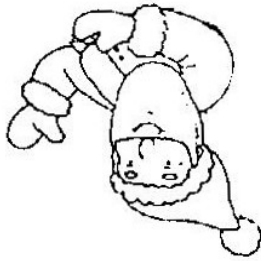
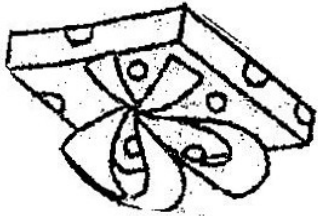
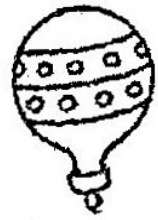
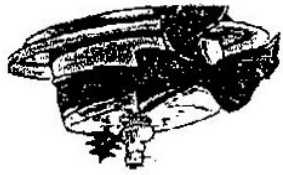
- **MENEUR DU JEU** : l'enfant qui pioche.
- **MATÉRIEL** : 1 planche de jeu par élève + les étiquettes des mots à photocopier en plusieurs exemplaires (pioche).
- **DÉROULEMENT** :  
Un élève pioche une étiquette mot, lit ce mot à haute voix et le premier qui trouve le dessin correspondant sur la planche, gagne l'étiquette et la pose sur le dessin.  
On continue de même. On pioche chacun son tour. Le jeu s'arrête quand un enfant a rempli sa planche.

**VALIDATION** :

L'élève gagnant doit être capable de redire tous les mots de sa planche correctement.







<b>tinsel</b>	<b>Christmas card</b>	<b>toys</b>
<b>Christmas tree</b>	<b>Christmas pudding</b>	<b>Father Christmas</b>
<b>candle</b>	<b>Christmas bauble</b>	<b>crackers</b>
<b>snowman</b>	<b>present</b>	<b>turkey</b>
<b>Christmas socking</b>		