

Syllabes orales

Livret 1 : Repérer



La boîte à [ja]

**Objectif : Repérer la présence d'une syllabe initiale.**

**Présentation de la situation :**

**Le livret interactif :**

Pour ouvrir le livret interactif, il faut ouvrir le dossier puis cliquer sur le lecteur (1. Lecteur)

Ce livret propose de travailler autour du repérage de 4 syllabes orales : [ja], [si], [ra], [ka].

**Le livret d'accompagnement (fiches à imprimer)**

En complément du livret interactif, il propose :

- une situation de manipulation : Le jeu de « **la boîte à** »,

*Il s'agit de ranger des images dans des boîtes.  
Dans la boîte à [ ja ], on range tout les mots  
commençant par [ ja ],  
Dans la boîte à [ si ] on range tout les mots  
commençant par [ si ], ...*

- un réservoir d'exercices pour découvrir les mots, pour les trier selon leur syllabe initiale.
- Pour prolonger ces activités de repérage, dans chaque séance, 6 mots font l'objet d'un travail complémentaire. Il s'agit de développer certains préalables à l'apprentissage de lecture :
  - entraînement systématique à la mémorisation,
  - à la discrimination visuelle,

## Description du matériel :

Pour chaque boîte, vous trouverez les mêmes fiches :



Des cartes à découper et à trier  
(dans des boîtes à chaussures par exemple)

**Entraîner sa mémoire avec la boîte à**

*avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.*

*Pour chaque série, mémorise le nom des animaux, puis la feuille, renoue les deux et entoure-les de la couleur demandée. Dépiles et vérifie.*

Série 1 (à entourer en rouge) :

Série 2 (à entourer en bleu) :

Un entraînement à la mémorisation immédiate

chat	ch	chat	chat
chameau	cha	chameau	chameau
chasseur	ch	chasseur	chasseur
chalet	ch	chalet	chalet
château	châ	château	château
chamois	cha	chamois	chamois
chapeau	cha	chapeau	chapeau

Des jeux de Mémory permettant de discriminer les mots les uns par rapport aux autres, d'associer majuscules et minuscules, script et cursif.

*Place la fenêtre sur le premier mot. Mémorise le puis déplace la fenêtre tout au long de la ligne pour retrouver son frère jumeau. Lorsque tu l'as trouvé, entoure-le.*

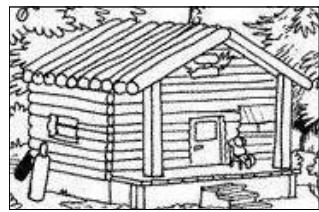
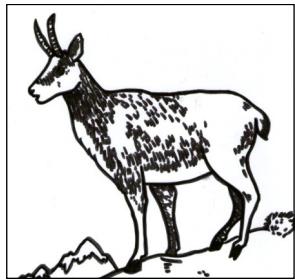
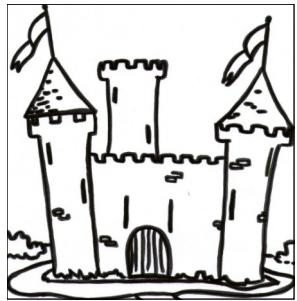
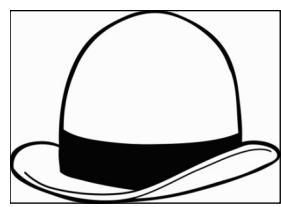
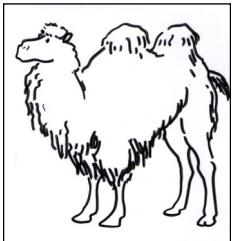
chat	chiot	rat	mat	chat
chameau	château	chameau	chapeau	bateau
chasseur	chaleur	chasse	classeur	chasseur
chalet	chalet	balet	chat	chalutier
château	râteau	château	cadeau	bateau
chamois	chameau	champion	chamois	danois
chapeau	château	chapeau	crapaud	chatouille

Une fiche de discrimination visuelle

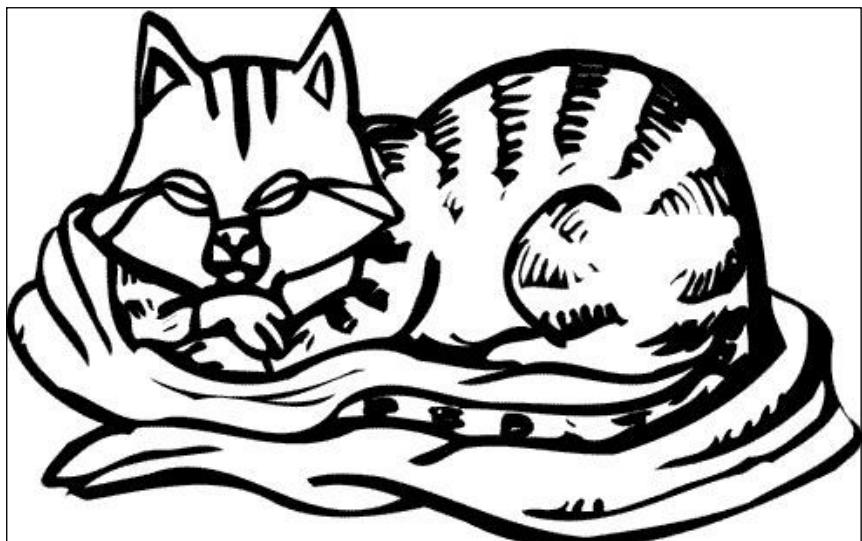
*Relie les deux graphies du même mot.*

chat	chameau	chat	chameau
chameau	chapiteau	chameau	châ
chasseur	chat	châ	lat
chalet	chaise	châ	teau
château	château	châ	ll
chamois	chacun	châ	et
chapeau	chalet	châ	el
chapeau	chemin	châ	ll
chapeau	chasseur	châ	teau
chapeau	râteau	châ	ll
chapeau	chapeau	châ	meau
chapeau	cadeau	châ	meis
chapeau	chamois	châ	me

Exercices en lien avec les jeux de Mémory

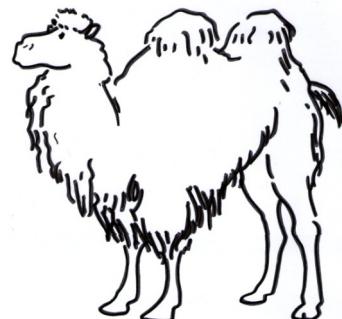


# La boîte à

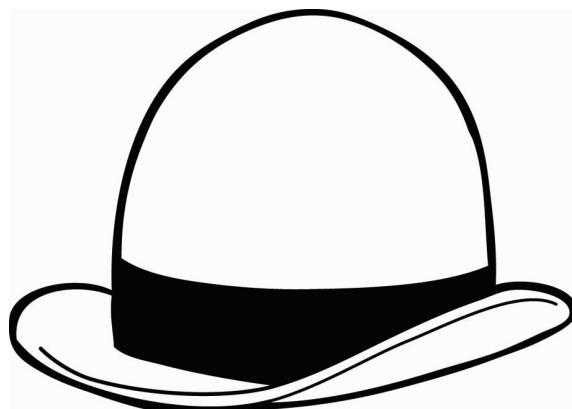




un chalet



un chameau



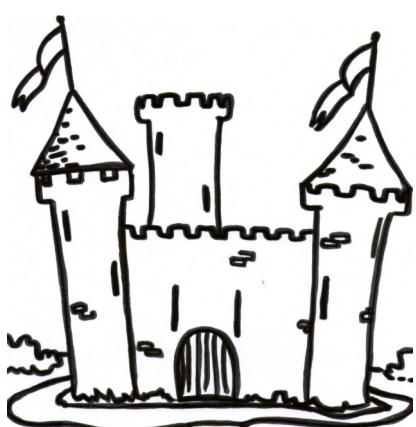
un chapeau



un chasseur



une chamois



un château

une chamois

un château

# Entraîner sa mémoire

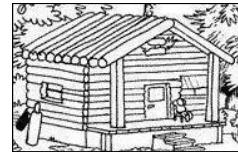
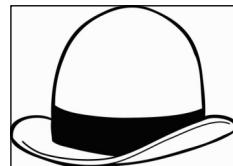
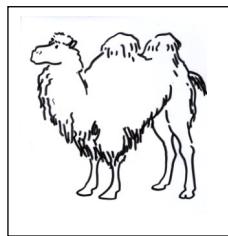
avec la boîte à



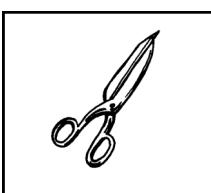
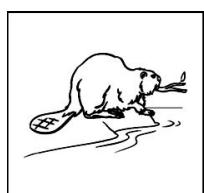
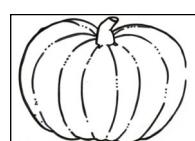
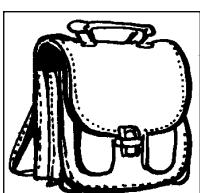
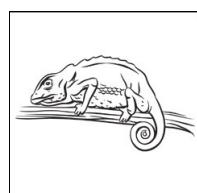
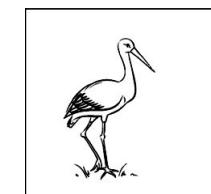
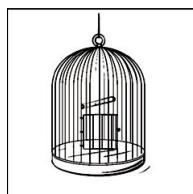
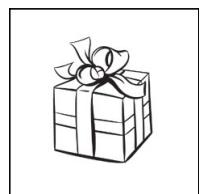
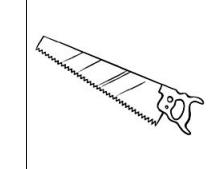
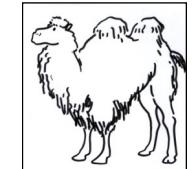
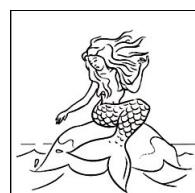
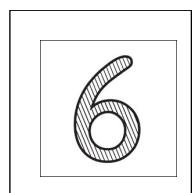
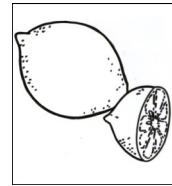
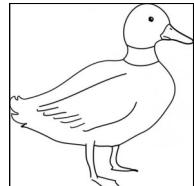
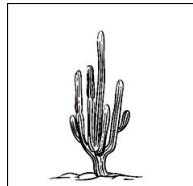
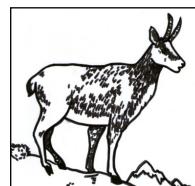
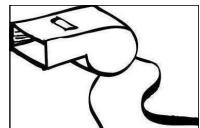
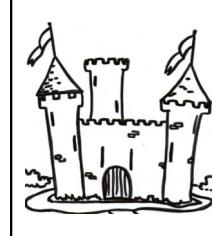
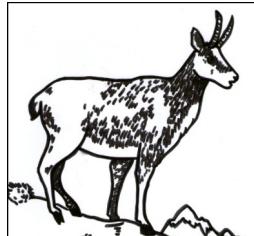
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

Pour chaque série, mémorise le nom des animaux, plie la feuille, retrouve-les parmi les dessins et entoure-les de la couleur demandée. Déplie et vérifie.

Série 1 (à entourer en rouge) :



Série 2 (à entourer en bleu) :



# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

**chat**

**chat**

**chameau**

**chameau**

**chasseur**

**chasseur**

**chalet**

**chalet**

**château**

**château**

**chamois**

**chamois**

**chapeau**

**chapeau**

# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

**chat**

**CHAT**

**chameau**

**CHAMEAU**

**chasseur**

**CHASSEUR**

**chalet**

**CHALET**

**château**

**CHÂTEAU**

**chamois**

**CHAMOIS**

**chapeau**

**CHAPEAU**

# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

chat

Uſf

chameau

Uſ — Vg

chasseur

UſeeVgd

chalet

UſſfV

château

UſſfVg

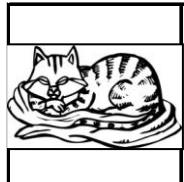
chamois

Uſ — æ

chapeau

UſbVg

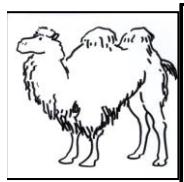
Relie les deux écritures du même mot.



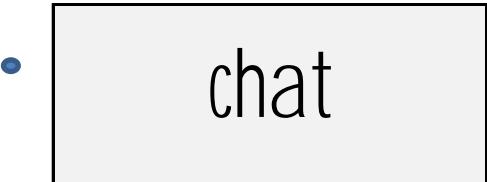
**chat**



**chameau**



**chameau**



**chat**



**chasseur**



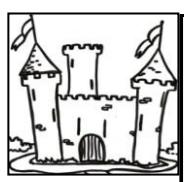
**château**



**chalet**



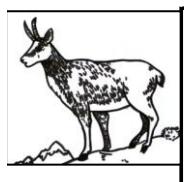
**chalet**



**château**



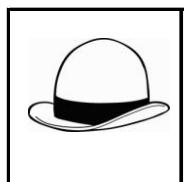
**chasseur**



**chamois**



**chapeau**

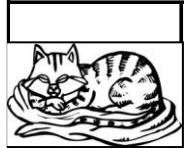


**chapeau**

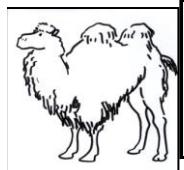


**chamois**

Relie chaque mot avec son jumeau.



chat



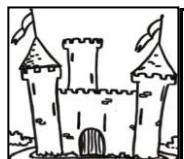
chameau



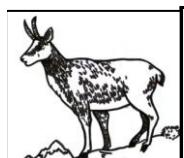
chasseur



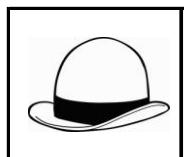
chalet



château

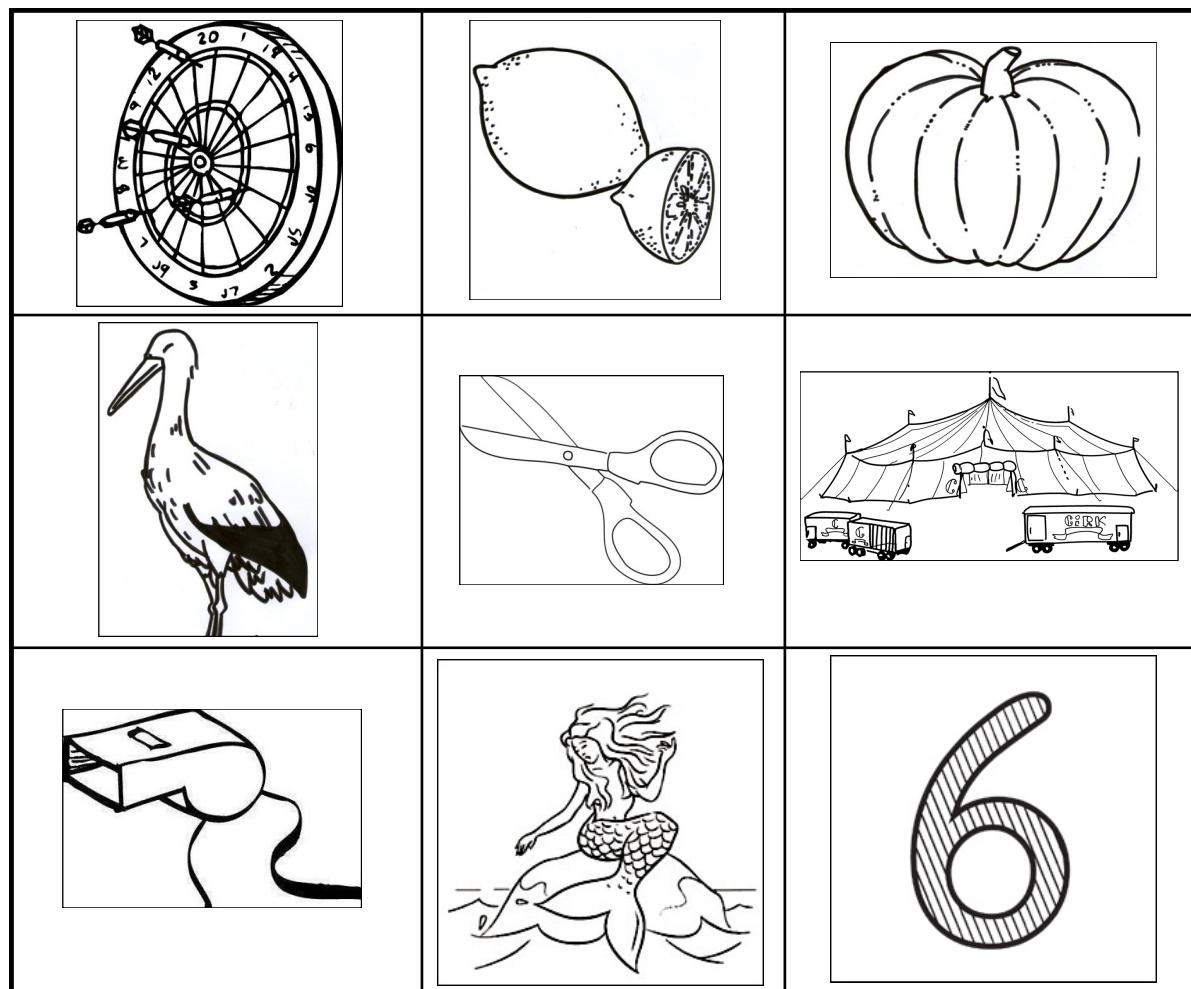


chamois

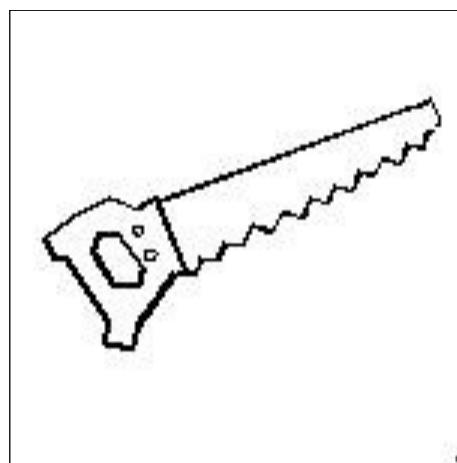


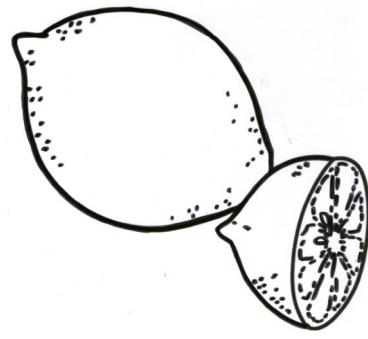
chapeau

- chameau
- hameau
- chat
- char
- château
- râteau
- chalet
- tâche
- chasseur
- casseur
- chapeau
- champion
- chamois



# La boîte à

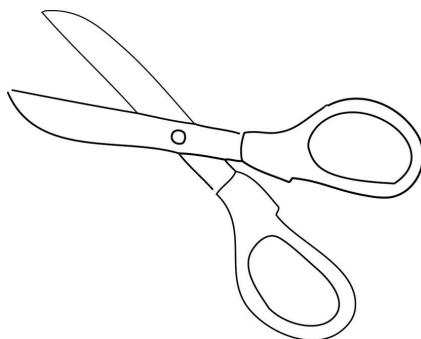




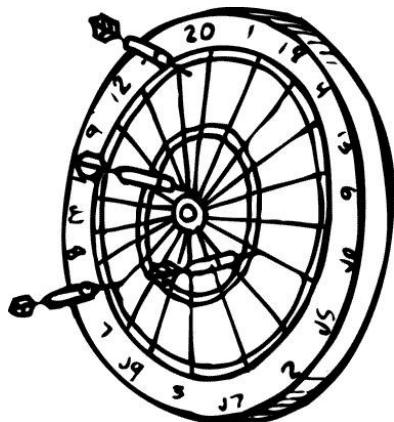
un citron



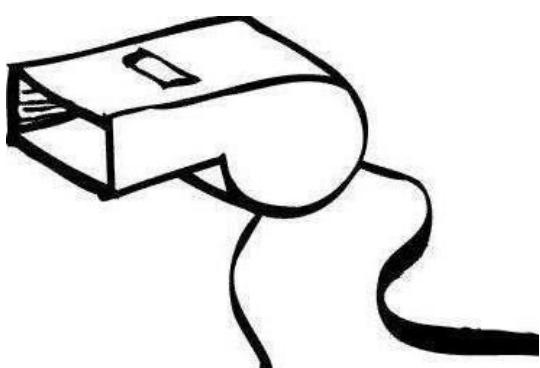
une cigogne



des ciseaux



une cible



un sifflet



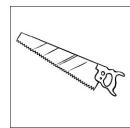
une citrouille

un sifflet

une citrouille

# Entraîner sa mémoire

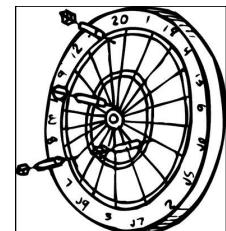
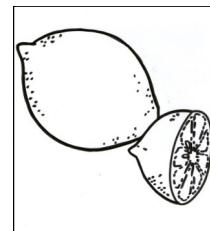
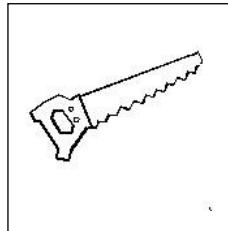
avec la boîte à



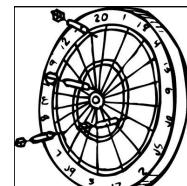
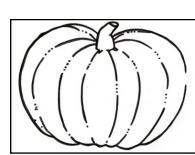
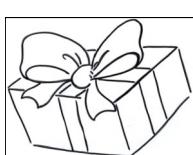
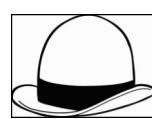
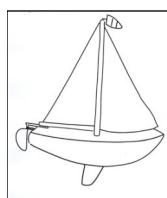
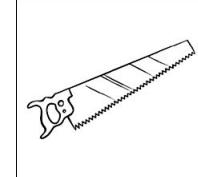
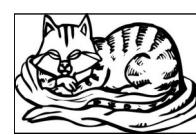
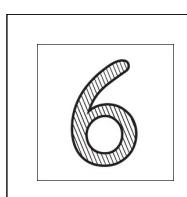
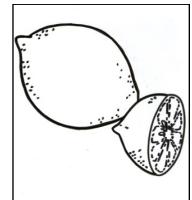
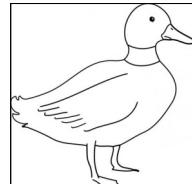
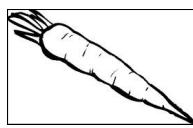
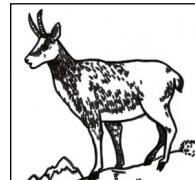
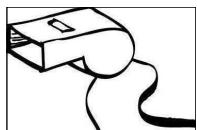
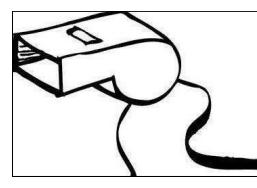
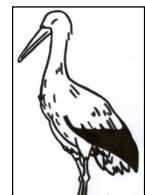
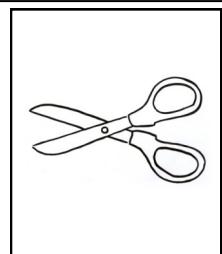
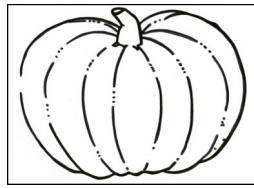
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Série 2 (à entourer en bleu) :



# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

**cigogne**

**ciseaux**

**ciseaux**

**citrouille**

**citrouille**

**cigogne**

**sifflet**

**sifflet**

**citron**

**scie**

**cible**

**citron**

**scie**

**cible**

# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

cigogne

ciseaux

ciseaux

citrouille

citrouille

Uyay W

sifflet

eXxV

citron

scie

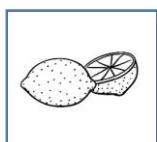
cible

citron

scie

cible

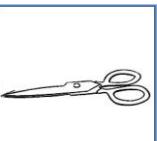
Relie les deux écritures de chaque mot.



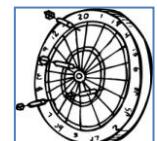
**citron**



**sifflet**



**ciseaux**



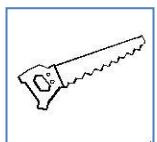
**cible**



**citrouille**



**cigogne**



**scie**

ciseaux

oiseaux

cible

cire

citron

signe

sifflet

sire

scie

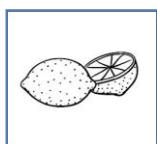
cocagne

cigogne

tiraille

citrouille

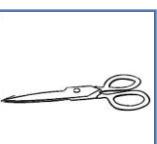
Relie chaque mot avec son jumeau.



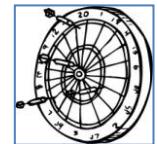
**citron**



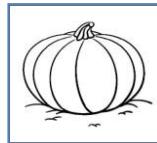
**sifflet**



**ciseaux**



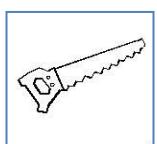
**cible**



**citrouille**



**cigogne**



**scie**

**ciseaux**

**oiseaux**

**cible**

**cable**

**citron**

**citrouille**

**sifflet**

**coffret**

**scie**

**crie**

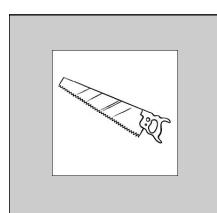
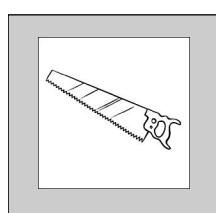
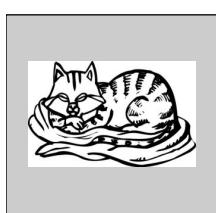
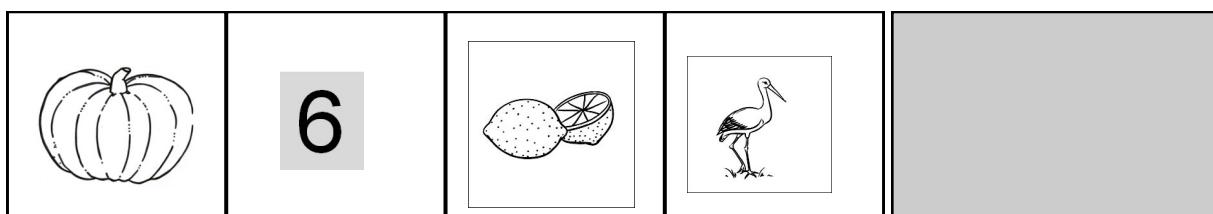
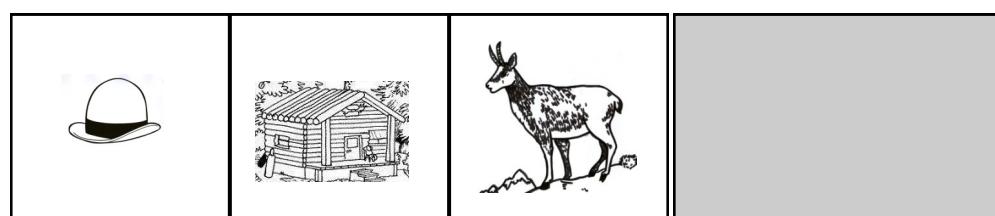
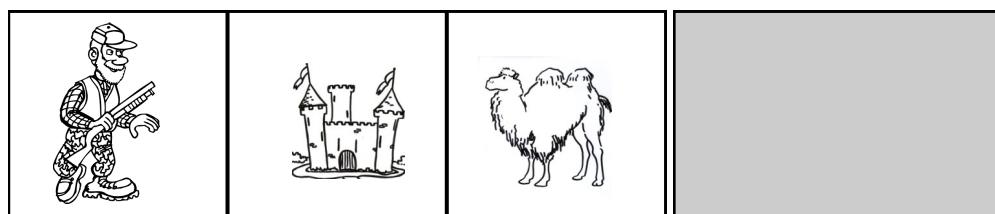
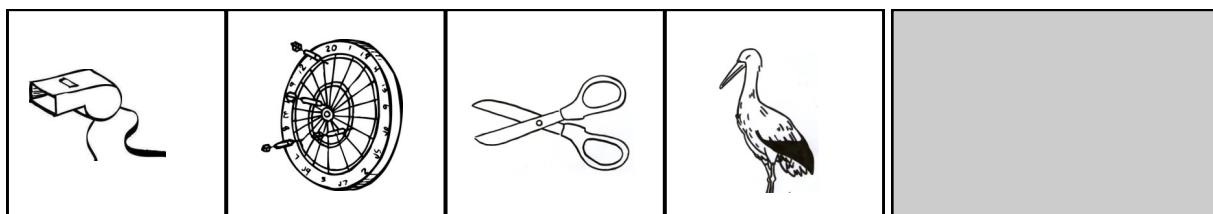
**cigogne**

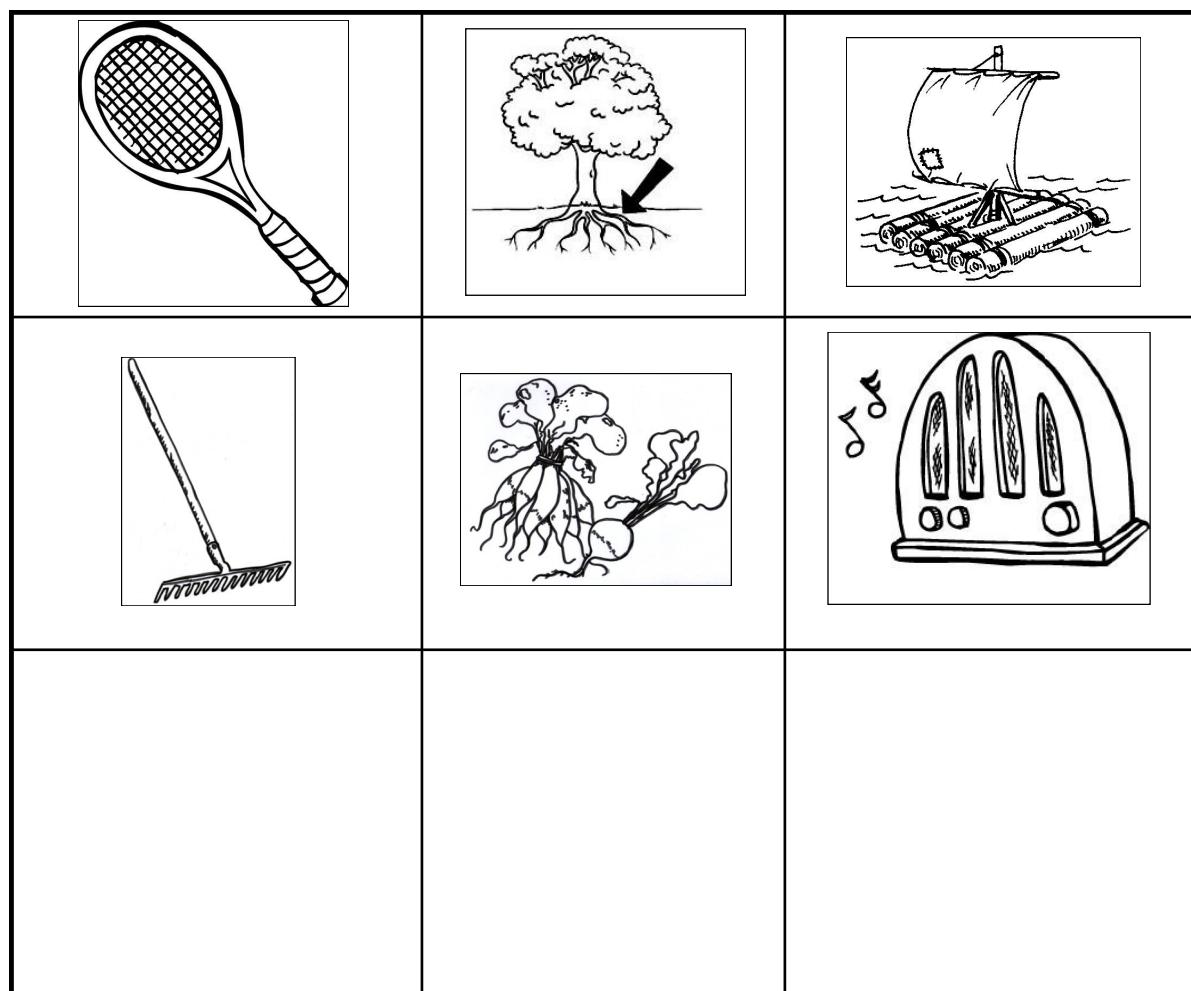
**cocagne**

**citrouille**

# Bilan séances 1 et 2

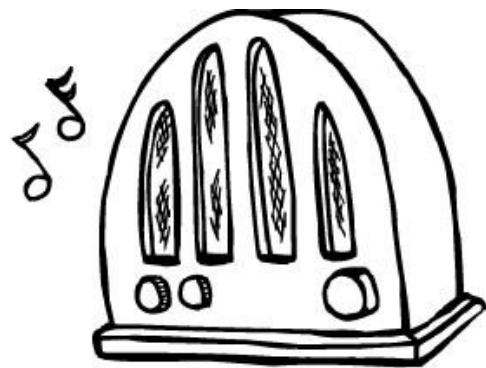
Pour chaque ligne, colle l'étiquette de la boîte correspondant à ces 4 mots.





# La boîte à





une radio



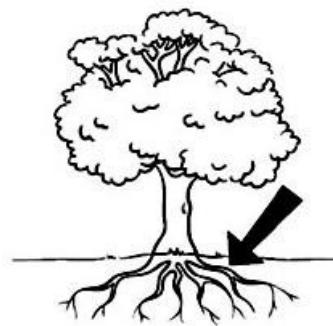
un radis

une radio

un radis



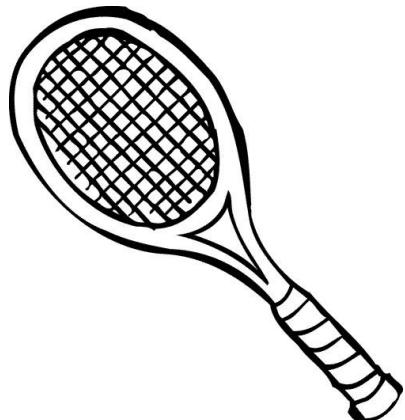
un râteau



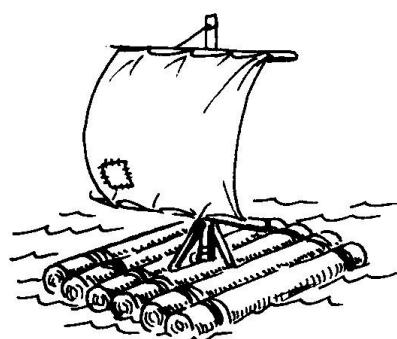
une racine

un râteau

une racine



une raquette



un radeau

une raquette

un radeau

# Entraîner sa mémoire

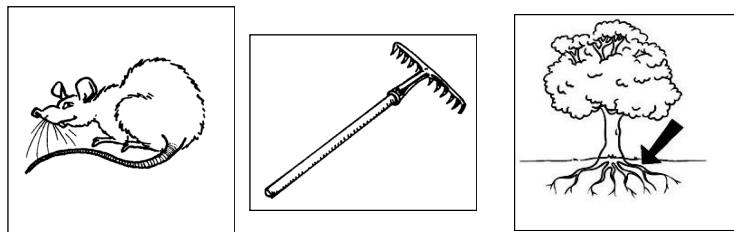
avec la boîte à



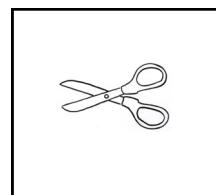
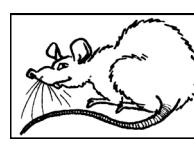
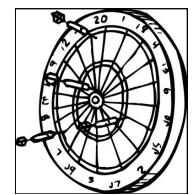
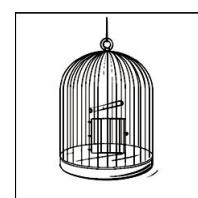
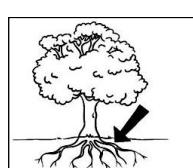
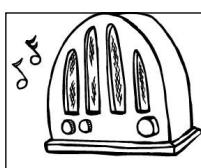
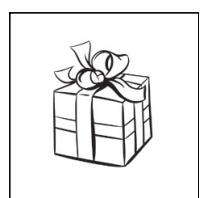
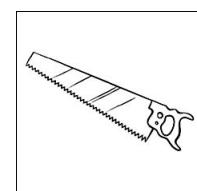
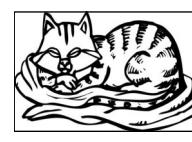
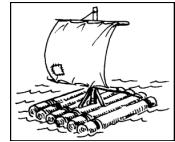
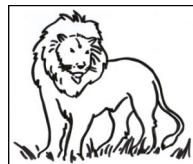
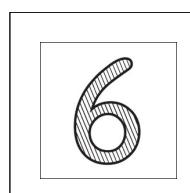
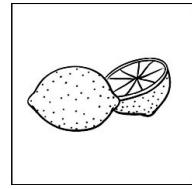
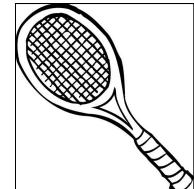
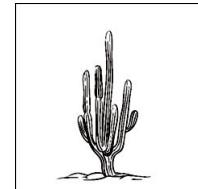
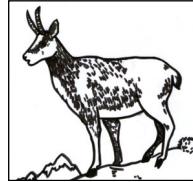
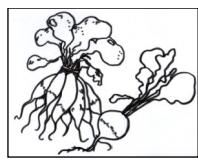
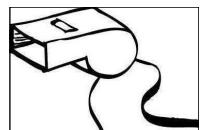
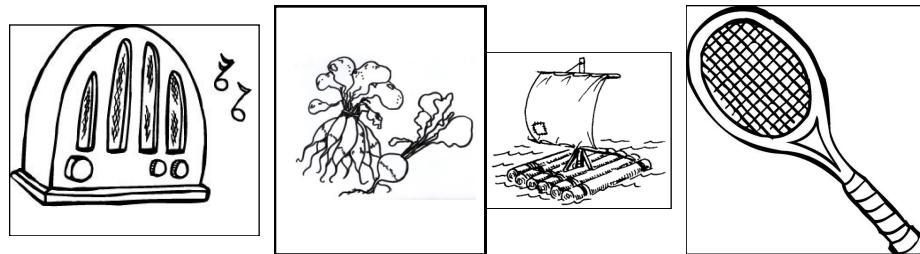
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

Pour chaque série, mémorise le nom des animaux, plie la feuille, retrouve les parmi les dessins et entoure-les de la couleur demandée. Déplie et vérifie.

Série 1 (à entourer en rouge) :



Série 2 (à entourer en bleu) :



# Mémory

Découpez ces cartes puis mélangez-les. Il faut associer la carte blanche et la grise qui lui correspond.

**racines**

**radio**

**râteau**

**rat**

**raquette**

**radis**

**radeau**

**racines**

**radio**

**râteau**

**rat**

**raquette**

**radis**

**radeau**

# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

**racines**

**RACINES**

**radio**

**RADIO**

**râteau**

**RÂTEAU**

**rat**

**RAT**

**raquette**

**RAQUETTE**

**radis**

**RADIS**

**radeau**

**RADEAU**

# Mémory

Découpe ces cartes puis mélange-les. Il faut associer la carte blanche et la grise qui lui correspond.

**racines**

**racines**

**radio**

**radio**

**râteau**

**râteau**

**rat**

**rat**

**raquette**

**raquette**

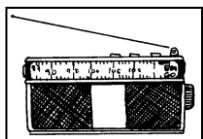
**radis**

**radis**

**radeau**

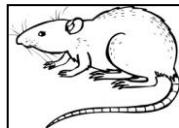
**radeau**

Relie chaque mot avec son jumeau.



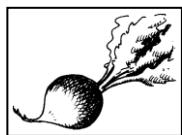
radio

• rat



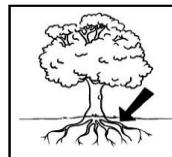
rat

• rideau



radis

• radio



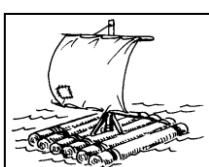
racines

• ravines



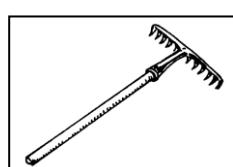
raquette

• racines



radeau

• paradis



râteau

• radis

• recette

• râteau

• château

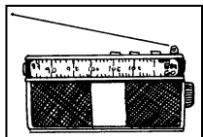
• raquette

• baguette

• radeau

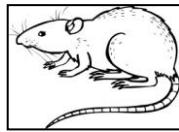
• cadeau

Relie les deux graphies du même mot.



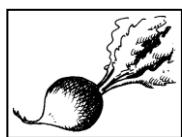
radio

• **dSf**



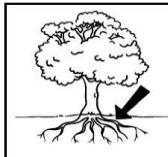
rat

• **dSMa**



radis

• **dSU W**



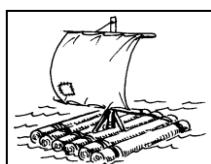
racines

• **dSMe**



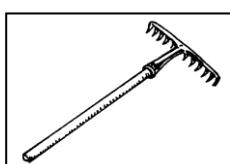
raquette

• **dSVg**



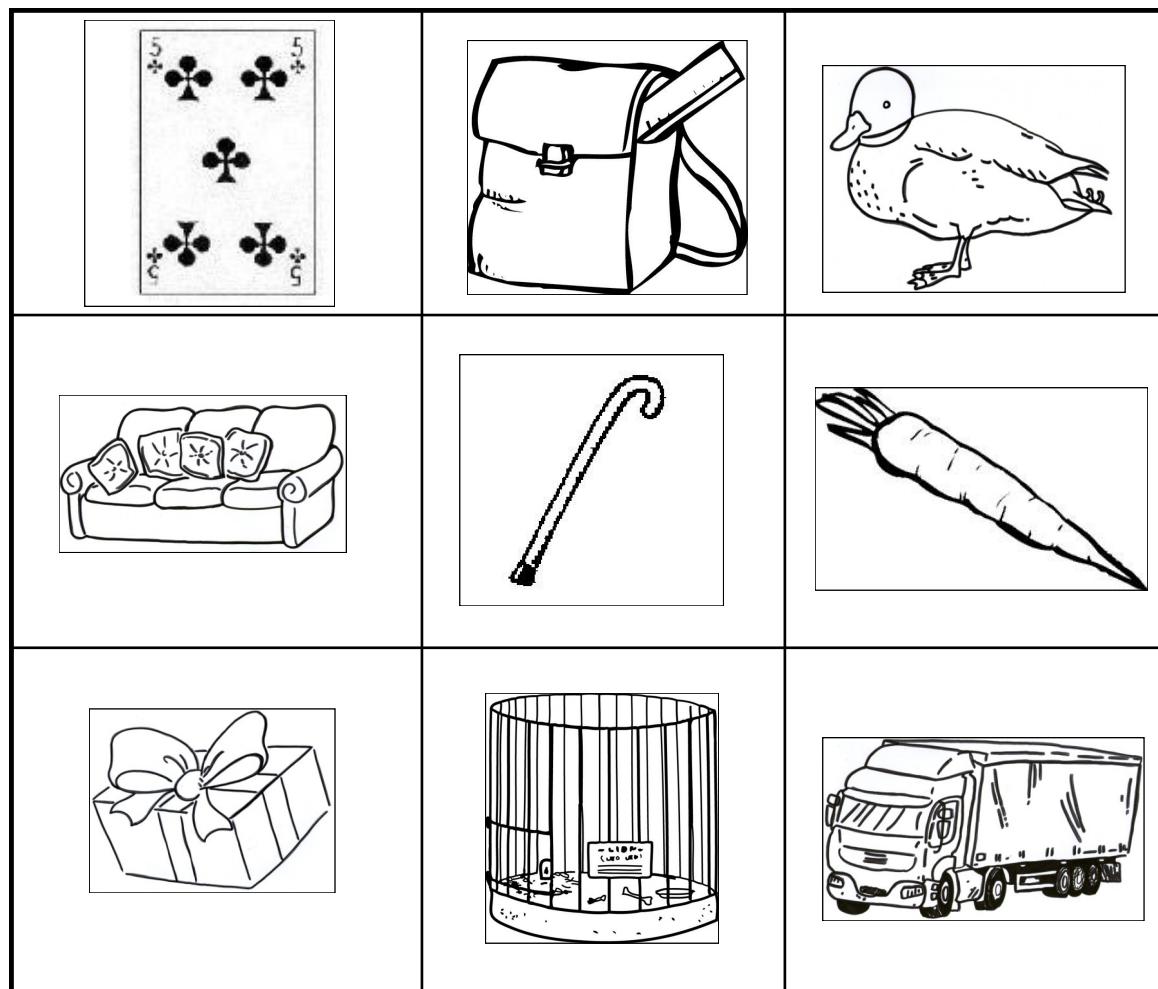
radeau

• **dSgVW**



râteau

• **dSWg**



La boîte à

Ka



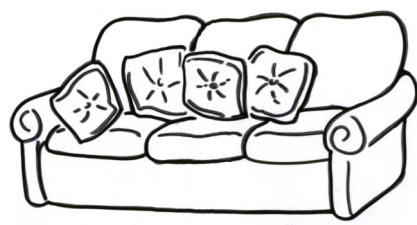
une canne



un cadeau



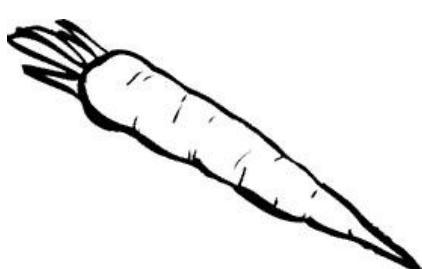
un cartable



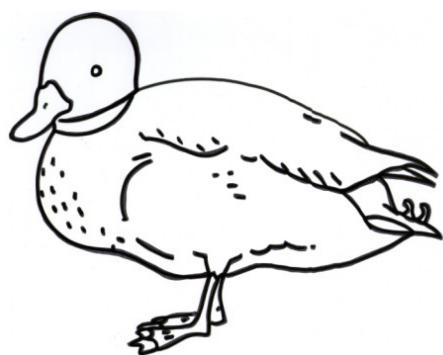
un canapé

un cartable

une canapé



une carotte



un canard

une carotte

un canard

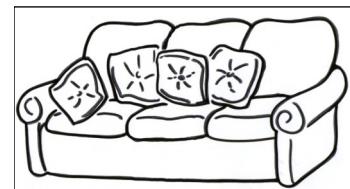
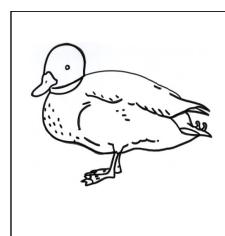
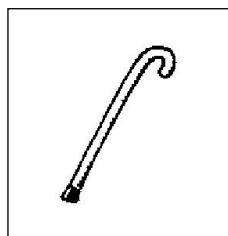
# Entraîner sa mémoire

# avec la boîte à Ka

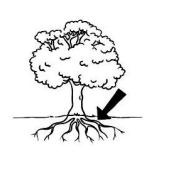
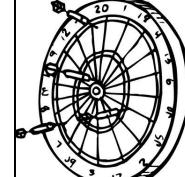
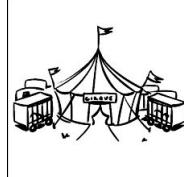
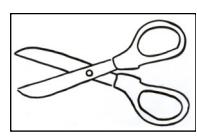
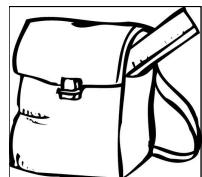
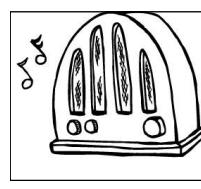
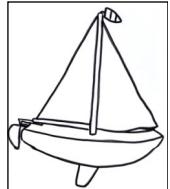
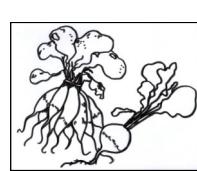
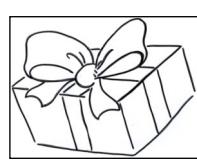
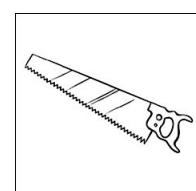
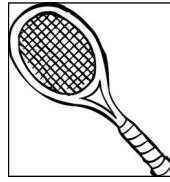
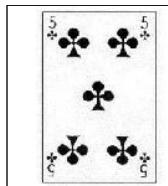
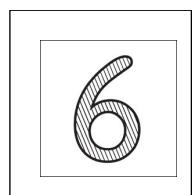
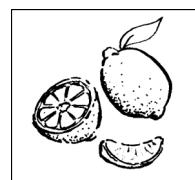
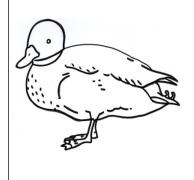
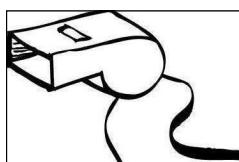
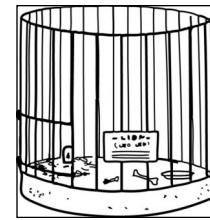
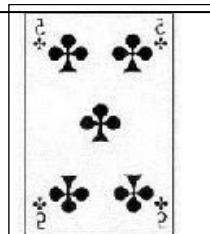
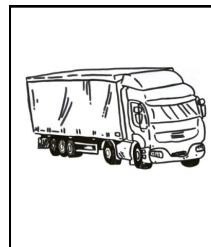
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

Pour chaque série, mémorise le nom des animaux, plie la feuille, retrouve-les parmi les dessins et entoure-les de la couleur demandée. Déplie et vérifie.

Série 1 (à entourer en rouge) :



Série 2 (à entourer en bleu) :



# Mémory

Découpez ces cartes puis mélangez-les. Il faut associer la carte blanche et la grise qui lui correspond.

**canapé**

**canard**

**canard**

**canapé**

**canne**

**cage**

**cage**

**canne**

**carotte**

**carotte**

**cadeau**

**cadeau**

**camion**

**camion**

# Mémory

Découpez ces cartes puis mélangez-les. Il faut associer la carte blanche et la grise qui lui correspond.

**canapé**

**CANARD**

**canard**

**CANAPÉ**

**canne**

**CAGE**

**cage**

**CANNE**

**carotte**

**CAROTTE**

**cadeau**

**CADEAU**

**camion**

**CAMION**

# Mémory

Découpez ces cartes puis mélangez-les. Il faut associer la carte blanche et la grise qui lui correspond.

**canapé**

**canard**

**canard**

**canapé**

**canne**

**cage**

**cage**

**canne**

**carotte**

**carotte**

**cadeau**

**cadeau**

**camion**

**camion**

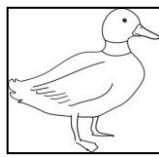
Relie les deux graphies du même mot.



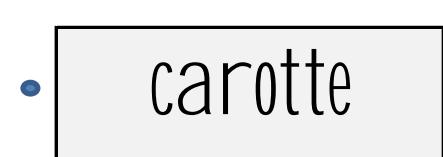
canne



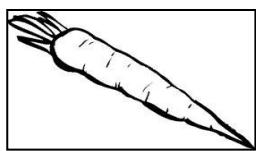
canne



canard



carotte



carotte



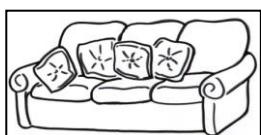
canard



cartable



canapé



canapé



cadeau



cadeau

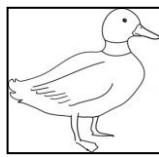


cartable

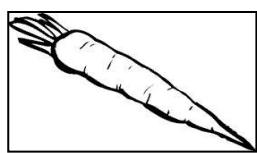
Relie chaque mot avec son jumeau.



canne



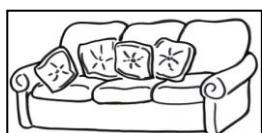
canard



carotte



cartable



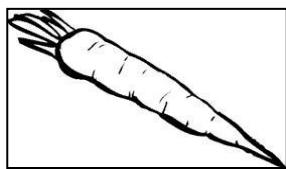
canapé



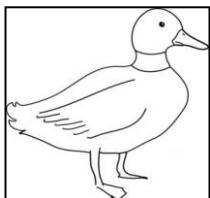
cadeau

- canne
- cave
- carotte
- marotte
- canard
- caviard
- canapé
- campé
- cadeau
- bateau
- cartable
- carton

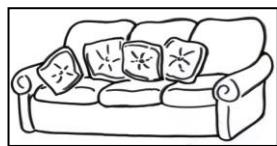
Relie chaque dessin avec le mot qui correspond.



• canapé



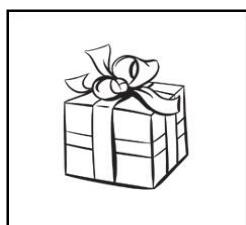
• carotte



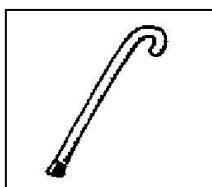
• cartable



• cadeau



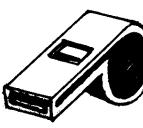
• canard



• canne

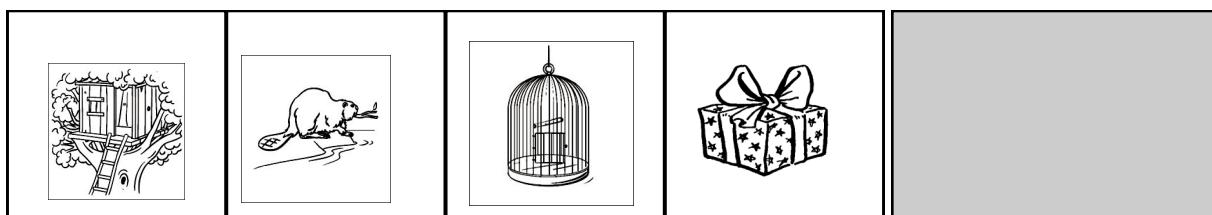
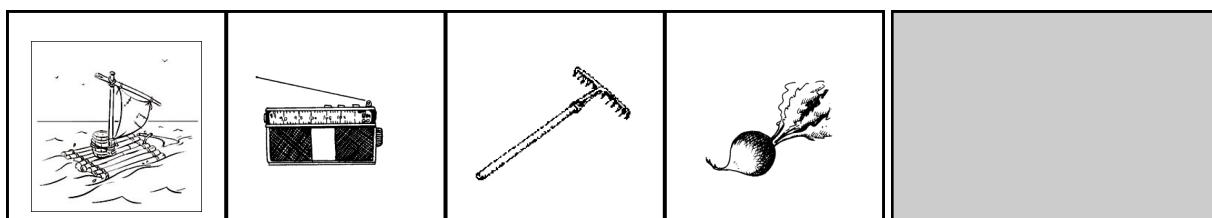
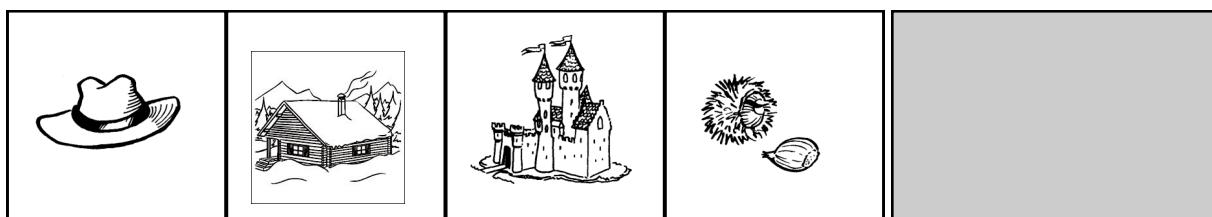
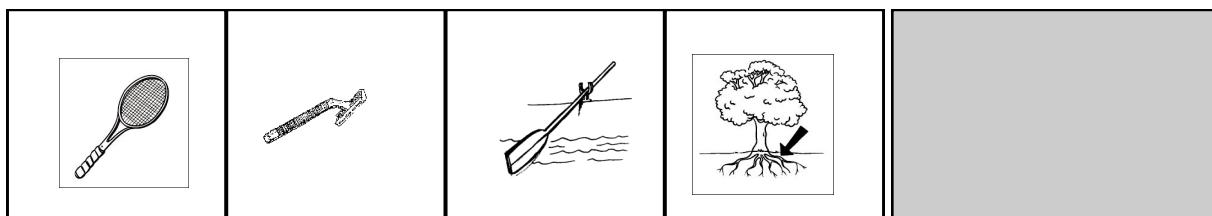
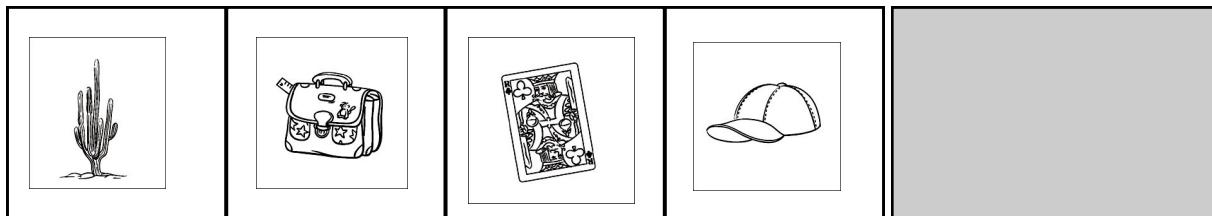
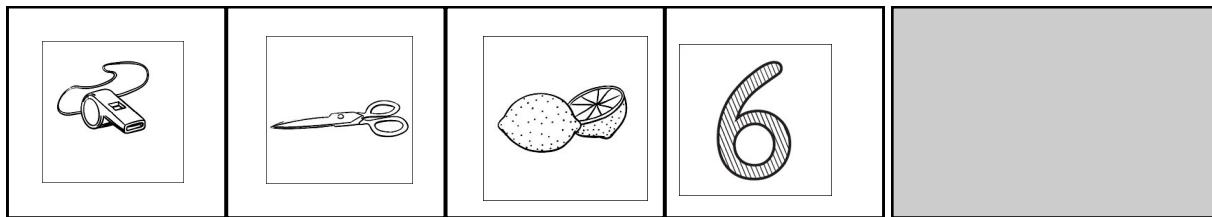
# Bilan séances 3 et 4

Pour chaque ligne, colorie le mot qui commence par cette syllabe

ra					
	<b>Ka</b>				
ra					
	<b>Ka</b>				
ra					
	<b>Ka</b>				
ra					
	<b>Ka</b>				

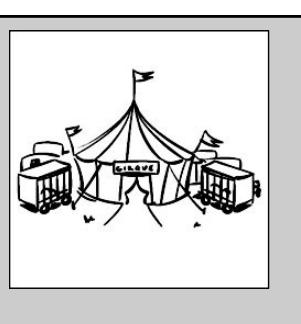
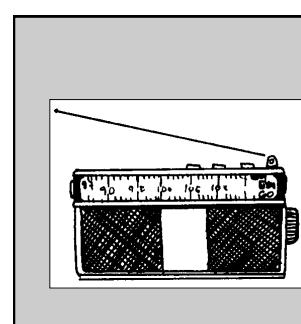
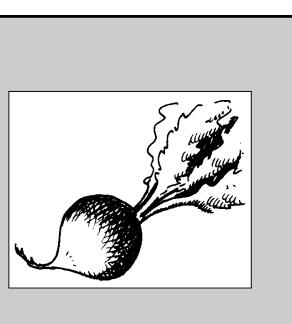
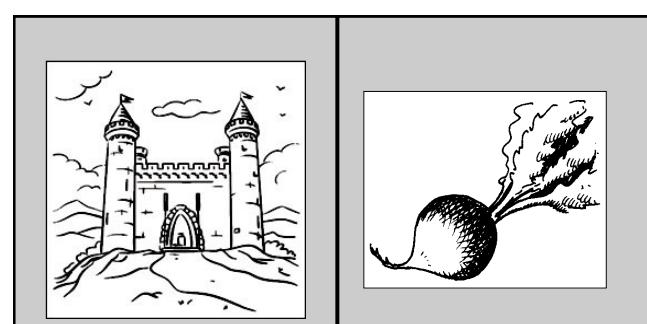
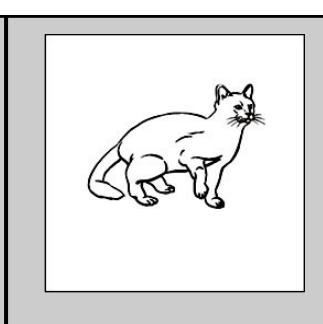
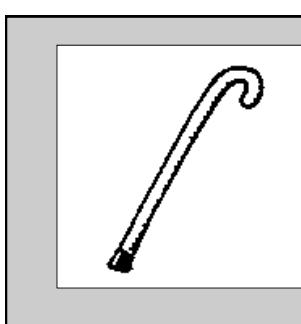
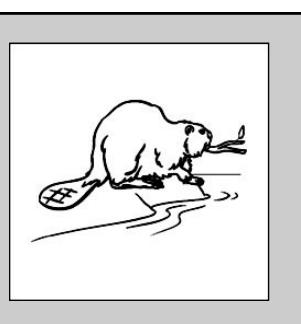
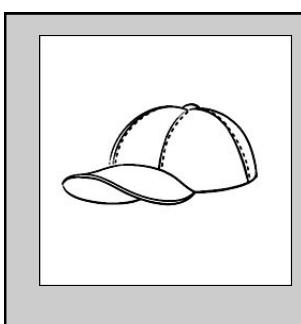
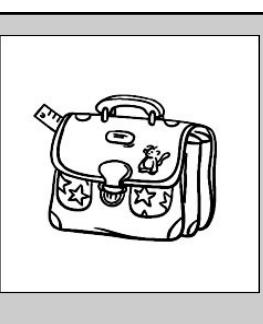
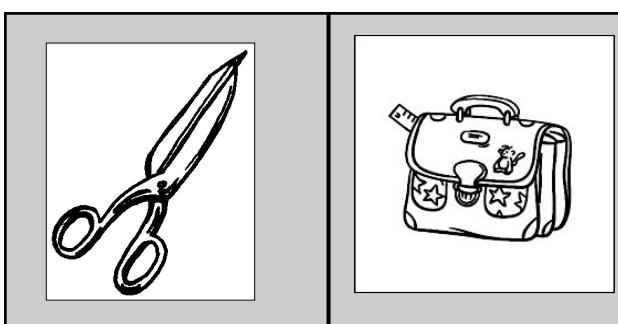
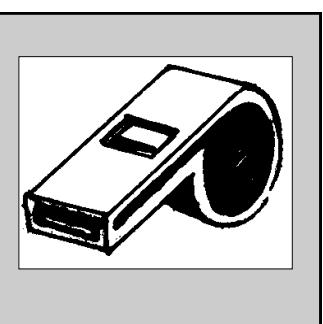
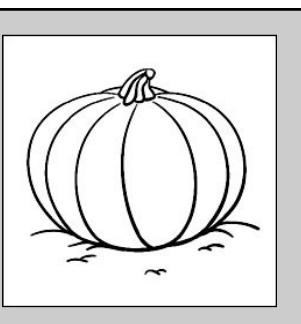
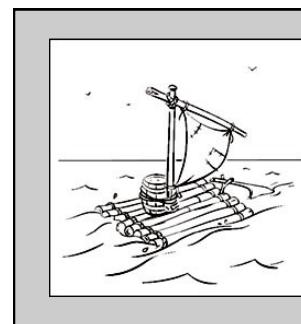
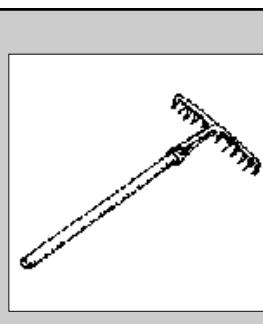
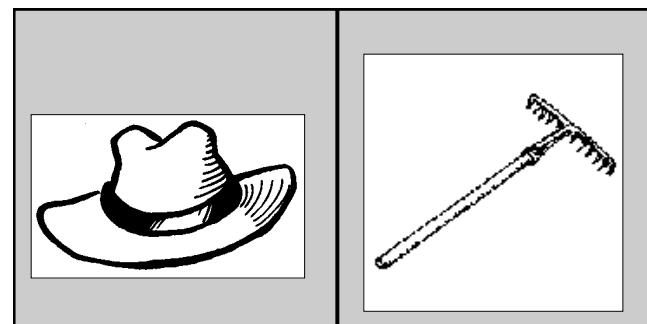
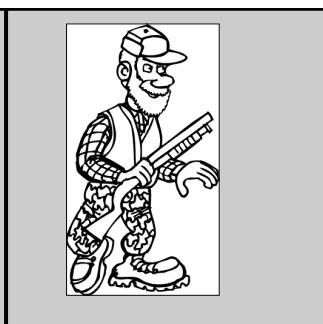
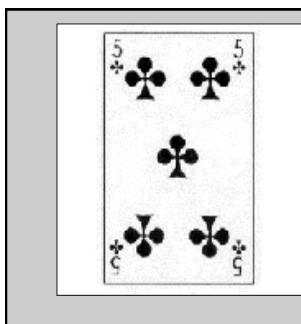
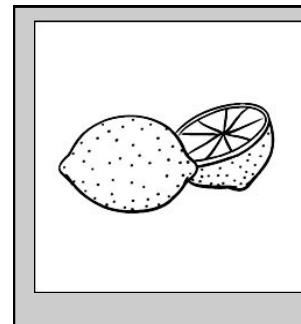
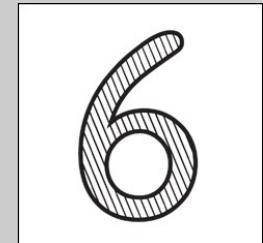
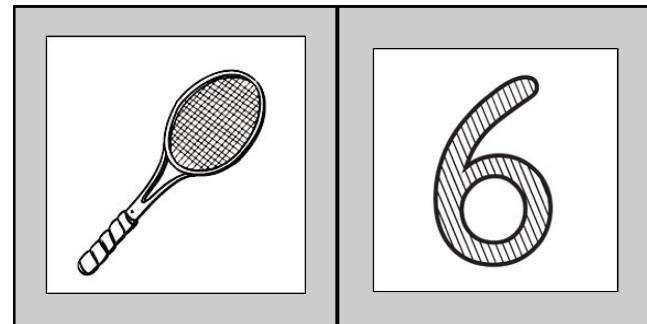
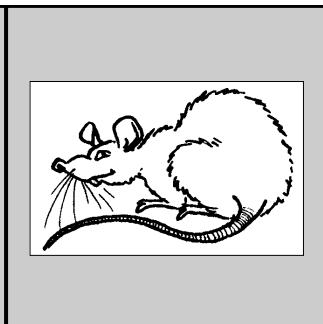
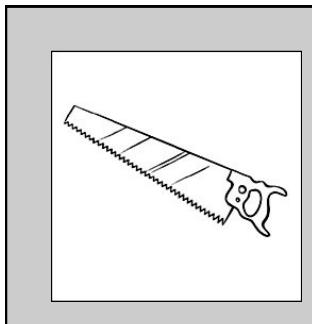
# Bilan séances 1,2,3,4

Pour chaque ligne, colle l'étiquette de la boîte correspondant à ces 4 mots.

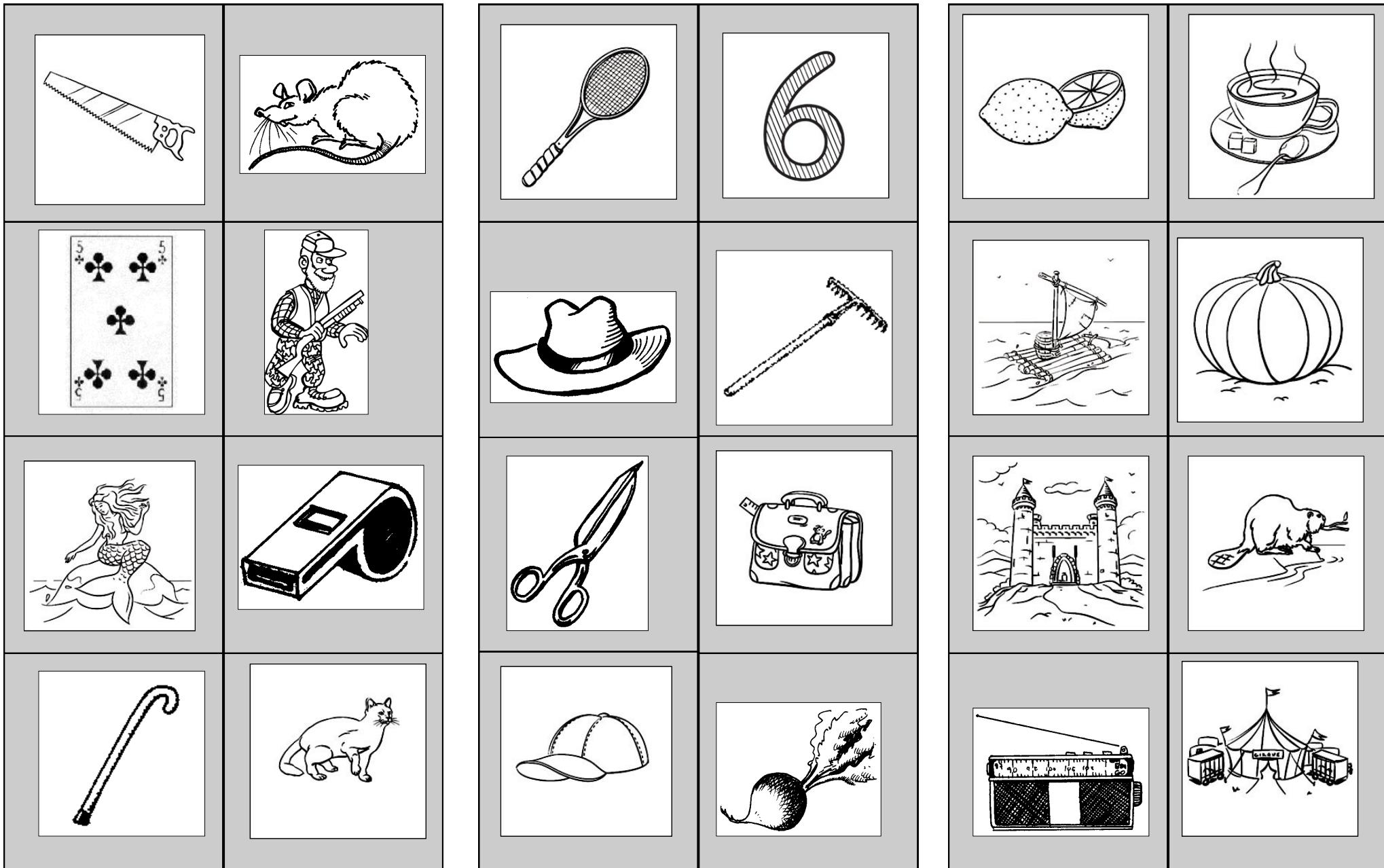


A la fin de la séquence, il est possible de réaliser certaines activités complémentaires :

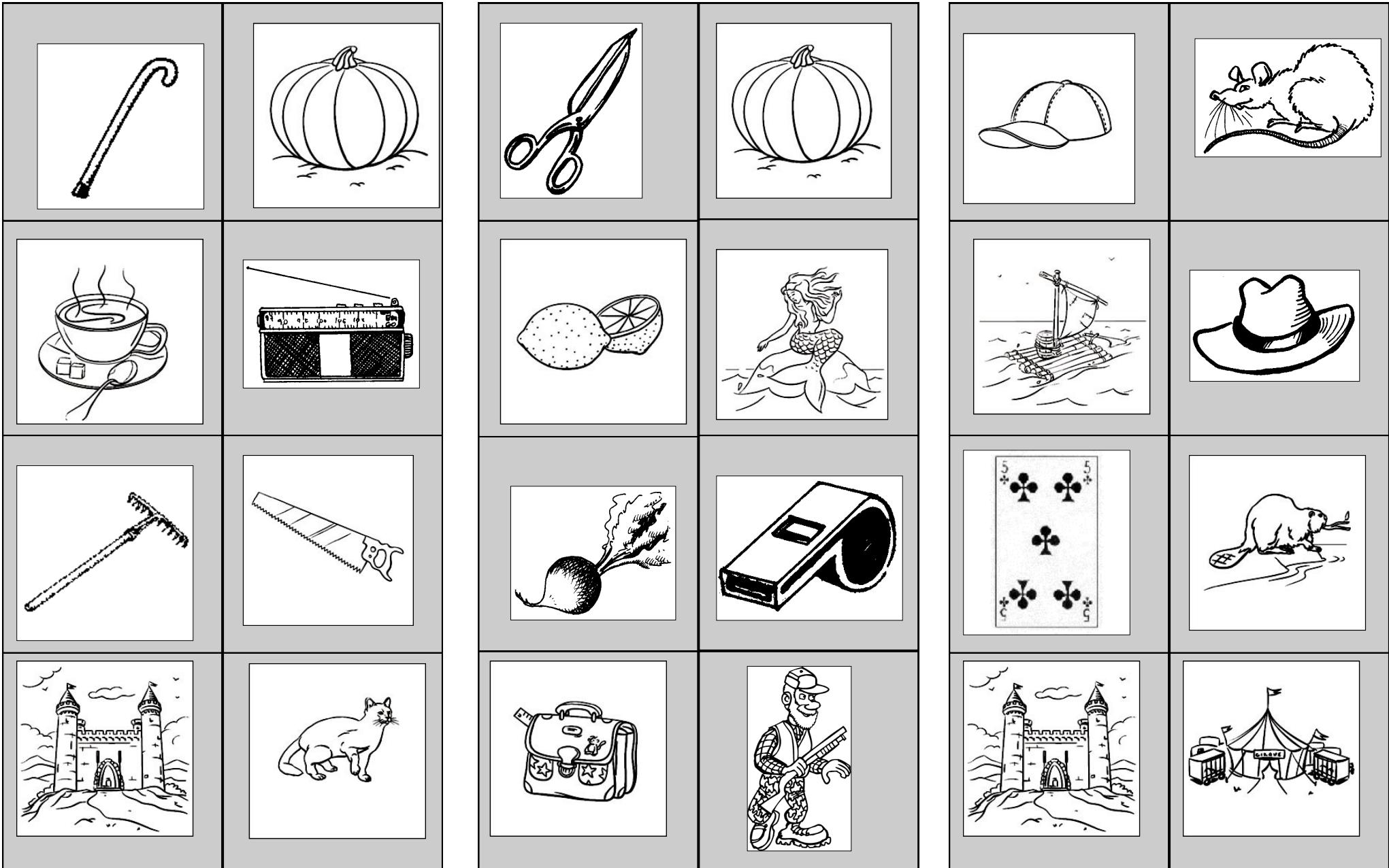
- un domino,
- un loto,
- un jeu de parcours,
- de la fabrication de phrases.



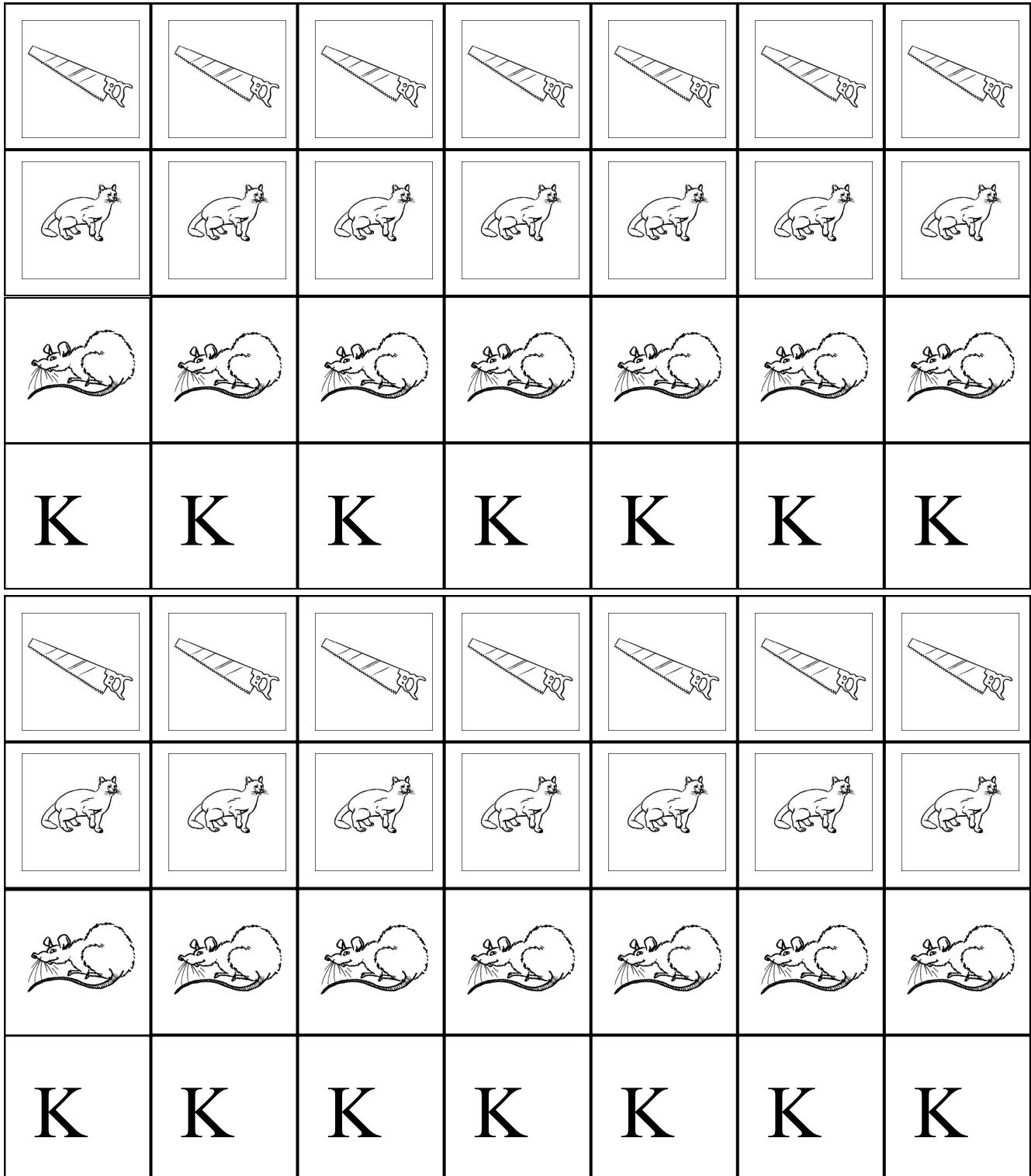
### 3 cartons de loto à découper



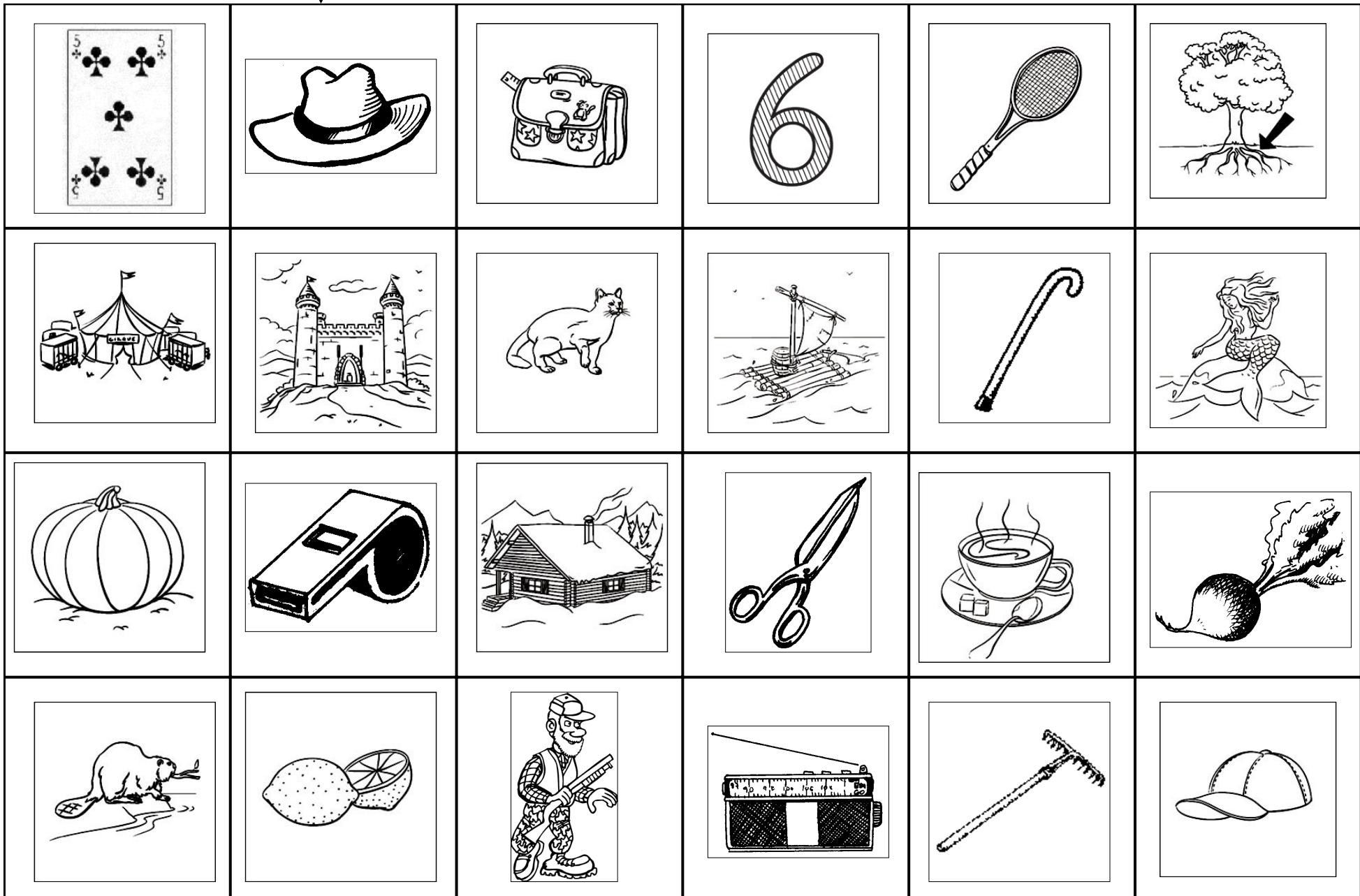
### 3 cartons de loto à découper



# Pions du loto à découper



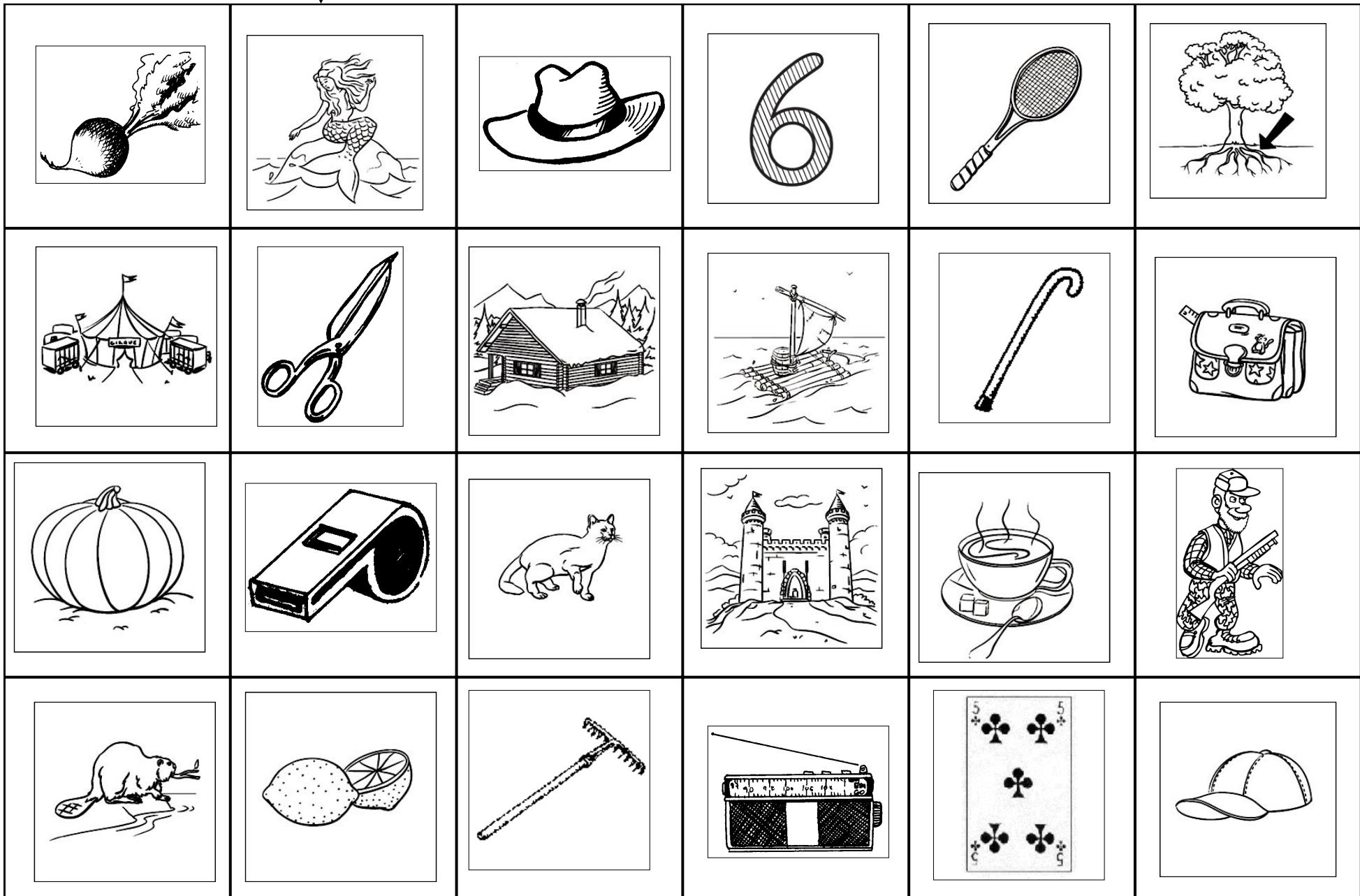
Entrée



Sortie



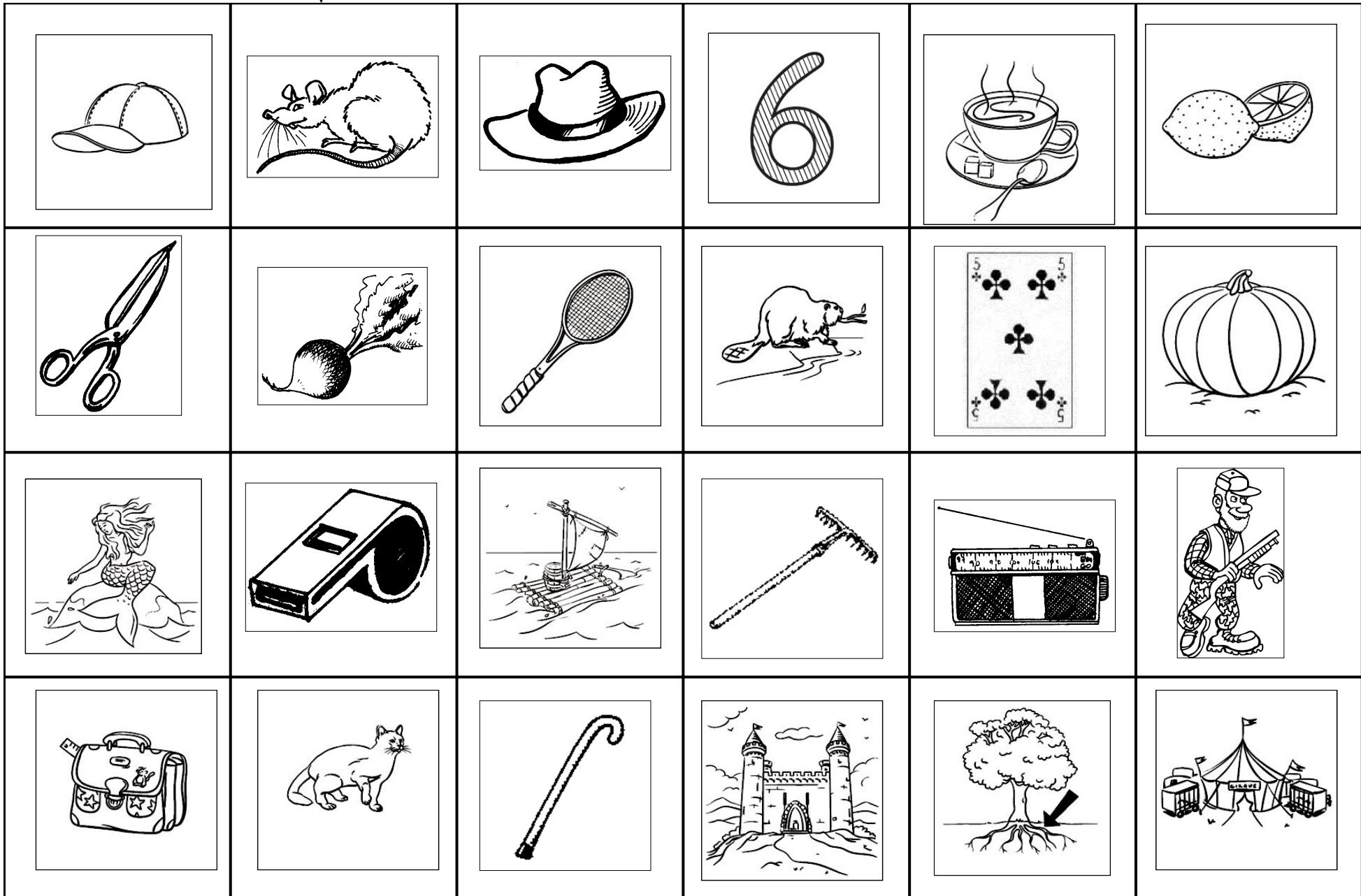
Entrée



Sortie



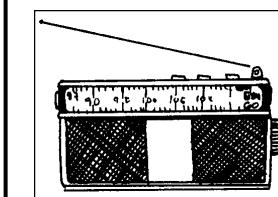
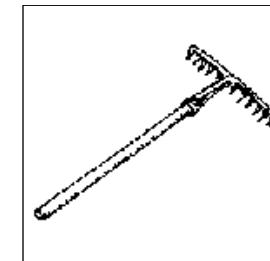
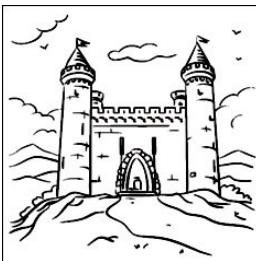
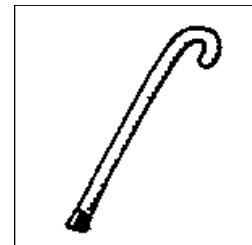
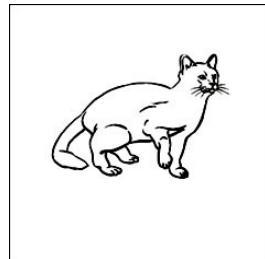
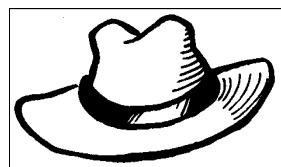
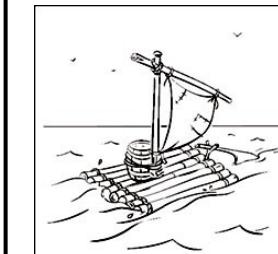
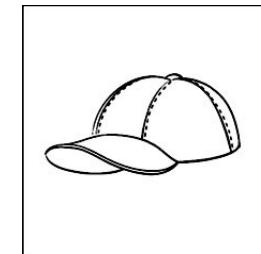
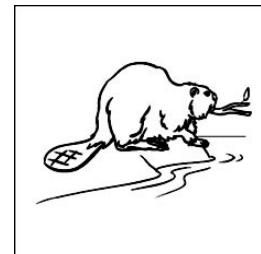
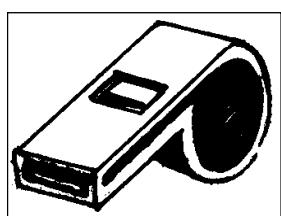
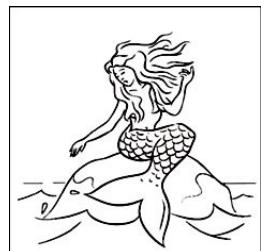
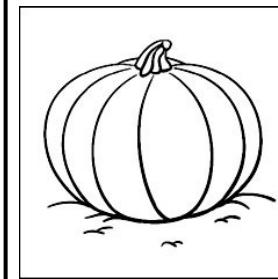
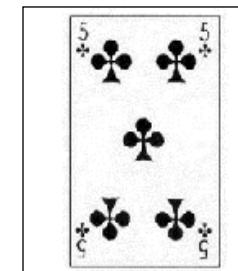
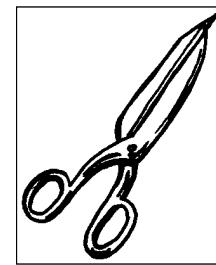
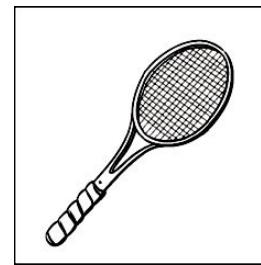
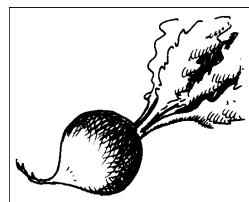
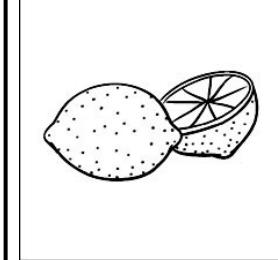
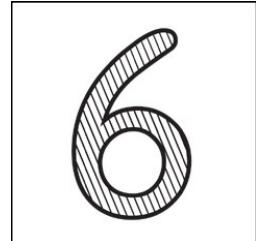
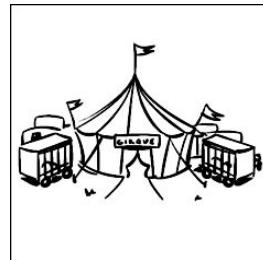
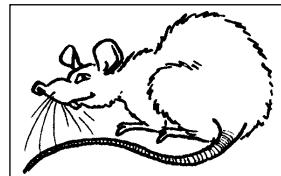
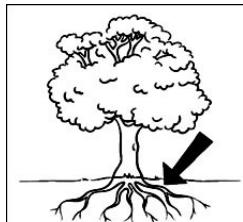
Entrée



Sortie



Entrée



Sortie

