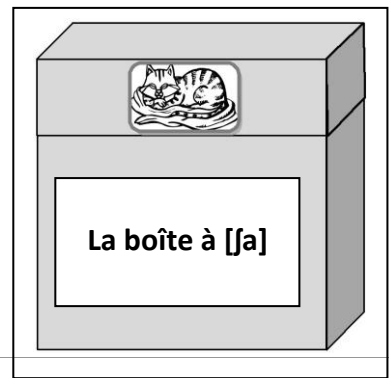


Syllabes orales

Livret 1 : Repérer



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 :

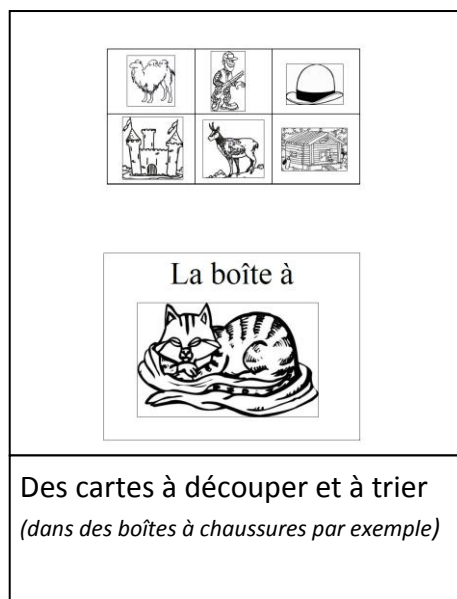
- une situation de manipulation : Le jeu de « **la boîte à** »,

*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 :



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, pile la feuille, retrouve les parmi les dessins et entoure les de la couleur demandée. D'après et variée.

Série 1 (à entourer en rouge) :

Série 2 (à entourer en bleu) :

Un entraînement à la mémorisation immédiate

chat	chat
chameau	chameau
chasseur	chasseur
chalet	chalet
château	château
chamois	chamois
chapeau	chapeau

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

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

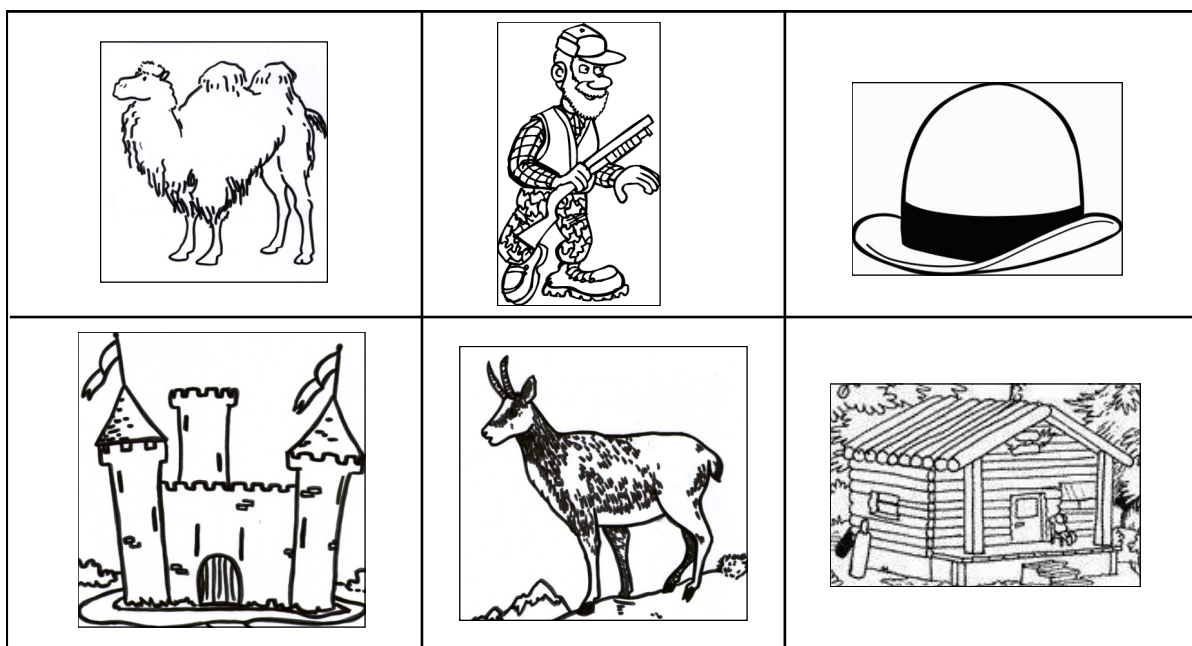
chat	chiot	rat	mat	chat
chameau	château	chameau	chapeau	bateau
chasseur	chaleur	chasse	classeur	chasseur
chalet	chalet	balet	chat	chalutier
château	râteau	château	cadeau	bateau
chamois	chameau	champion	chamois	danois
chapeau	château	chapeau	crapaud	chatouille

Une fiche de discrimination visuelle

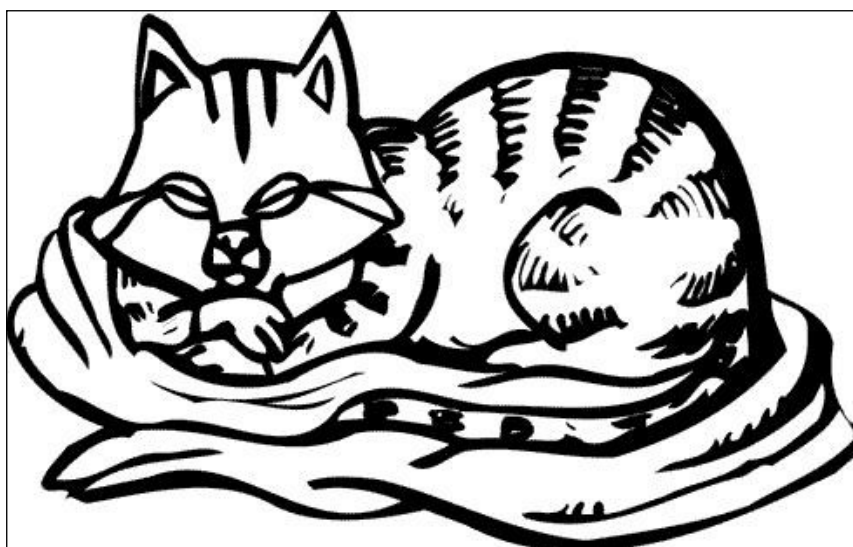
Place les deux graphèmes du même mot.

chat	chameau
chameau	chapiteau
chasseur	chaise
chalet	château
château	chacun
chamois	chalet
chapeau	chemin
	chasseur
	râteau
	cadeau
	chamois

Exercices en lien avec les jeux de Memory



La boîte à





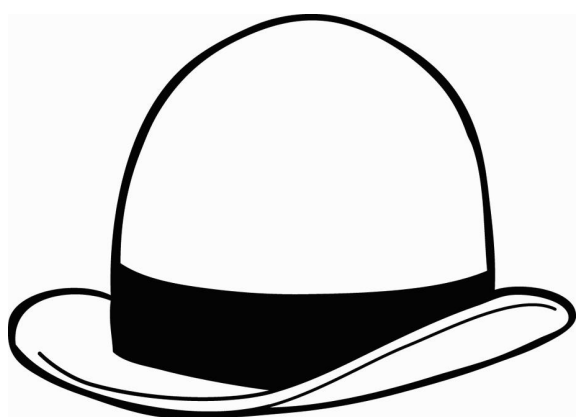
un chalet

un chalet



un chameau

un chameau



un chapeau

un chapeau



un chasseur

un chasseur



une chamois

une chamois



un château

un château

Entraîner sa mémoire

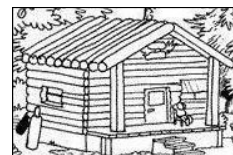
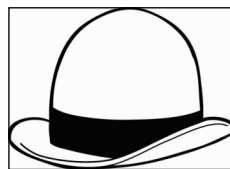
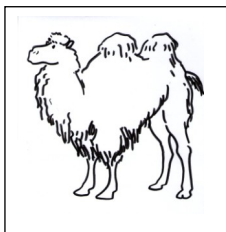
avec la boîte à



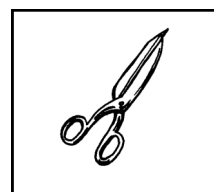
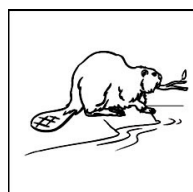
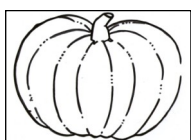
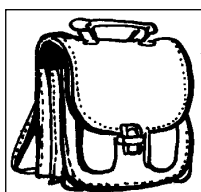
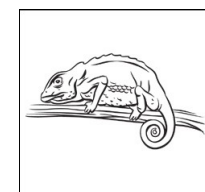
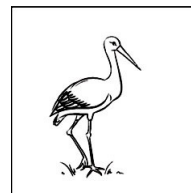
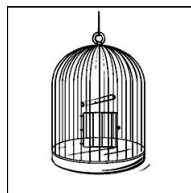
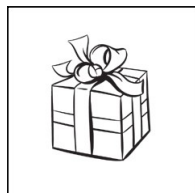
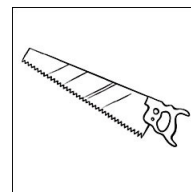
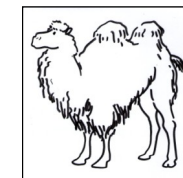
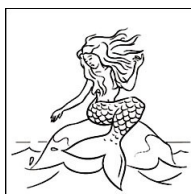
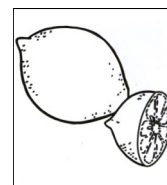
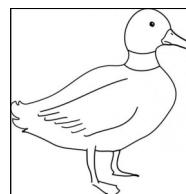
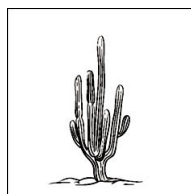
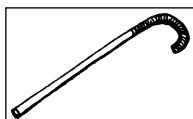
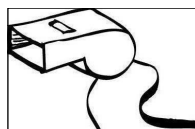
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

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) :



Mémoire

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

Mémoire

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

Mémoire

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

chat

U S f

chameau

U S _ V S g

chasseur

U S e e l g d

chalet

U S ^ V

château

U G ^ V S g

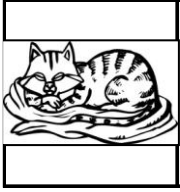
chamois

U S _ d e

chapeau

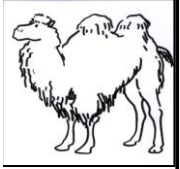
U S b V S g

Relie les deux écritures du même mot.



chat

chameau



chameau

chat



chasseur

château



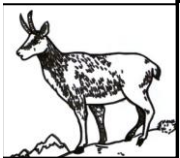
chalet

chalet



château

chasseur



chamois

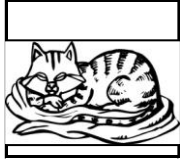
chapeau



chapeau

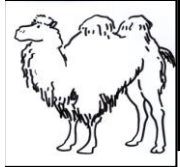
chamois

Relie chaque mot avec son jumeau.



chat

•



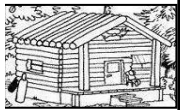
chameau

•



chasseur

•



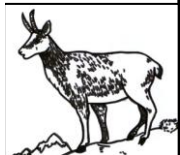
chalet

•



château

•



chamois

•



chapeau

•

•
chameau

•
hameau

•
chat

•
char

•
château

•
râteau

•
chalet

•
tâche

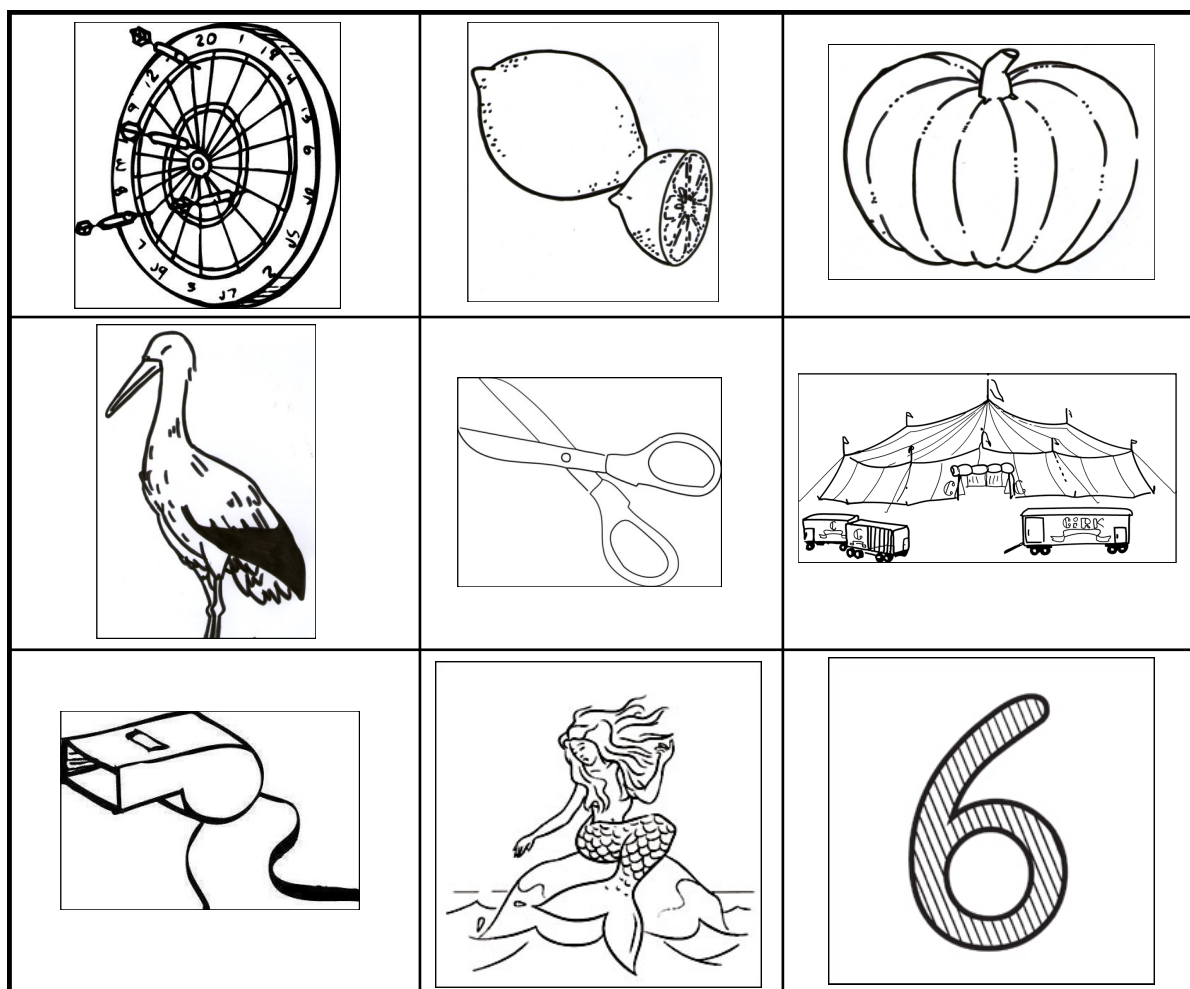
•
chasseur

•
casseur

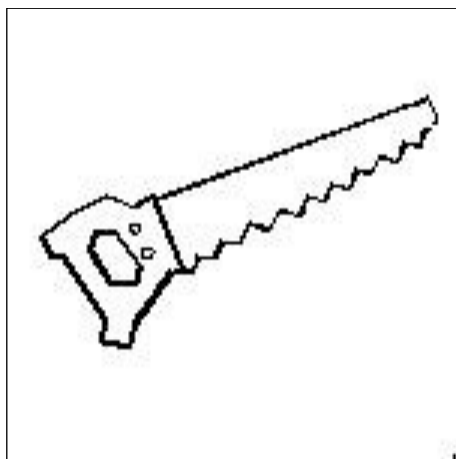
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chapeau

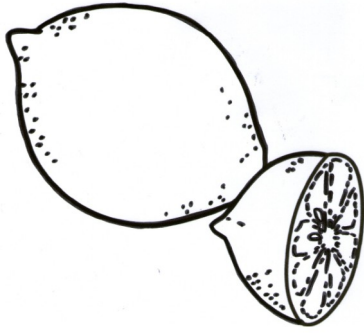
•
champion

•
chamois



La boîte à





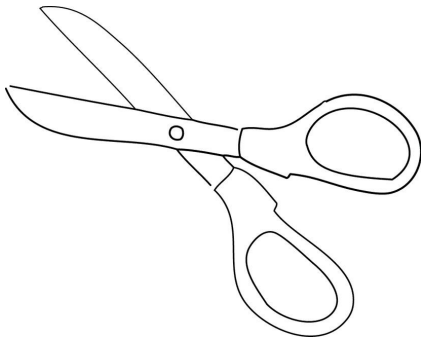
un citron

un citron



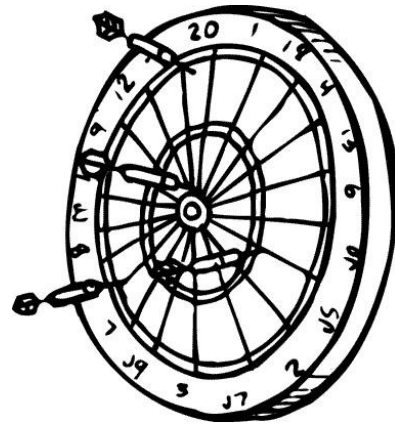
une cigogne

une cigogne



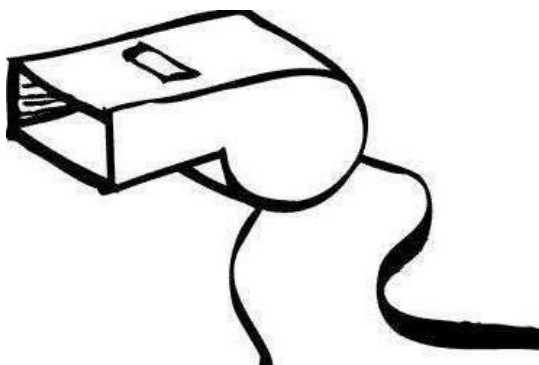
des ciseaux

des ciseaux



une cible

une cible



un sifflet

un sifflet

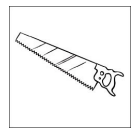


une citrouille

une citrouille

Entraîner sa mémoire

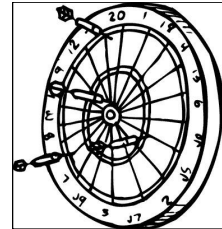
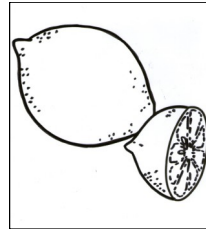
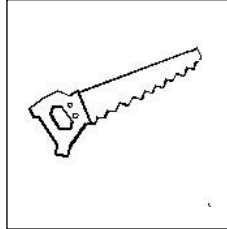
avec la boîte à



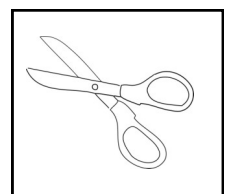
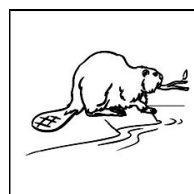
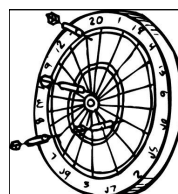
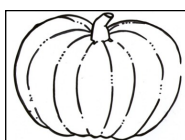
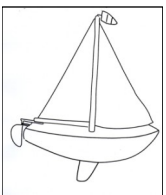
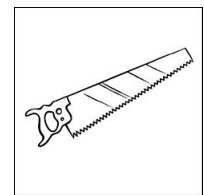
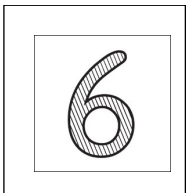
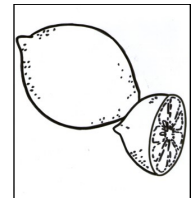
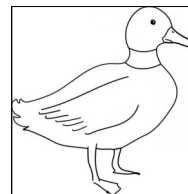
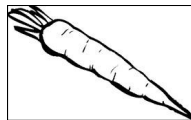
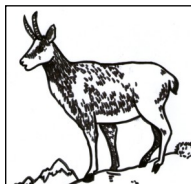
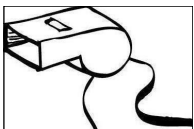
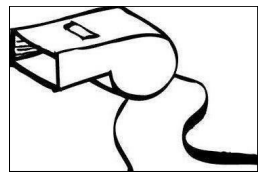
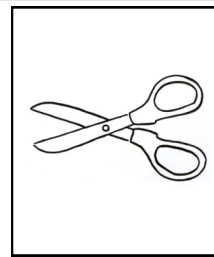
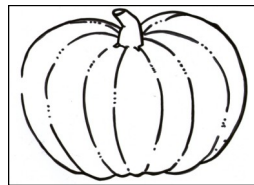
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

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.

cigogne

ciseaux

ciseaux

citrouille

citrouille

cigogne

sifflet

sifflet

citron

scie

cible

citron

scie

cible

Mémoire

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

cigogne

ciseaux

ciseaux

citrouille

citrouille

U Y A Y W

sifflet

e [XIV

citron

scie

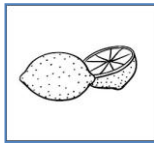
cible

citron

scie

cible

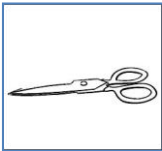
Relie les deux écritures de chaque mot.



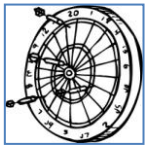
citron



sifflet



ciseaux



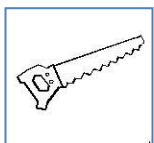
cible



citrouille



cigogne



scie

ciseaux

oiseaux

cible

cire

citron

signe

sifflet

sire

scie

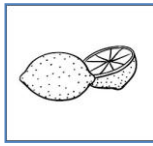
cocagne

cigogne

tiraille

citrouille

Relie chaque mot avec son jumeau.



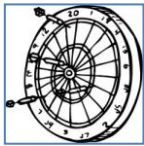
citron



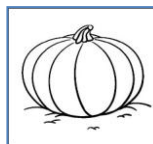
sifflet



ciseaux



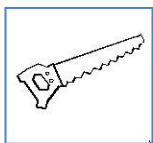
cible



citrouille



cigogne



scie

ciseaux

oiseaux

cible

cable

citron

citrouille

sifflet

coffret

scie

crie

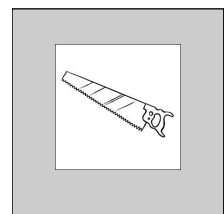
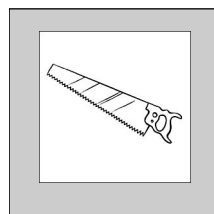
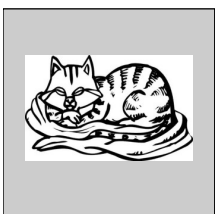
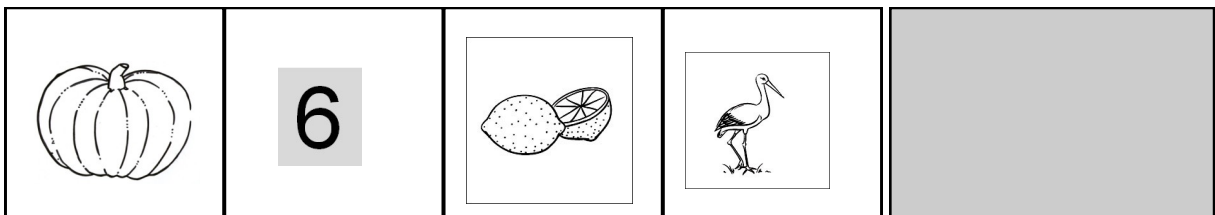
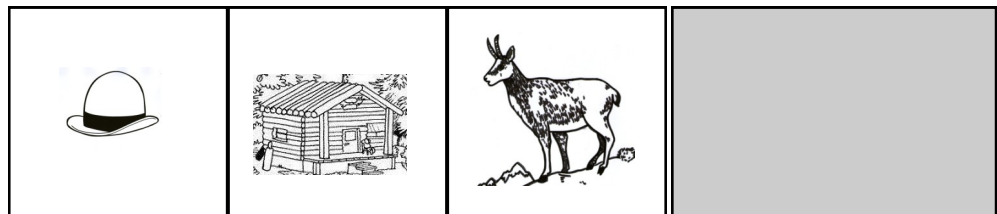
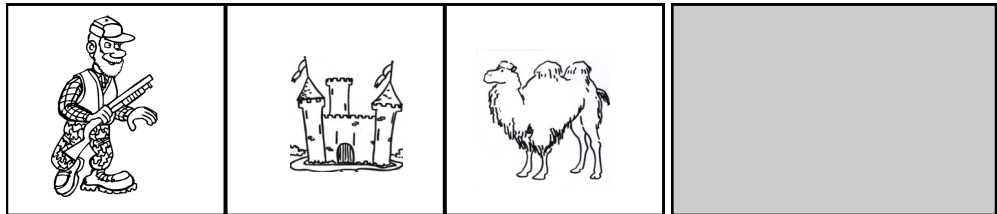
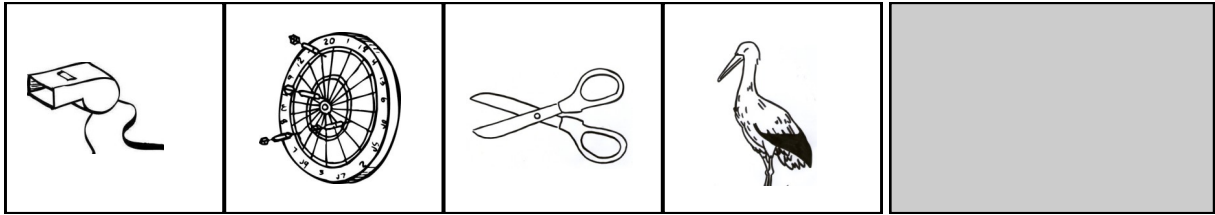
cigogne

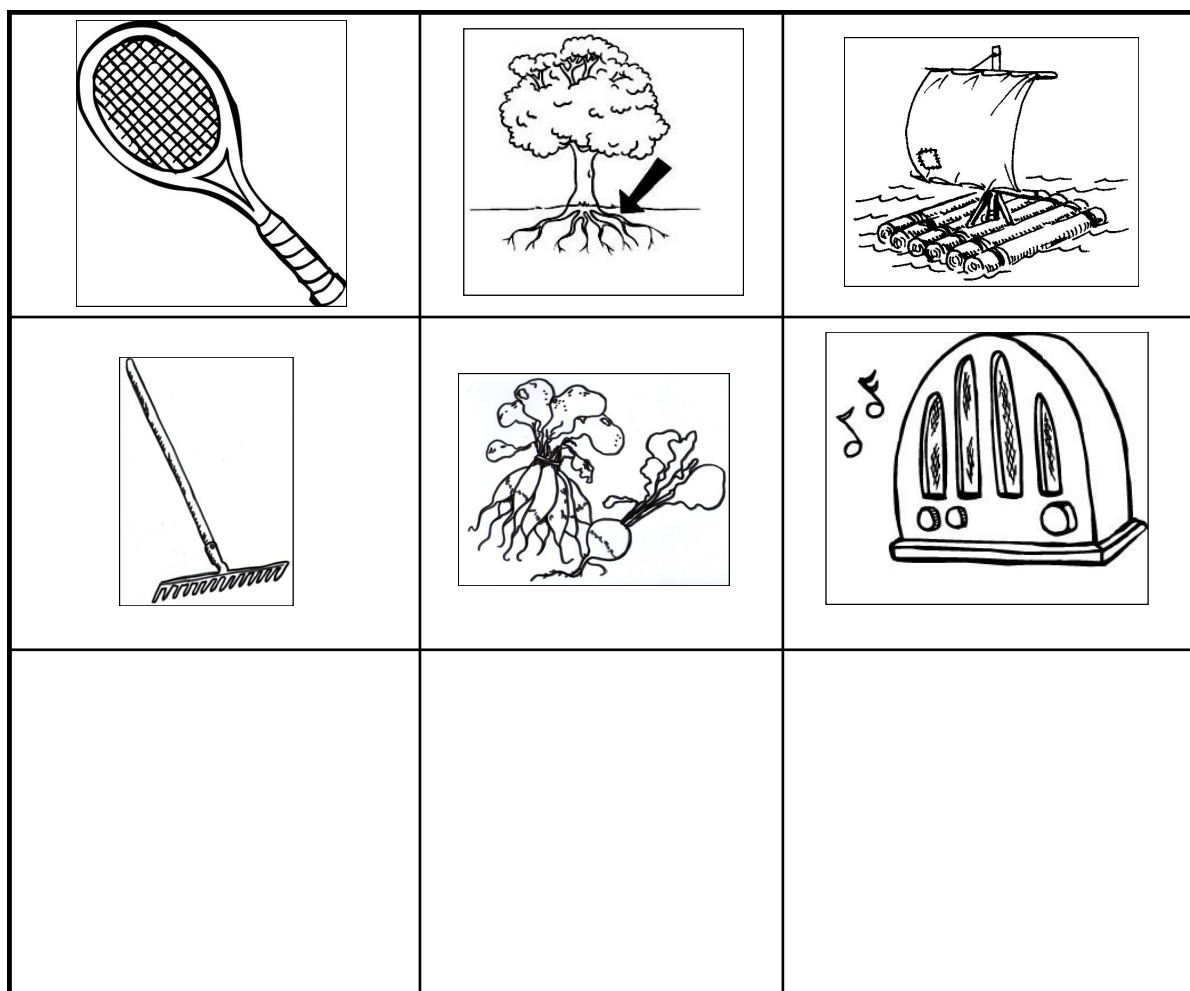
cocagne

citrouille

Bilan séances 1 et 2

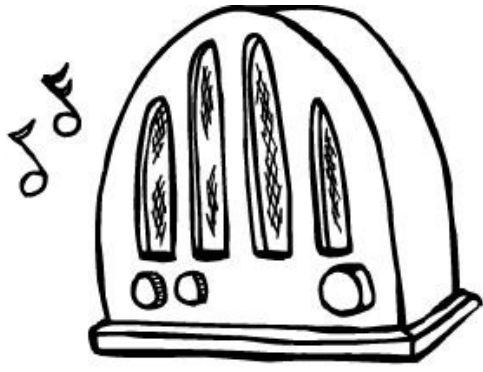
Pour chaque ligne , colle l'étiquette de la boîte correspondant à ces 4 mots.





La boîte à





une radio

une radio



un radis

un radis



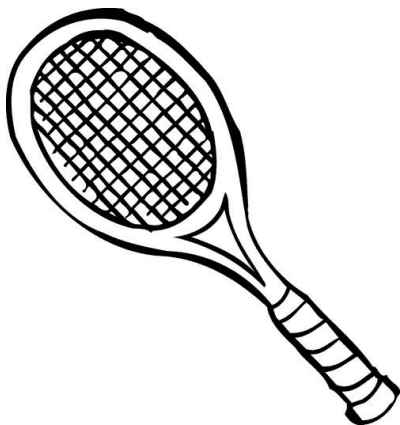
un râtelier

un râtelier



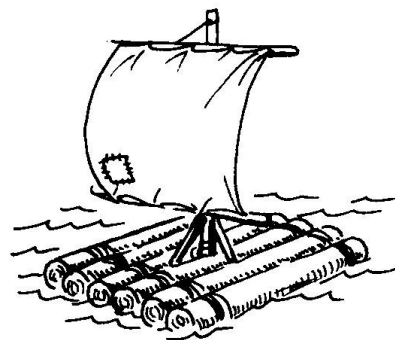
une racine

une racine



une raquette

une raquette



un radeau

un radeau

Entraîner sa mémoire

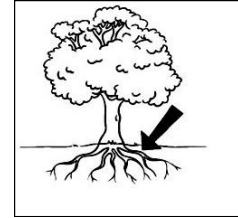
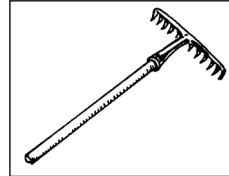
avec la boîte à



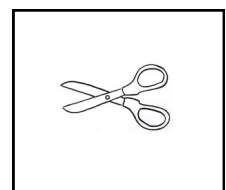
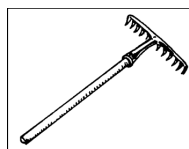
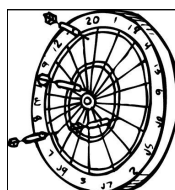
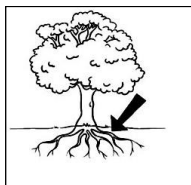
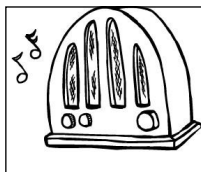
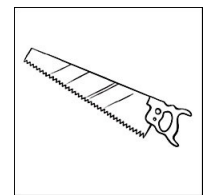
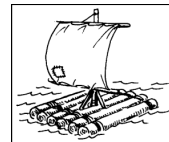
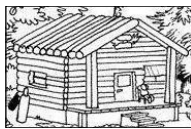
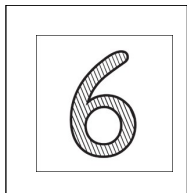
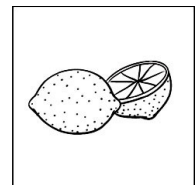
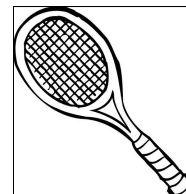
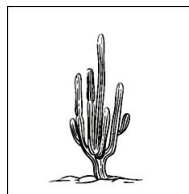
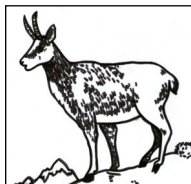
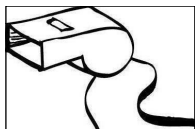
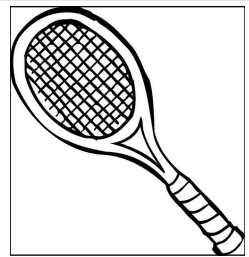
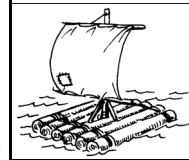
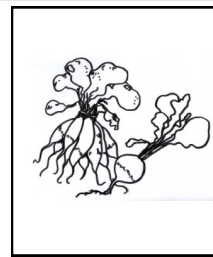
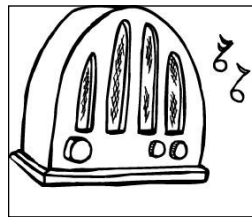
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

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) :



Mémoire

Découpez ces cartes puis mélangez-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

Mémoire

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

Mémoire

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

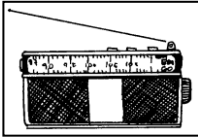
radis

radis

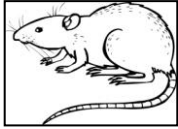
radeau

radeau

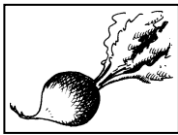
Relie chaque mot avec son jumeau.



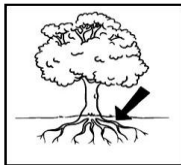
radio



rat



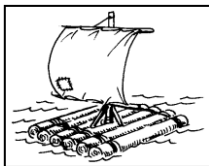
radis



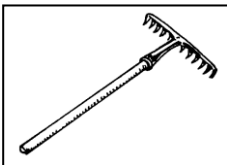
racines



raquette



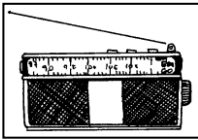
radeau



râteau

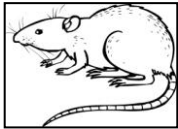
- rat
- rideau
- radio
- ravines
- racines
- paradis
- radis
- recette
- râteau
- château
- raquette
- baguette
- radeau
- cadeau

Relie les deux graphies du même mot.



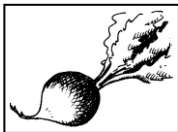
radio

dsf



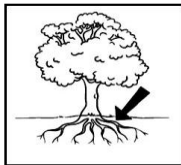
rat

dSMa



radis

dSψ W



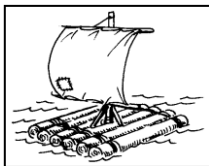
racines

dSMe



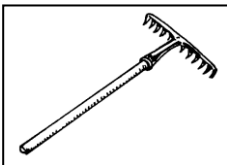
raquette

dGVSg



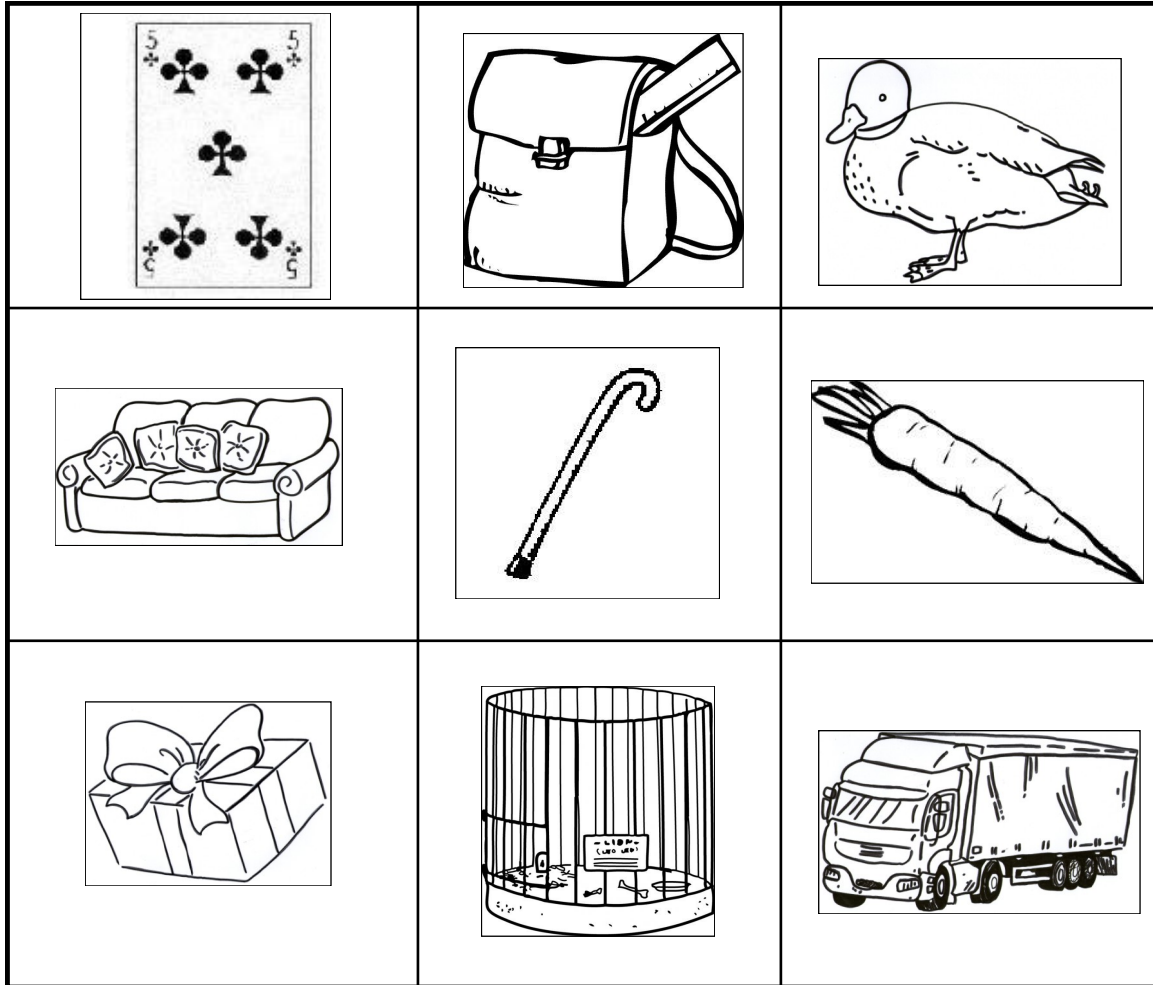
radeau

dScgVW



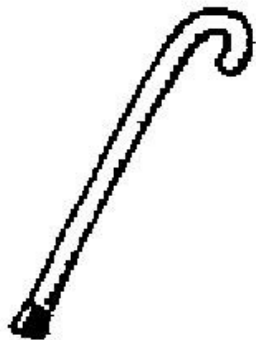
râteau

dSVSg



La boîte à

Ka



une canne

une canne



un cadeau

un cadeau



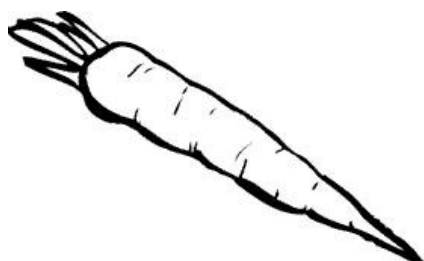
un cartable

un cartable



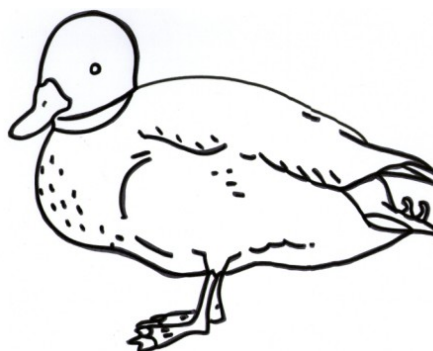
un canapé

une canapé



une carotte

une carotte



un canard

un canard

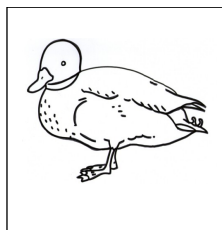
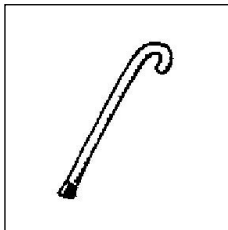
Entraîner sa mémoire

avec la boîte à Ka

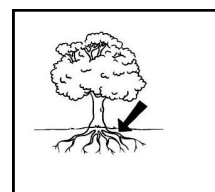
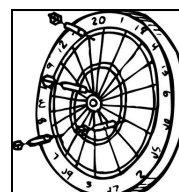
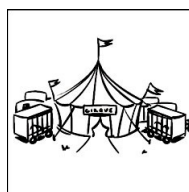
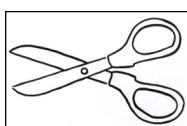
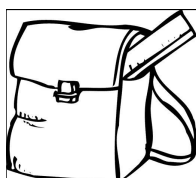
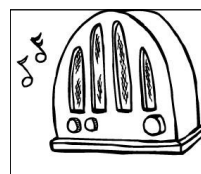
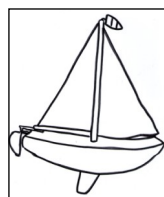
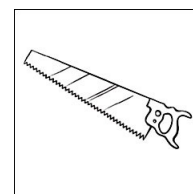
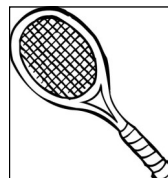
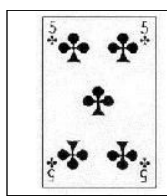
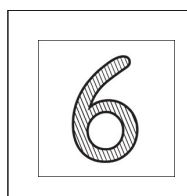
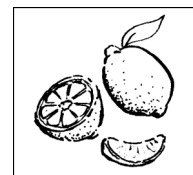
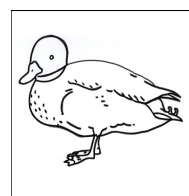
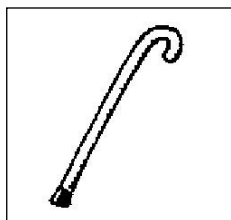
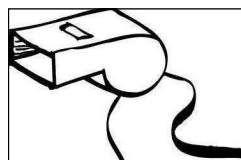
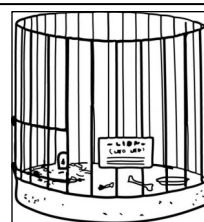
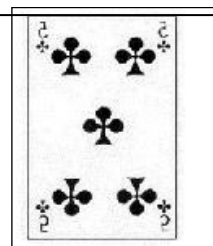
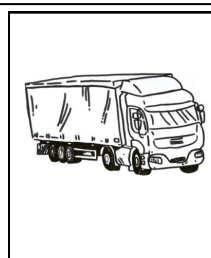
Avant de commencer, observe bien tous les dessins d'animaux proposés en bas de page.

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) :



Mémoire

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

Mémoire

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

Mémoire

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

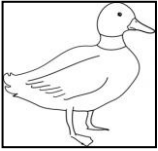
camion

Relie les deux graphies du même mot.



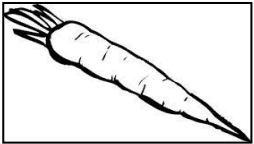
canne

canne



canard

carotte



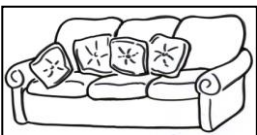
carotte

canard



cartable

canapé



canapé

cadeau



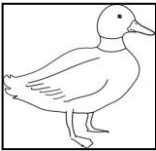
cadeau

cartable

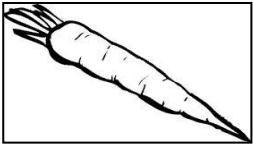
Relie chaque mot avec son jumeau.



canne



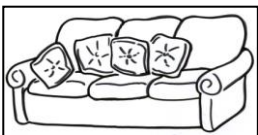
canard



carotte



cartable



canapé



cadeau

canne

cave

carotte

marotte

canard

caviard

canapé

campé

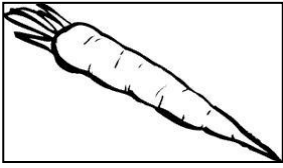
cadeau

bateau

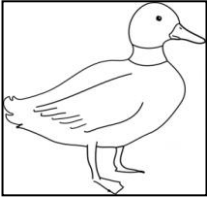
cartable

carton

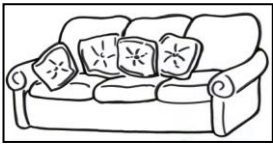
Relie chaque dessin avec le mot qui correspond.



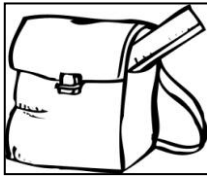
canapé



carotte



cartable



cadeau




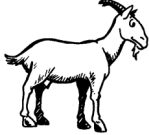
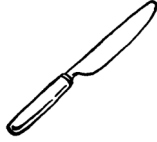

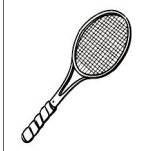



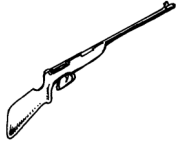



























canard



canne

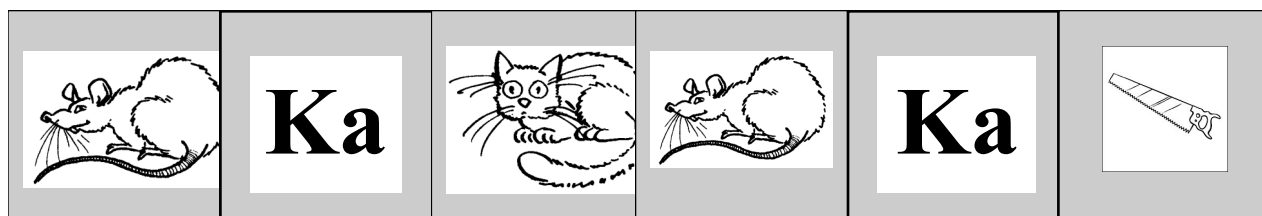
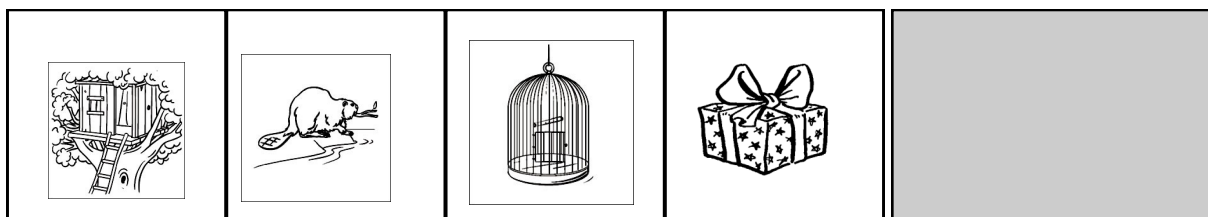
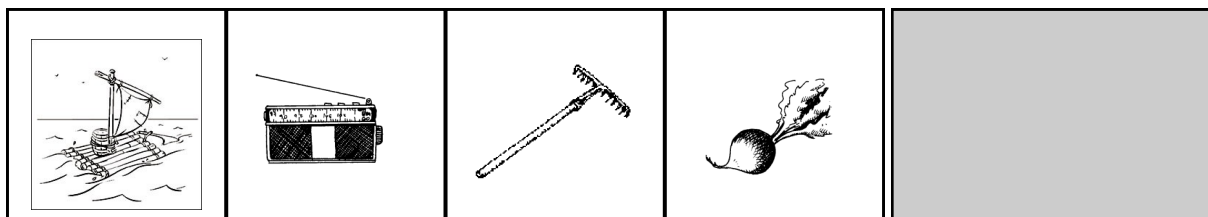
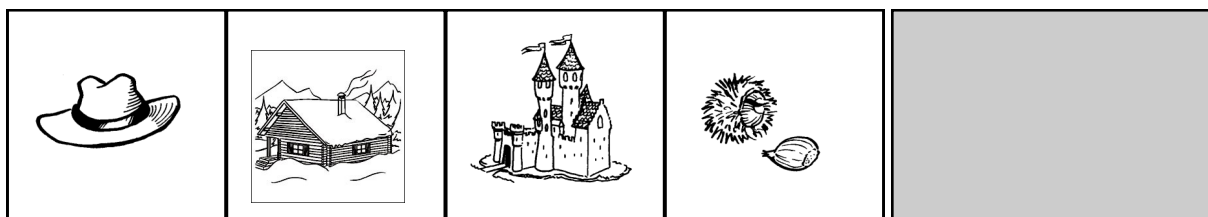
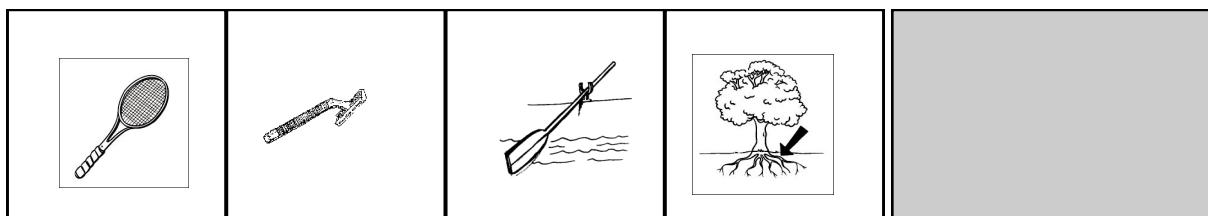
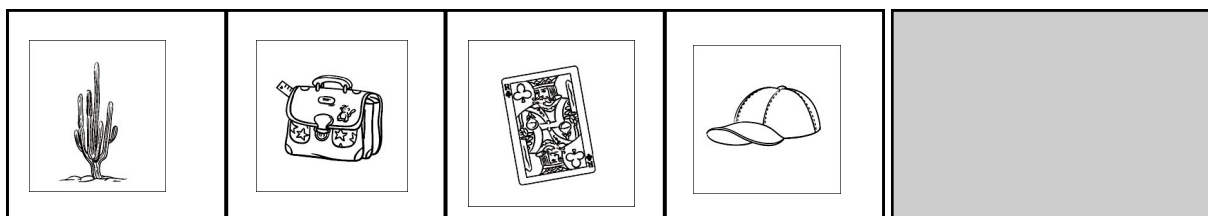
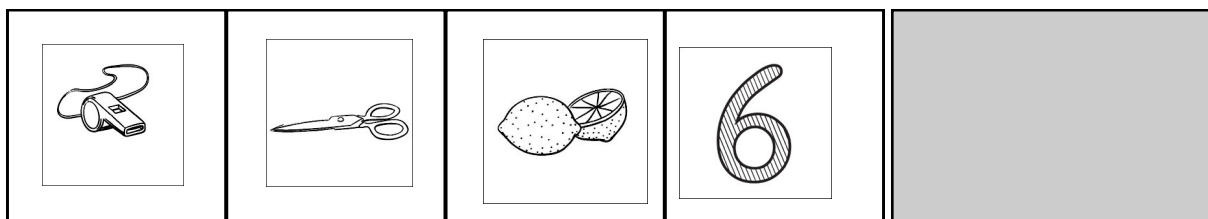
Bilan séances 3 et 4

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

ra					
	Ka				
ra					
	Ka				
ra					
	Ka				
ra					
	Ka				

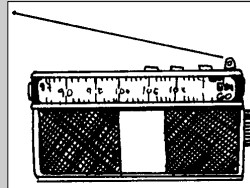
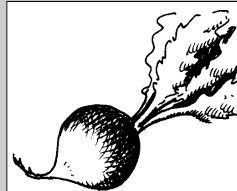
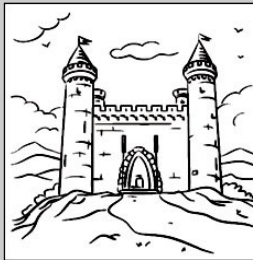
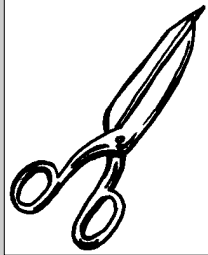
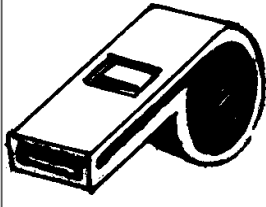
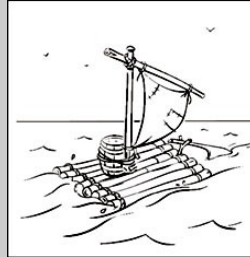
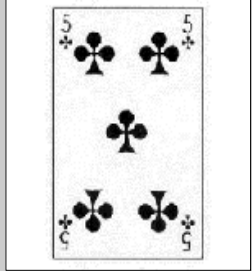
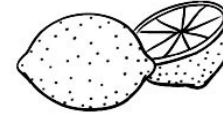
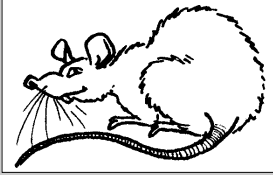
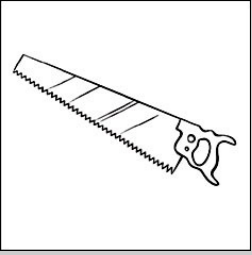
Bilan séances 1,2,3,4

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

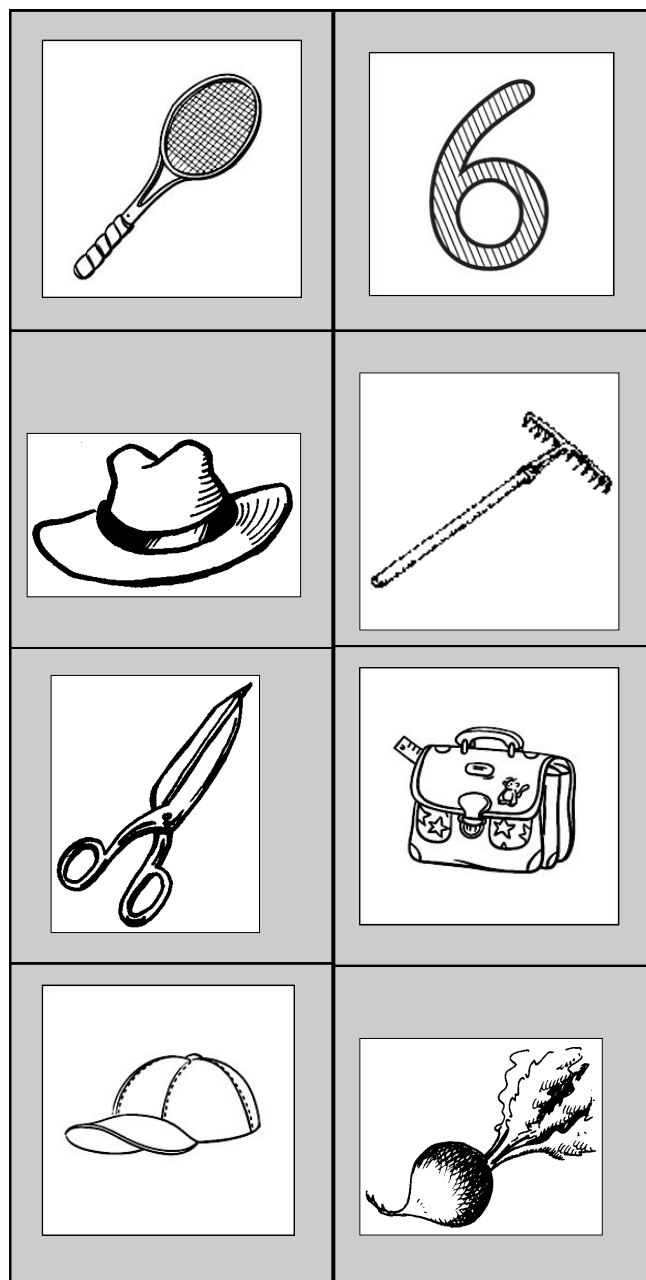
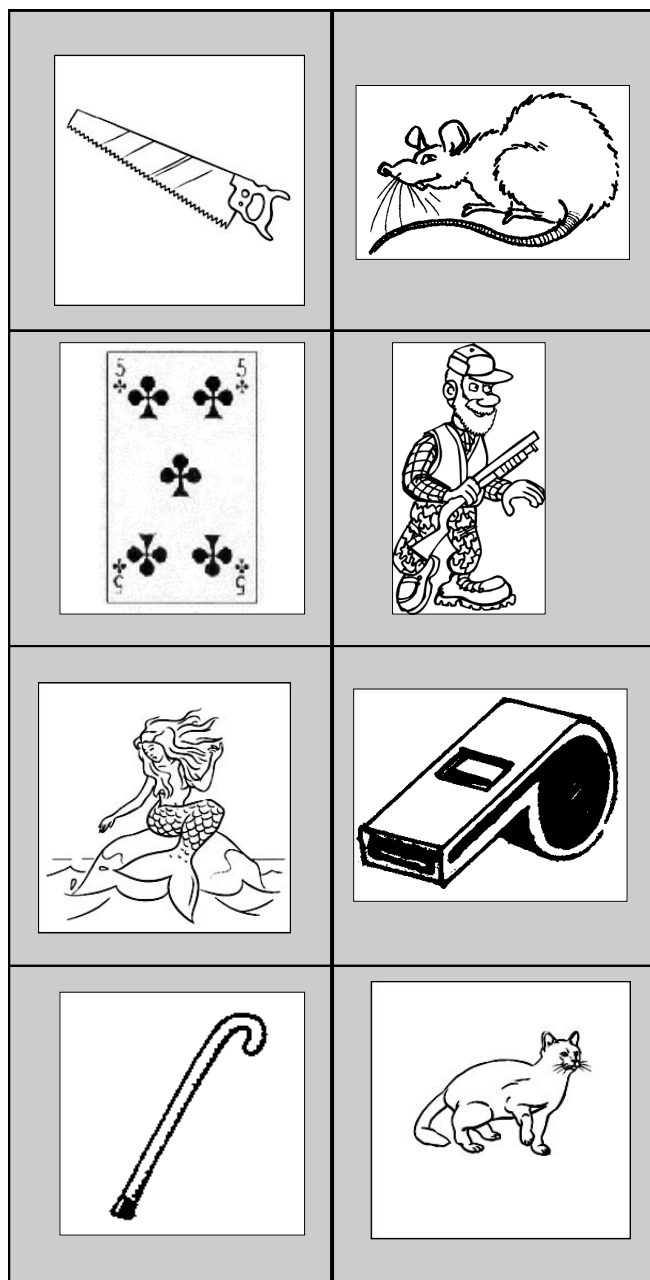


A la fin de la séquence, il est possible de réaliser certaines activités complémentaires :

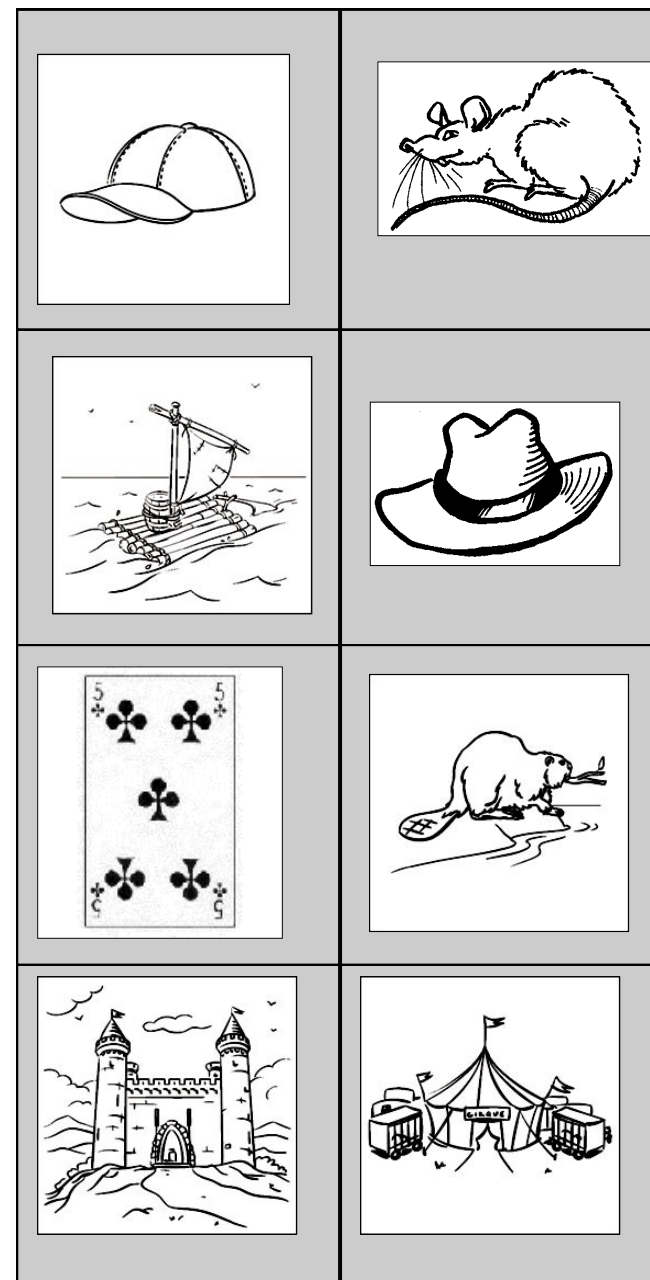
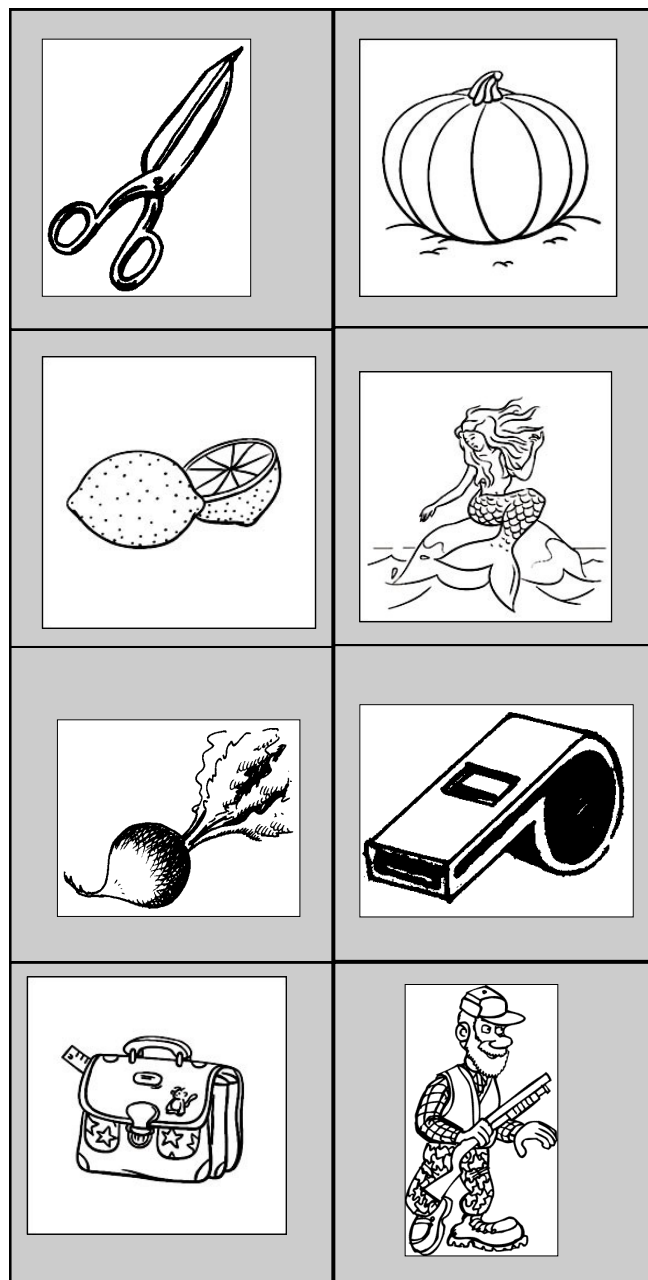
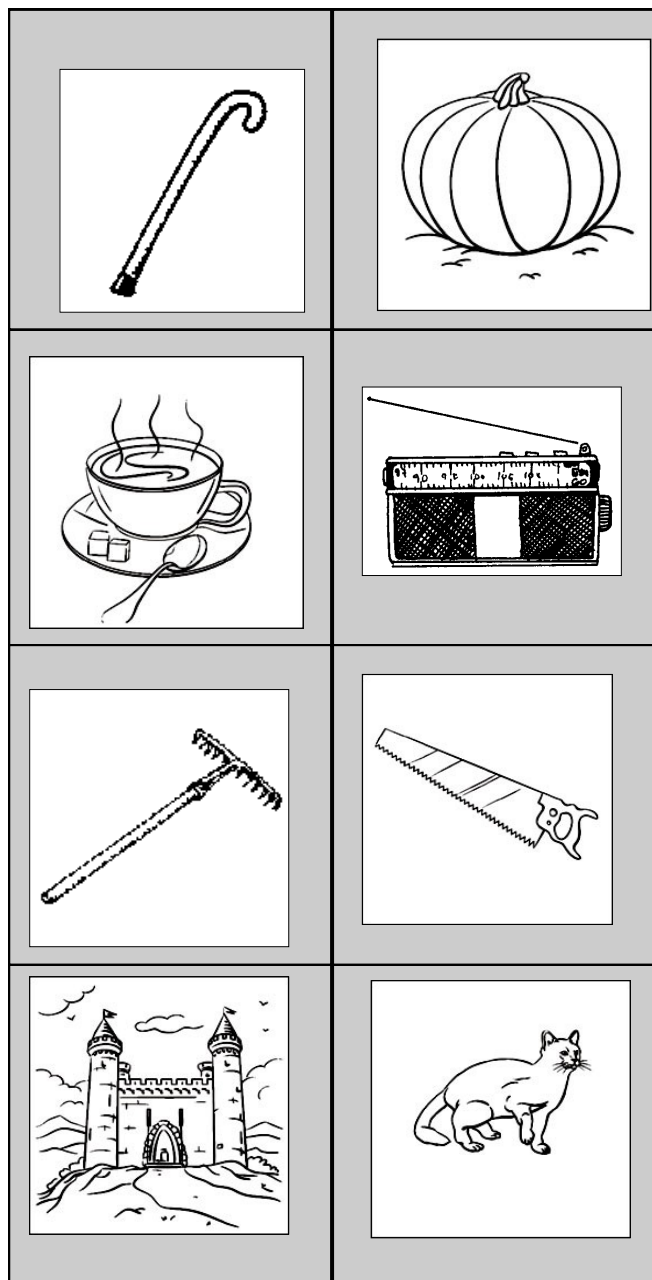
- un domino,
- un loto,
- un jeu de parcours,
- de la fabrication de phrases.



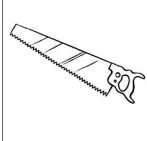
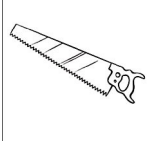
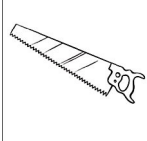
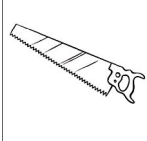
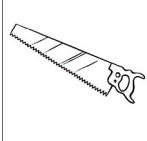
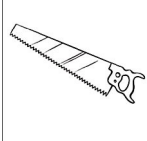
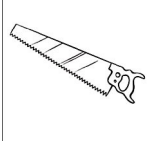
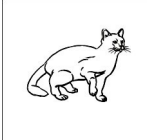
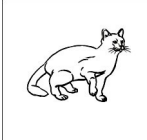
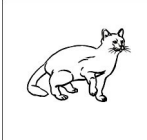
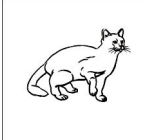
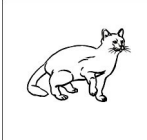
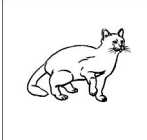
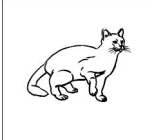







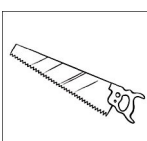
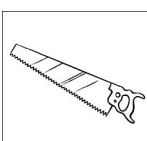
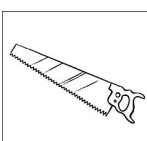
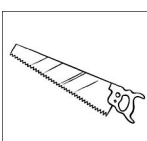
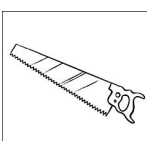
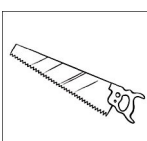
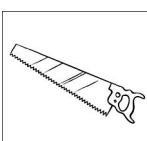
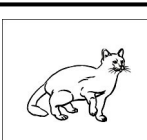
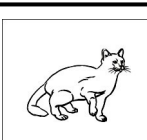
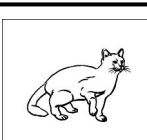
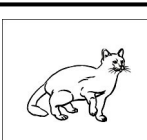
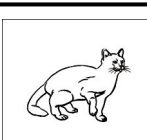
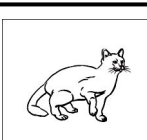
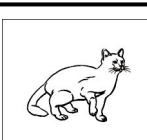







3 cartons de loto à découper



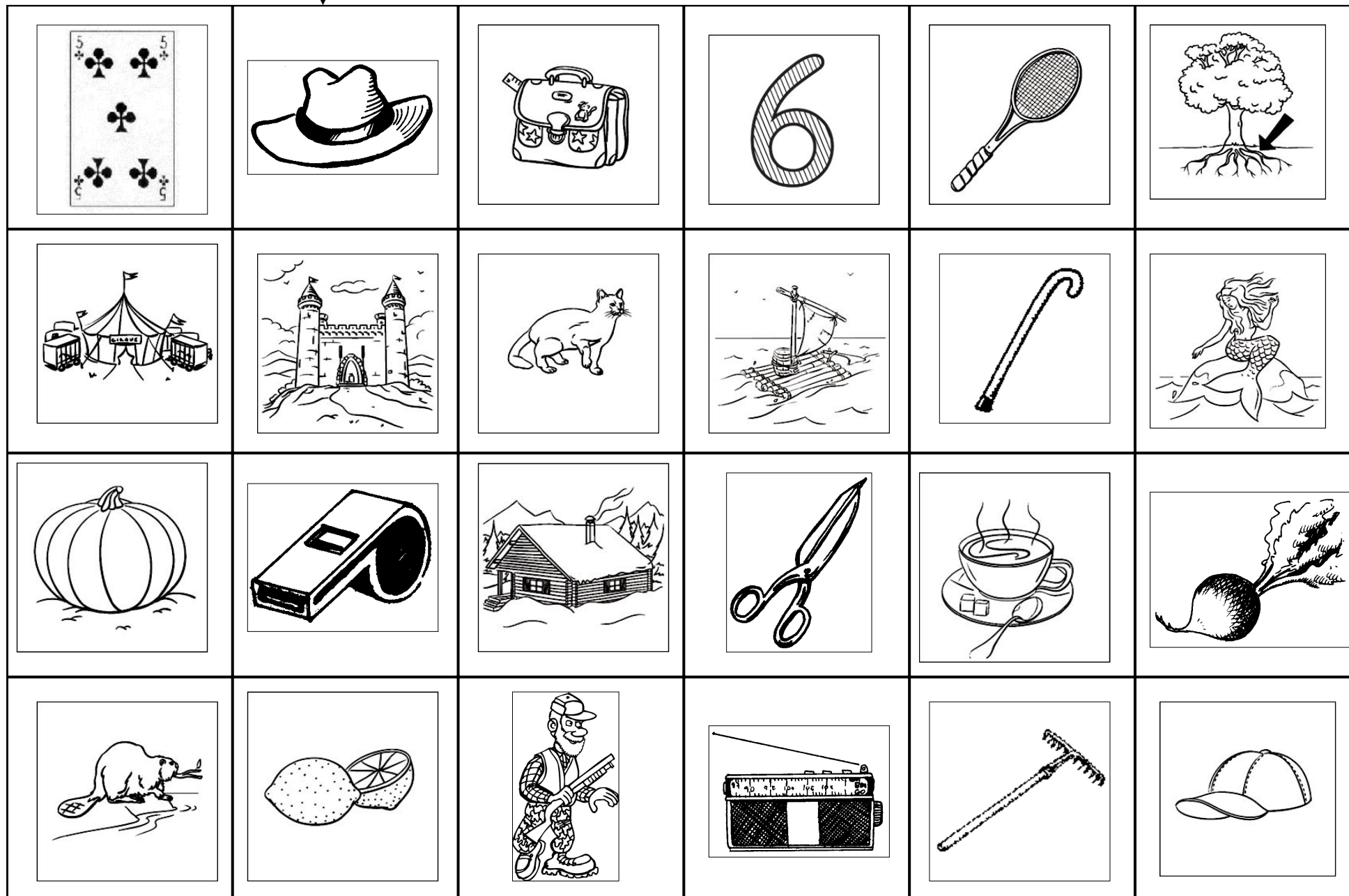
3 cartons de loto à découper



Pions du loto à découper

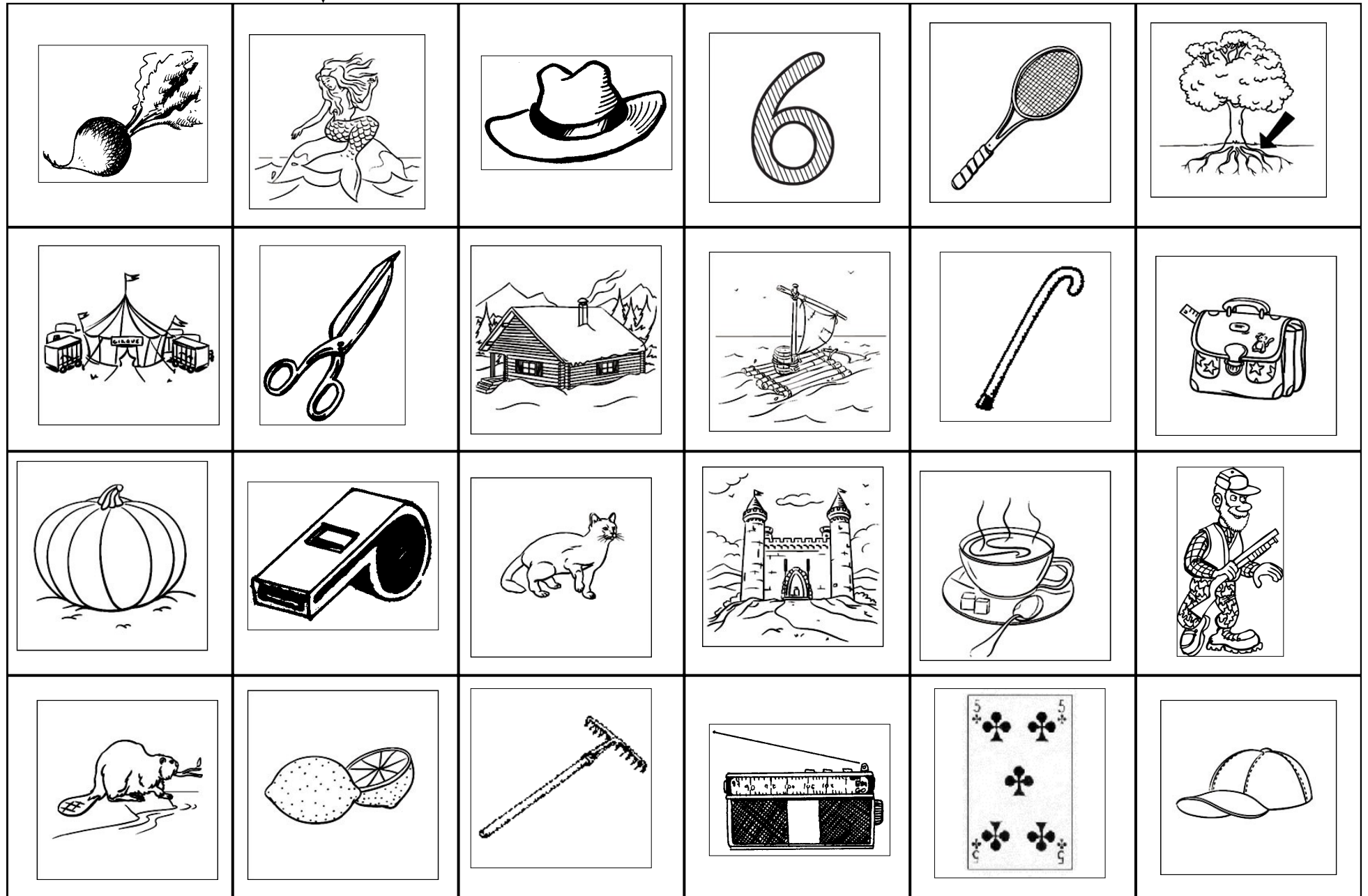
						
						
						
K	K	K	K	K	K	K
						
						
						
K	K	K	K	K	K	K

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Entrée



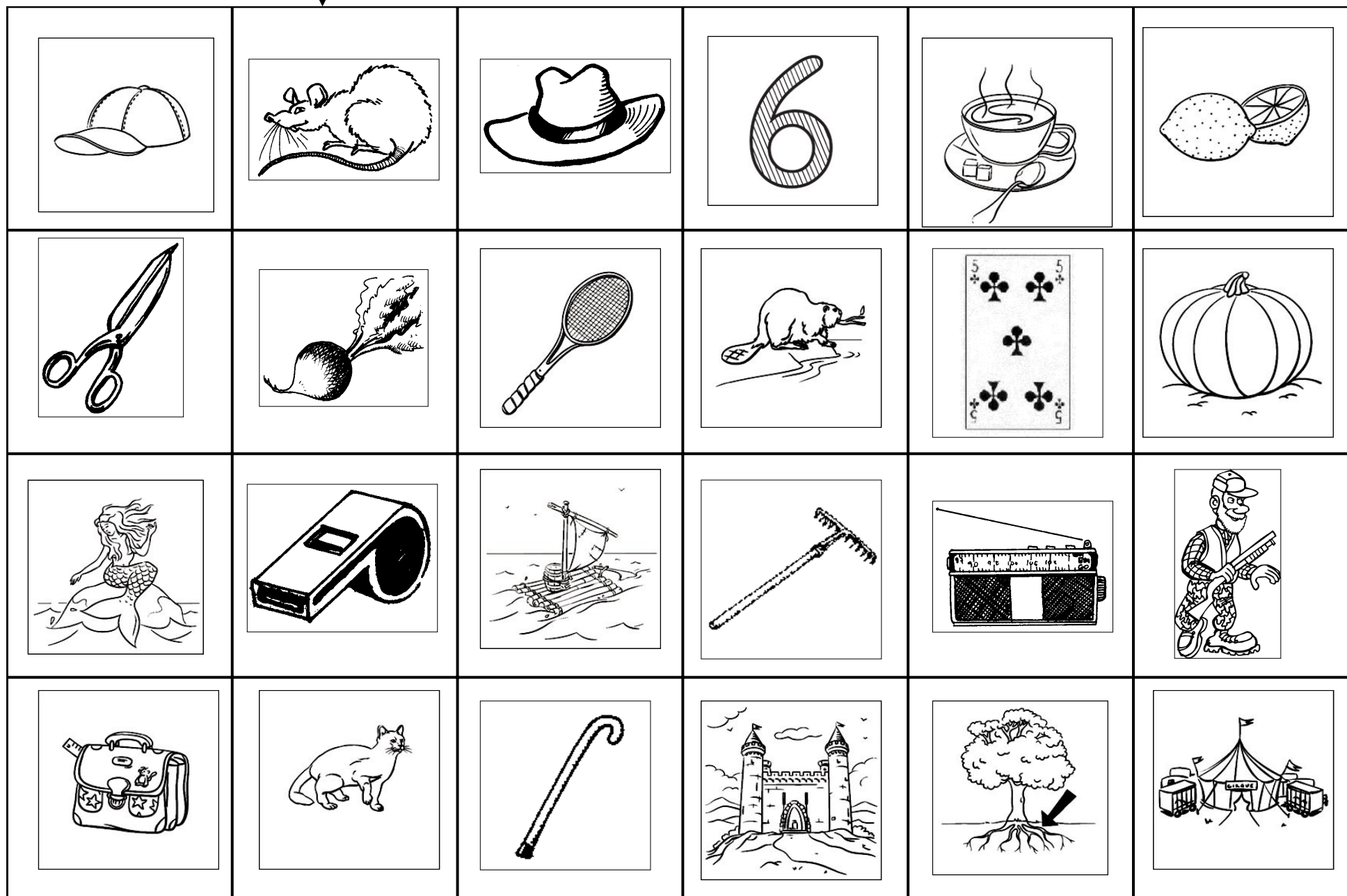
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Sortie

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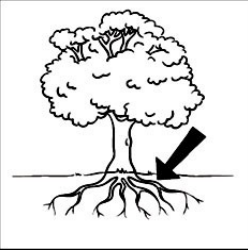


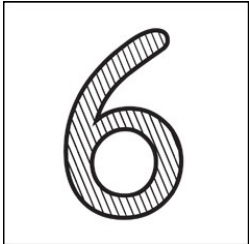

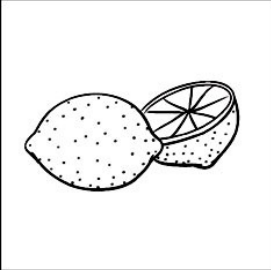

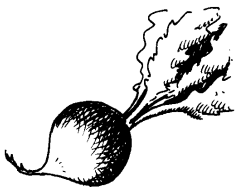
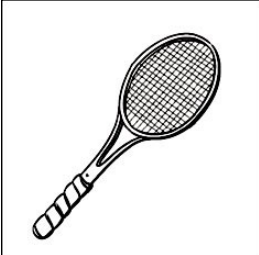
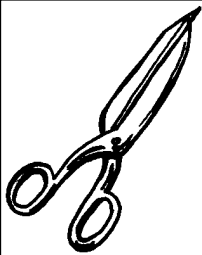
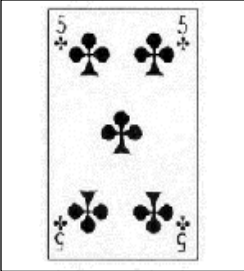


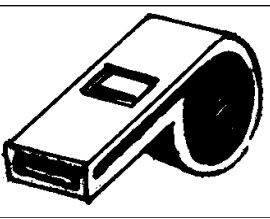


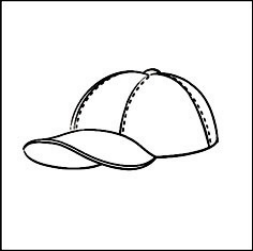

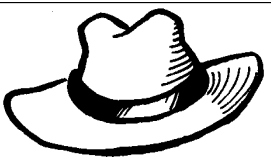
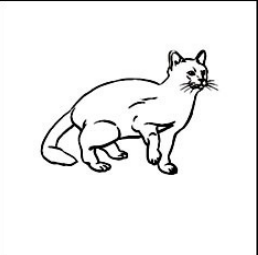



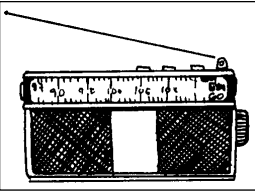
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Sortie