

Ringo  
Ron

Pioche  
des cartes  
PERSPECTIVES

Cartes  
PERSPECTIVES  
tirées

ÉQUIPE  
n°1

ÉQUIPE  
n°2

Durée restante

15 : 00

George  
Charlie

John  
Mick

Paul  
Keith

But du jeu du DECACUBE : trouver dans le temps imparti le maximum d'associations.

Ringo  
Ron

Pioche  
des cartes  
PERSPECTIVES

Cartes  
PERSPECTIVES  
tirées

ÉQUIPE  
n°1

ÉQUIPE  
n°2

Durée restante

15 : 00

George  
Charlie

John  
Mick

Paul  
Keith

Deux équipes s'affrontent, l'enseignant fixe la durée de la 1<sup>ère</sup> manche à 15 minutes.

Ringo  
Ron

John  
Mick

Pioche  
des cartes  
PERSPECTIVES



Cartes  
PERSPECTIVES  
tirées

Durée restante

15 : 00

ÉQUIPE  
n°1

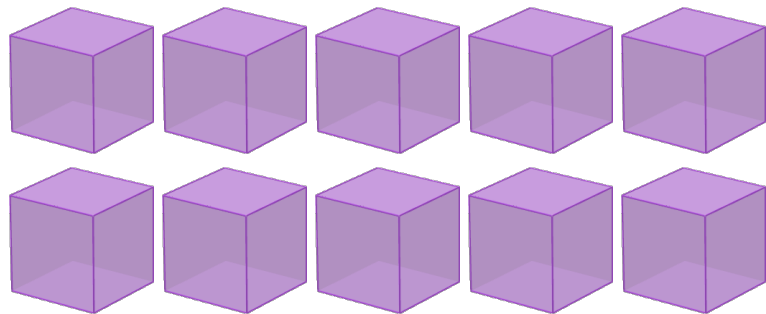
ÉQUIPE  
n°2

George  
Charlie

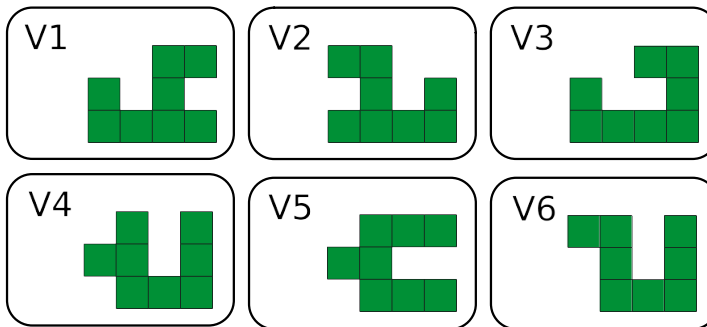
Paul  
Keith

Les cartes PERSPECTIVES sont mélangées et forment la pioche.

Ringo



TOUR  
n°1



John

Pioche  
des cartes  
PERSPECTIVES



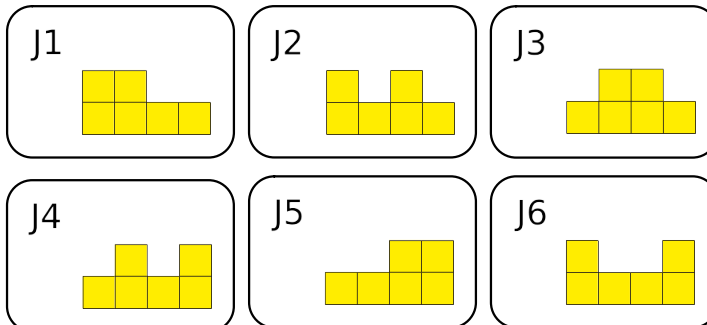
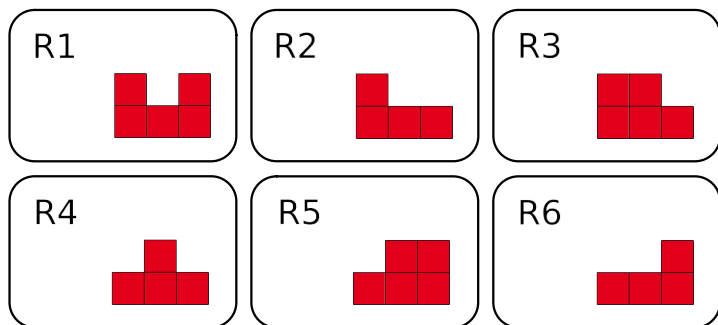
Cartes  
PERSPECTIVES  
tirées

Durée restante

15 : 00

ÉQUIPE  
n°1

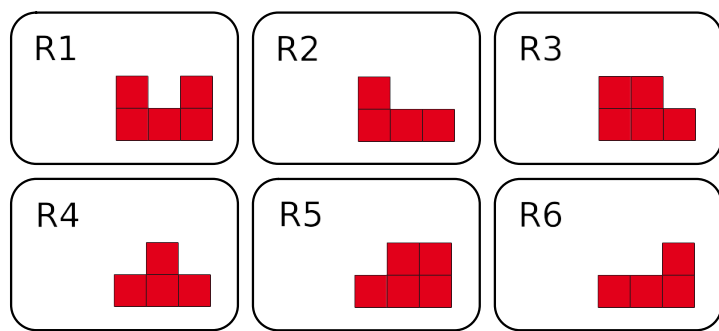
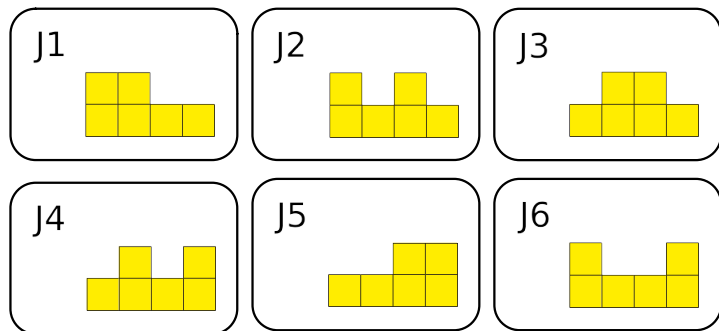
George



Paul

John prend les VUES VERTES, Paul les JAUNES, George les ROUGES, Ringo les CUBES.

Ron



Mick

TOUR  
n°1

Pioche  
des cartes  
PERSPECTIVES



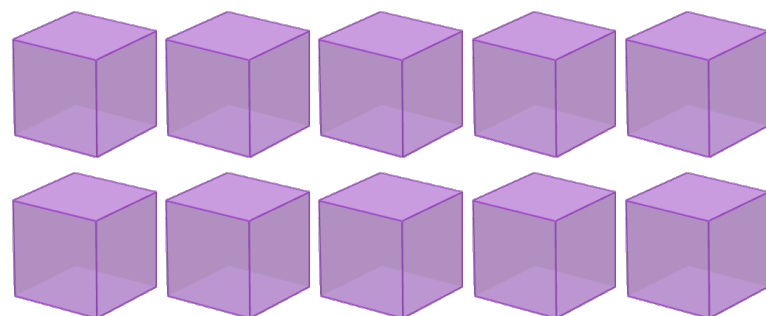
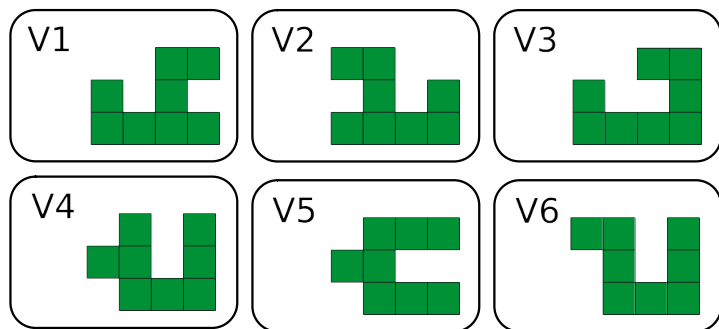
Cartes  
PERSPECTIVES  
tirées

Durée restante

15 : 00

ÉQUIPE  
n°2

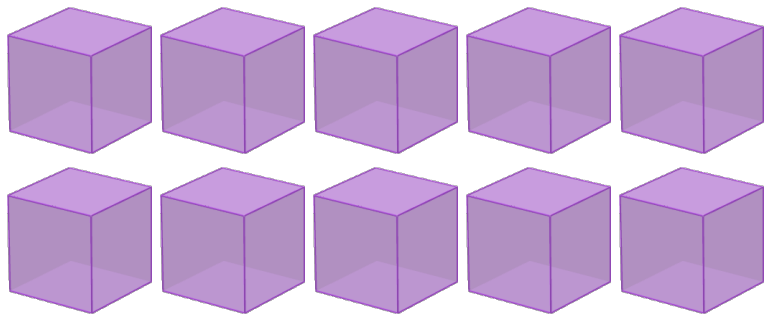
Charlie



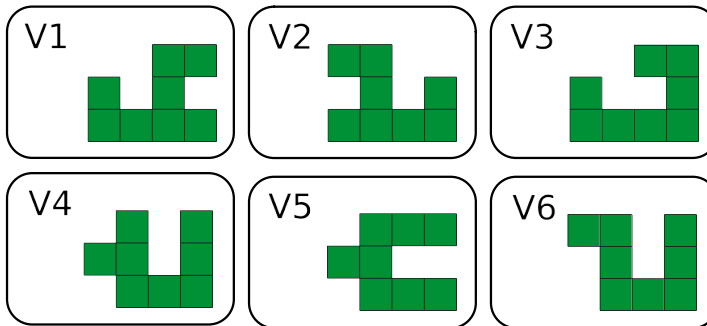
Keith

L'équipe n°2 se prépare de la même façon.

Ringo



TOUR  
n°1

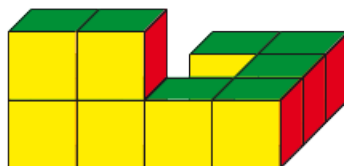


John

Pioche  
des cartes  
PERSPECTIVES



12

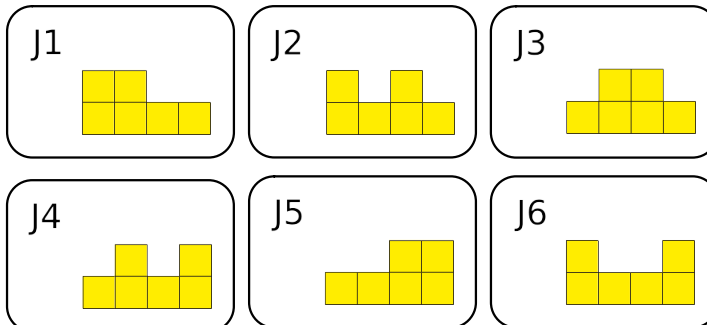
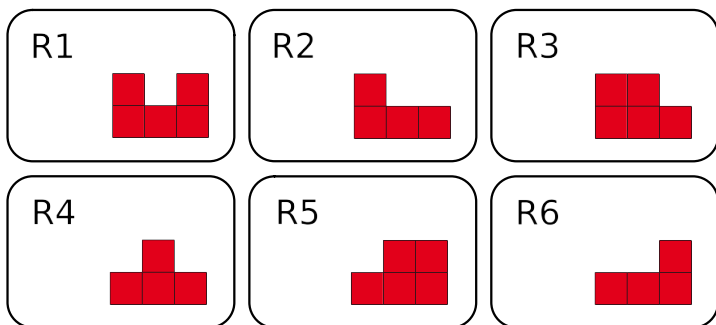


Durée restante

15 : 00

ÉQUIPE  
n°1

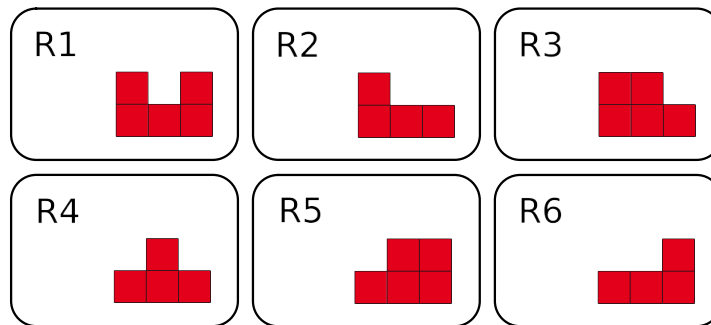
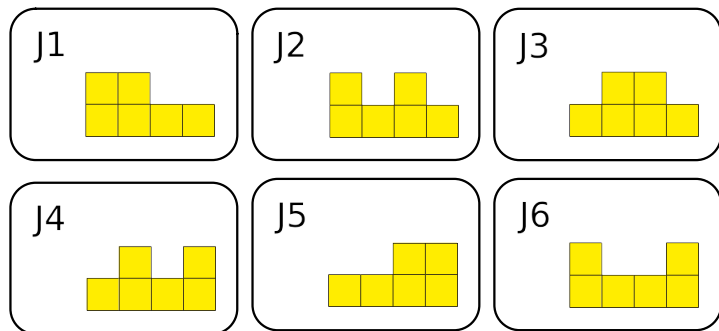
George



Paul

L'équipe n°1 pioche sa première carte PERSPECTIVE...

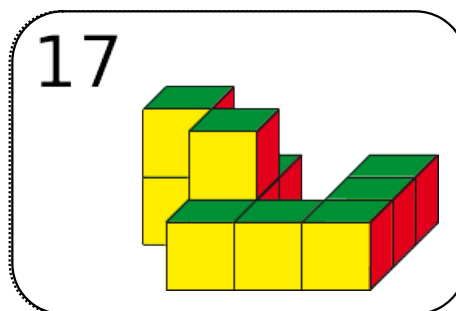
Ron



Mick

TOUR  
n°1

Pioche  
des cartes  
PERSPECTIVES

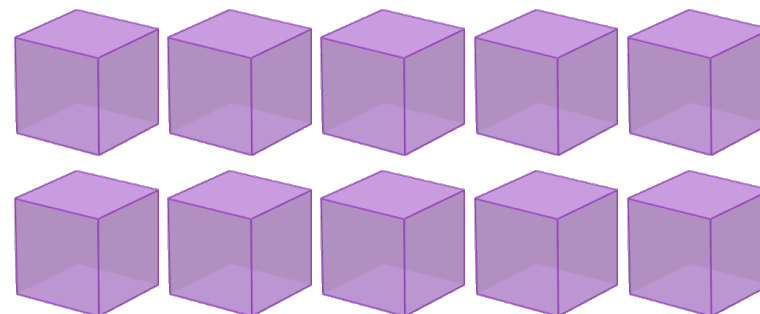
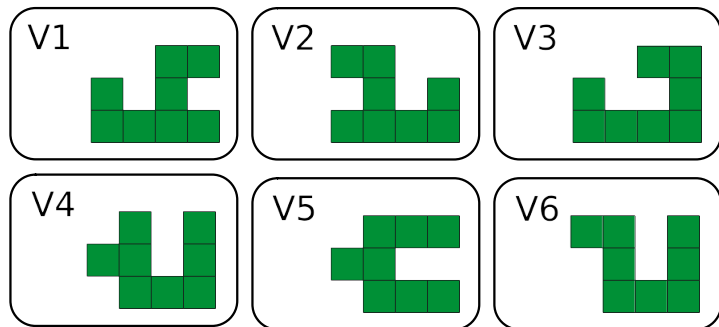


Durée restante

14 : 59

ÉQUIPE  
n°2

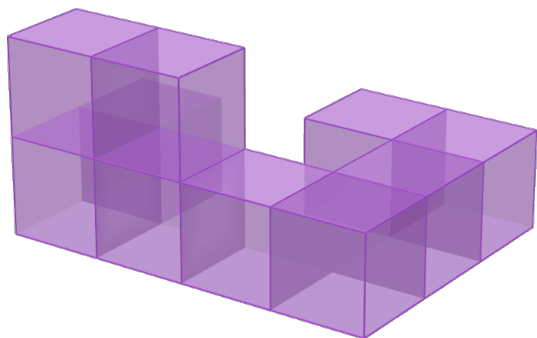
Charlie



Keith

Dans le même temps, l'équipe n°2 pioche aussi : le compte à rebours est enclenché.

Ringo



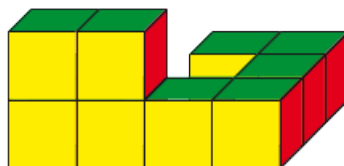
Pioche  
des cartes  
PERSPECTIVES



R2



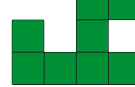
12



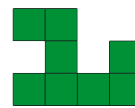
ÉQUIPE  
n°1

TOUR  
n°1

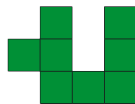
V1



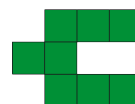
V2



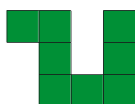
V4



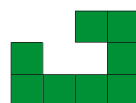
V5



V6



V3



J1



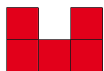
Durée restante

13 : 41

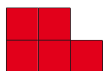
John

George

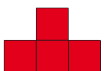
R1



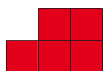
R3



R4



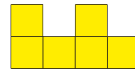
R5



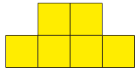
R6



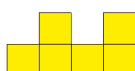
J2



J3



J4



J5



J6

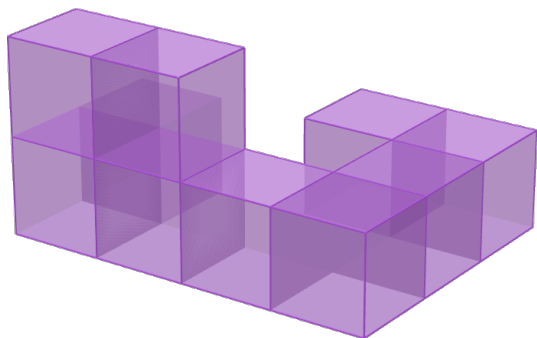


Paul

John, Paul et George proposent leur carte VUE...



Ringo



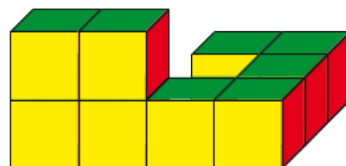
Pioche  
des cartes  
PERSPECTIVES



R2



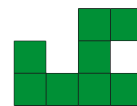
12



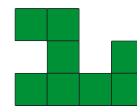
ÉQUIPE  
n°1

TOUR  
n°1

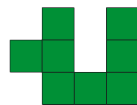
V1



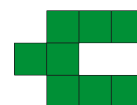
V2



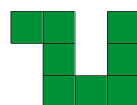
V4



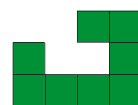
V5



V6



V3



J1



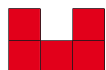
Durée restante

13 : 41

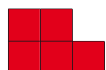
John

George

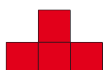
R1



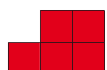
R3



R4



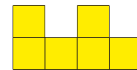
R5



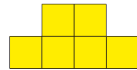
R6



J2



J3



J4



J5



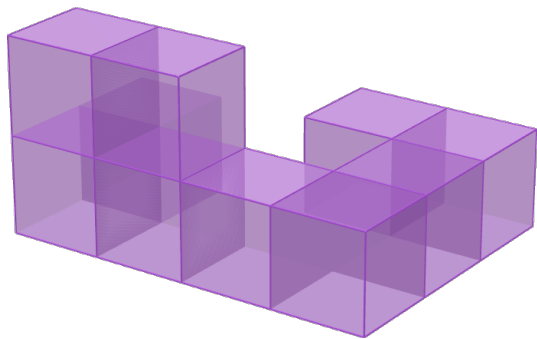
J6



Paul

tandis que Ringo empile les cubes correspondant à la carte 12.

Ringo



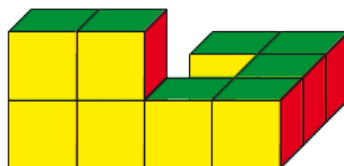
Pioche  
des cartes  
PERSPECTIVES



R2



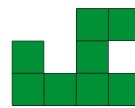
12



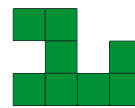
TOUR  
n°1

ÉQUIPE  
n°1

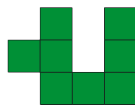
V1



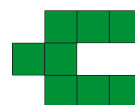
V2



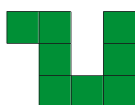
V4



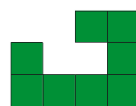
V5



V6



V3



J1



Durée restante

13 : 18

John

George

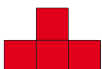
R1



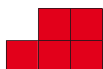
R3



R4



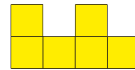
R5



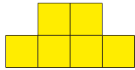
R6



J2



J3



J4



J5



J6



Paul

Les 4 joueurs valident le choix des 3 cartes VUE...

# DECA CUBE

## Feuille de marques

ÉQUIPE n° 1

John  
Paul

George  
Ringo

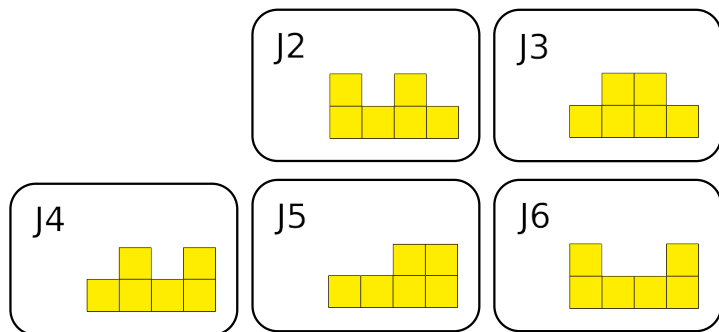


Tour	1	2	3	4	5	6	7	8	9	10	11	12
PERSPECTIVE	12											
VUE VERTE	V3											
VUE JAUNE	J1											
VUE ROUGE	R2											
Points	5											

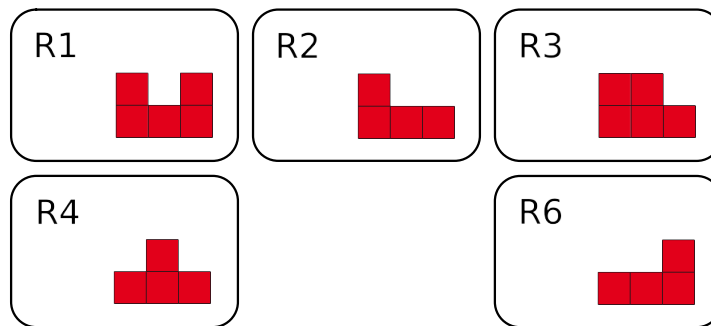
TOTAL

et complètent leur feuille de marques (l'enseignant, en passant vérifier, leur attribue 5 points).

Ron

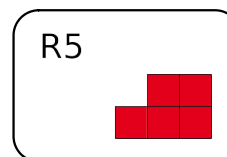
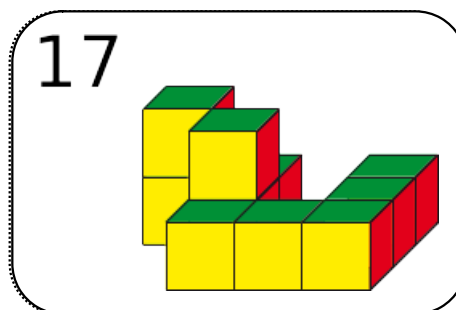
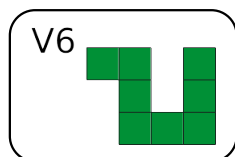
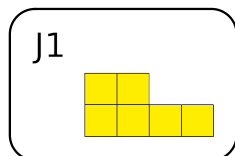


Mick



TOUR  
n°1

Pioche  
des cartes  
PERSPECTIVES

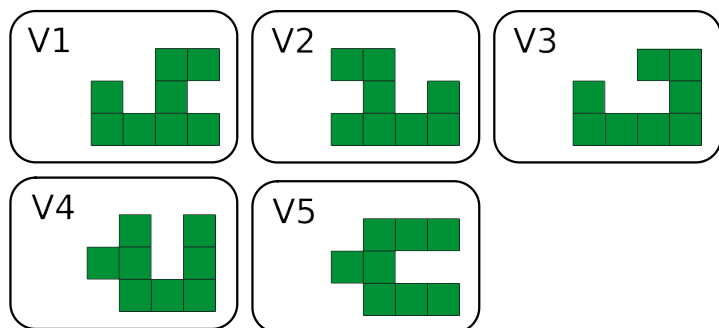


Durée restante

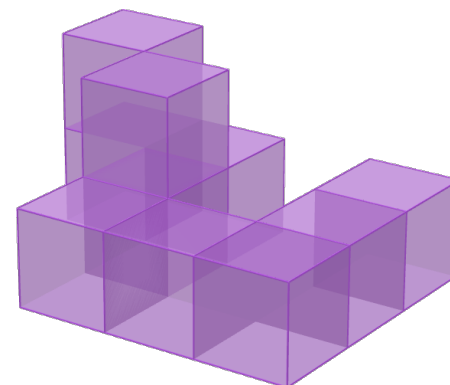
14 : 04

ÉQUIPE  
n°2

Charlie

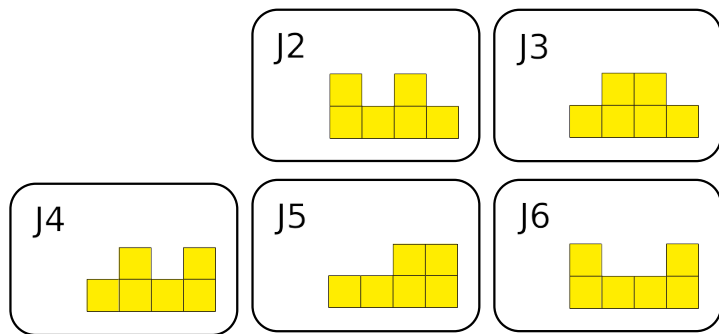


Keith

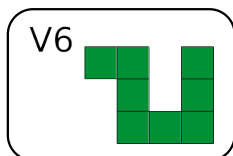
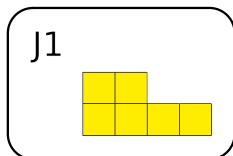


Pendant ce temps, Mick, Charlie et Ron proposent leur carte VUE...

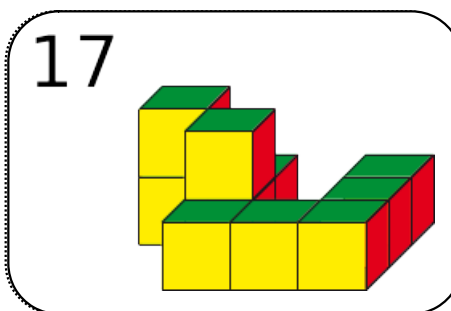
Ron



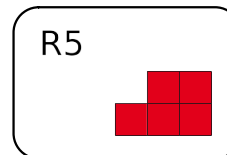
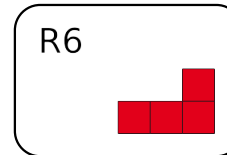
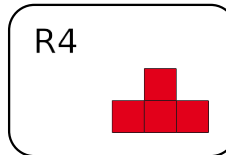
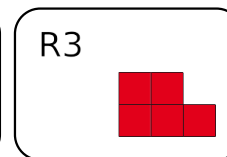
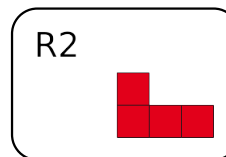
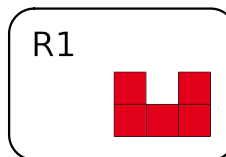
Pioche  
des cartes  
PERSPECTIVES



TOUR  
n°1



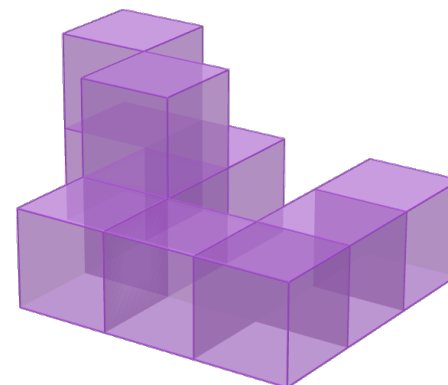
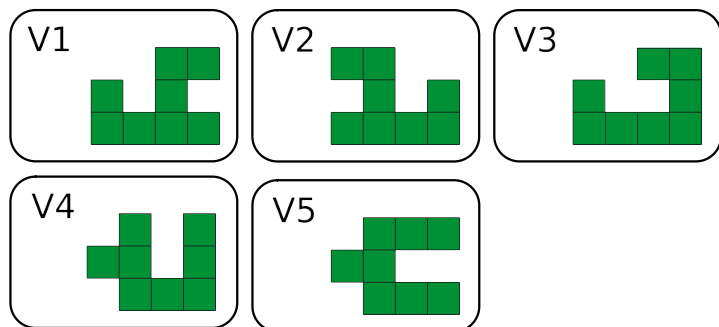
ÉQUIPE  
n°2



Durée restante

14 : 04

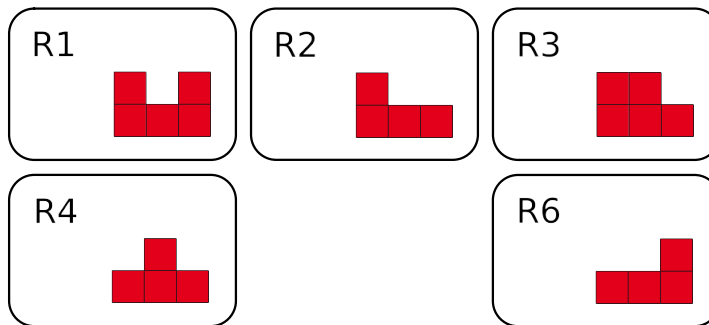
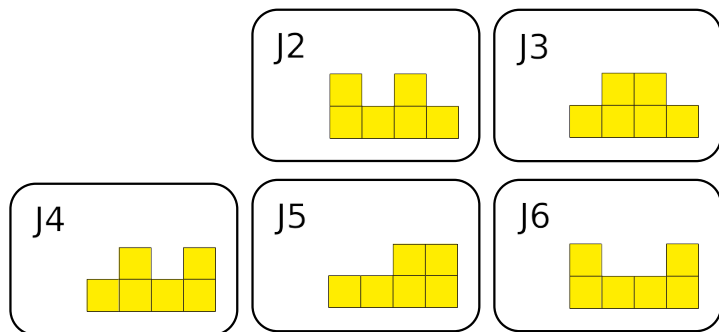
Charlie



Keith

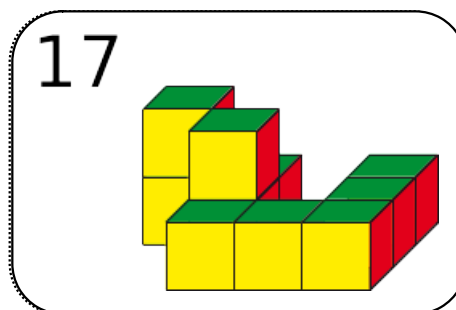
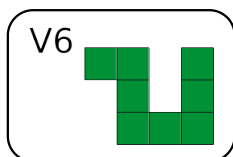
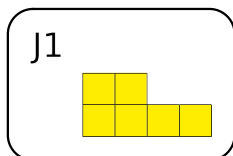
tandis que Keith empile les cubes correspondant à la carte 17.

Ron

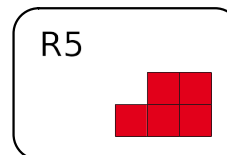


Mick

Pioche  
des cartes  
PERSPECTIVES



TOUR  
n°1

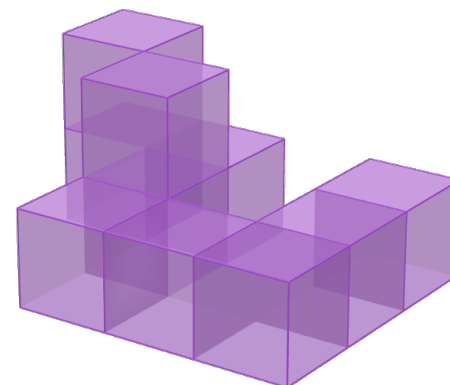
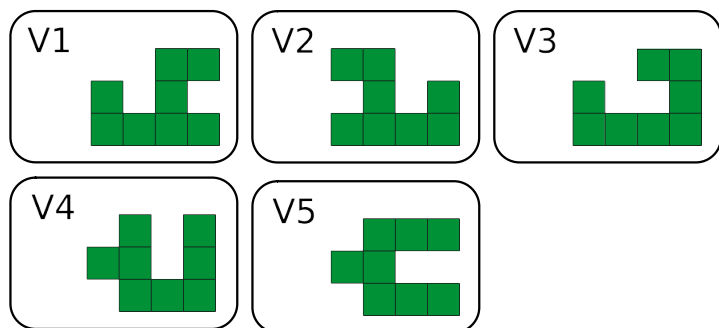


Durée restante

14 : 04

ÉQUIPE  
n°2

Charlie



Keith

Les 4 joueurs valident le choix des 3 cartes VUE...

# DECA CUBE

## Feuille de marques

ÉQUIPE n° **2**

Mick  
Keith

Charlie  
Ron

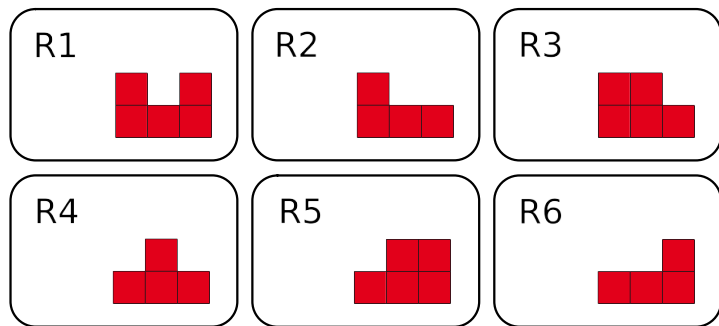


Tour	1	2	3	4	5	6	7	8	9	10	11	12
PERSPECTIVE	17											
VUE VERTE	V6											
VUE JAUNE	J1											
VUE ROUGE	R5											
Points	5											

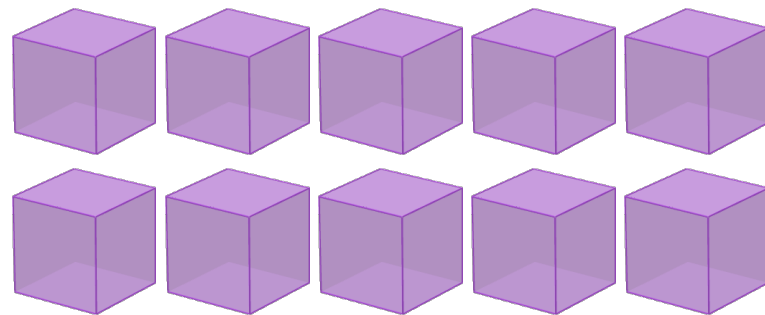
TOTAL

et complètent leur feuille de marques (l'enseignant, en passant vérifier, leur attribue 5 points).

Ringo



TOUR  
n°2

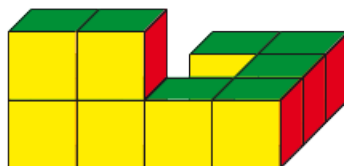


John

Pioche  
des cartes  
PERSPECTIVES



12

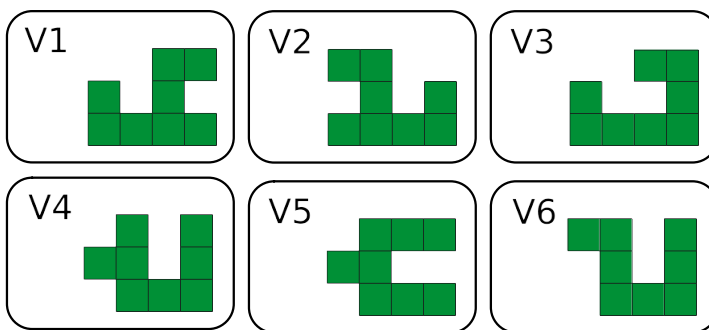
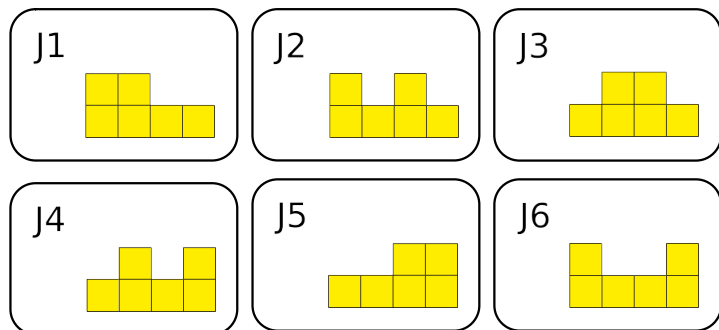


Durée restante

13 : 00

ÉQUIPE  
n°1

George

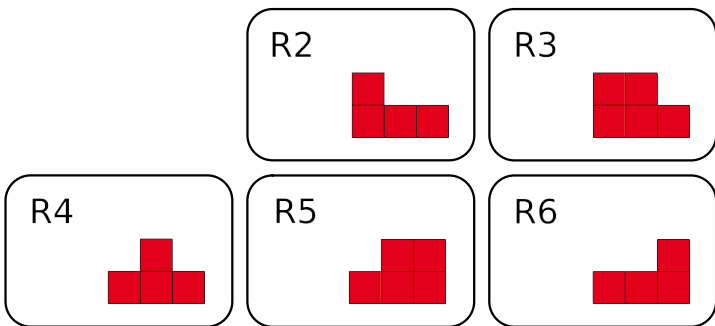


Paul

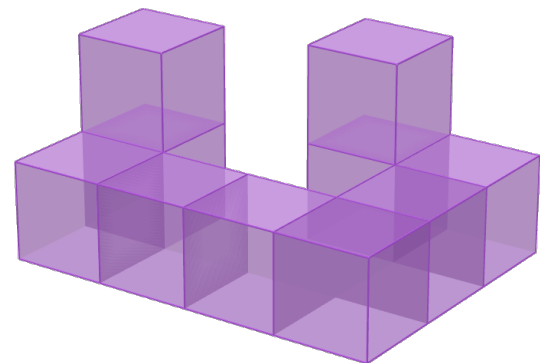
Tour n°2 : les joueurs de l'équipe n°1 permutent cartes et cubes...



Ringo

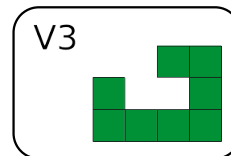
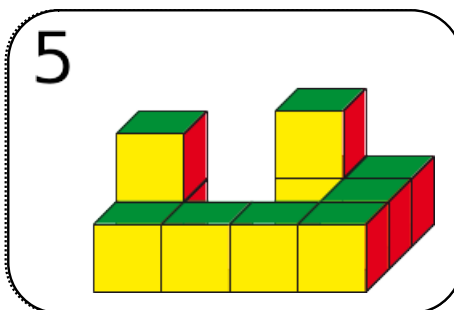
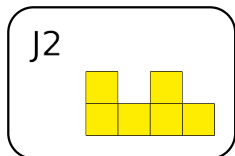
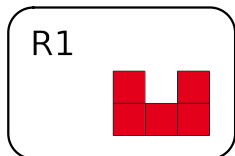


TOUR  
n°2



John

Pioche  
des cartes  
PERSPECTIVES

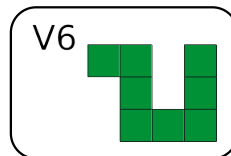
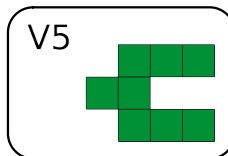
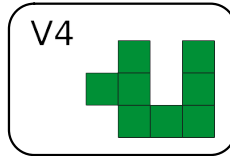
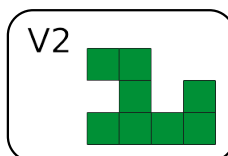
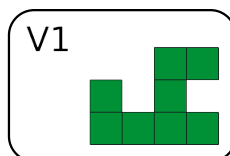
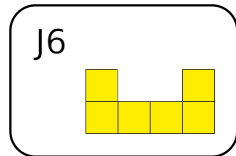
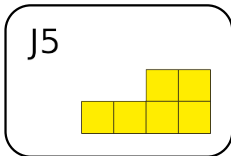
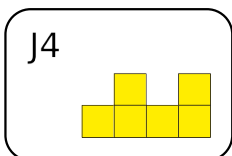
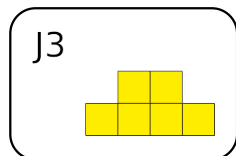
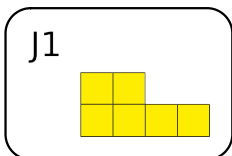


Durée restante

11 : 26

ÉQUIPE  
n°1

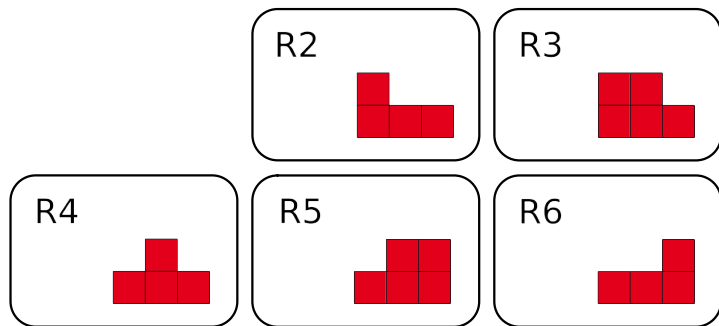
George



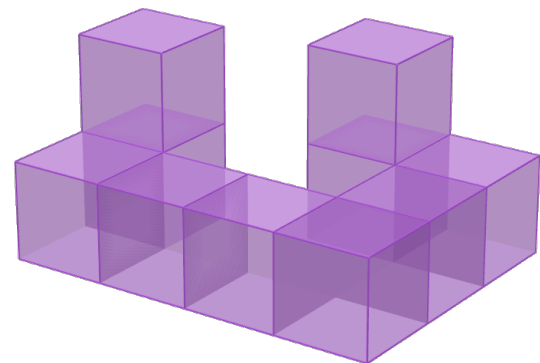
Paul

piochent une nouvelle carte PERSPECTIVE puis proposent cartes VUE et empilement.

Ringo

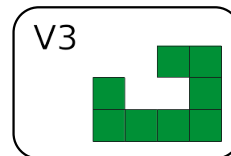
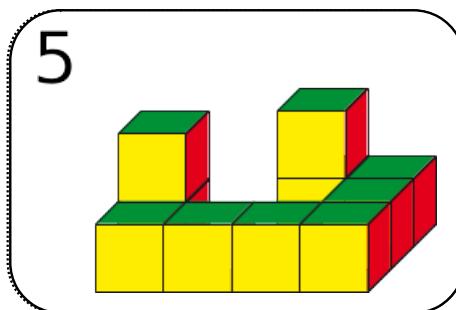
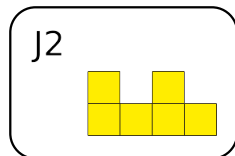
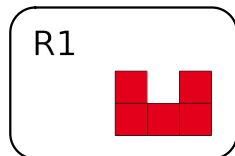


TOUR  
n°2



John

Pioche  
des cartes  
PERSPECTIVES

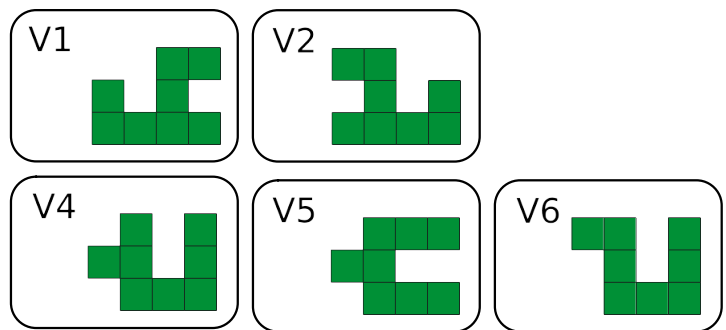
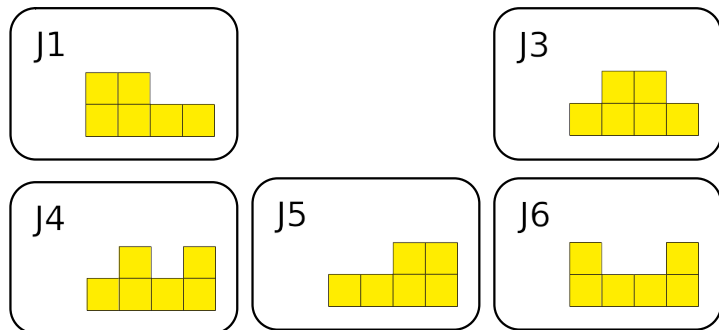


Durée restante

10 : 08

ÉQUIPE  
n°1

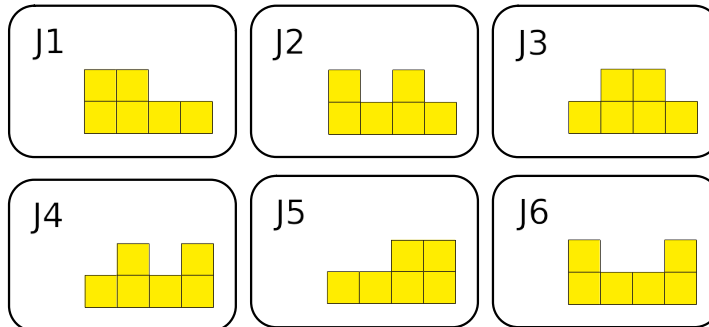
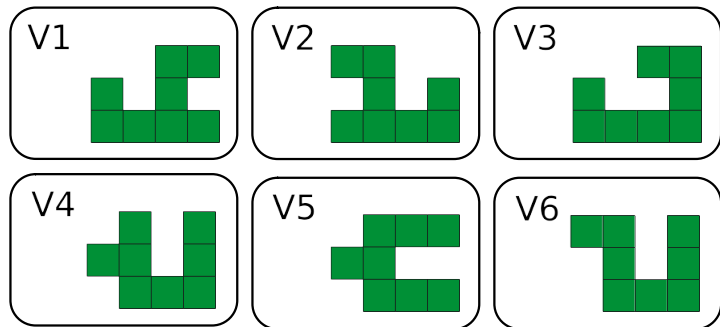
George



Paul

Les 4 joueurs valident le choix des 3 cartes VUE et complètent leur feuille de marques.

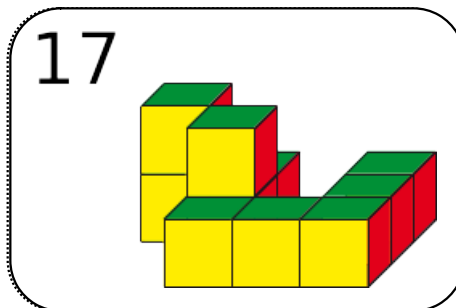
Ron



Mick

TOUR  
n°2

Pioche  
des cartes  
PERSPECTIVES

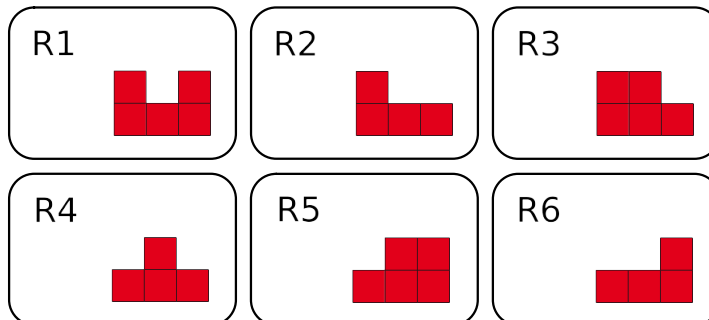
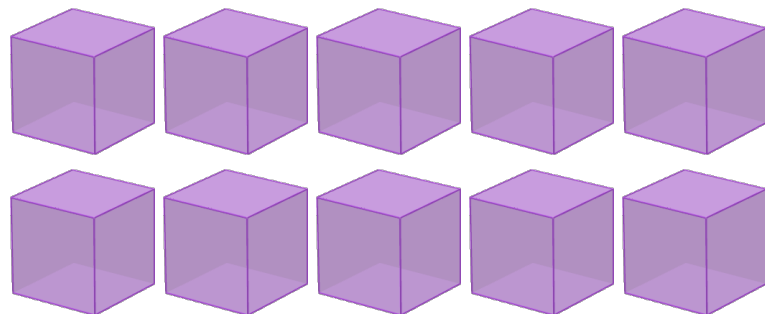


Durée restante

13 : 51

ÉQUIPE  
n°2

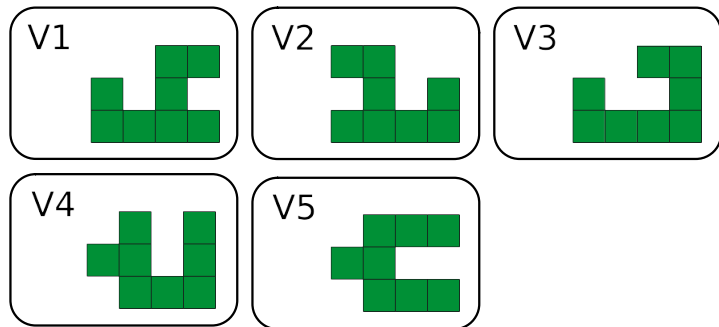
Charlie



Keith

Pendant ce temps, les joueurs de l'équipe n°2 permutent cartes et cubes...

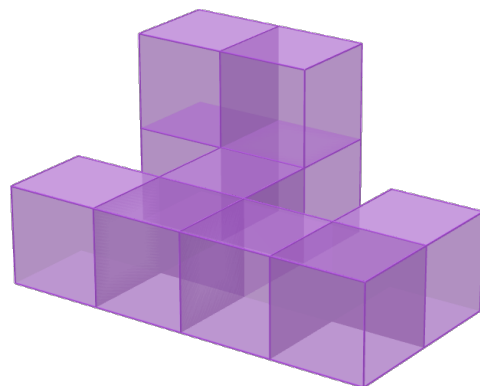
Ron



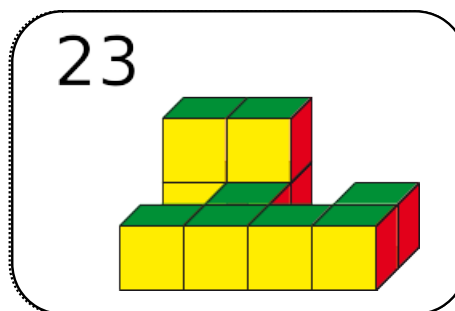
Pioche  
des cartes  
PERSPECTIVES



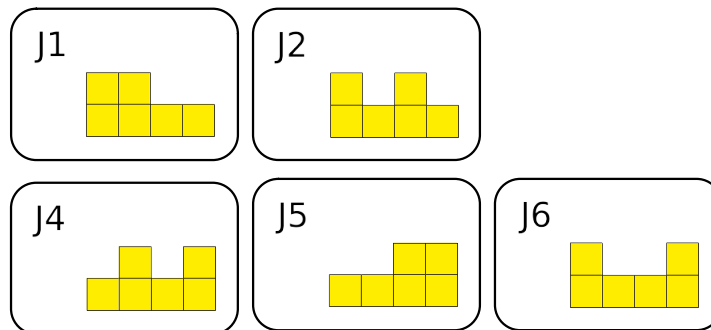
Charlie



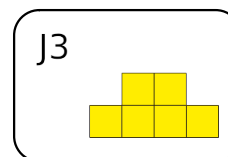
TOUR  
n°2



ÉQUIPE  
n°2

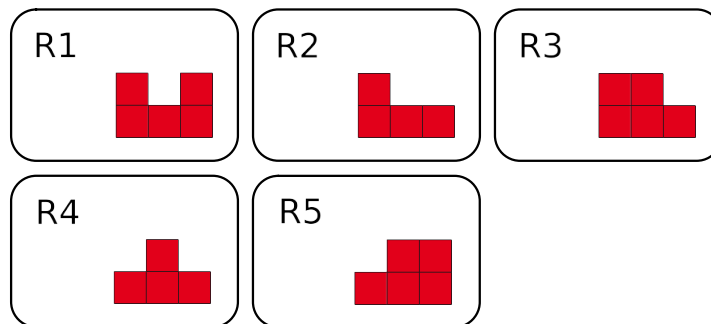
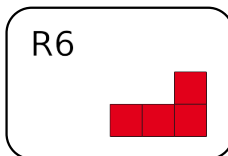


Mick



Durée restante

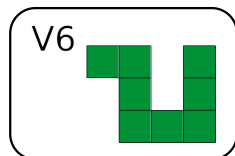
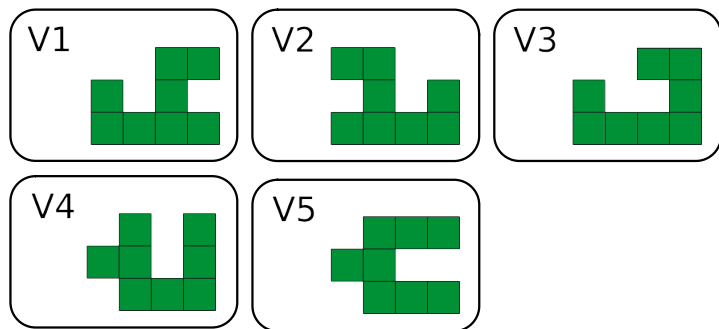
12 : 30



Keith

piochent une nouvelle carte PERSPECTIVE puis proposent cartes VUE et empilement.

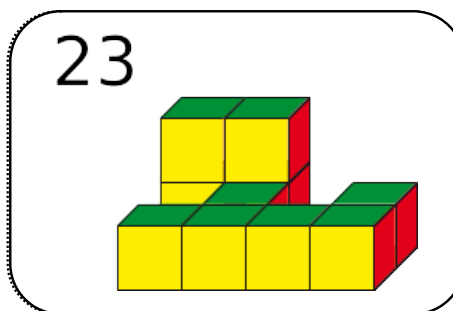
Ron



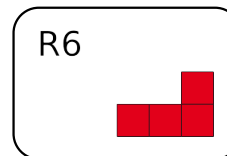
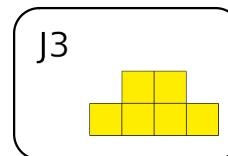
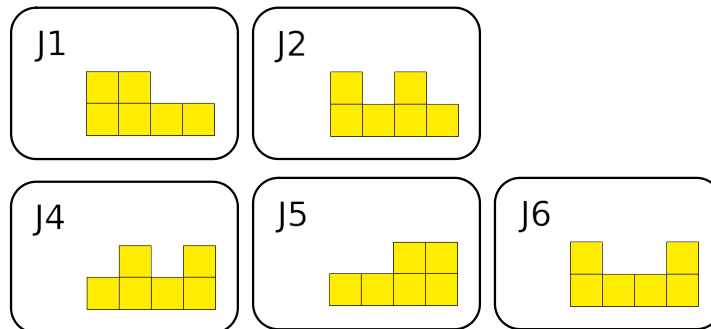
Pioche  
des cartes  
PERSPECTIVES



TOUR  
n°2



ÉQUIPE  
n°2

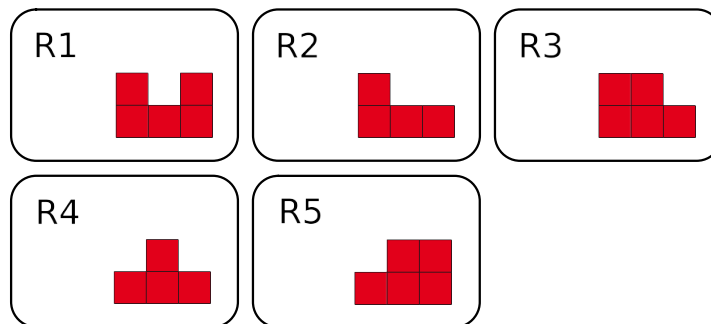
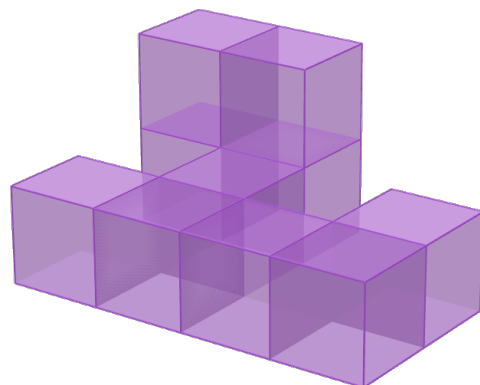


Durée restante

11 : 47

Mick

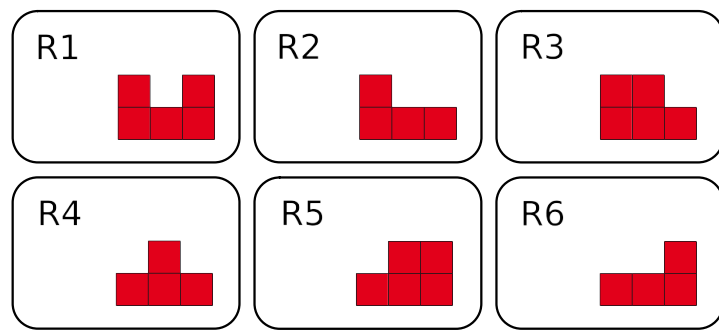
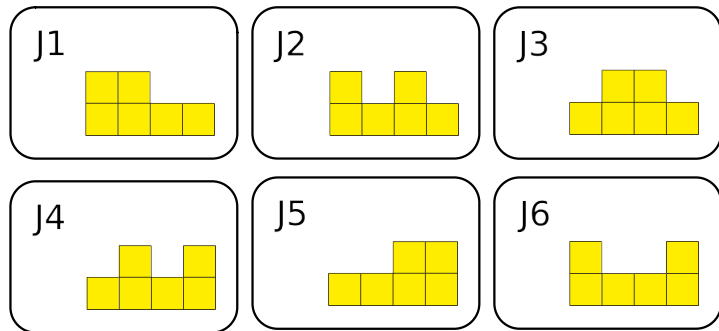
Charlie



Keith

Les 4 joueurs valident le choix des 3 cartes VUE et complètent leur feuille de marques.

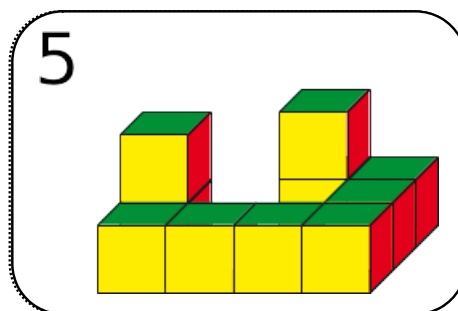
Ringo



John

TOUR  
n°3

Pioche  
des cartes  
PERSPECTIVES

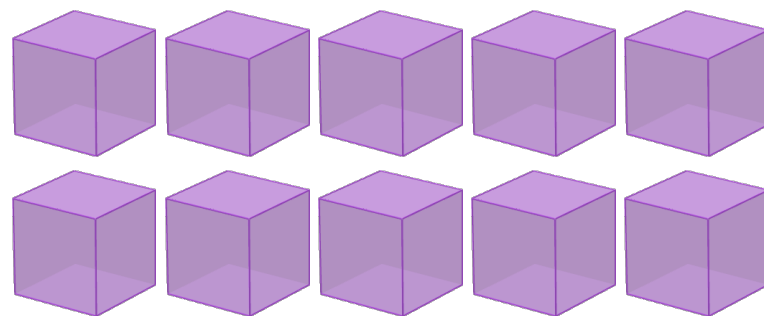
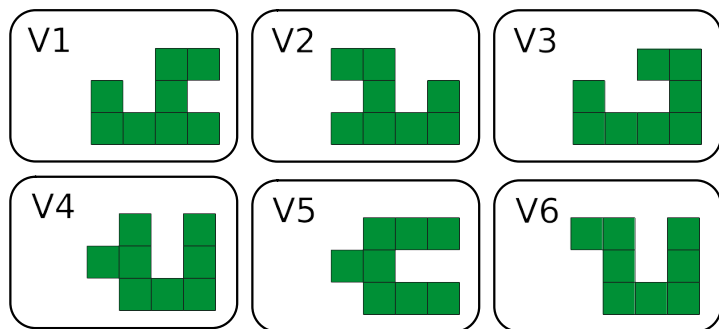


Durée restante

09 : 45

ÉQUIPE  
n°1

George



Paul

Tour n°3 : les joueurs de l'équipe n°1 permutent cartes et cubes...

Ringo  
Ron

John  
Mick

Pioche  
des cartes  
PERSPECTIVES



Cartes  
PERSPECTIVES  
tirées

Durée restante

00 : 00

ÉQUIPE  
n°1

ÉQUIPE  
n°2

George  
Charlie

Paul  
Keith

La manche continue ainsi jusqu'à la fin du compte à rebours.

Ringo  
Ron

John  
Mick

Pioche  
des cartes  
PERSPECTIVES



Cartes  
PERSPECTIVES  
tirées

Durée restante

00 : 00

ÉQUIPE  
n°1

ÉQUIPE  
n°2

George  
Charlie

Paul  
Keith

La manche continue ainsi jusqu'à la fin du compte à rebours.



# DECA CUBE

## Feuille de marques



ÉQUIPE n° **1**

John  
Paul

George  
Ringo

Tour	1	2	3	4	5	6	7	8	9	10	11	12
PERSPECTIVE	12	5	30	9	1	28						
VUE VERTE	V3	V3	V2	V6	V2	V4						
VUE JAUNE	J1	J2	J4	J1	J4	J1						
VUE ROUGE	R2	R1	R4	R3	R5	R5						
Points	5	3	5	1	0	5						

TOTAL

19

# DECA CUBE

## Feuille de marques



ÉQUIPE n° **2**

Mick  
Keith

Charlie  
Ron

Tour	1	2	3	4	5	6	7	8	9	10	11	12
PERSPECTIVE	17	23	31	14	2	7	9	27				
VUE VERTE	V6	V6	V4	V6	V3	V1	V5	V1				
VUE JAUNE	J1	J3	J1	J4	J5	J2	J2	J2				
VUE ROUGE	R5	R6	R3	R5	R6	R1	R3	R4				
Points	5	1	0	3	0	3	5	5				

TOTAL

22

Les équipes totalisent leurs nombres de points à l'issue de cette 1<sup>ère</sup> manche.

Ringo  
Ron

John  
Mick

Pioche  
des cartes  
PERSPECTIVES



Cartes  
PERSPECTIVES  
tirées

Durée restante

10 : 00

ÉQUIPE  
n°1

ÉQUIPE  
n°2

George  
Charlie

Paul  
Keith

La 2<sup>ème</sup> manche (durée fixée à 10 minutes) commence avec de nouvelles feuilles de marques.

Ringo  
Ron

Pioche  
des cartes  
PERSPECTIVES

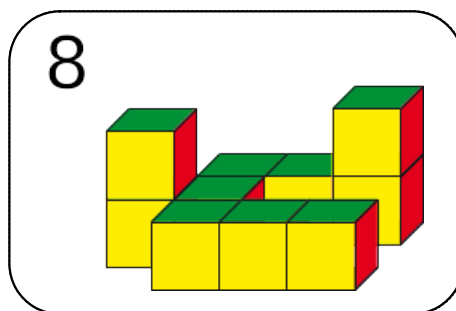


George  
Charlie

John  
Mick

Durée restante

10 : 00



ÉQUIPE  
n°1

ÉQUIPE  
n°2

Paul  
Keith

Chaque équipe pioche une carte PERSPECTIVE parmi celles restantes de la 1<sup>ère</sup> manche.

Ringo  
Ron

John  
Mick

Pioche  
des cartes  
PERSPECTIVES



Cartes  
PERSPECTIVES  
tirées

Durée restante

00 : 00

ÉQUIPE  
n°1

ÉQUIPE  
n°2

George  
Charlie

Paul  
Keith

L'équipe qui a marqué le plus de points à l'issue des 2 ou 3 manches gagne la partie !

