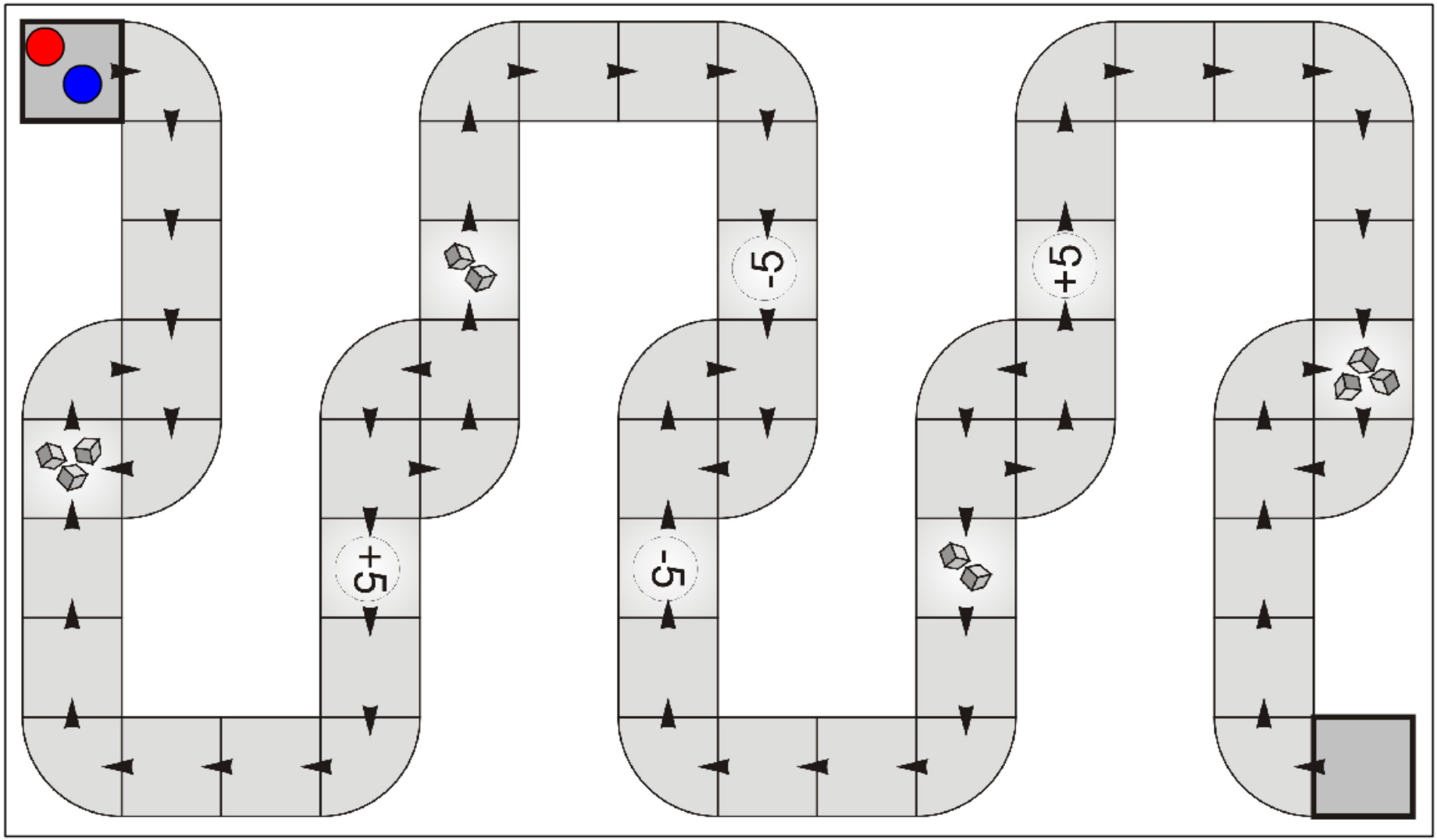
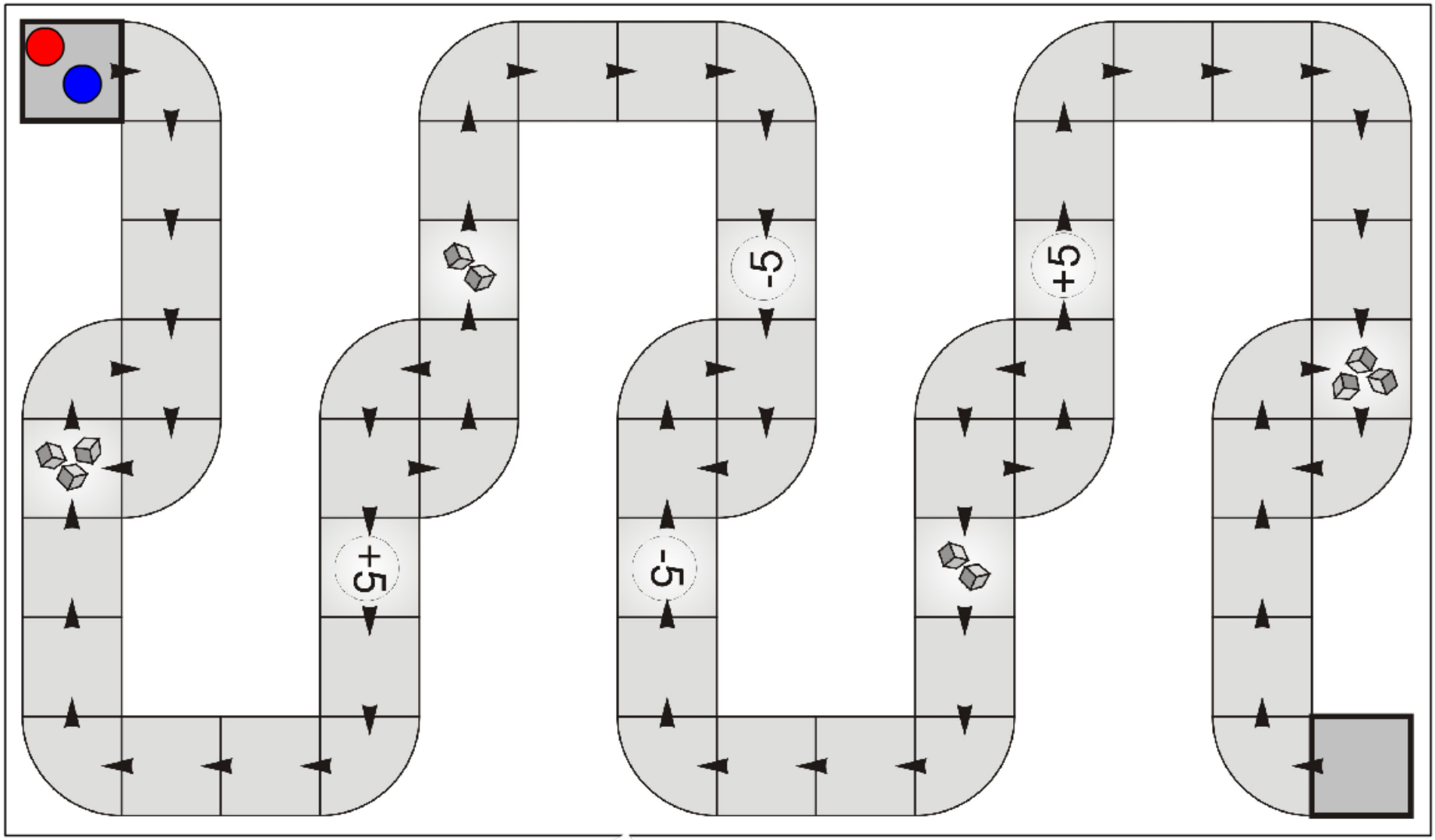
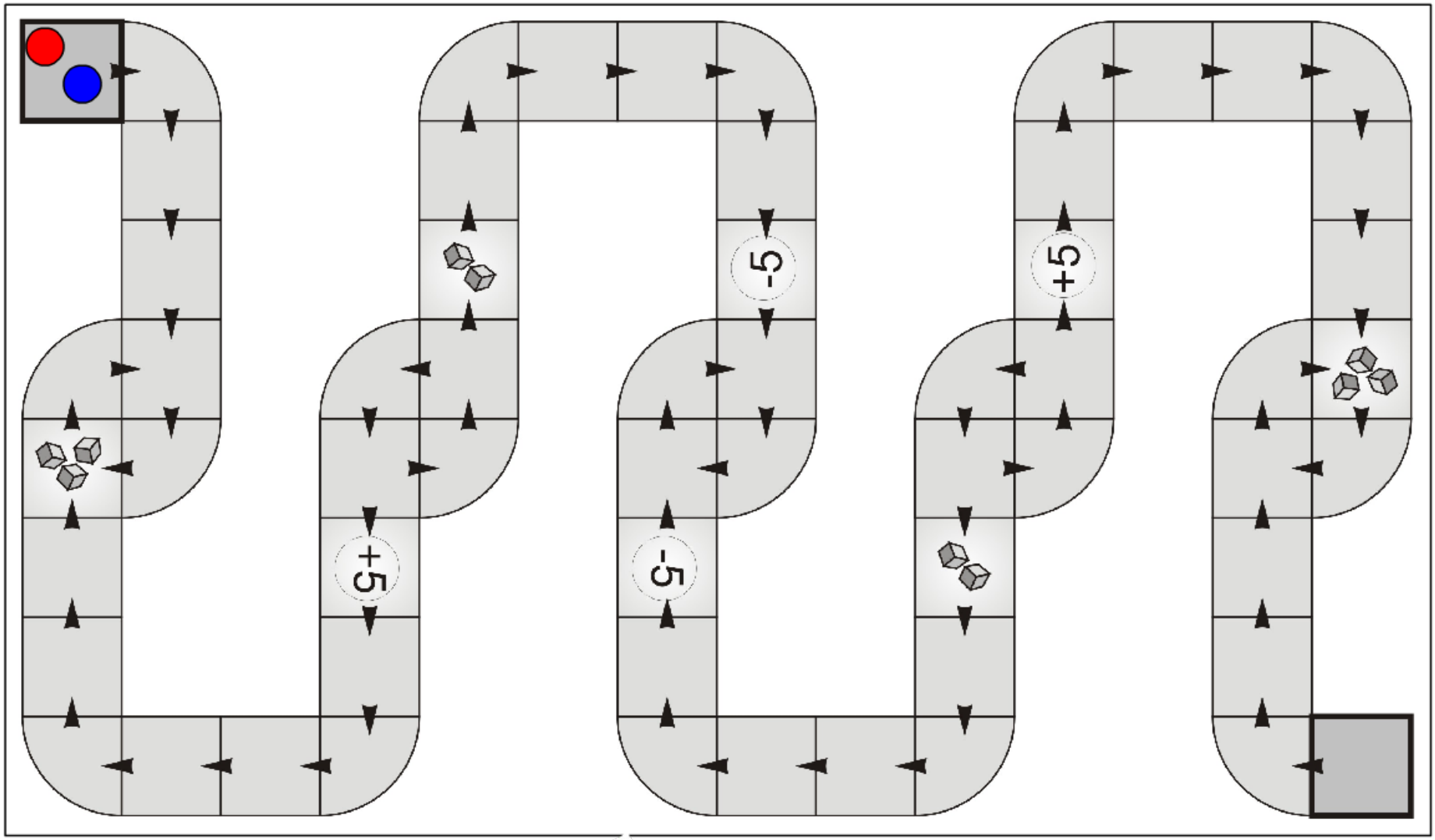


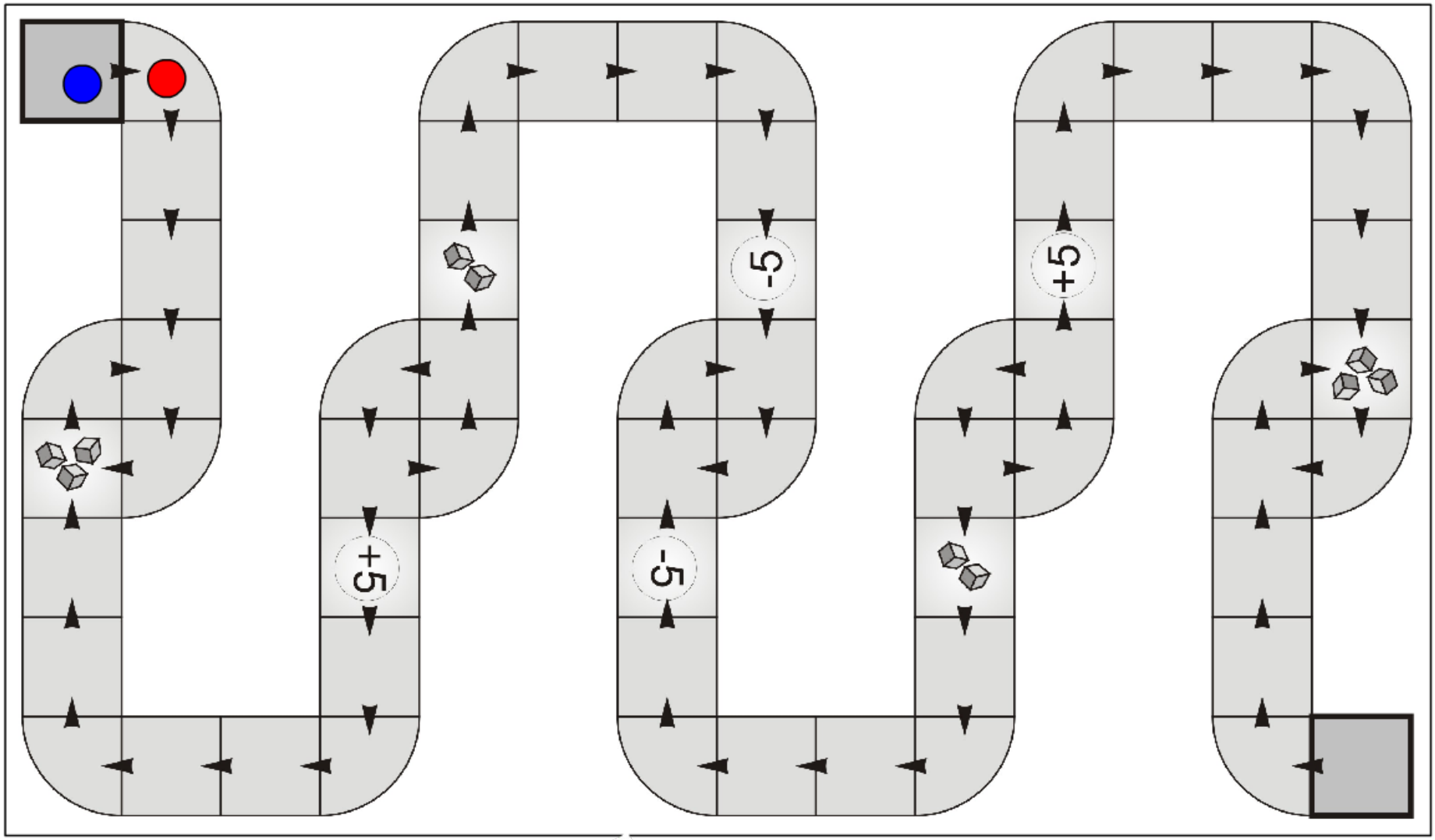
But du jeu du RELATRON : arriver le premier au bout du parcours.

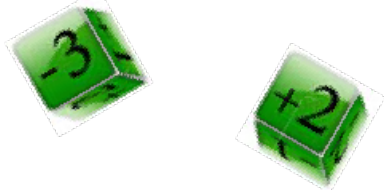


Sophie lance deux dés.

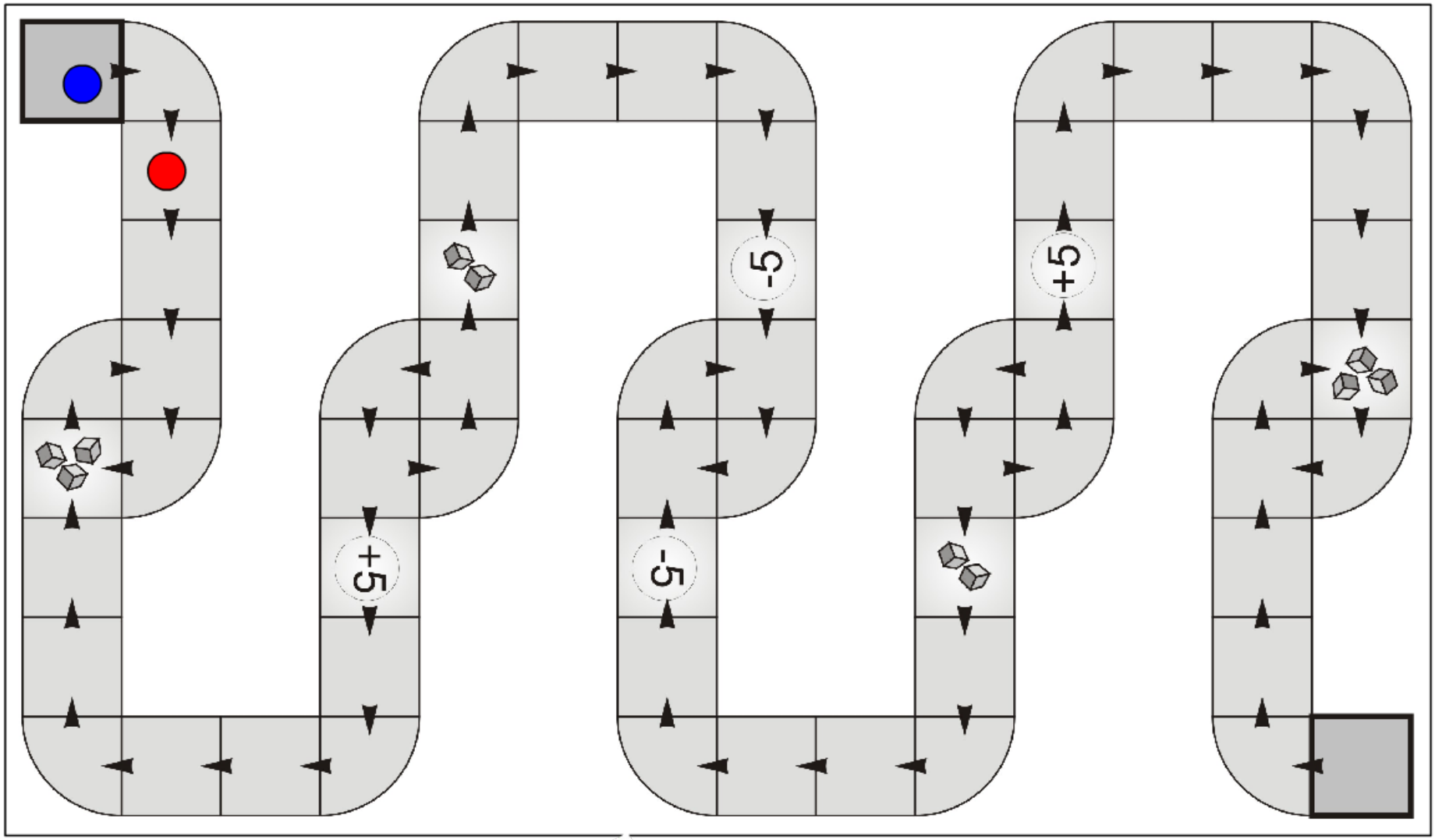


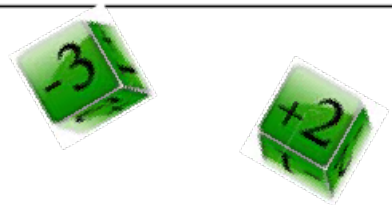
Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.



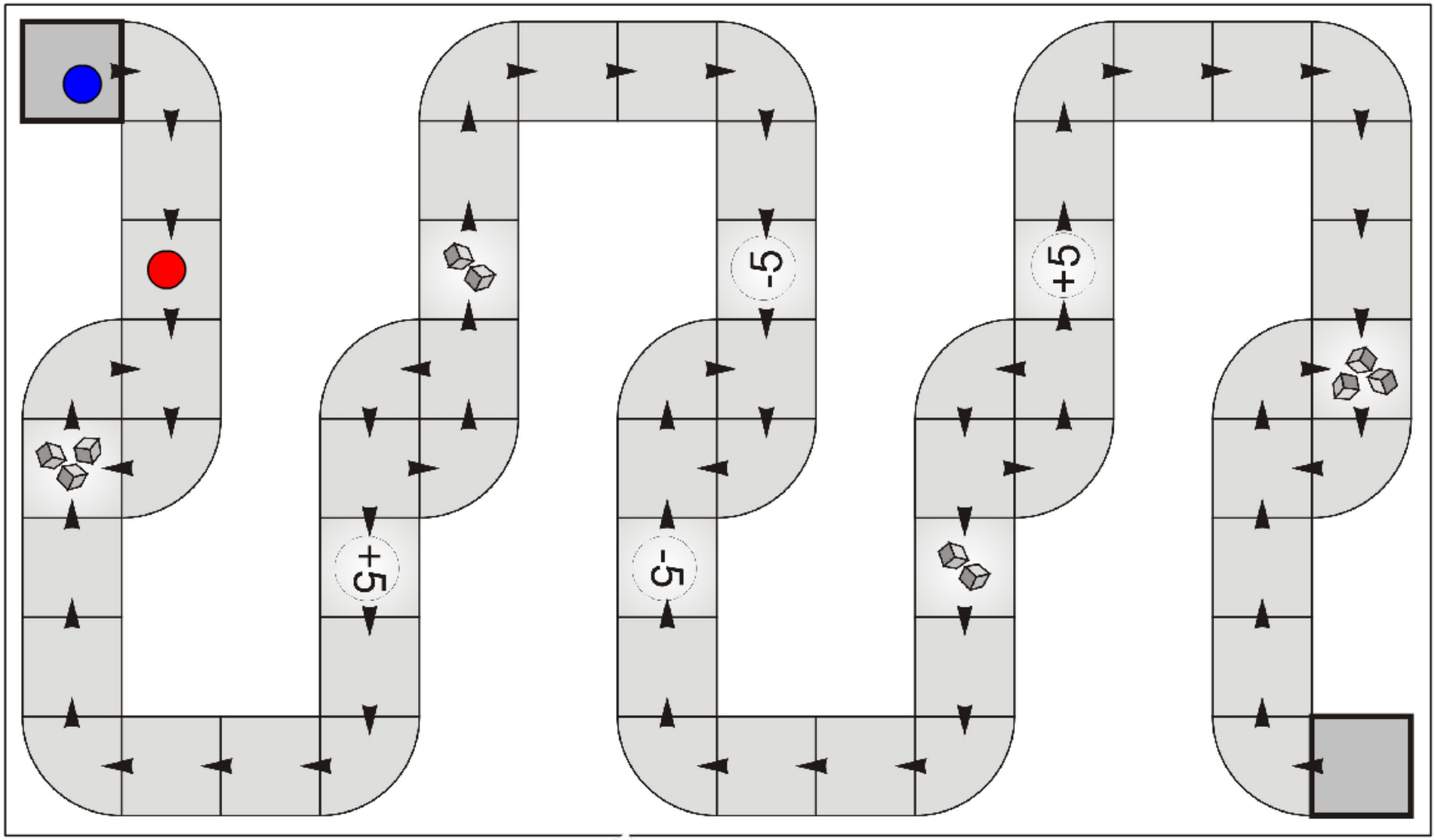


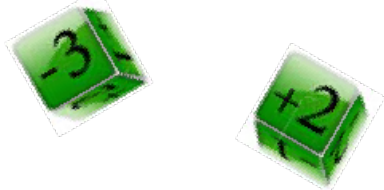
Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.



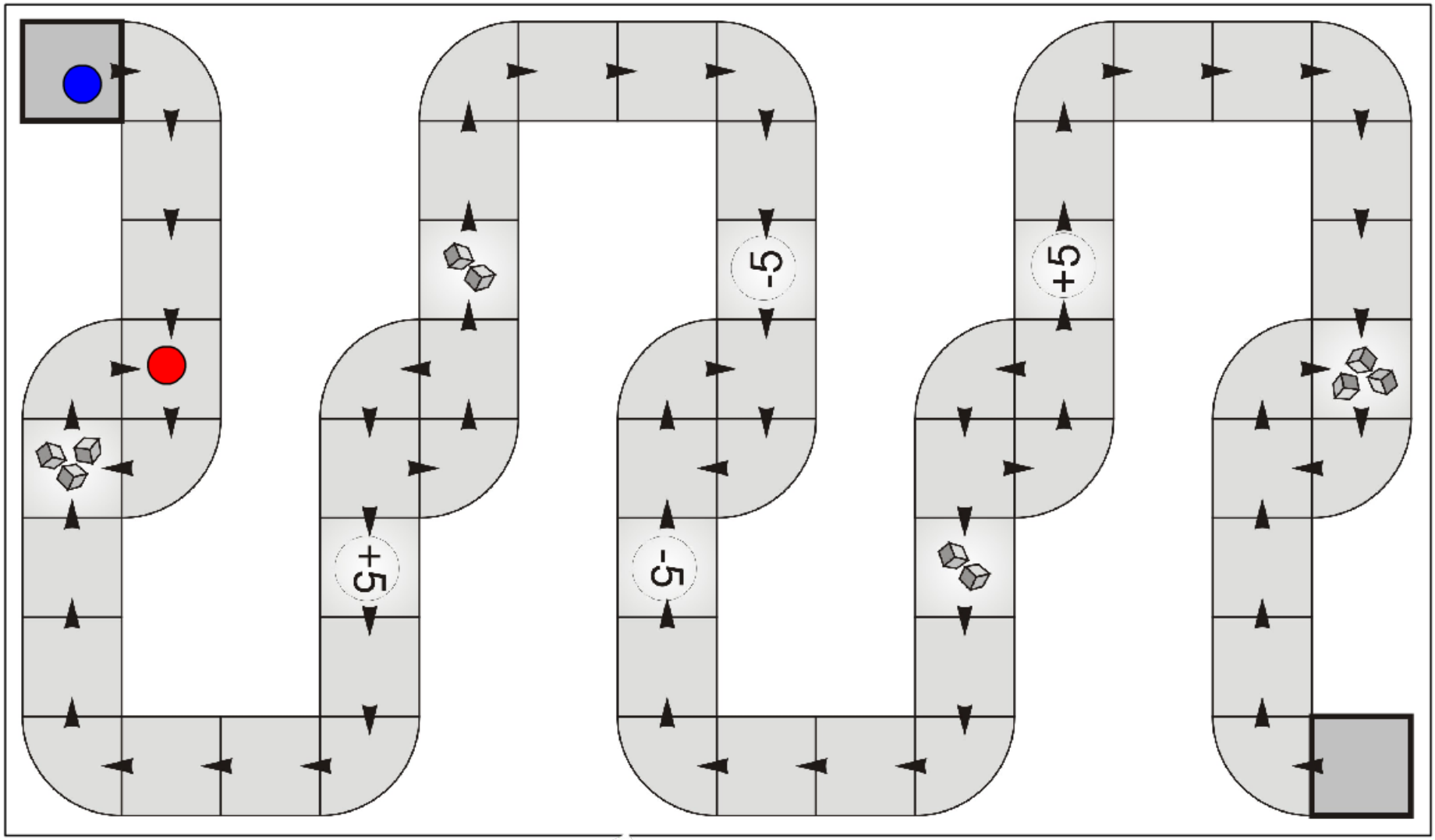


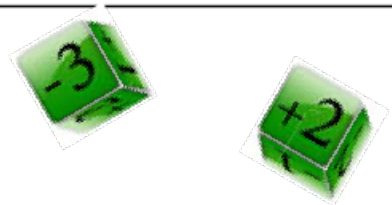
Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.



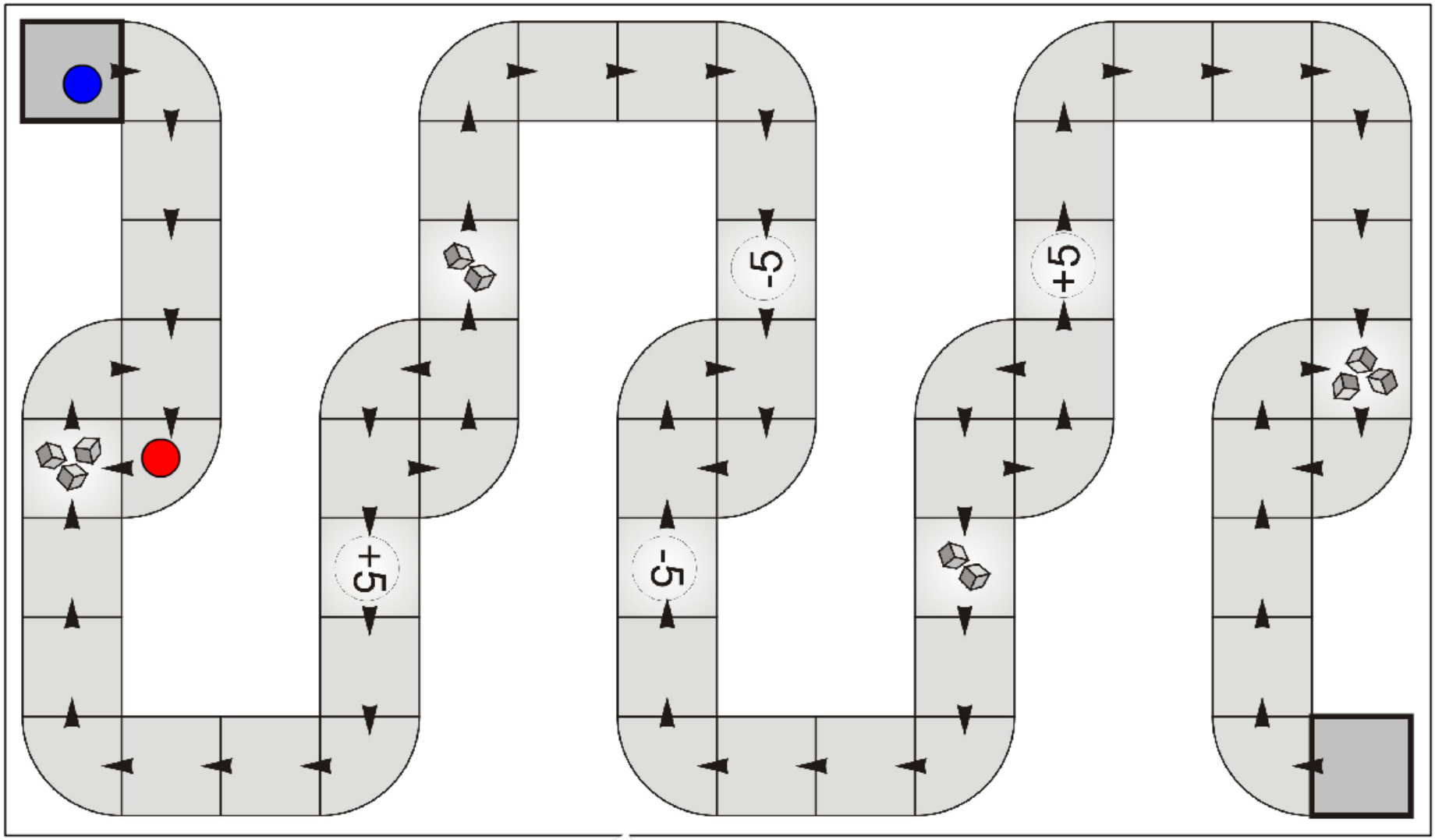


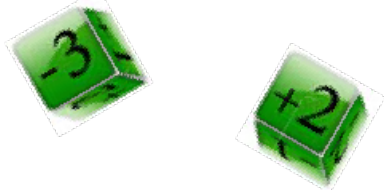
Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.



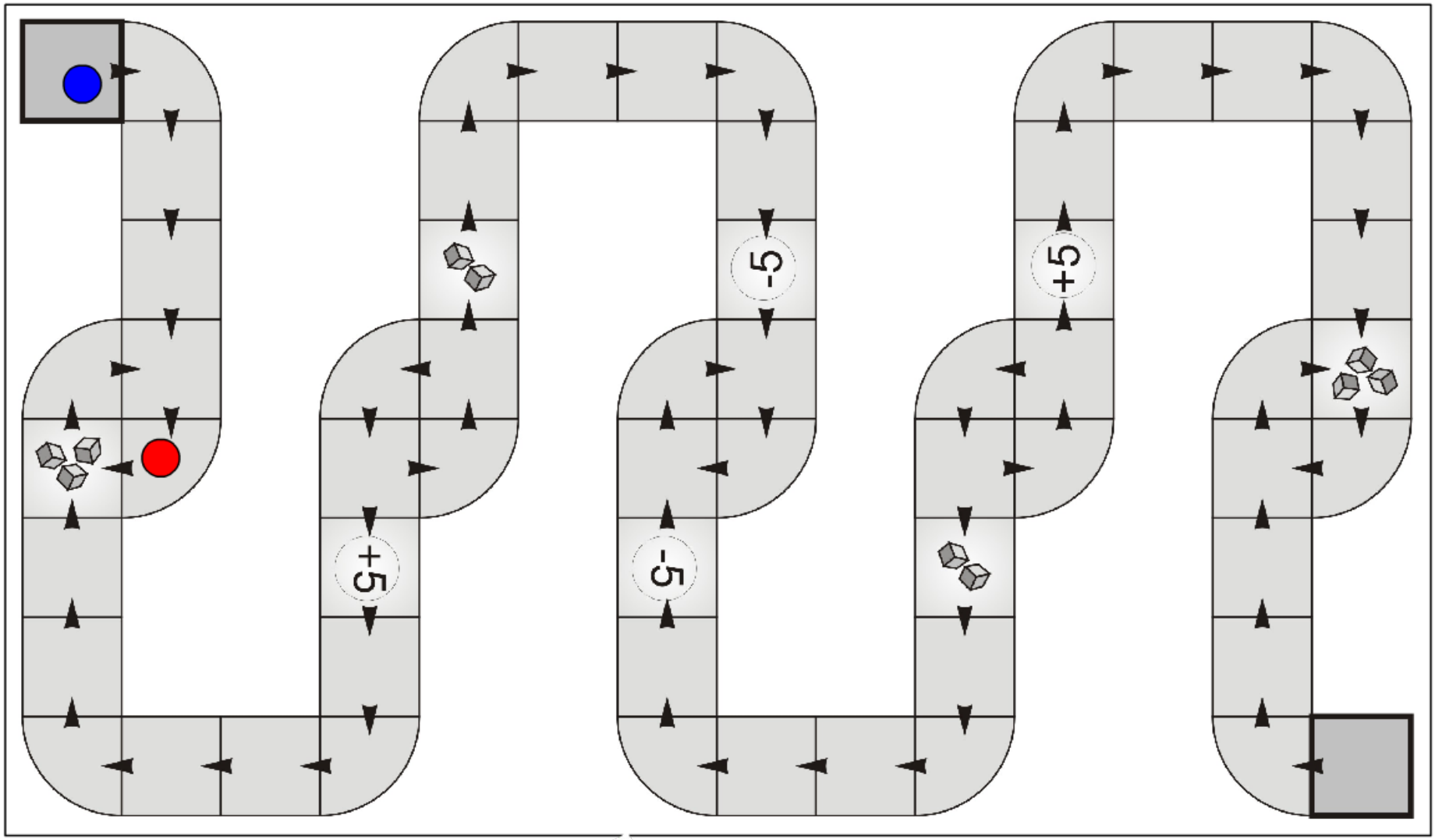


Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.

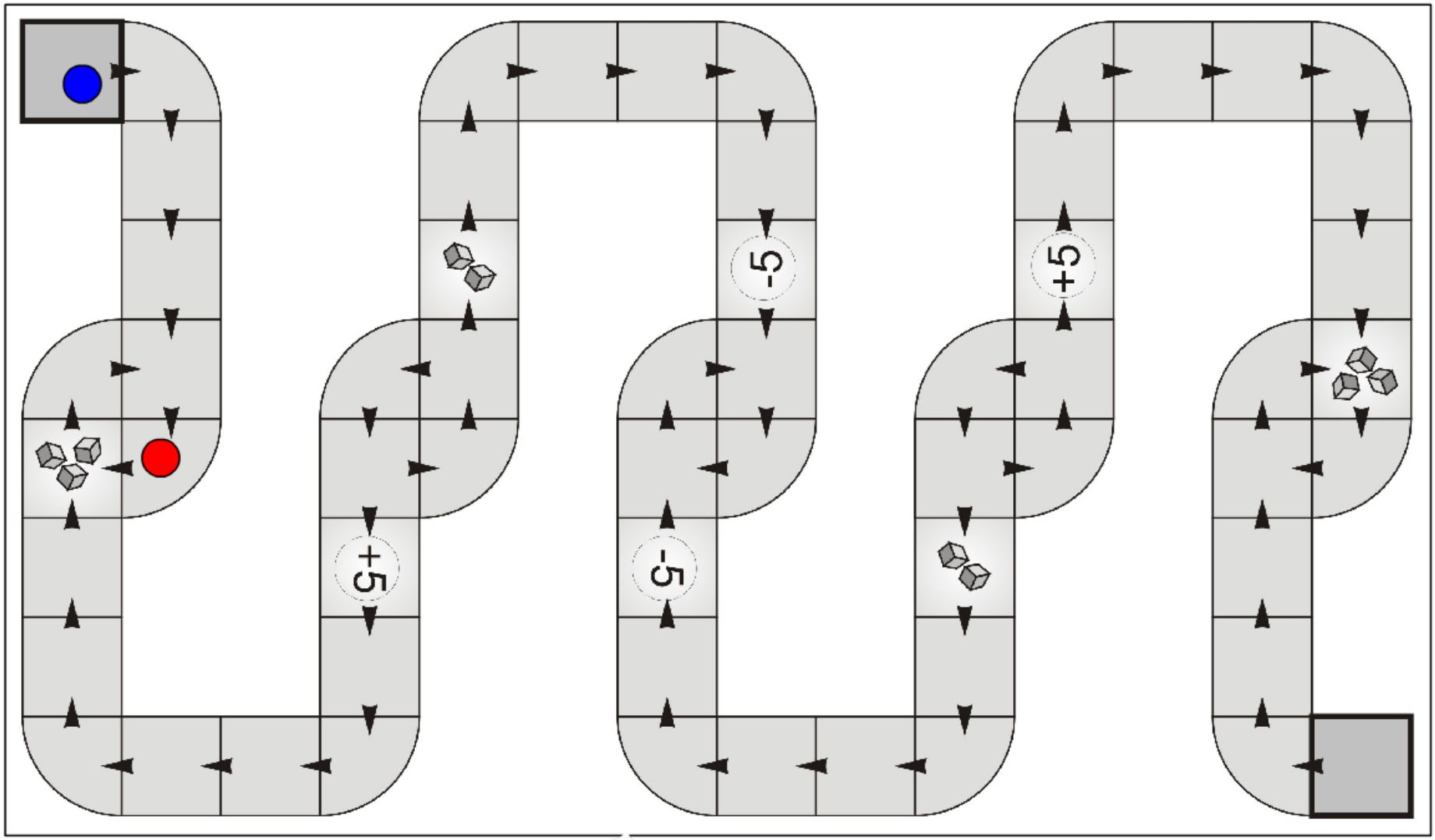




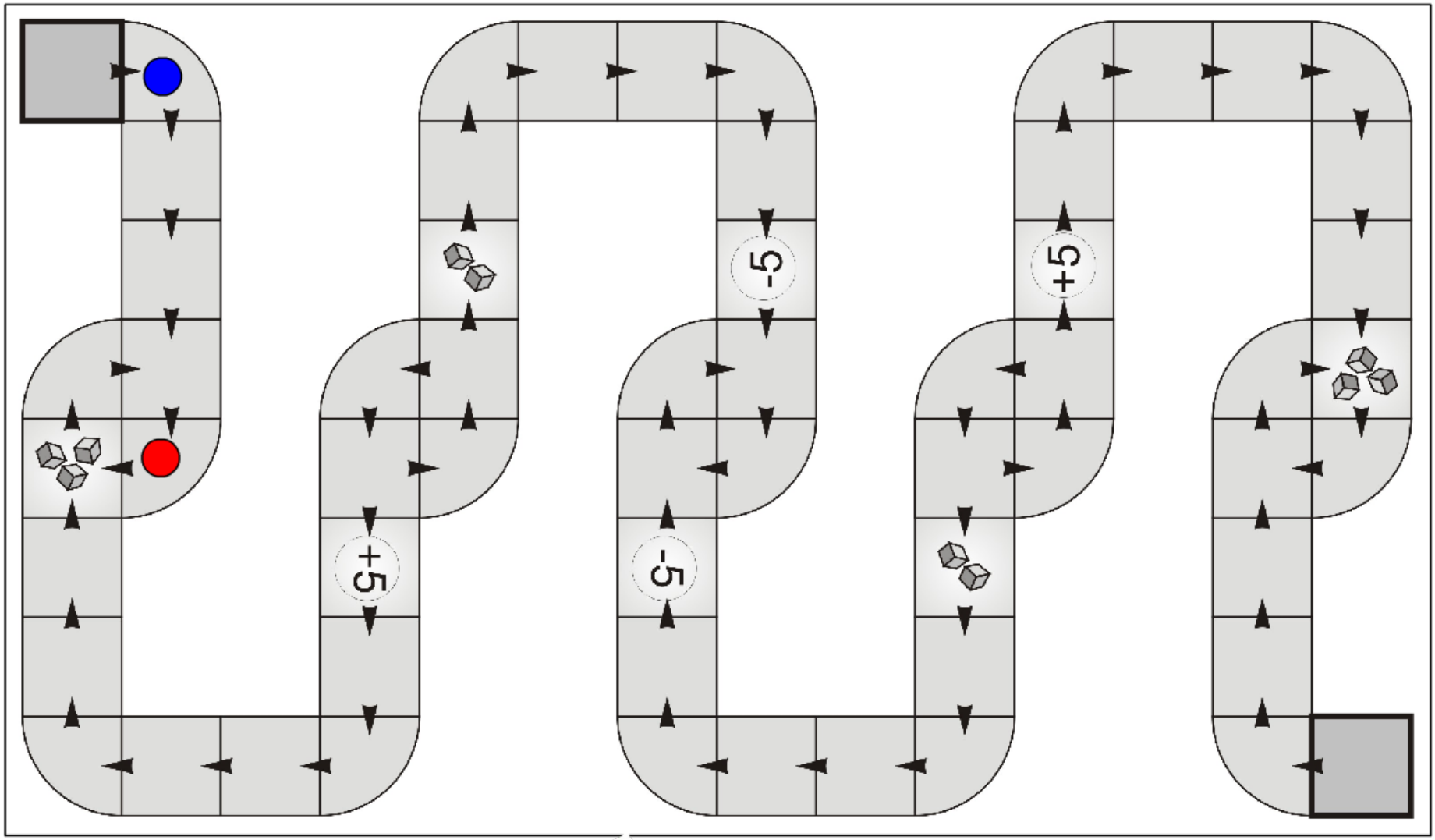
Sophie choisit (+2) - (-3) = (+2) + (+3) = (+5) et se déplace de 5 cases dans le sens des flèches.



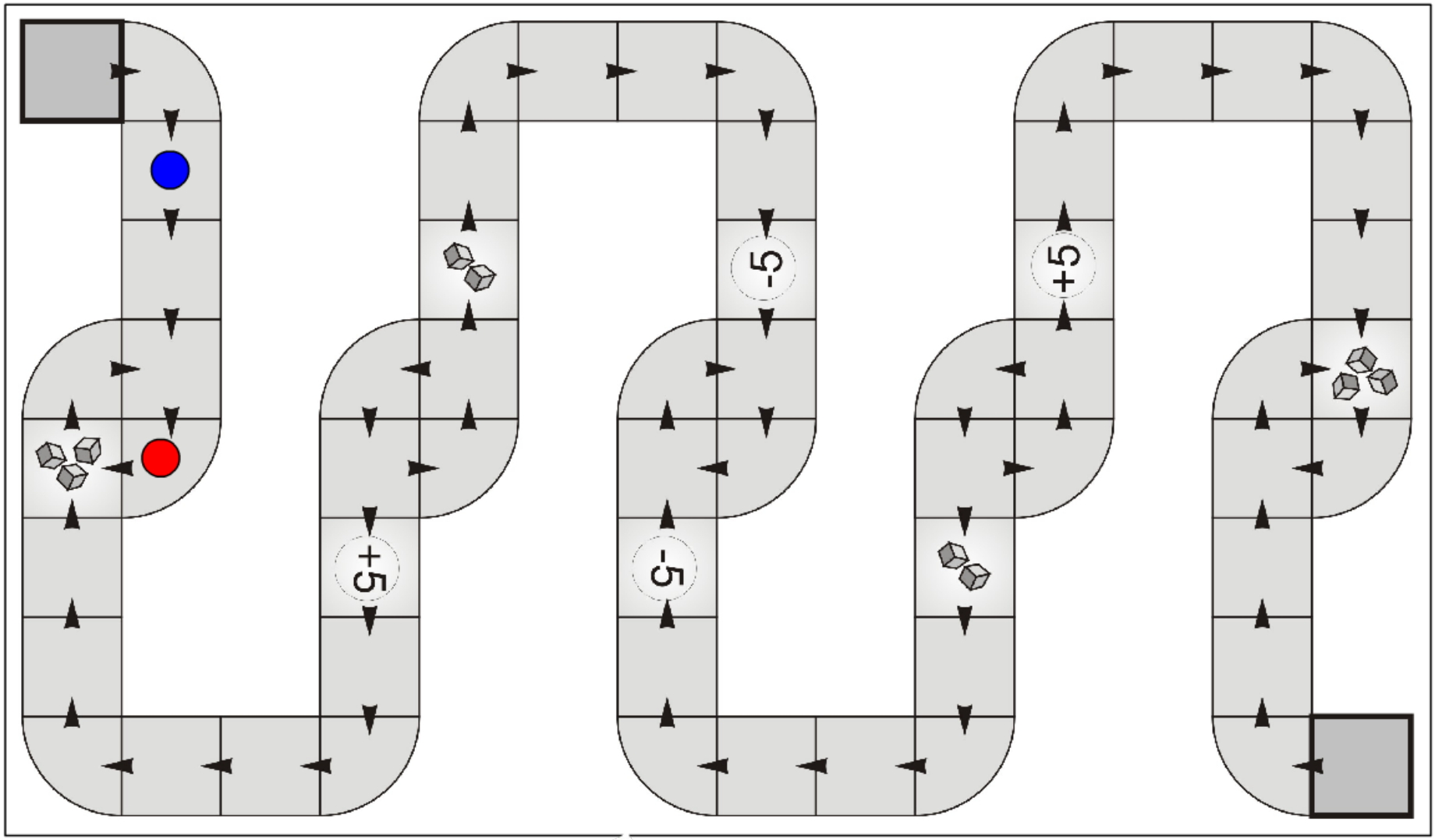
Maxime lance deux dés.



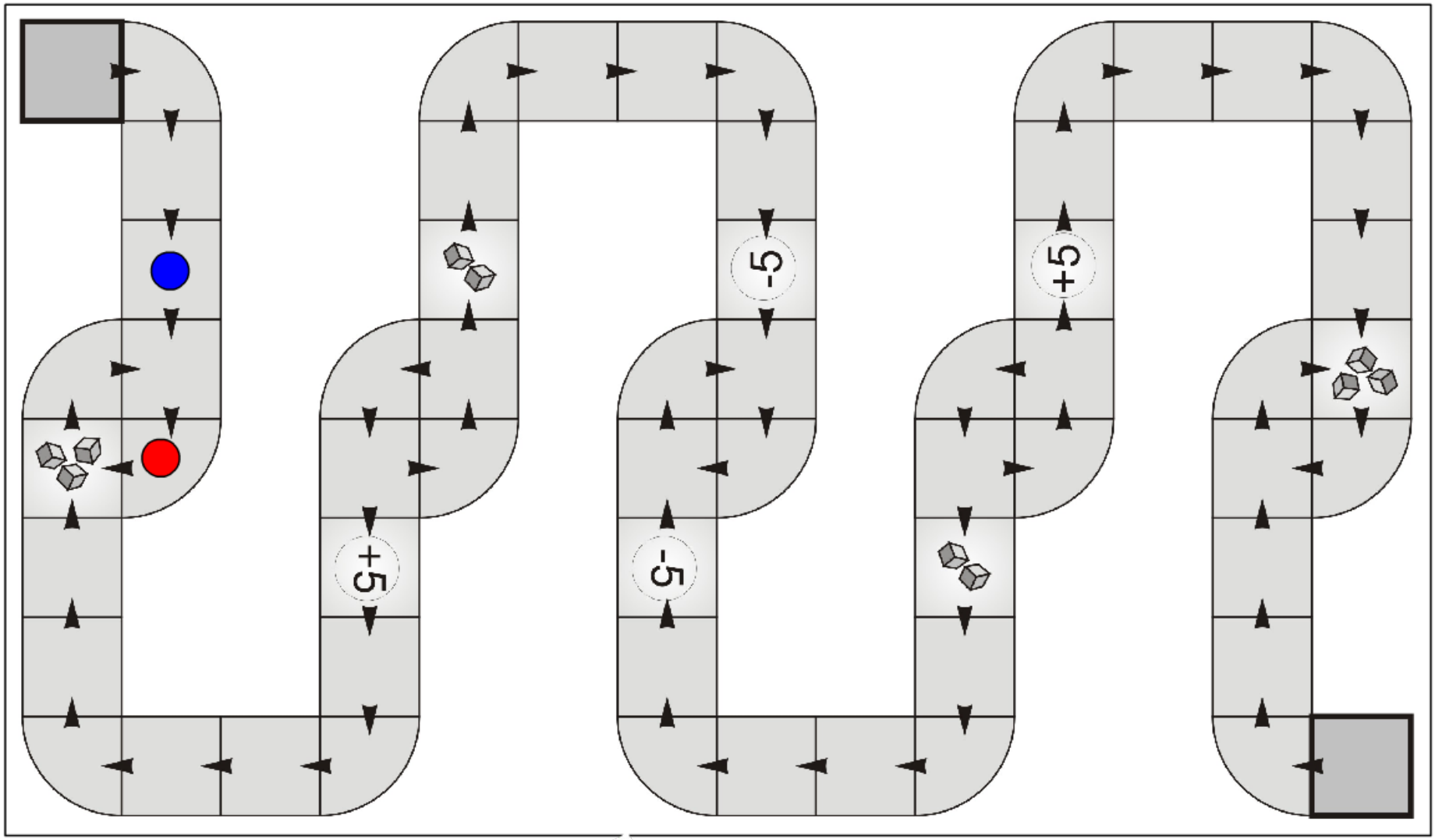
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



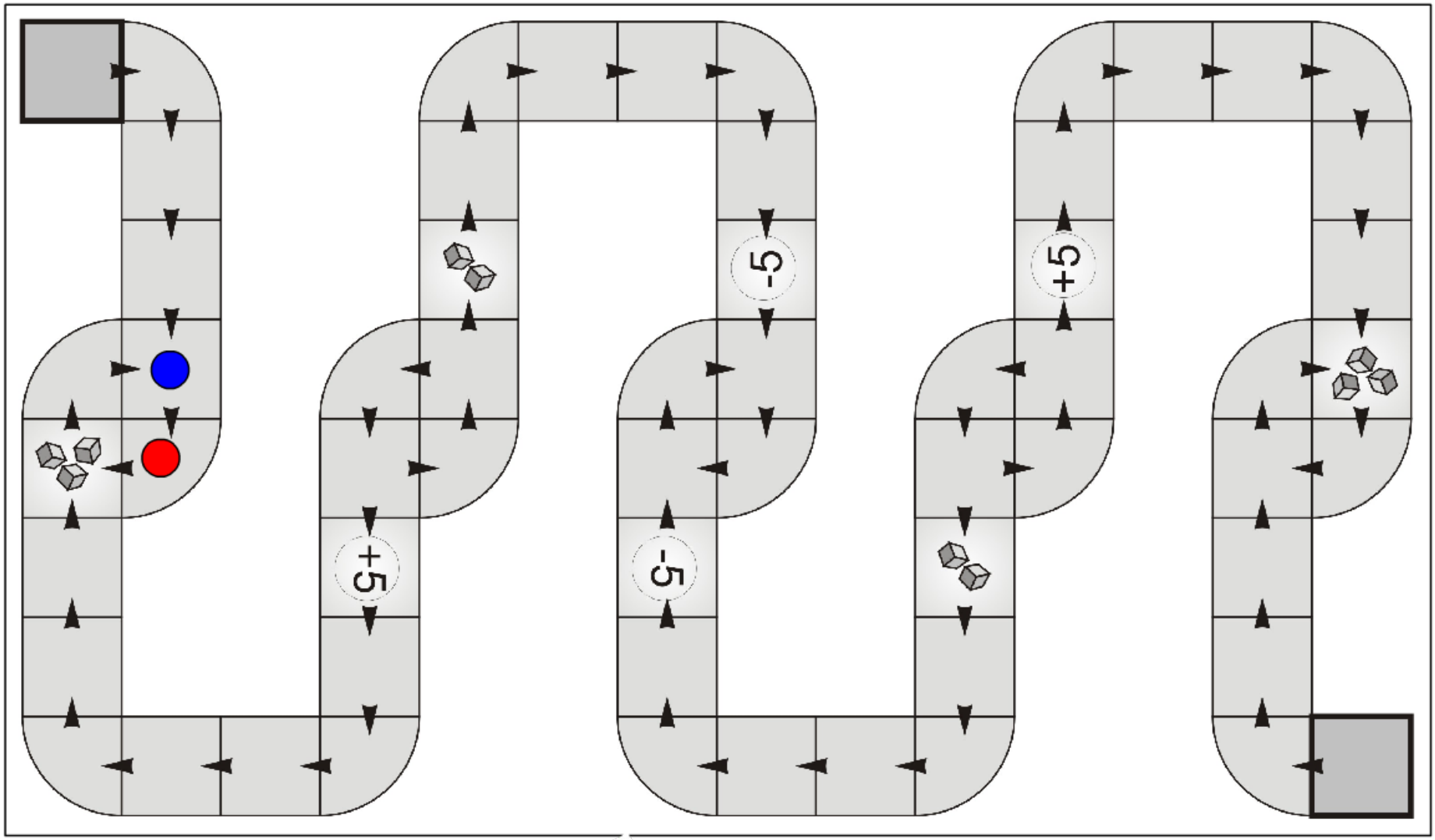
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



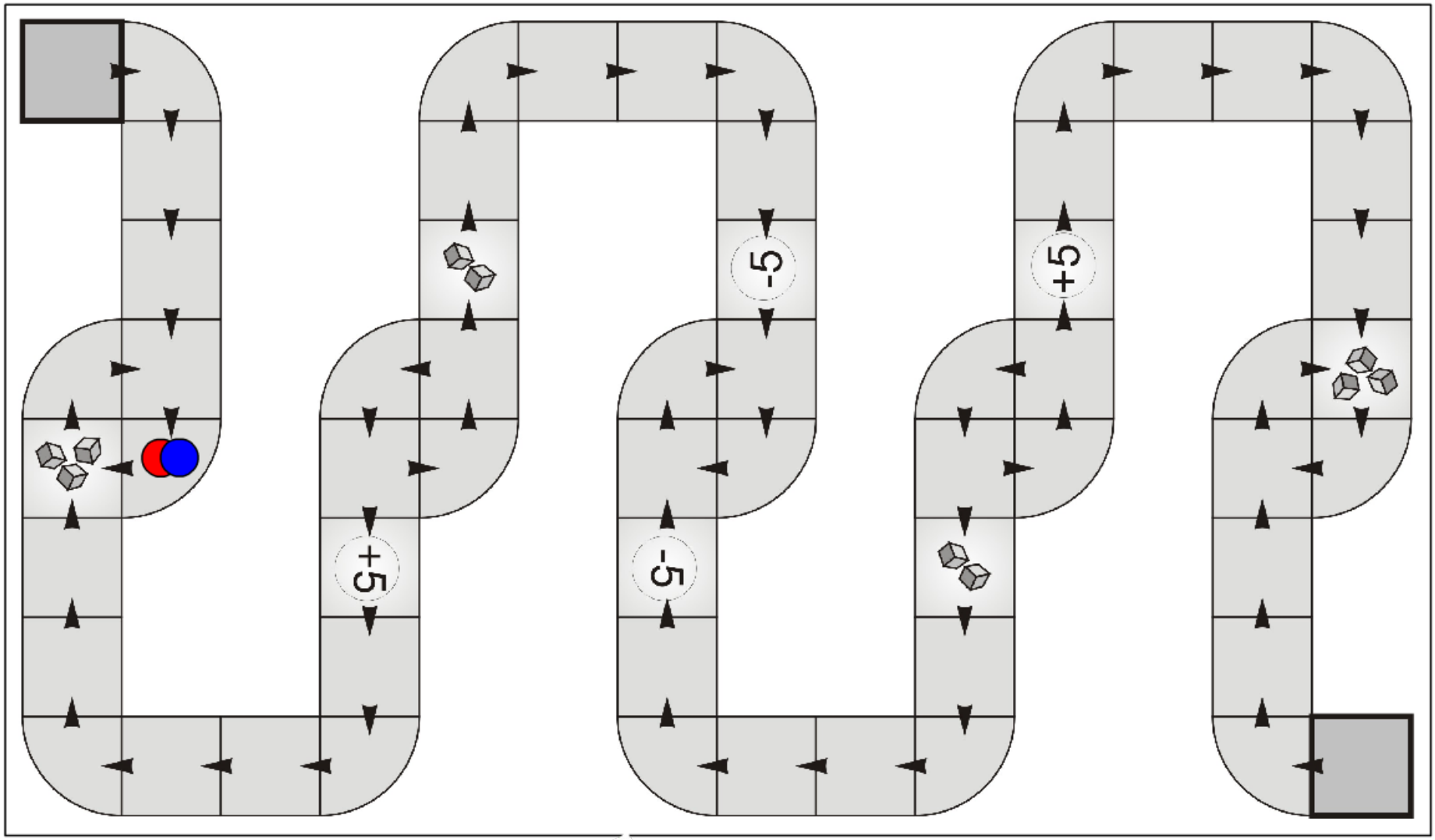
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



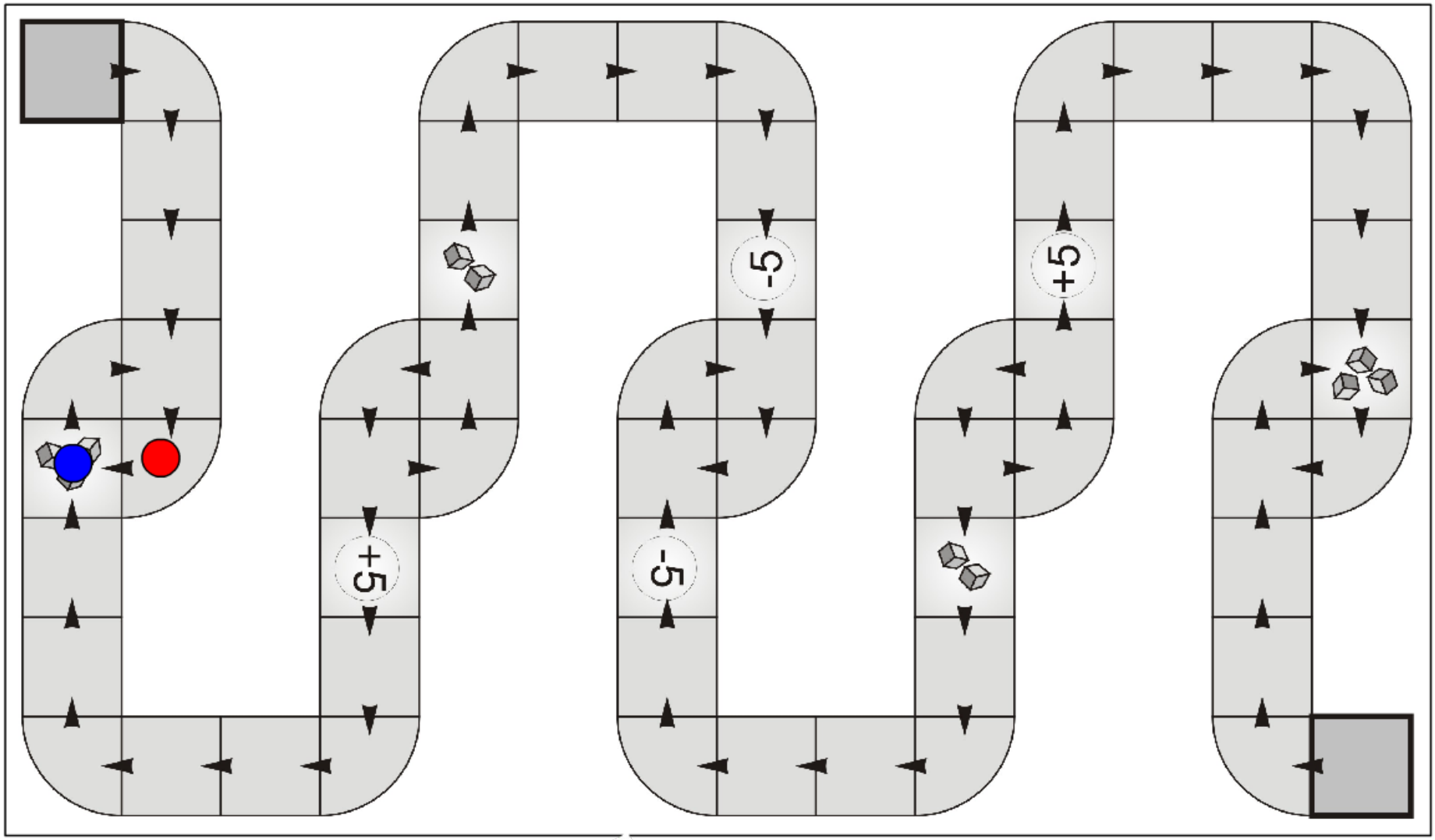
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



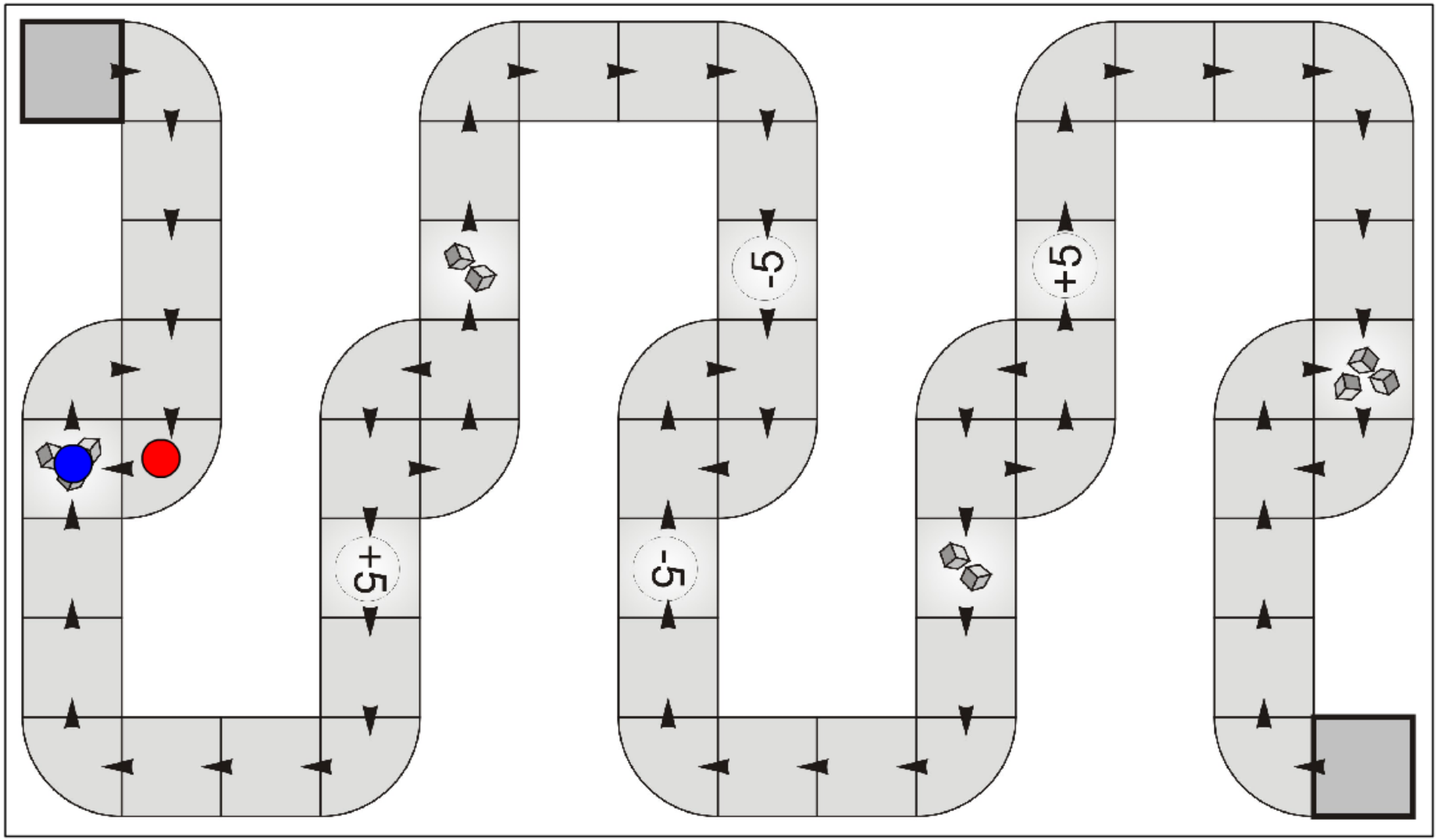
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



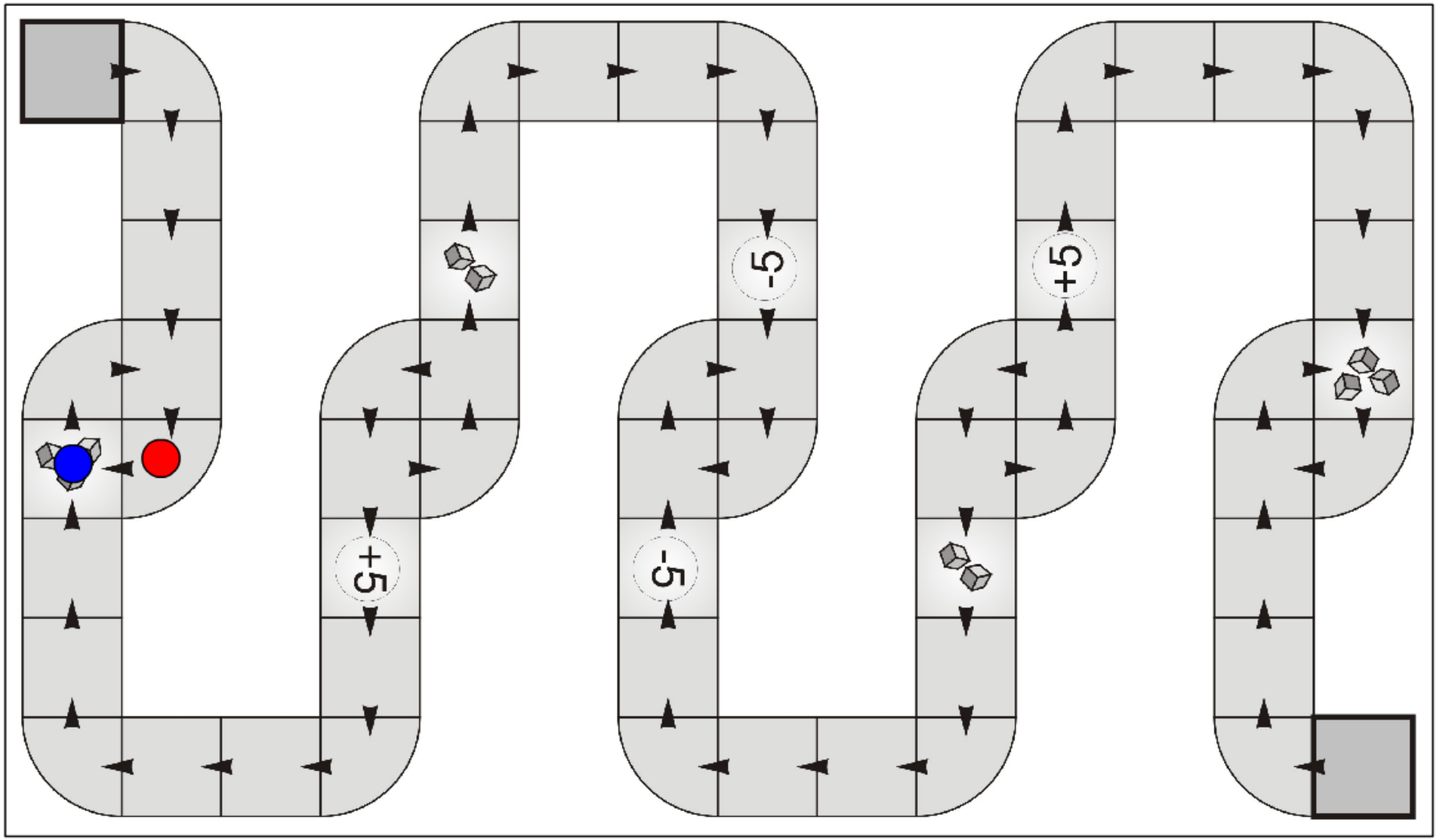
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



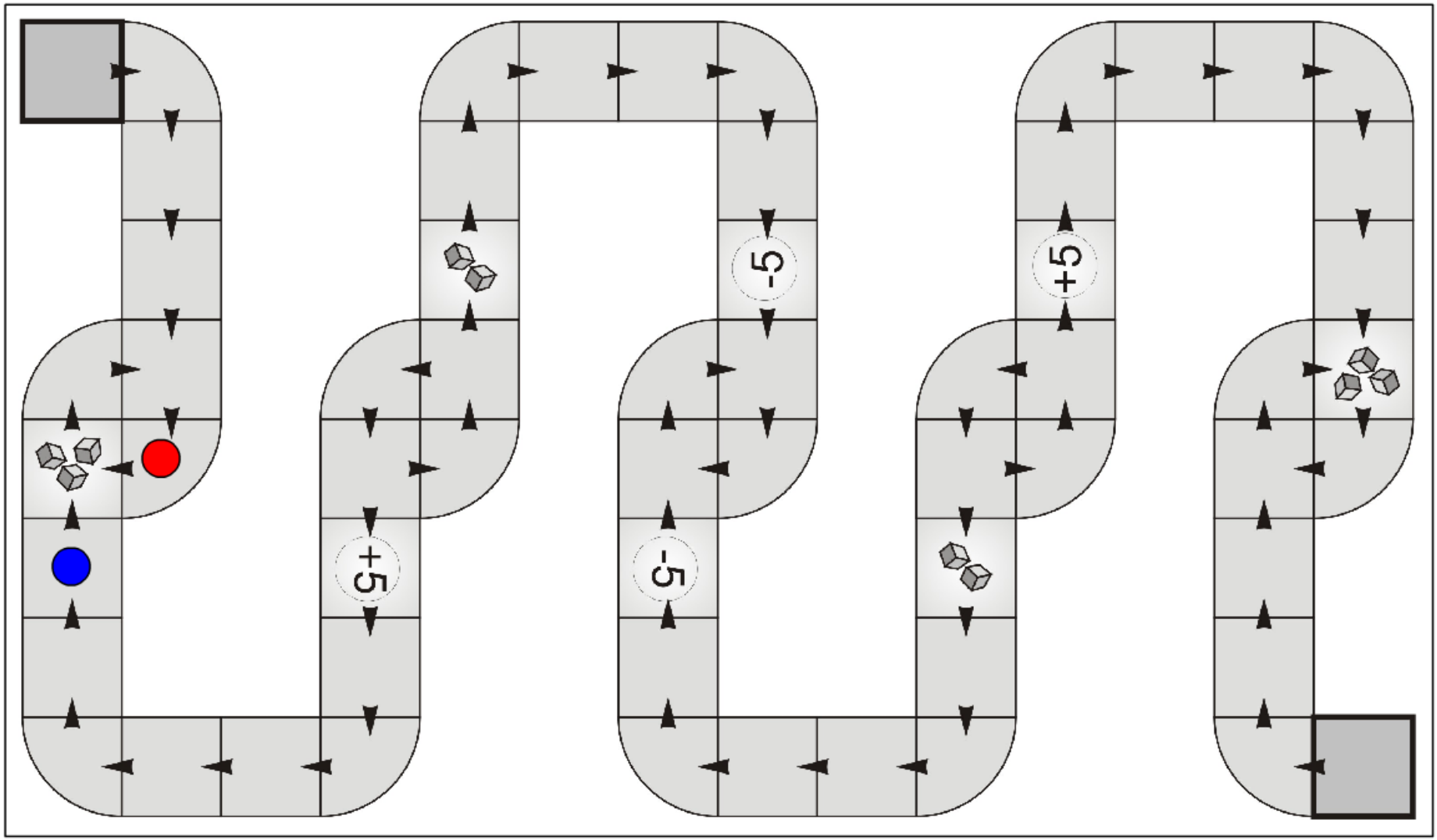
Maxime choisit (+3) - (-3) = (+3) + (+3) = (+6)
et se déplace de 6 cases dans le sens des flèches.



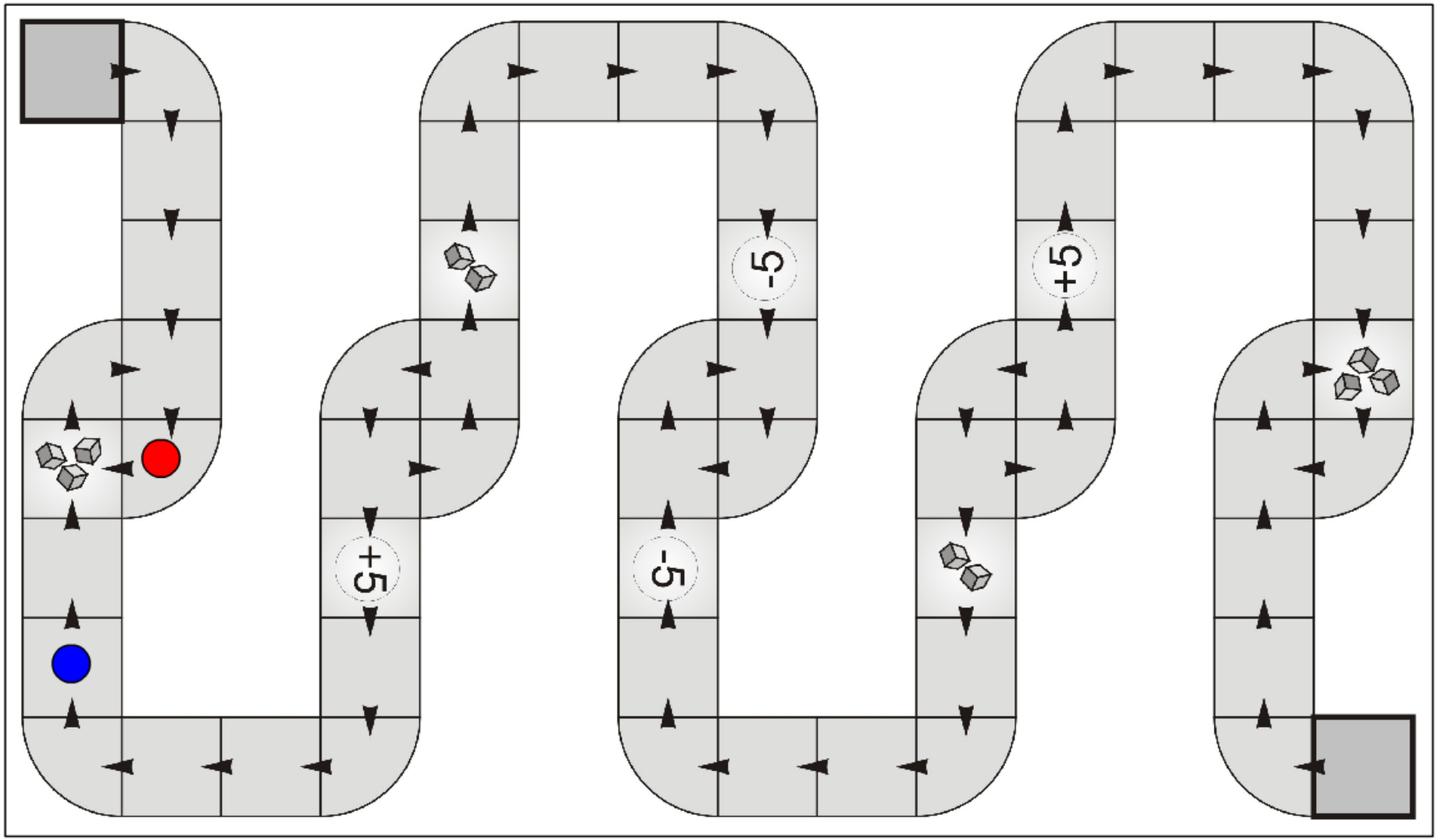
Maxime rejoue avec 3 dés



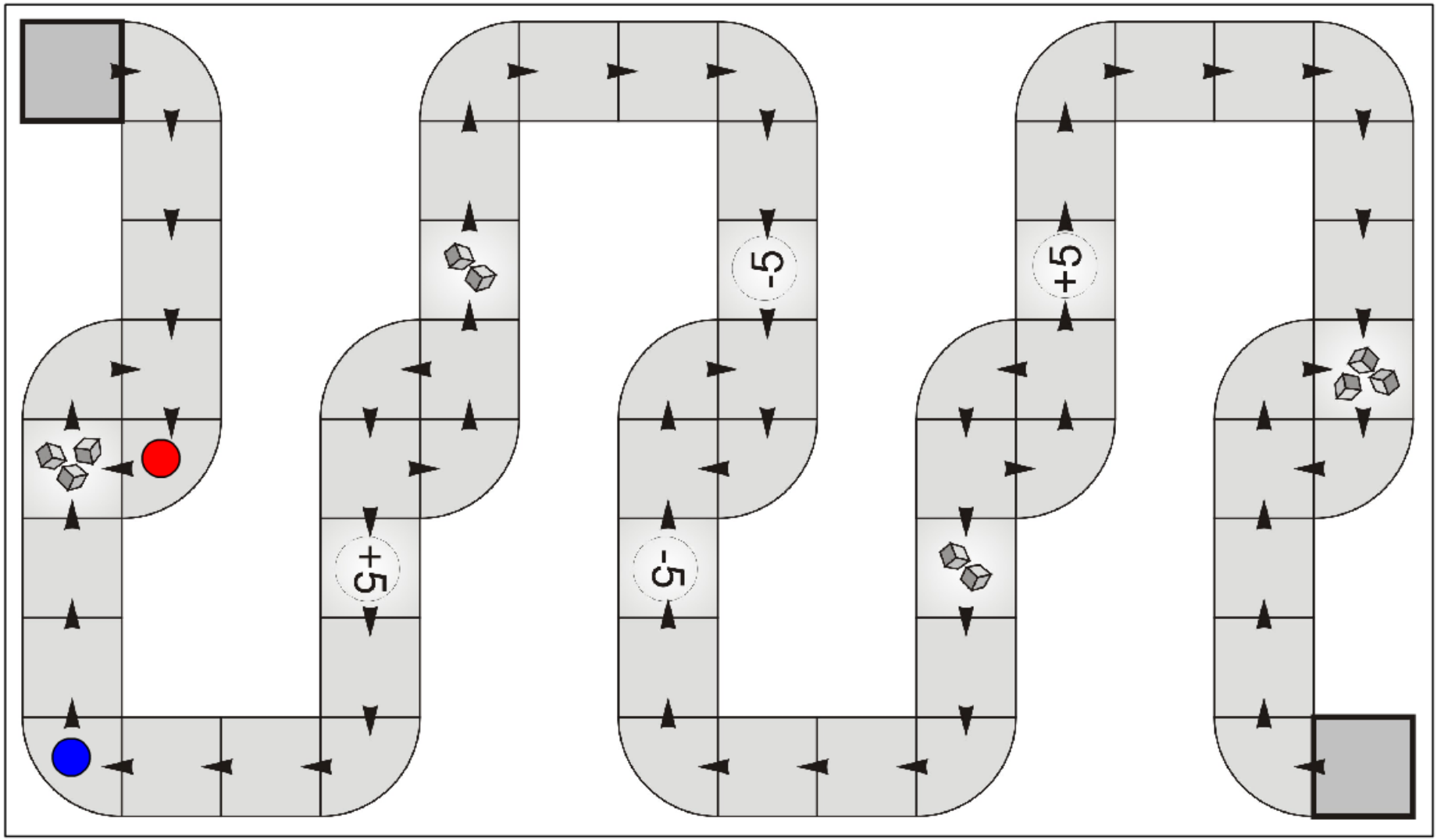
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.



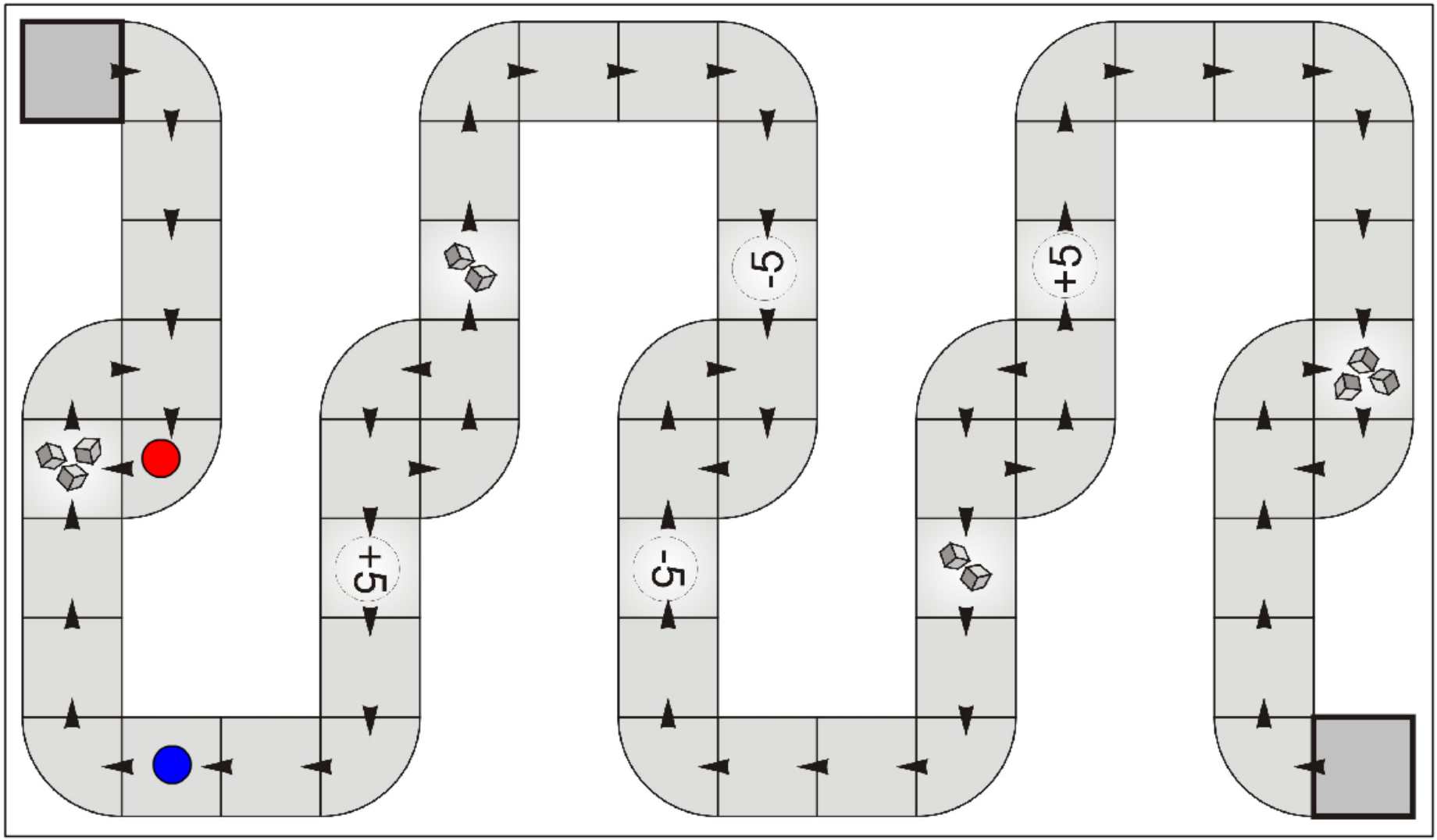
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.



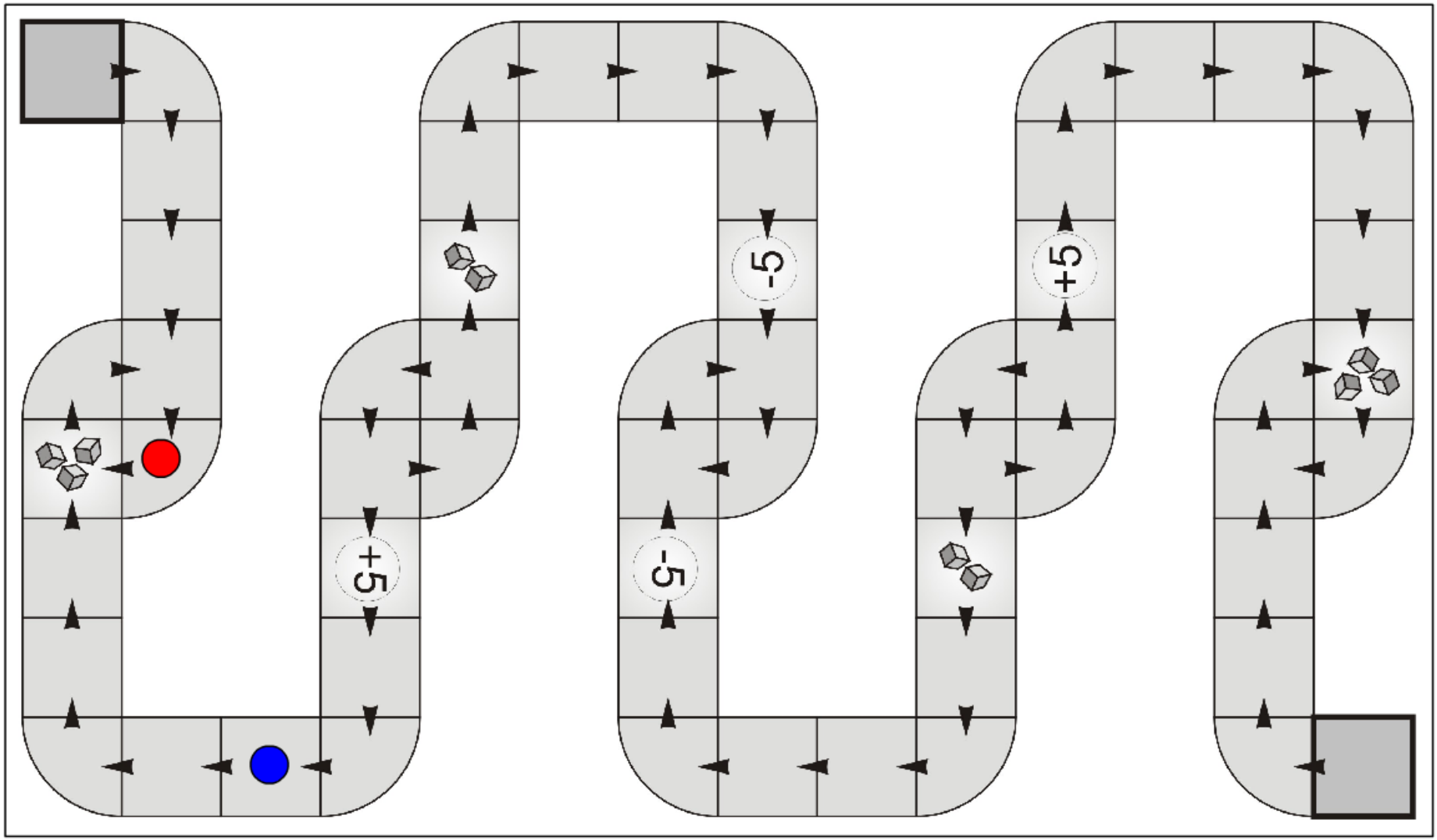
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.



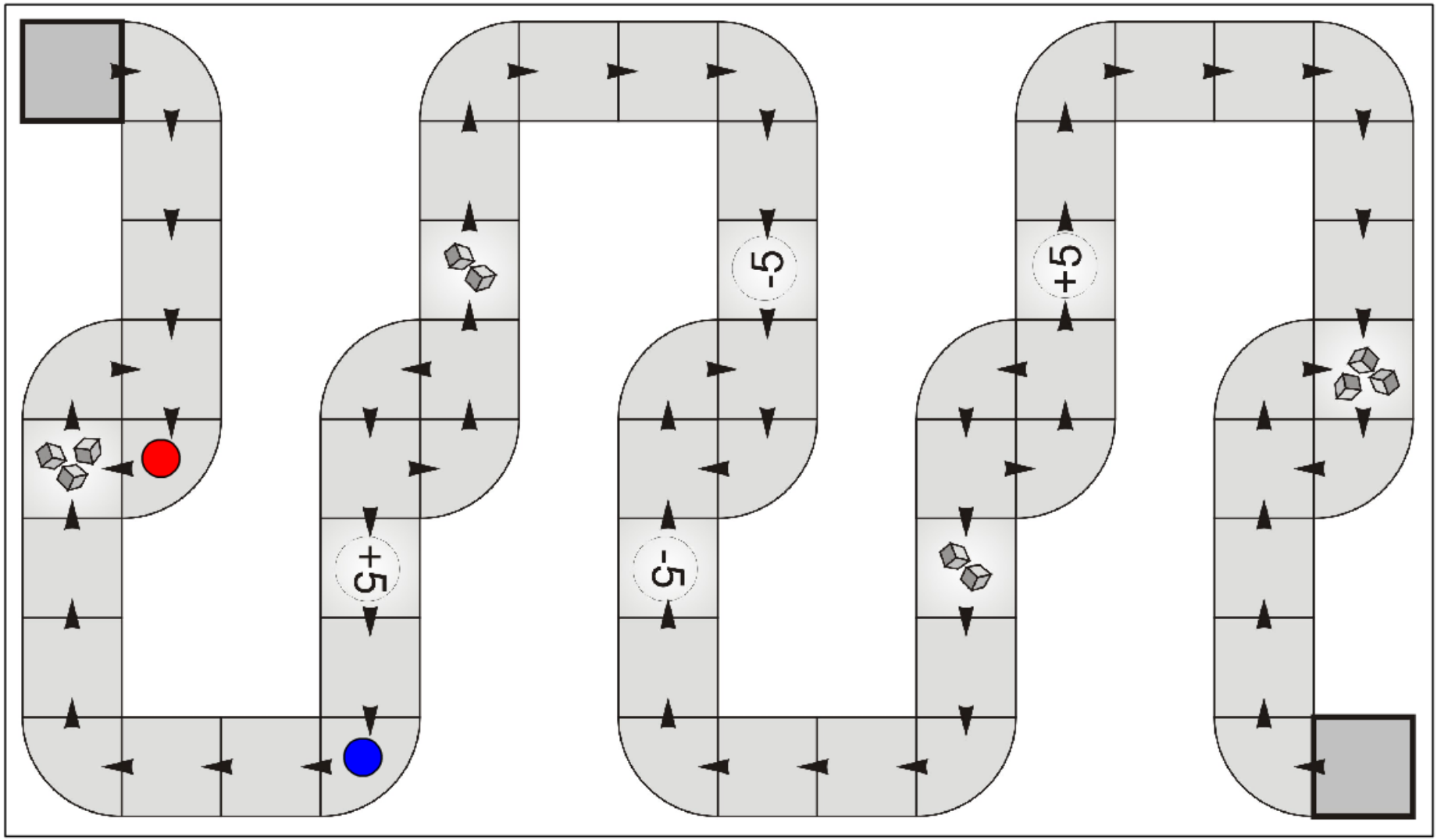
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.



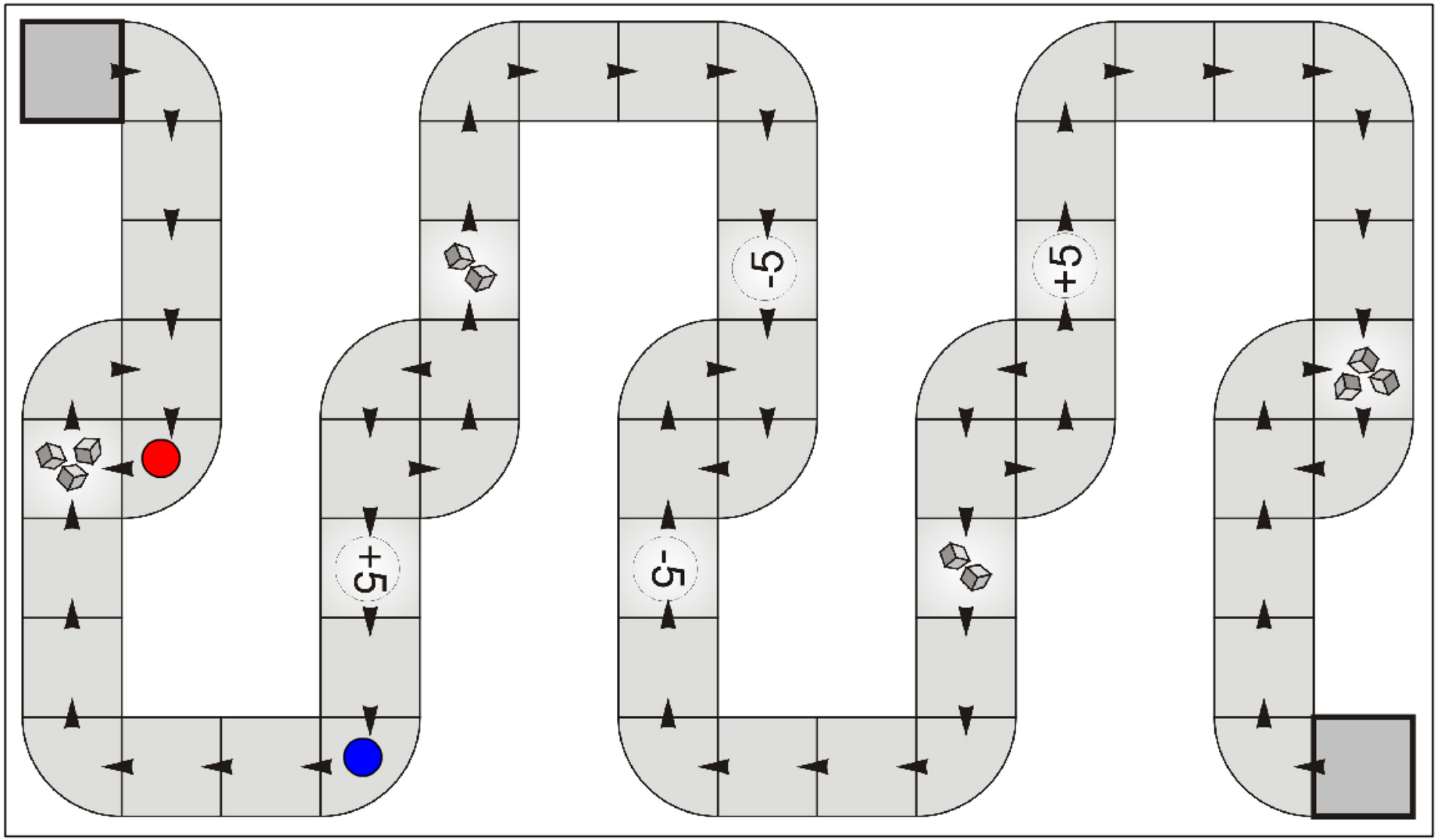
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.

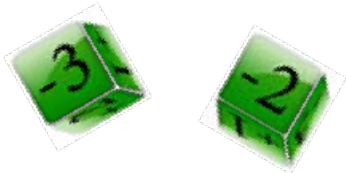


Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.

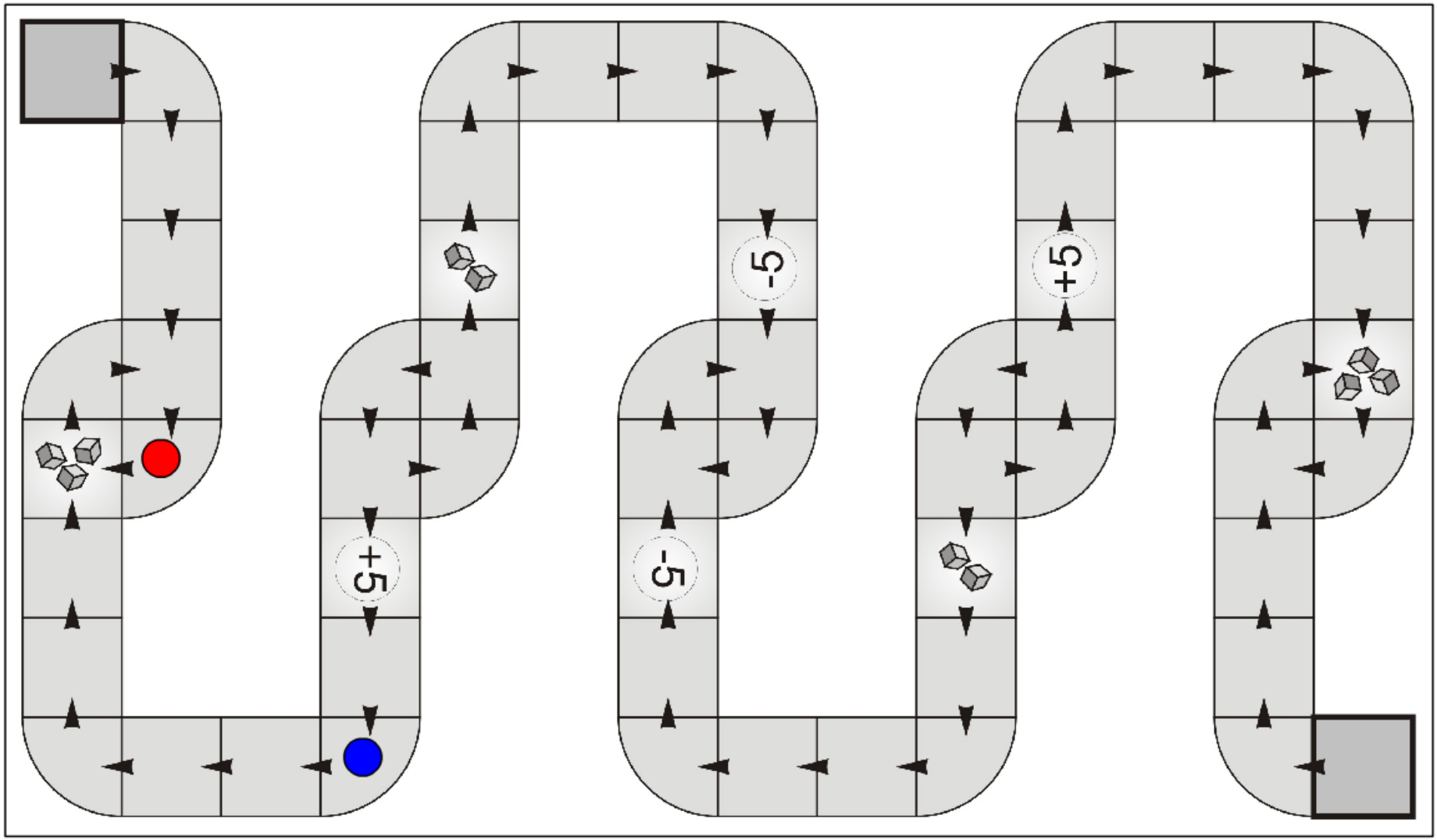


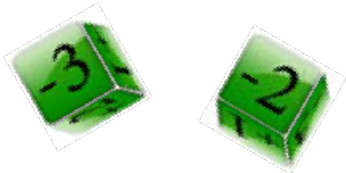
Maxime choisit (-2) - (+1) - (+3) = (-2) + (-1) + (-3) = (-6)
et se déplace de 6 cases dans le sens contraire des flèches.



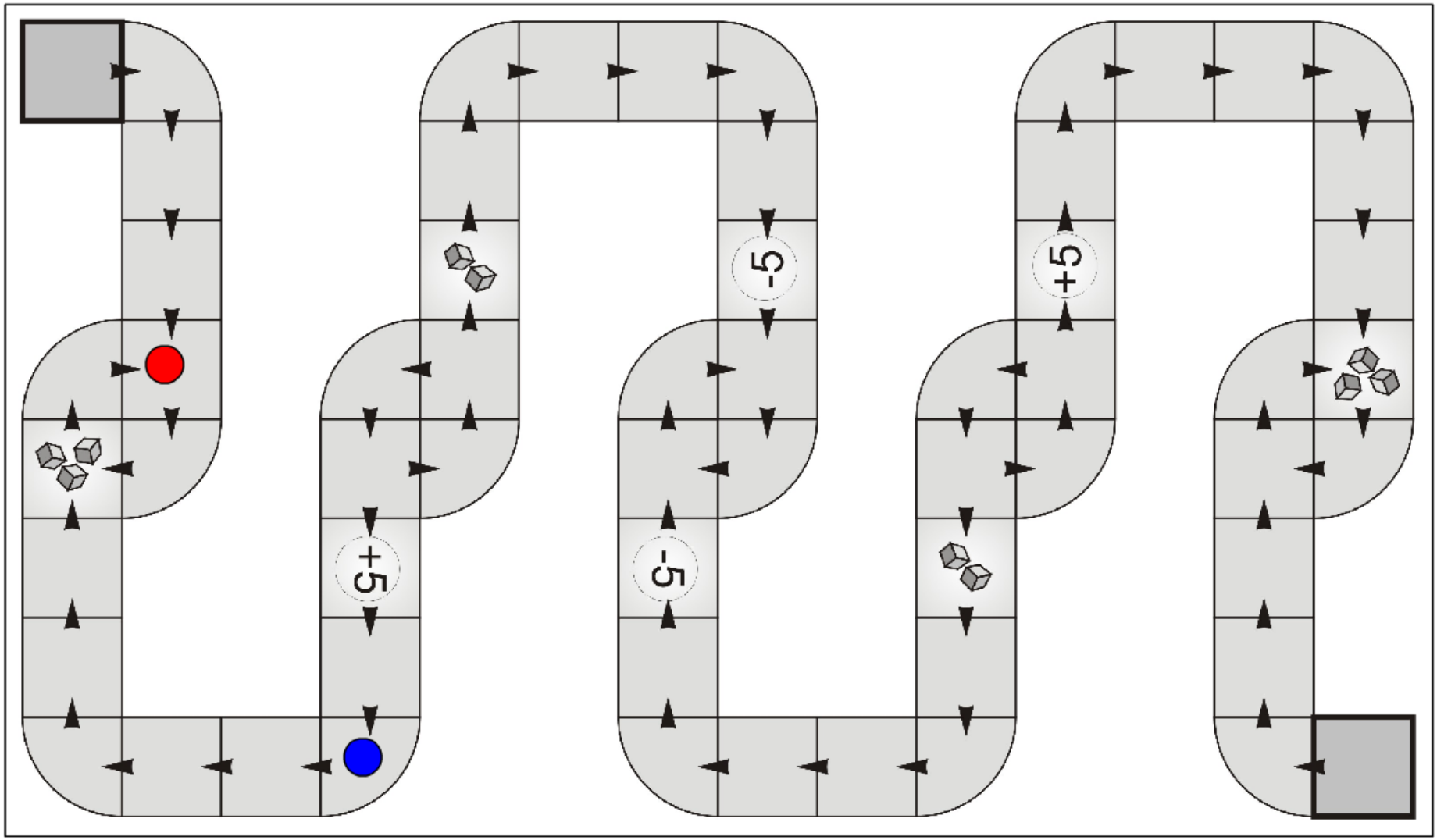


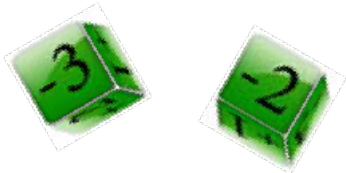
Sophie lance 2 dés



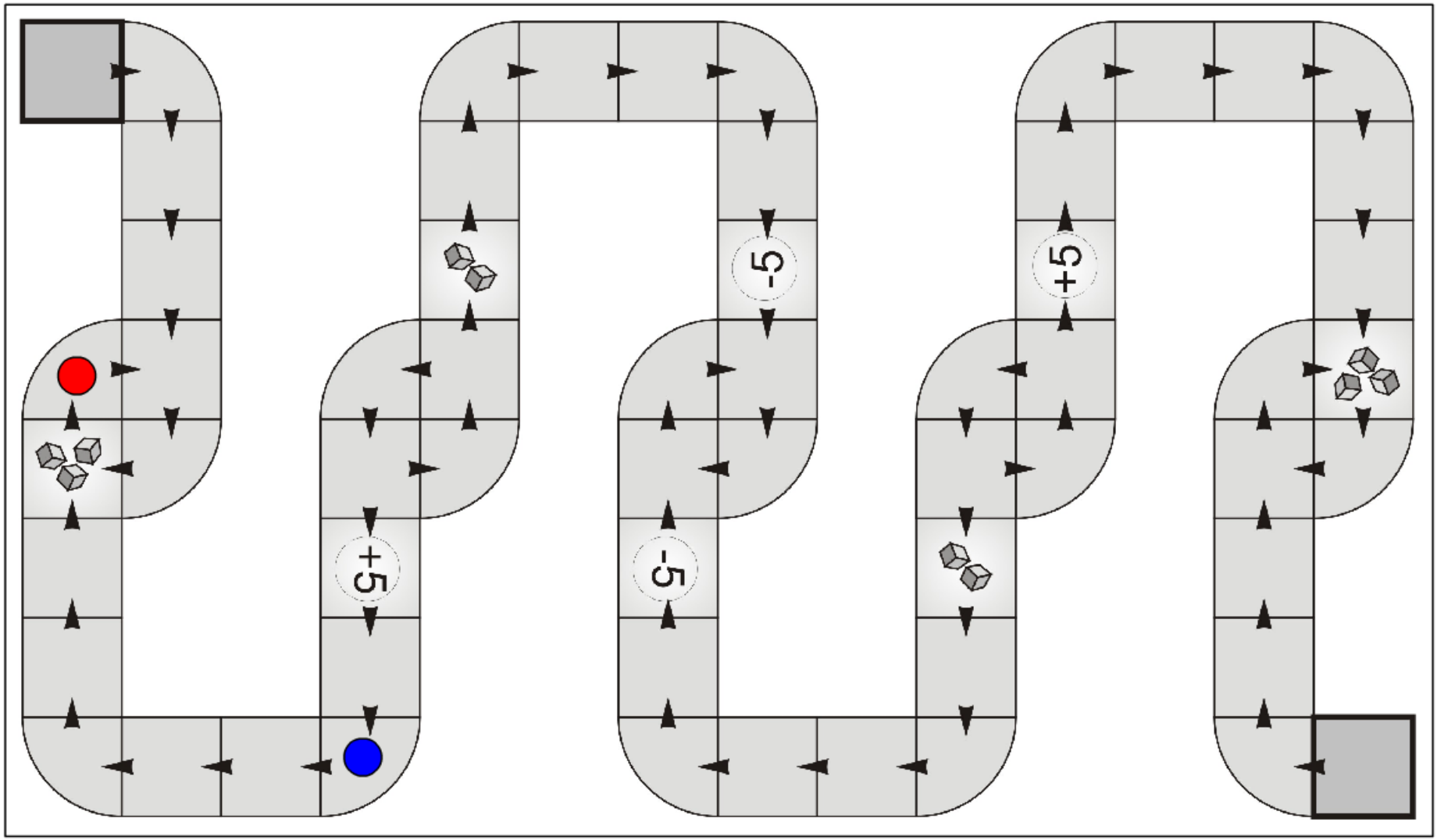


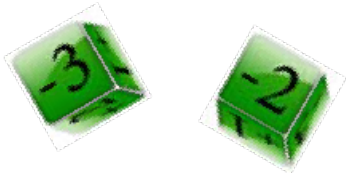
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



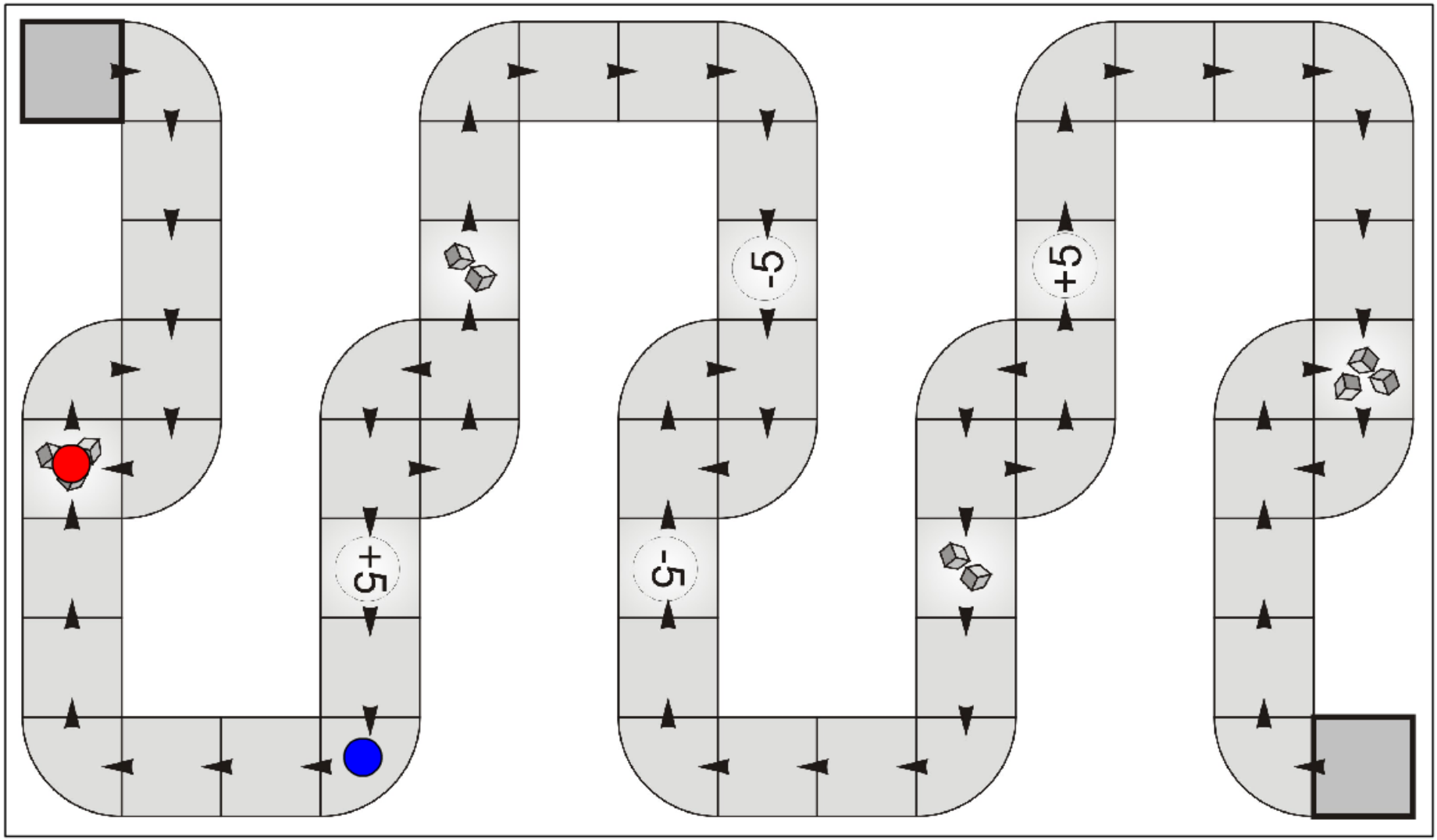


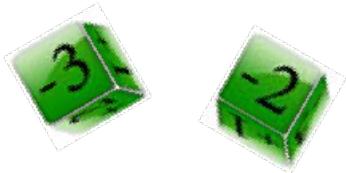
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



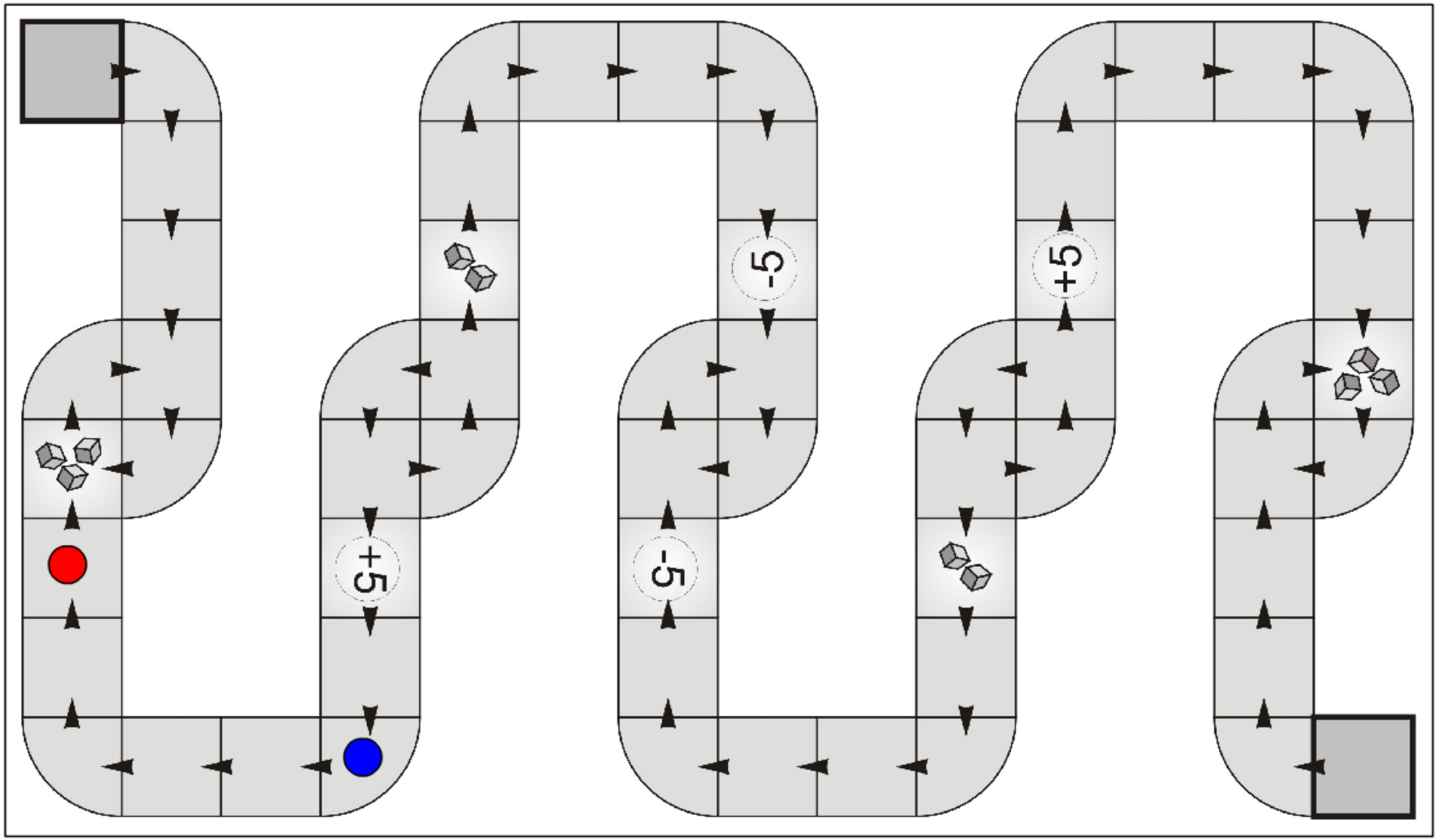


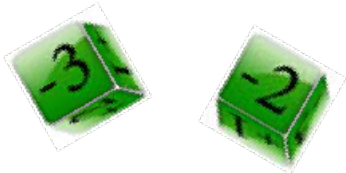
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



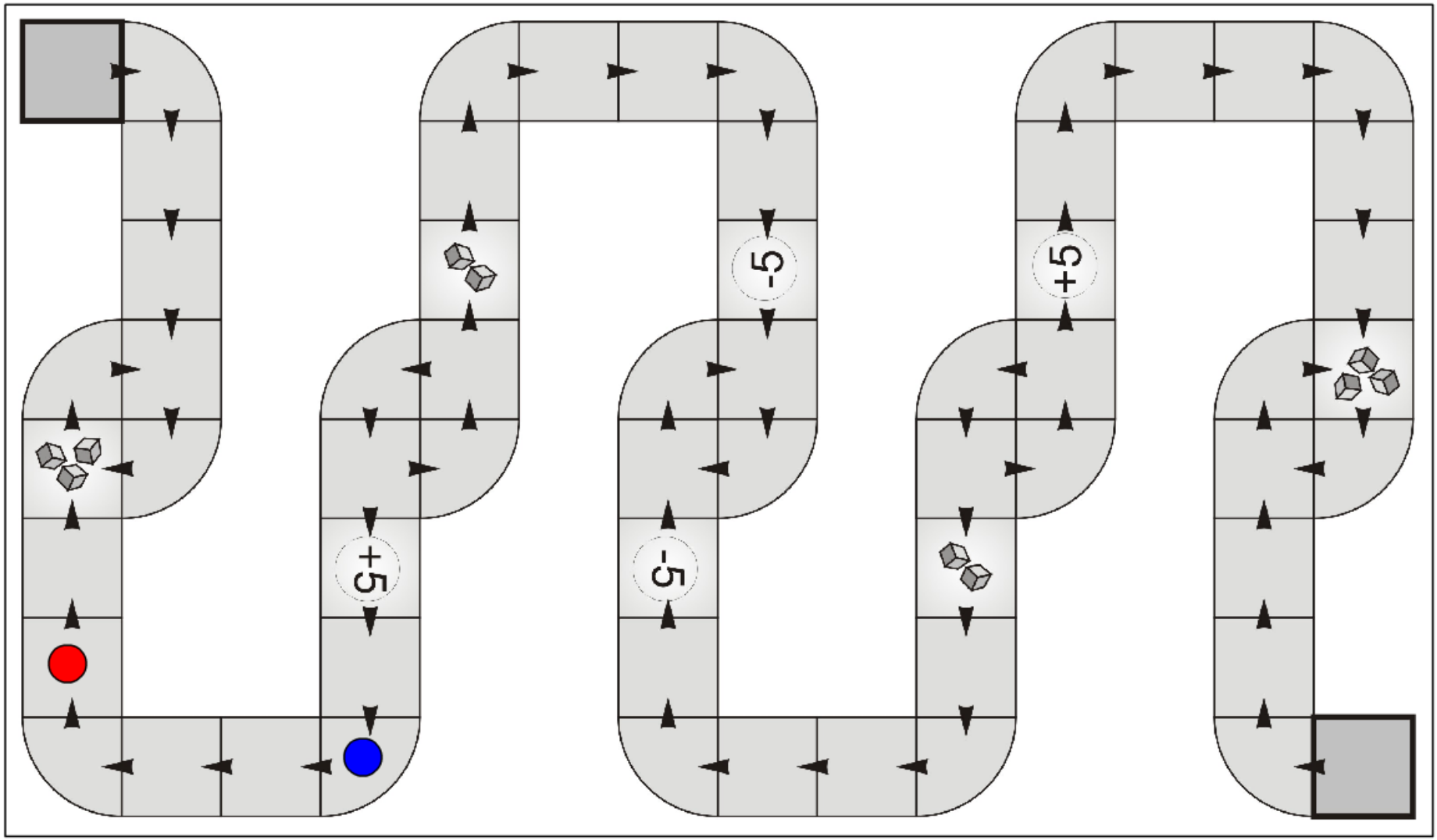


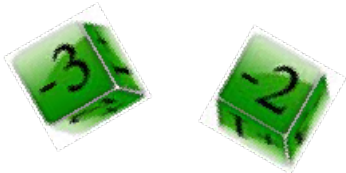
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



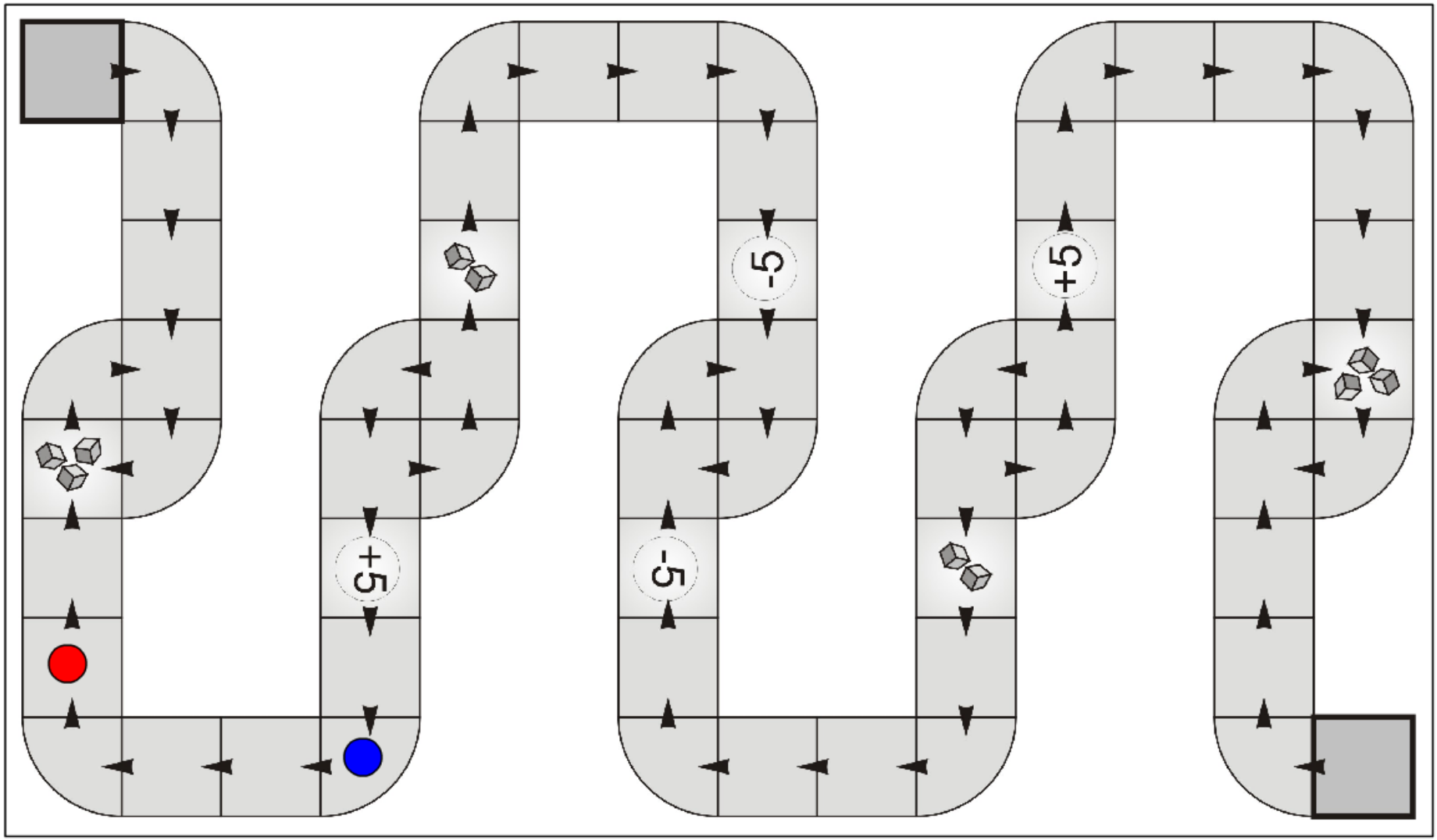


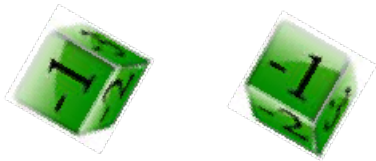
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



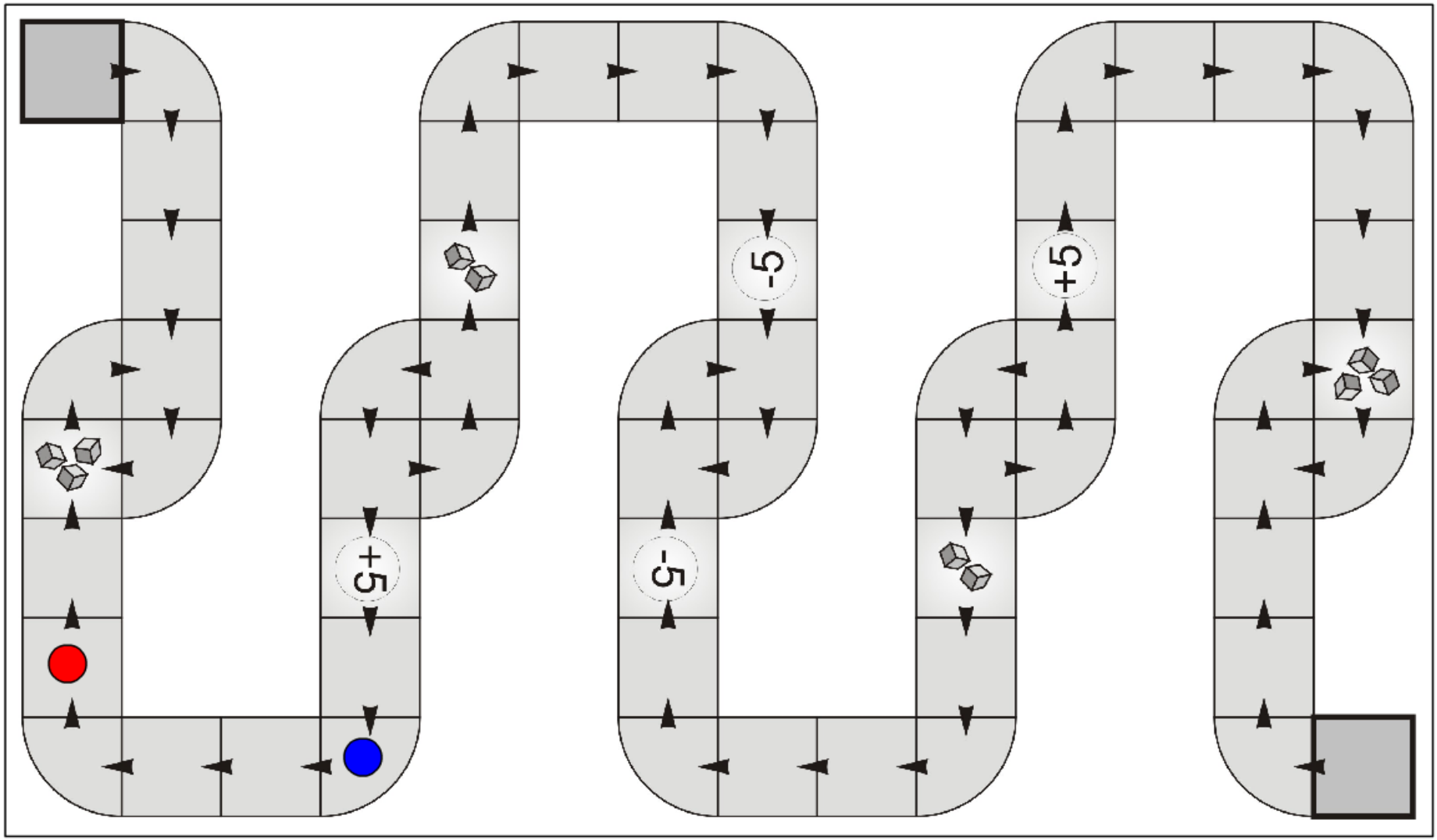


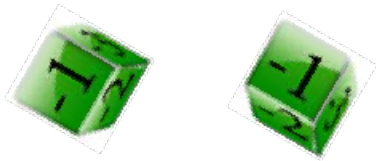
Sophie choisit (-3) + (-2) = (-5) et déplace son pion de 5 cases dans le sens contraire des flèches



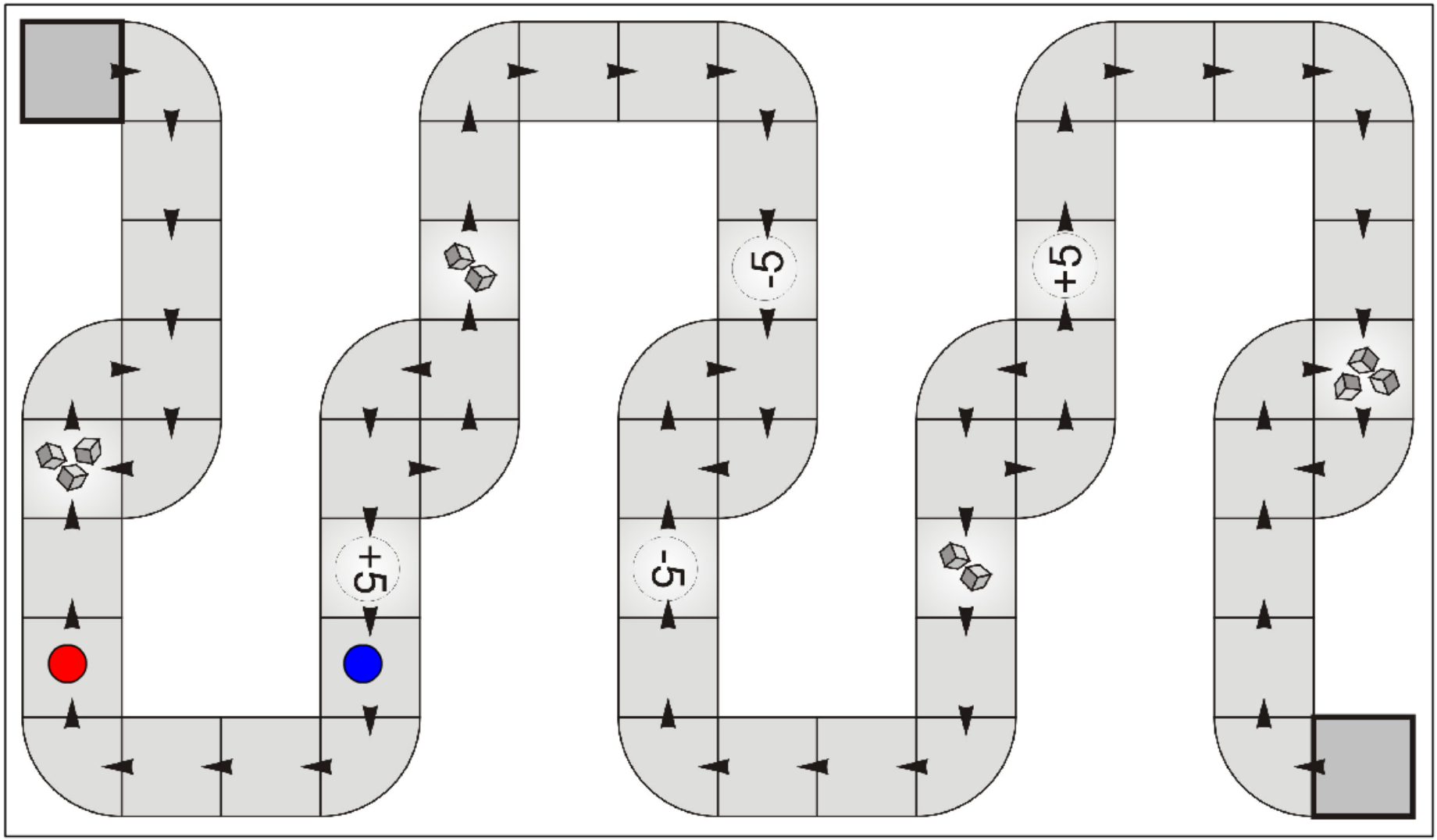


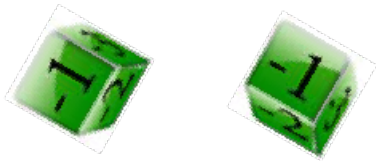
Maxime lance 2 dés



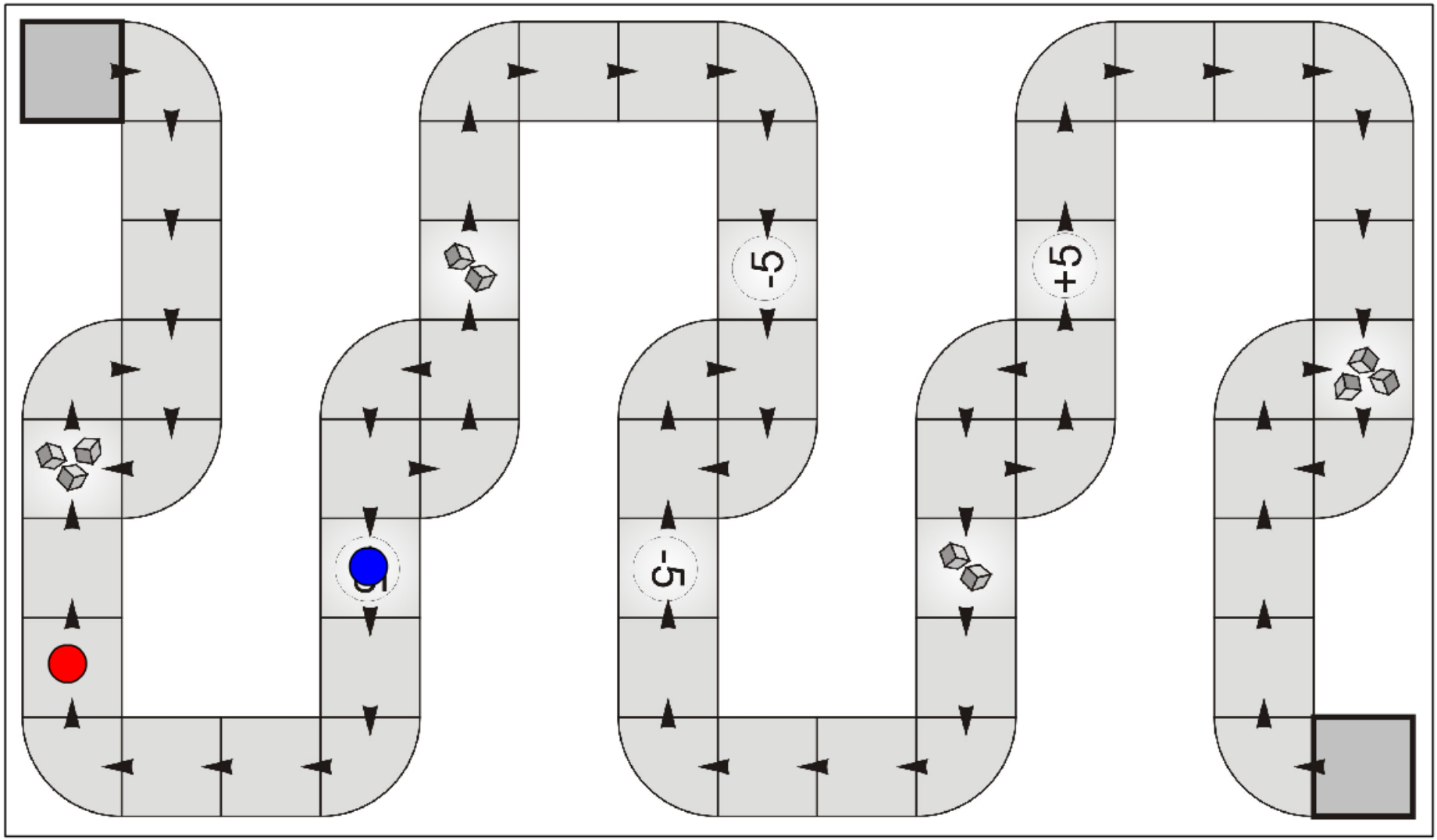


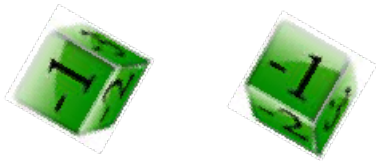
Maxime choisit (-1) + (-1) = (-2) et avance son pion
de 2 cases dans le sens contraire des flèches.



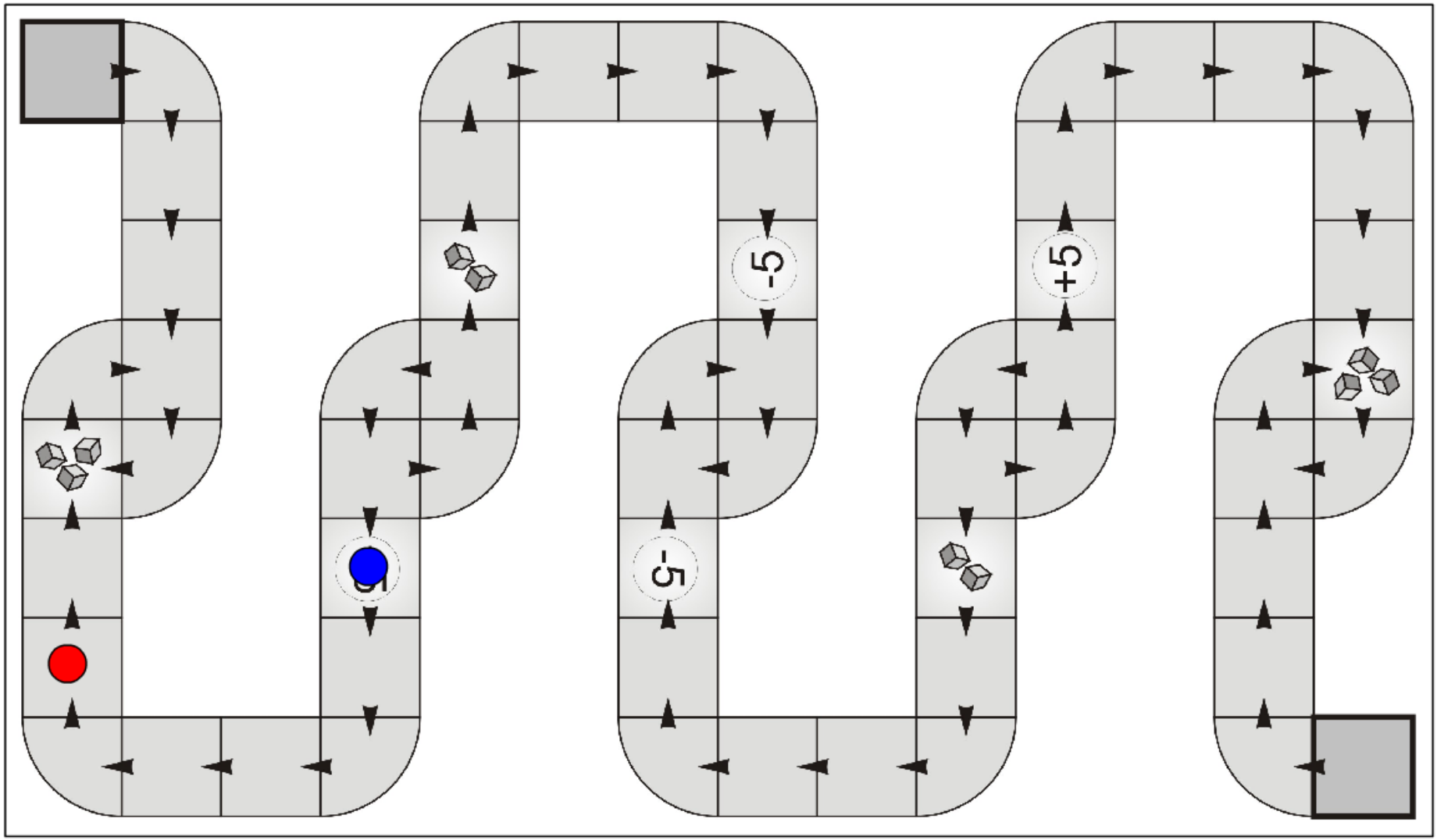


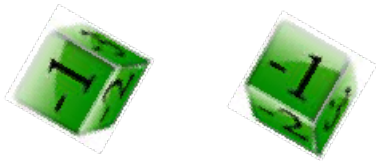
Maxime choisit (-1) + (-1) = (-2) et avance son pion
de 2 cases dans le sens contraire des flèches.



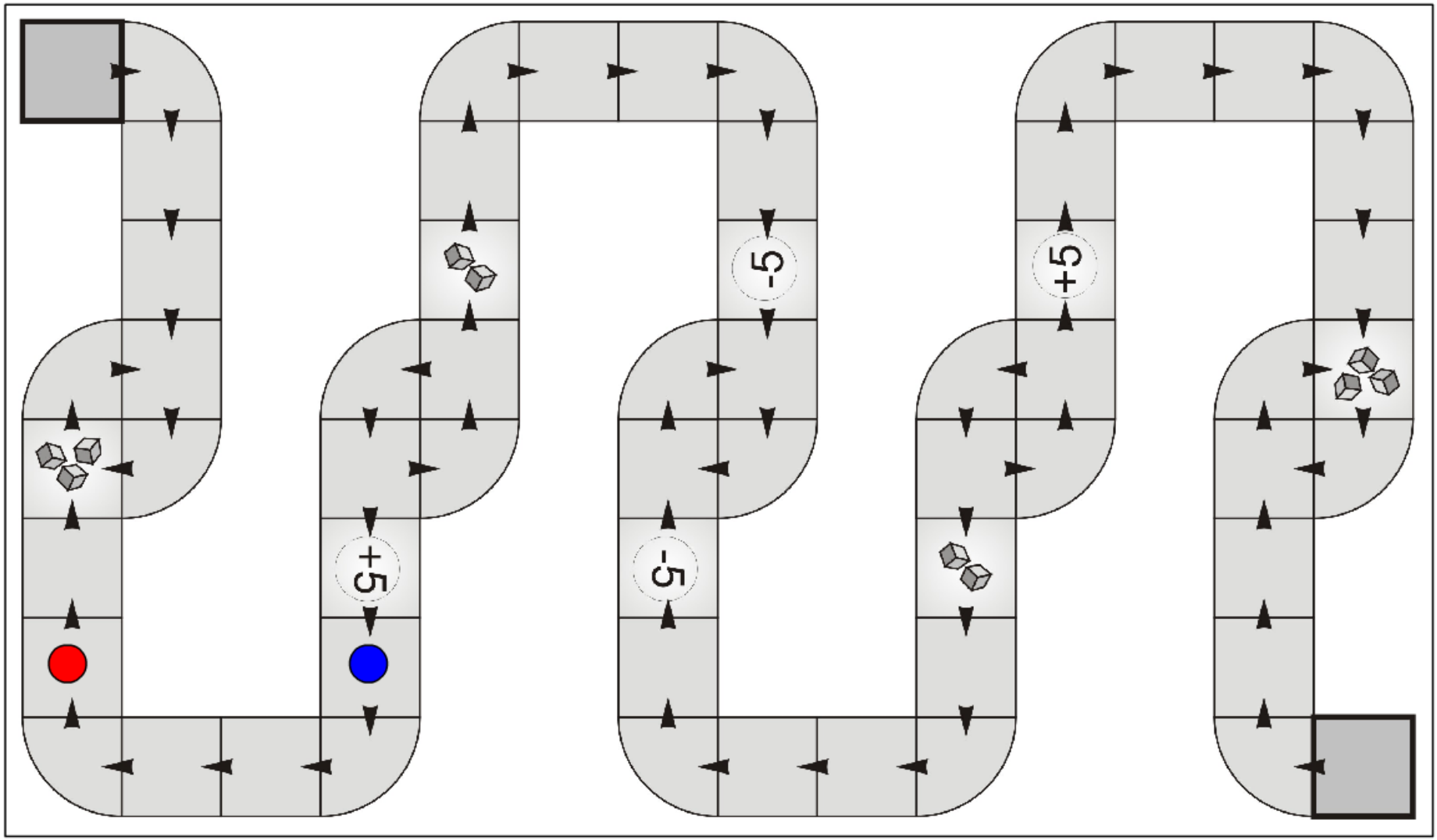


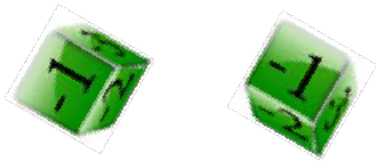
Maxime choisit (-1) + (-1) = (-2) et avance son pion
de 2 cases dans le sens contraire des flèches.



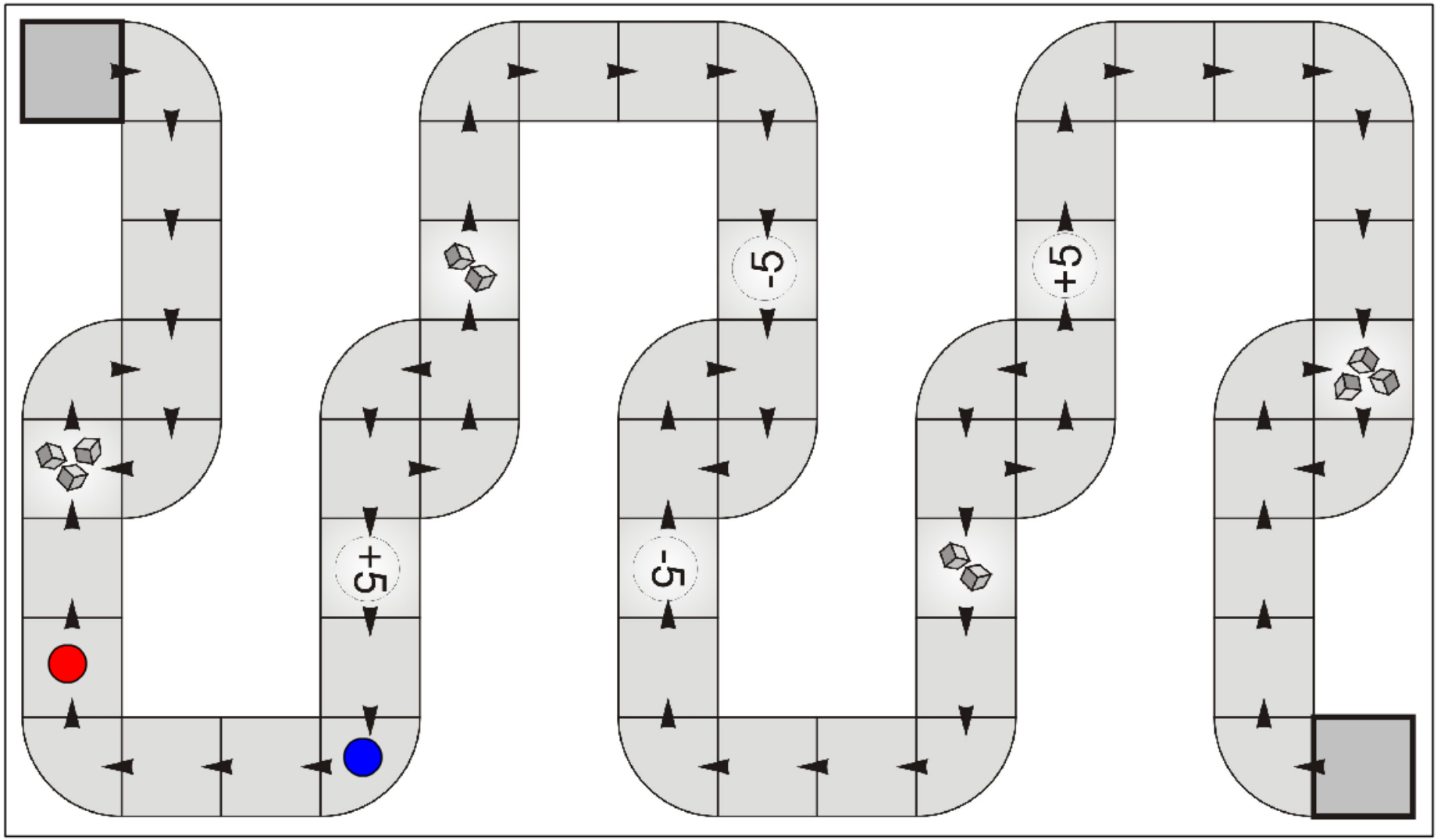


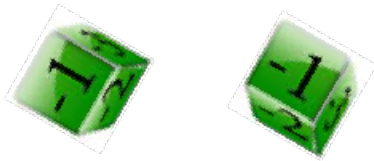
Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.



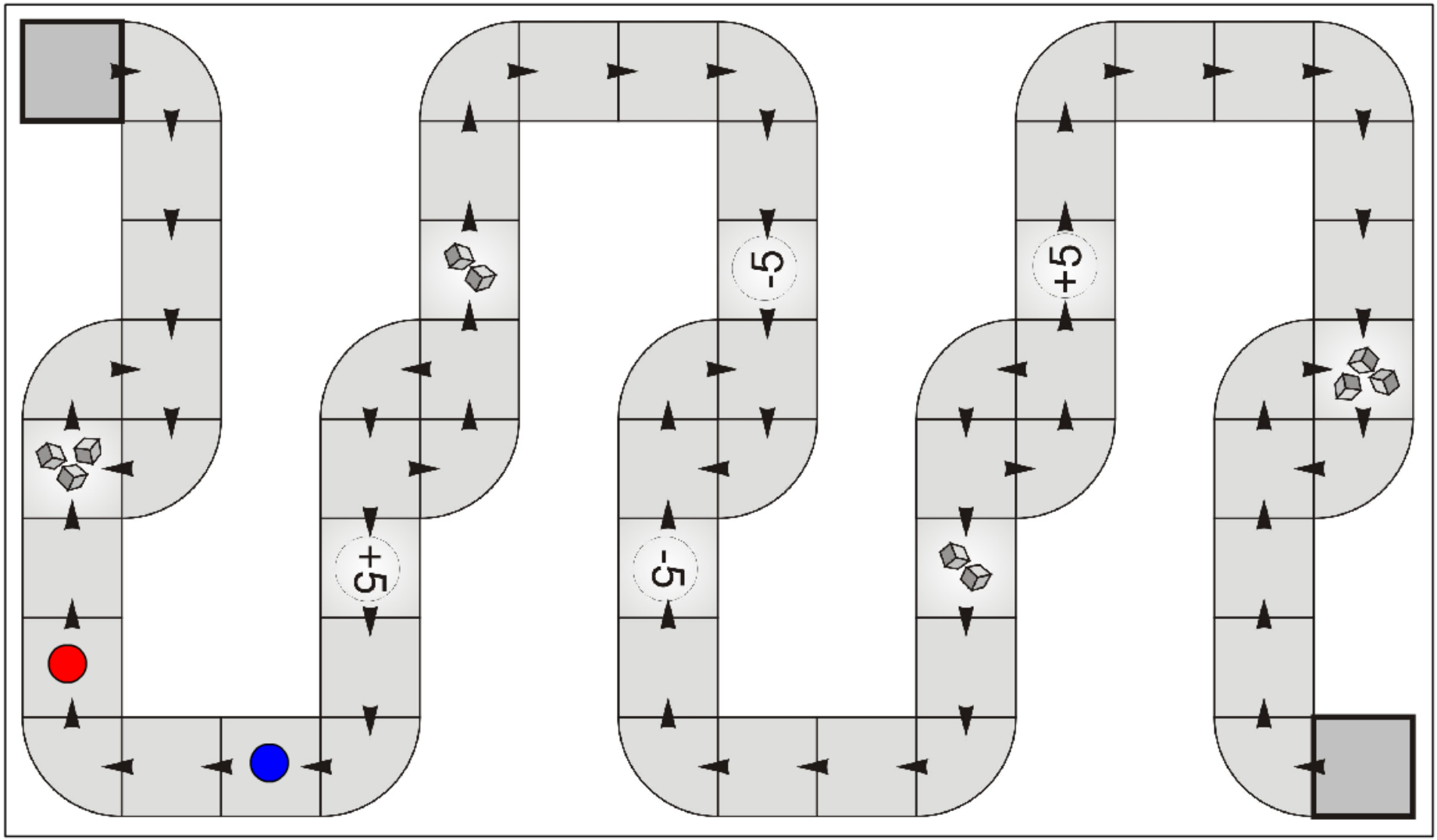


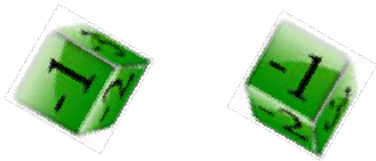
Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.



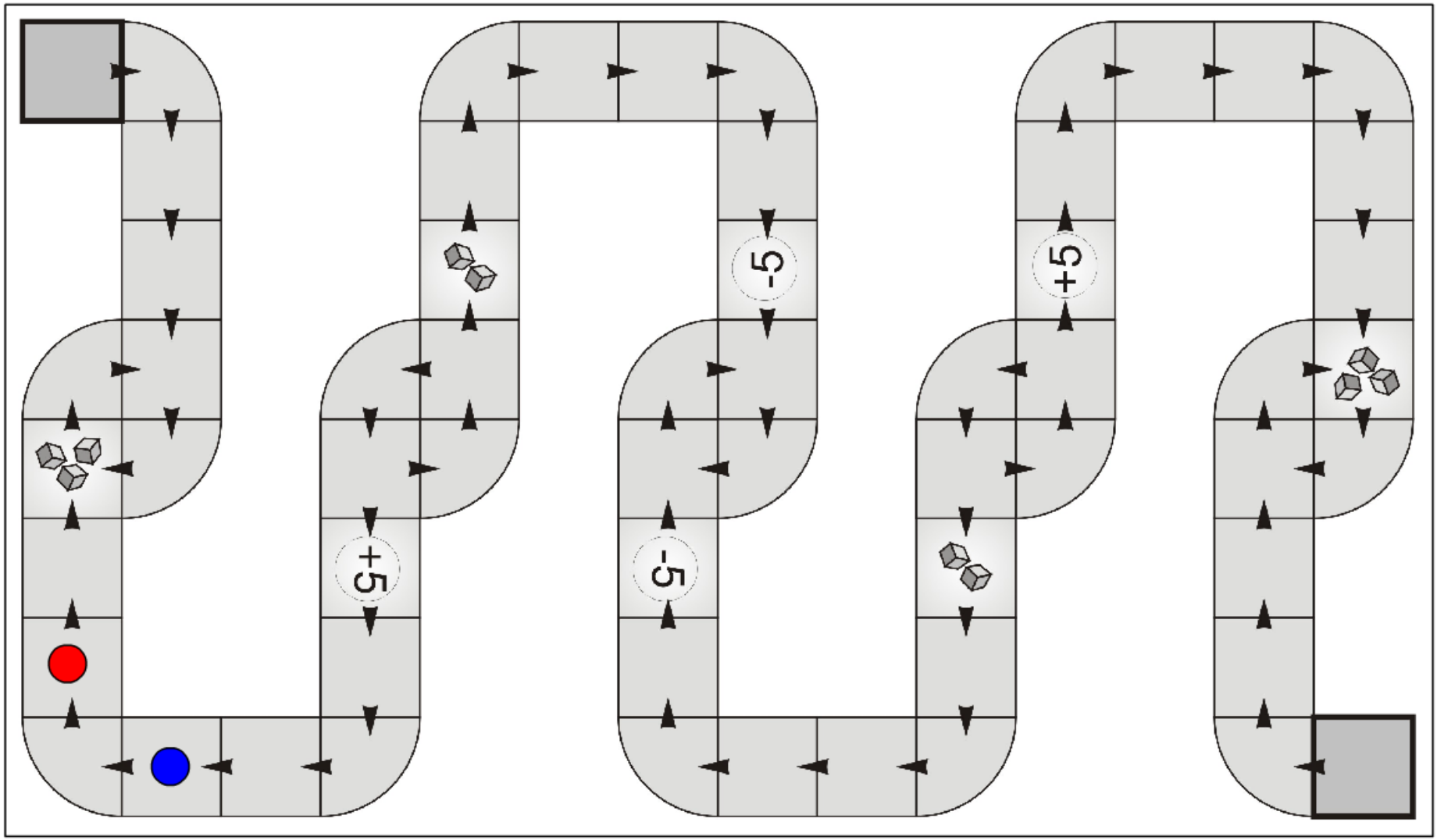


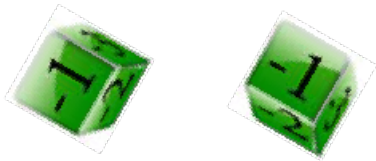
Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.



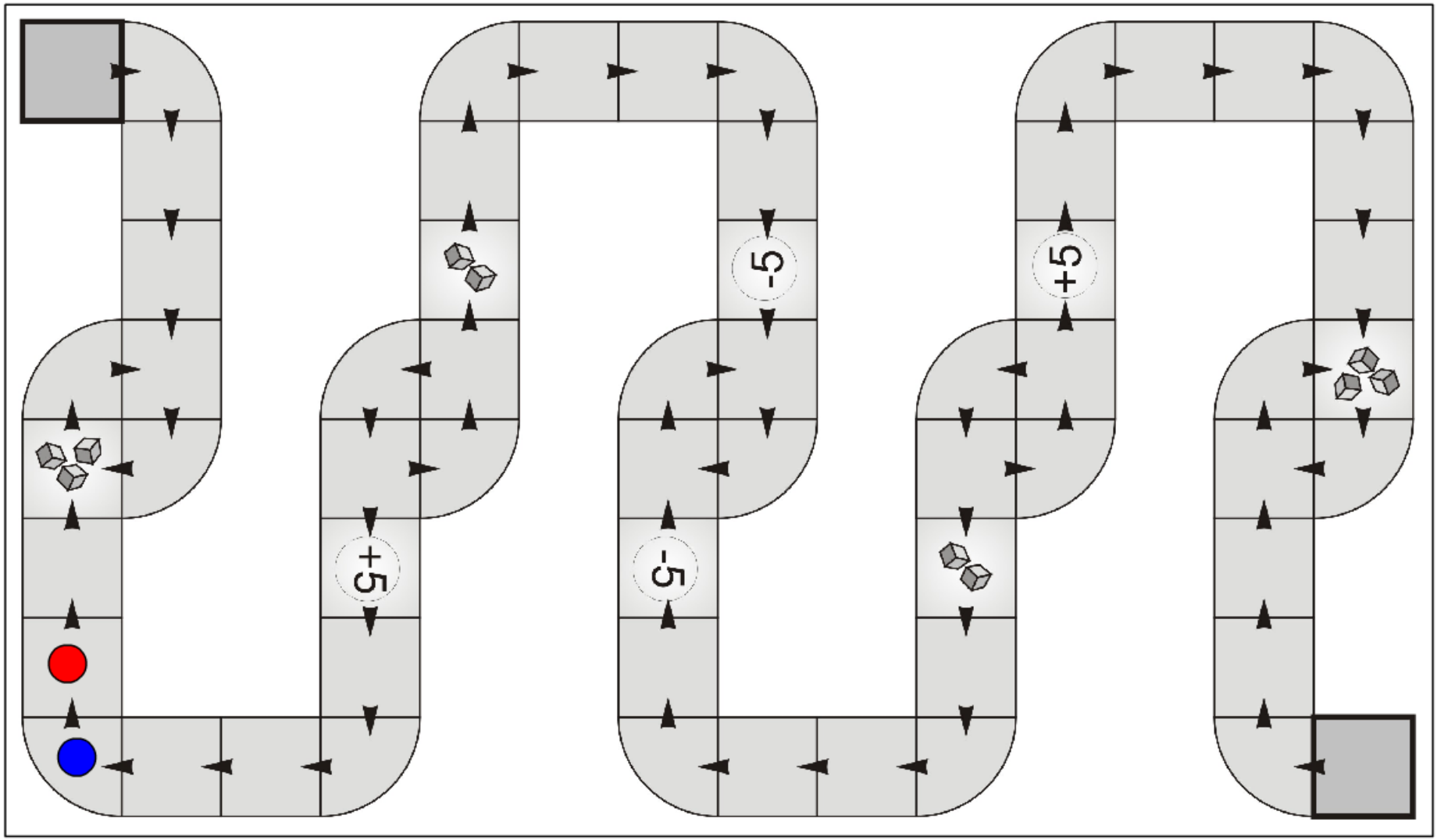


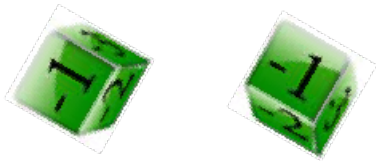
Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.



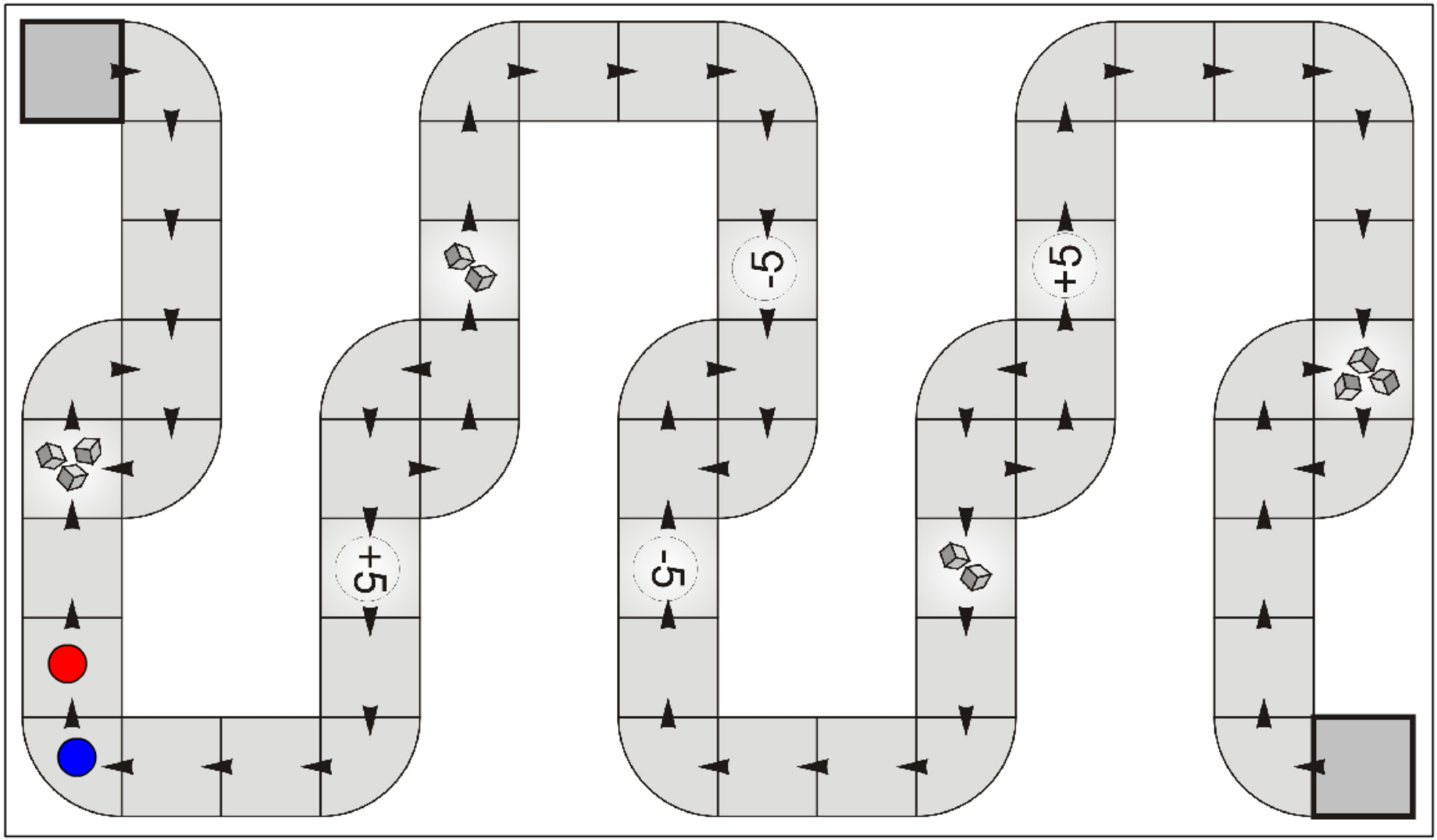


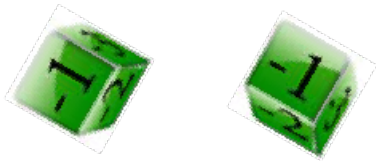
Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.





Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.





Maxime arrive sur la case "+5" et déplace son pion de 5 cases dans le sens des flèches.

jeux2maths.fr

IREM CAEN

création