

02 : 30

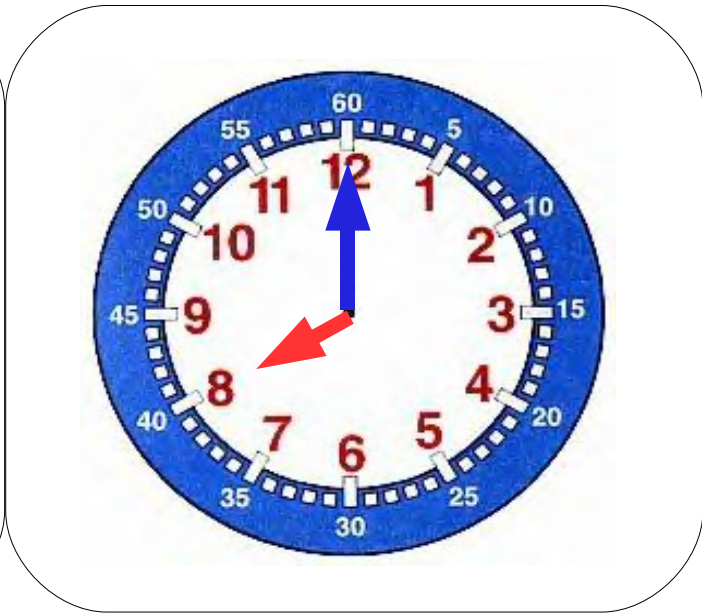
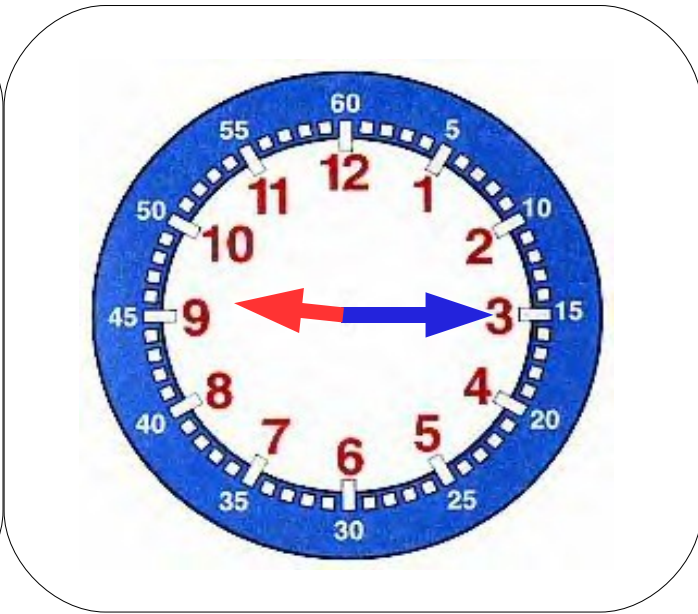
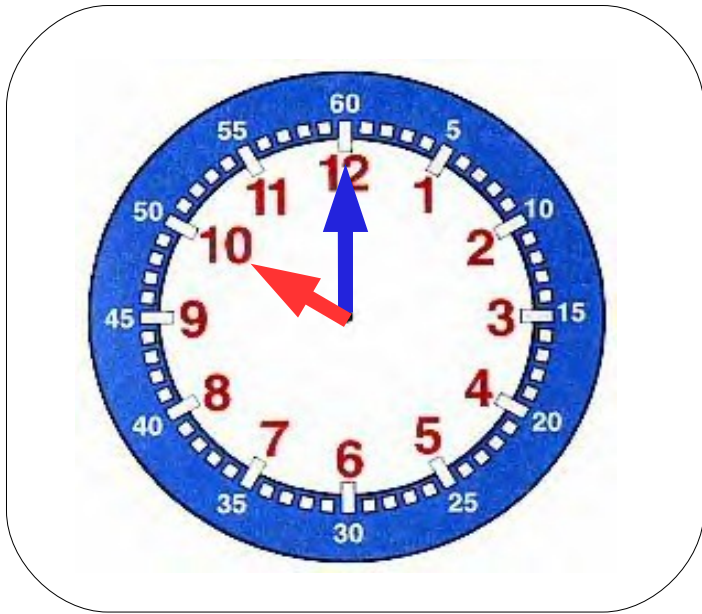
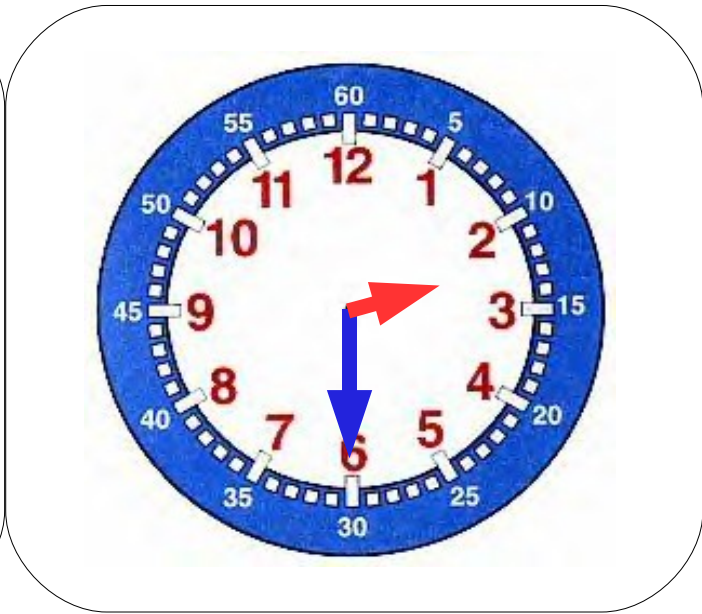
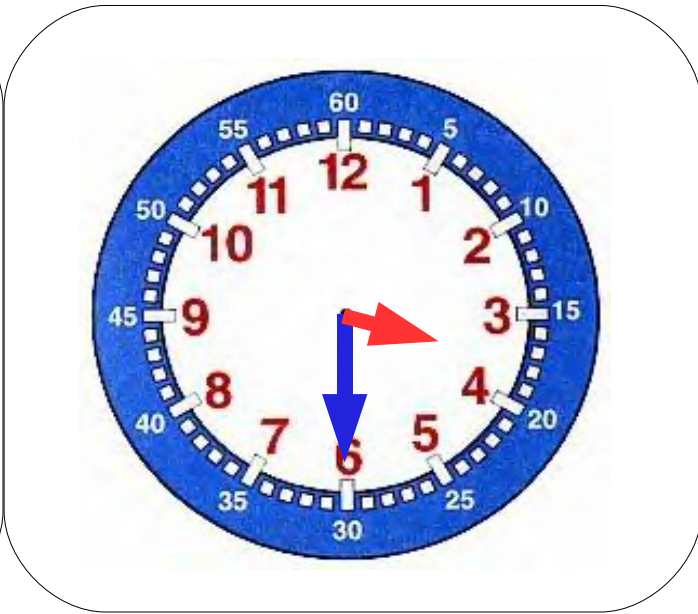
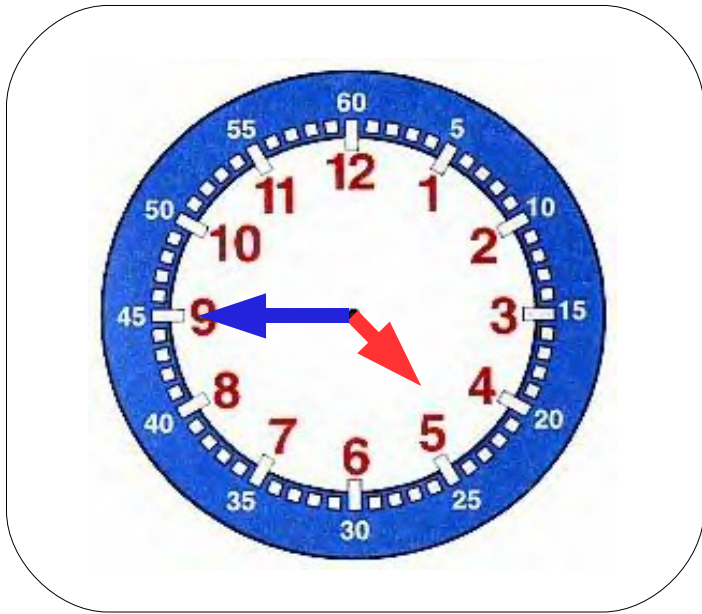
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04 : 45

08 : 00

09 : 15

10 : 00



10 : 45

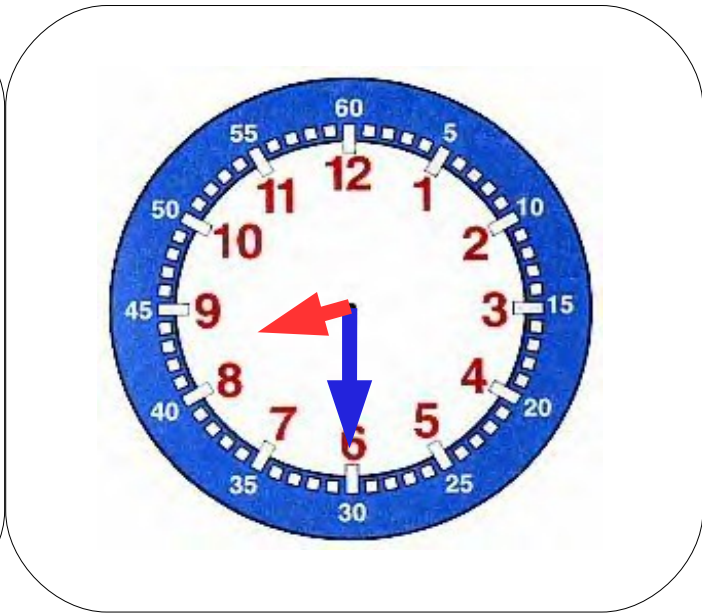
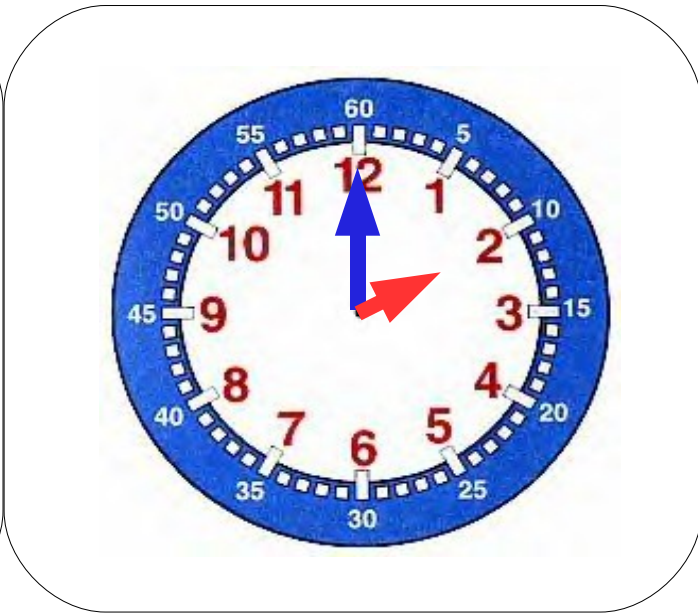
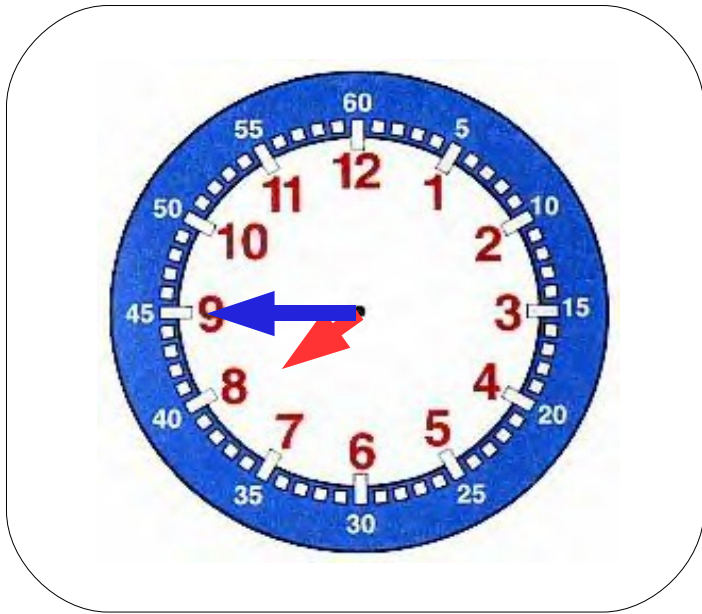
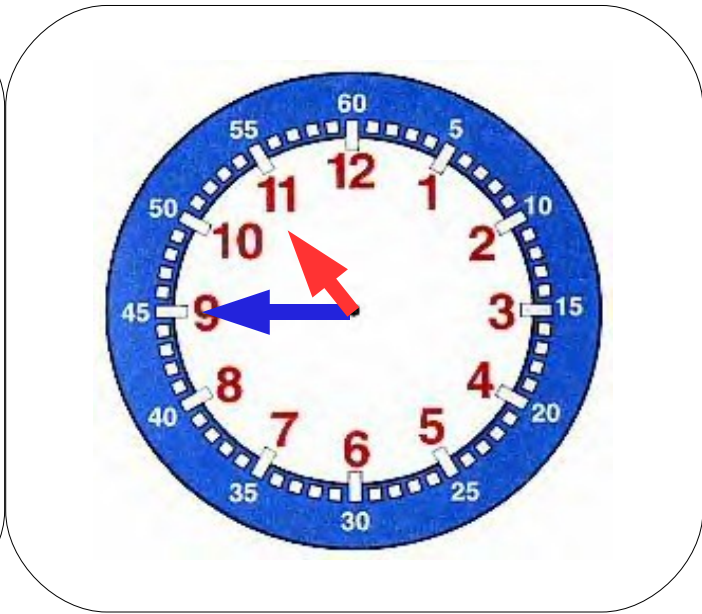
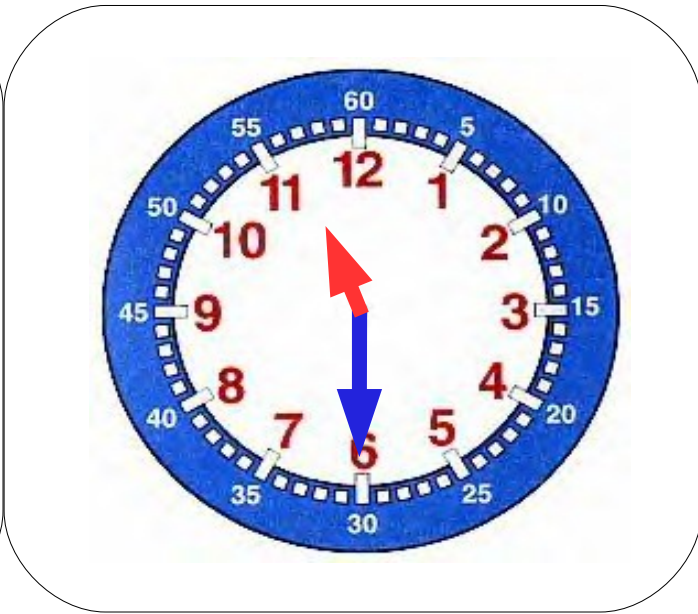
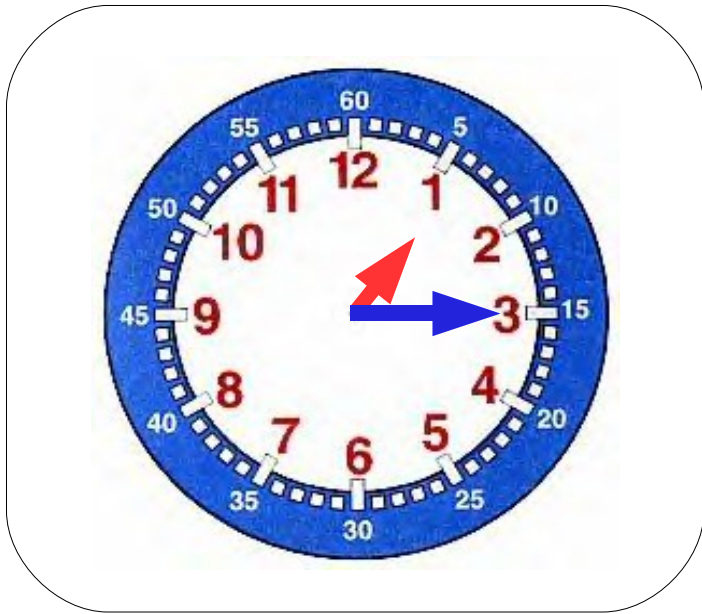
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01 : 15

08 : 30

14 : 00

07 : 30



16 : 30

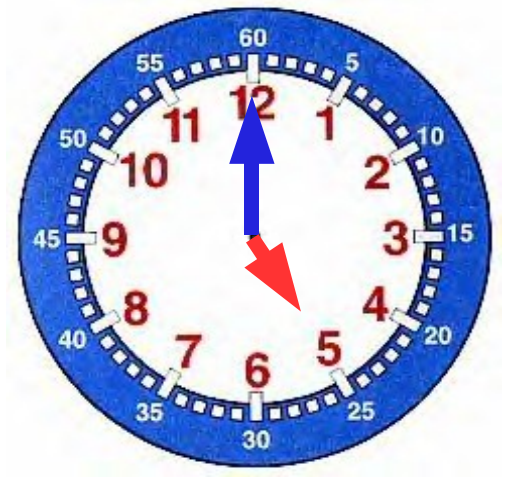
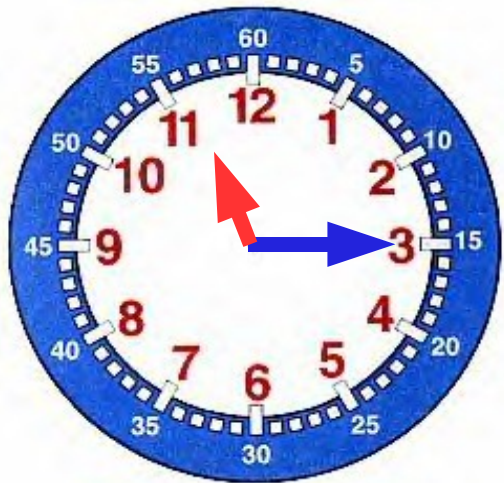
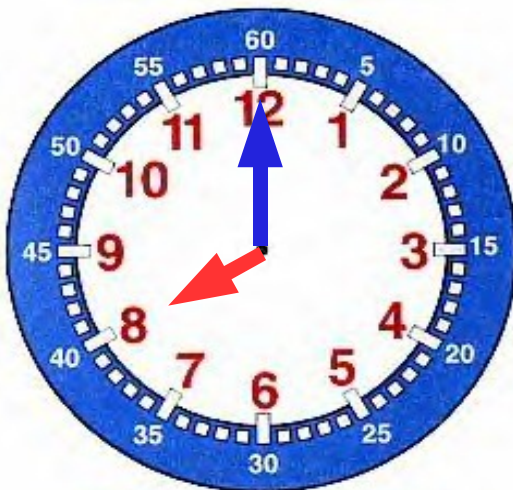
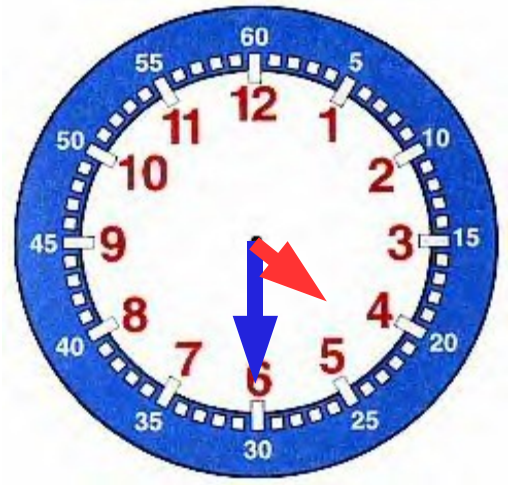
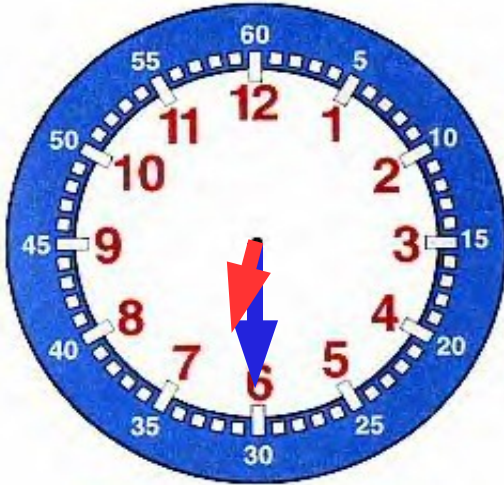
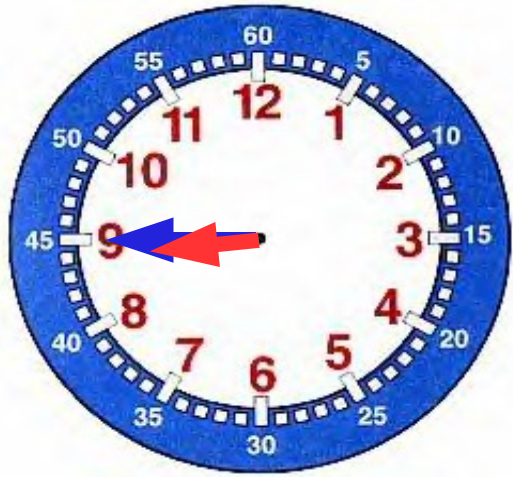
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20 : 45

17 : 00

23 : 15

20 : 00



15 : 30

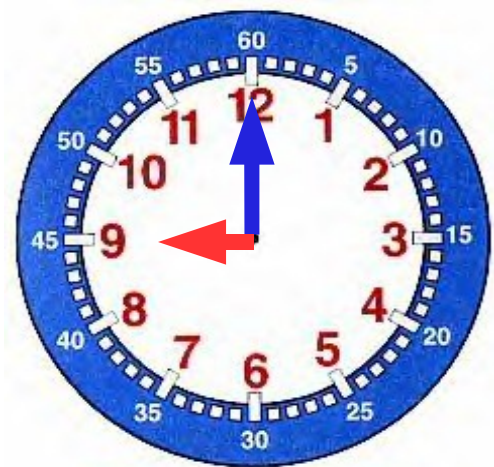
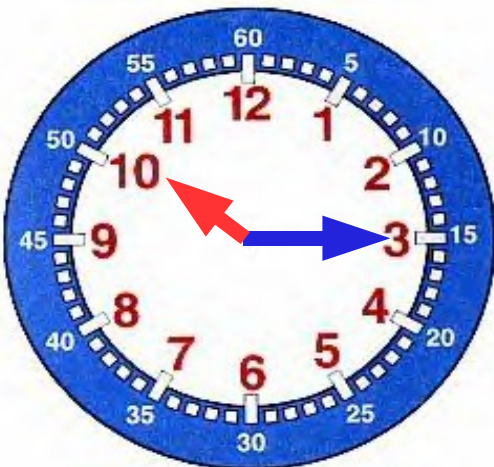
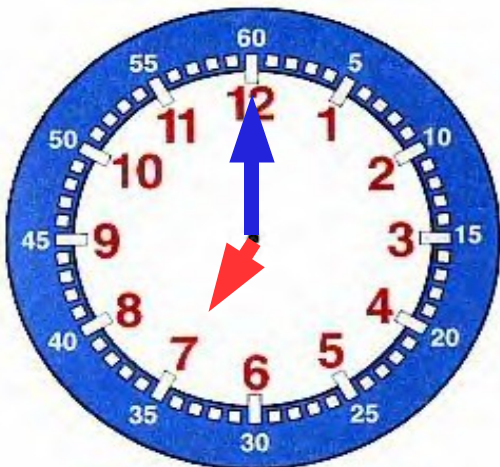
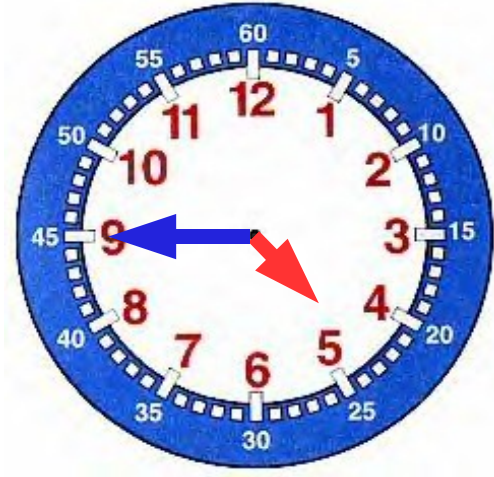
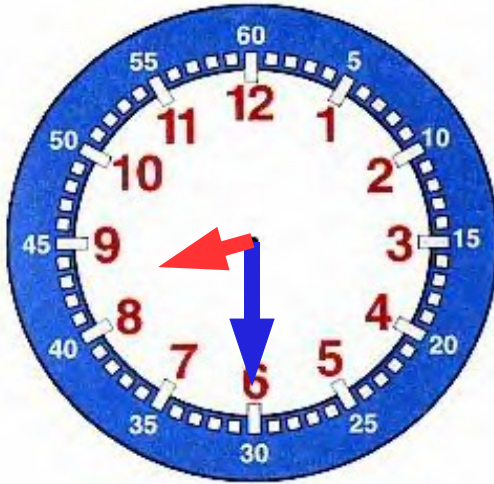
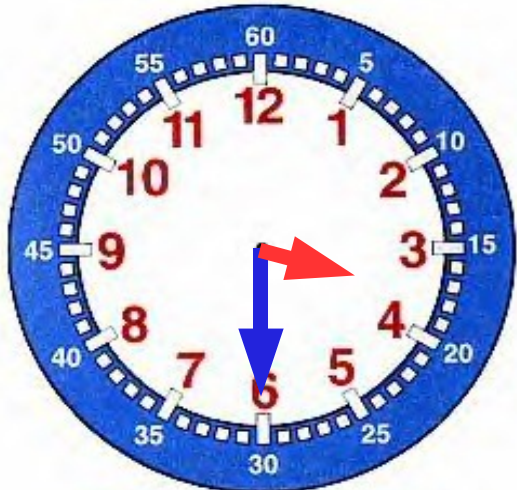
20 : 30

16 : 45

21 : 00

22 : 15

19 : 00





deux heures  
et demie

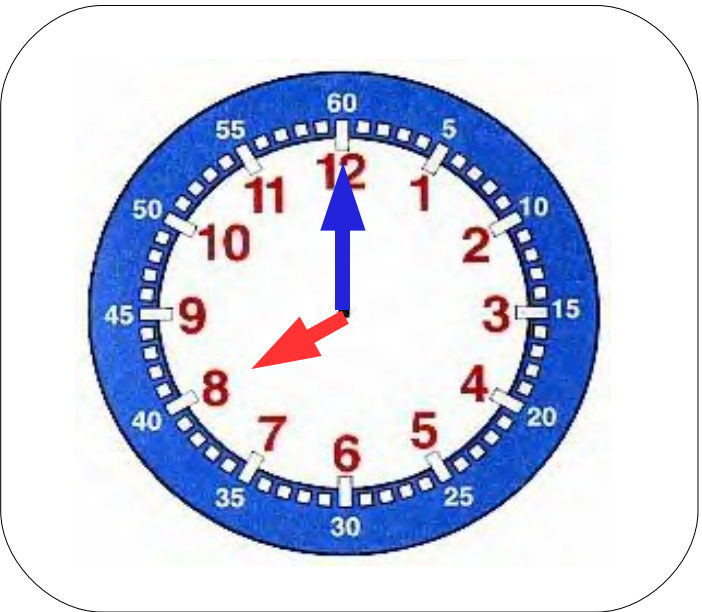
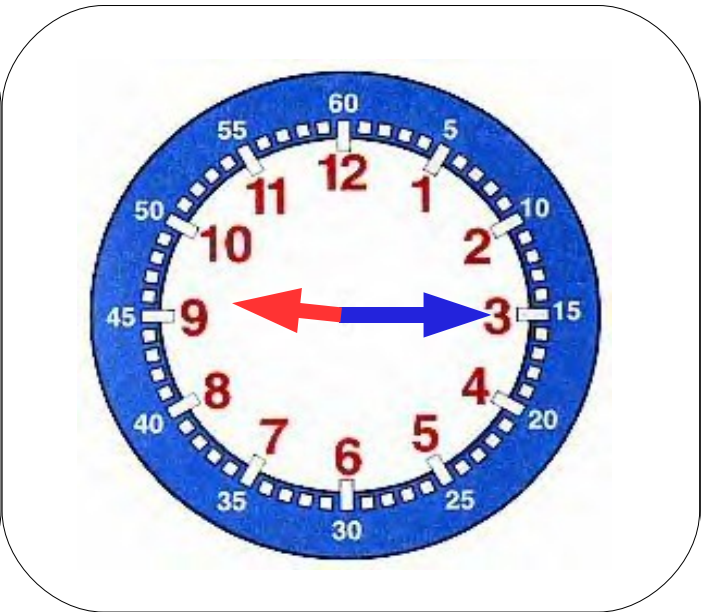
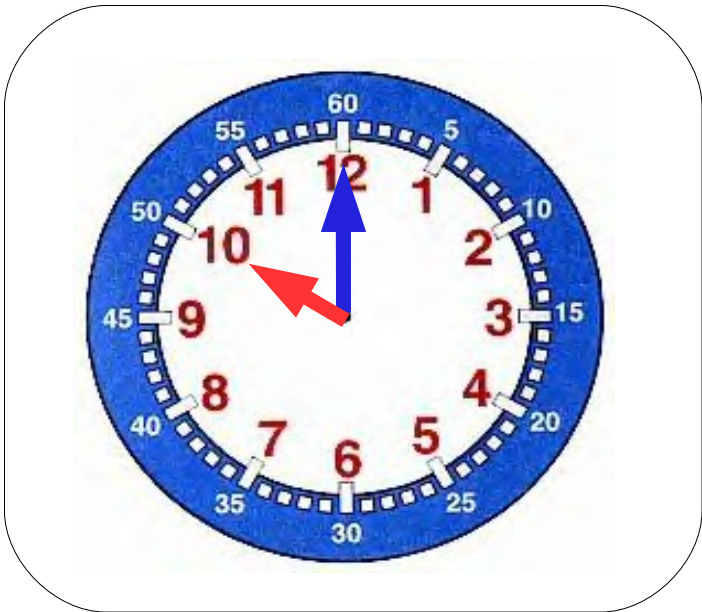
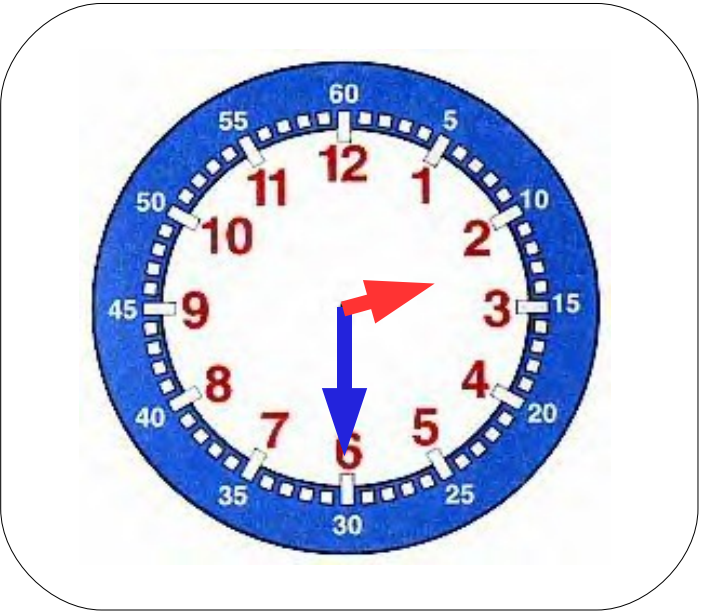
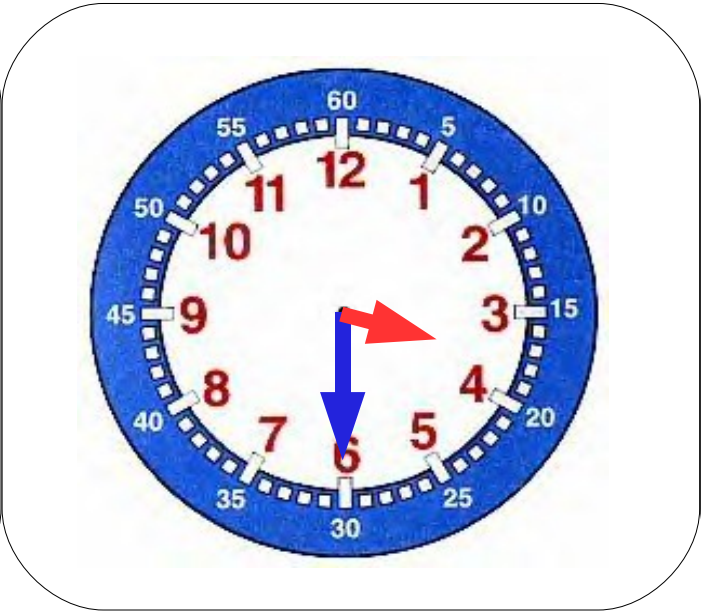
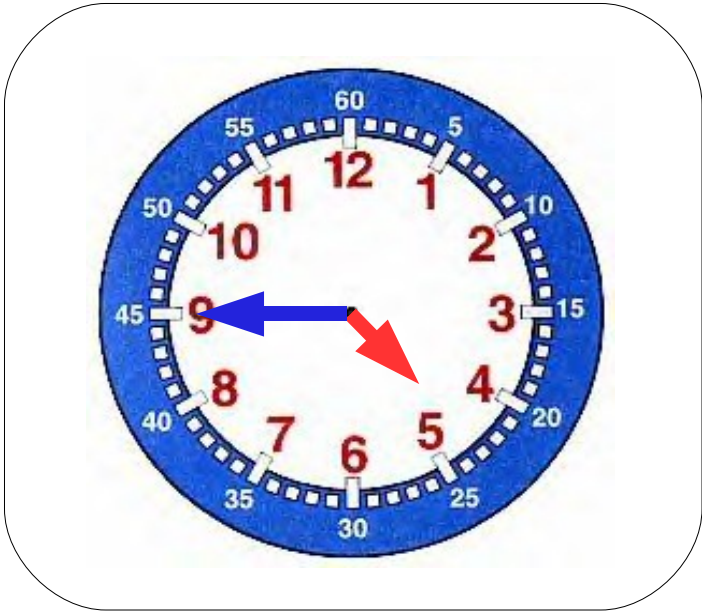
trois heures  
et demie

cinq heures  
moins le quart

huit heures

neuf heures et  
quart

dix heures



onze heures  
moins le quart

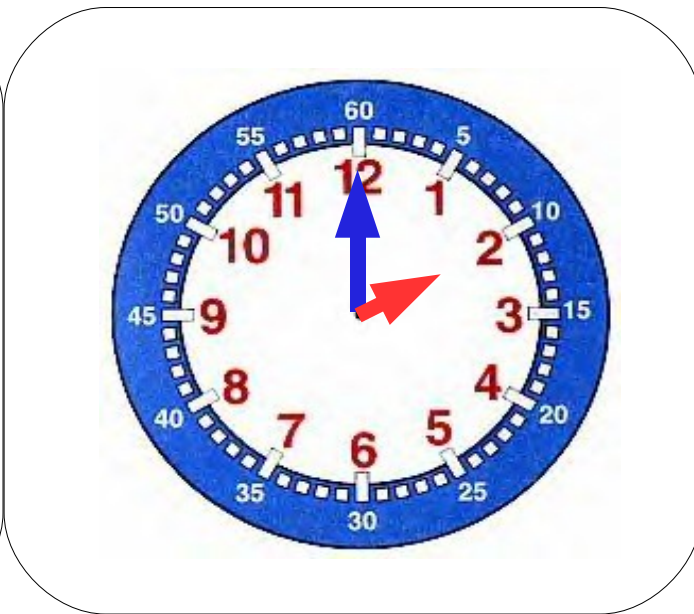
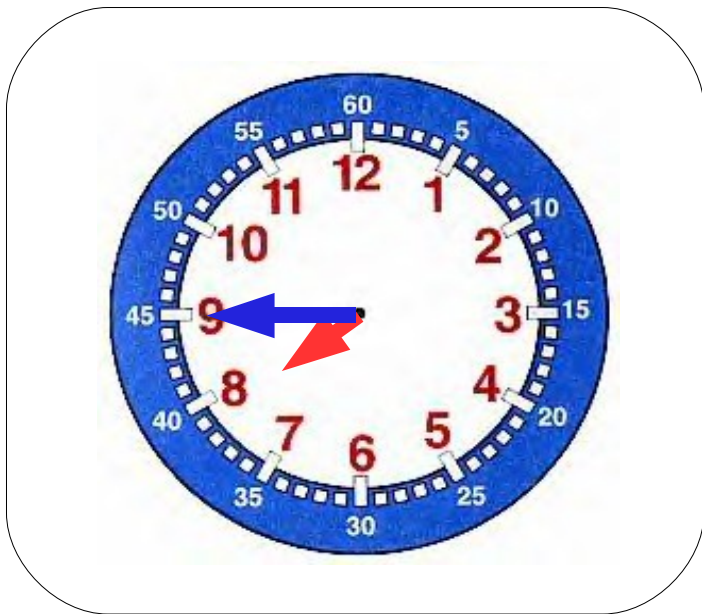
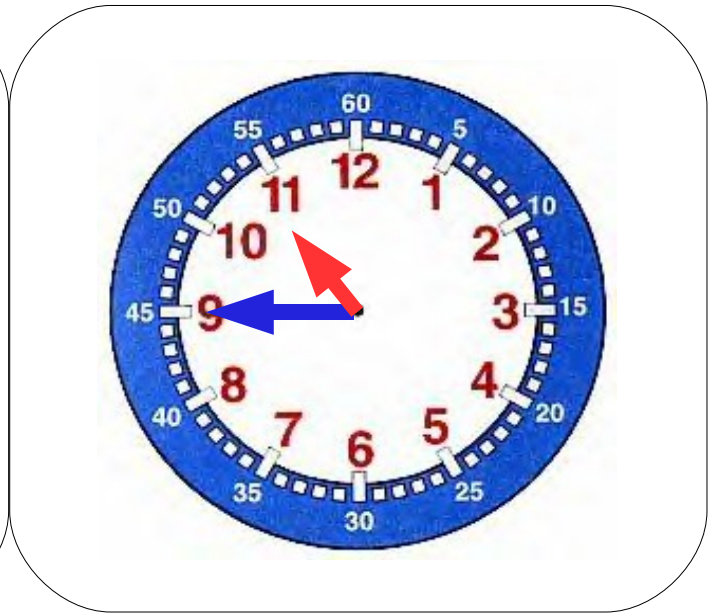
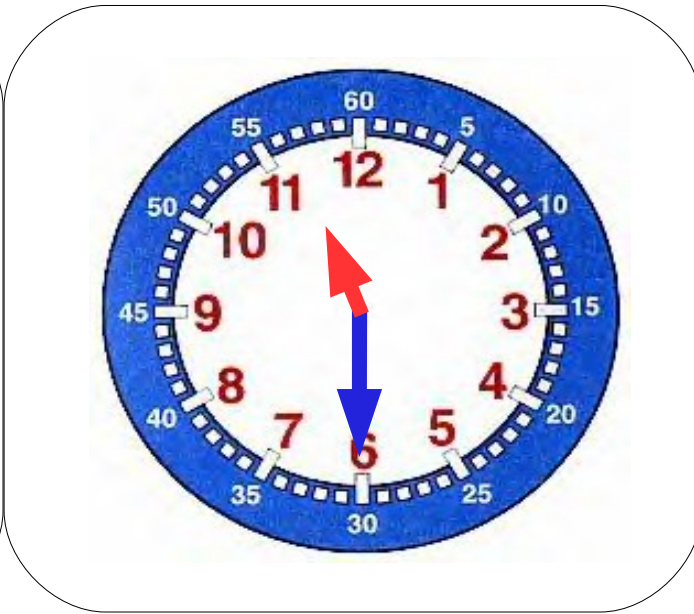
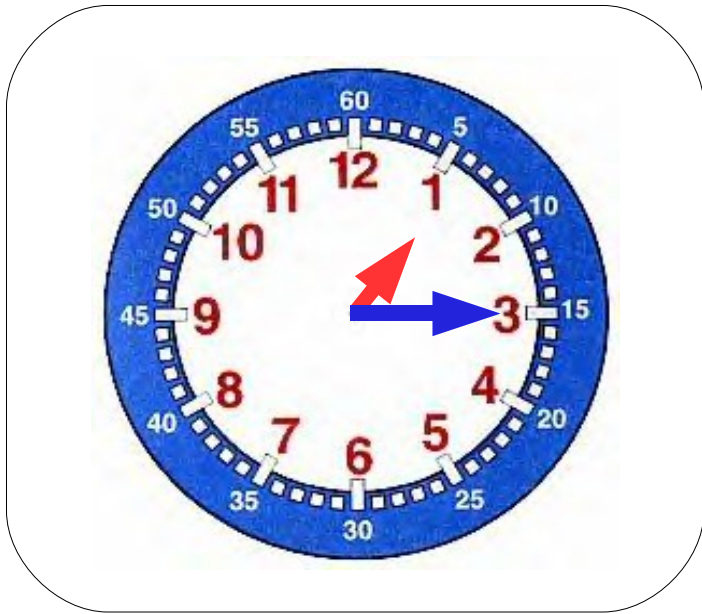
onze heures  
et demie

deux heures  
moins le quart

huit heures  
et demie

deux heures

sept heures  
et demie



C'est l'heure  
de la  
récréation.

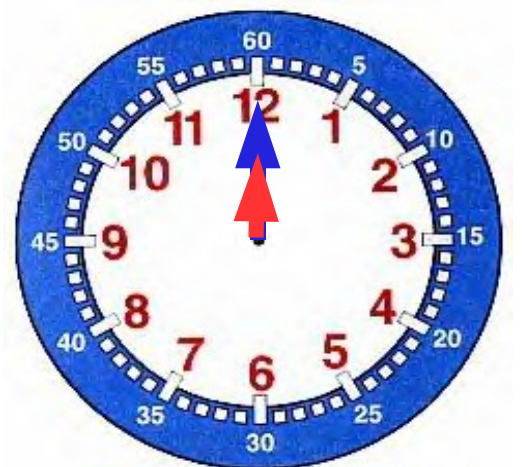
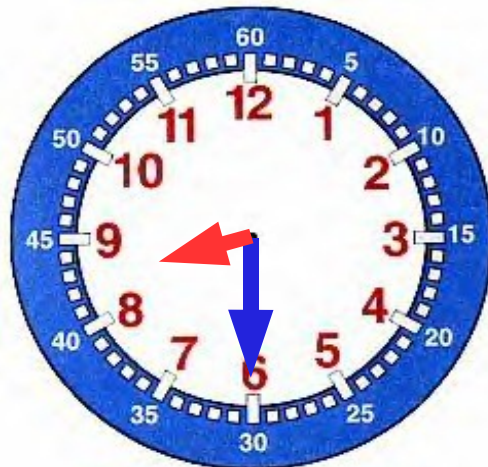
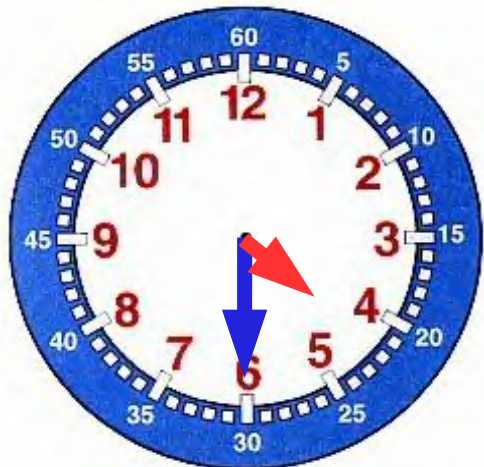
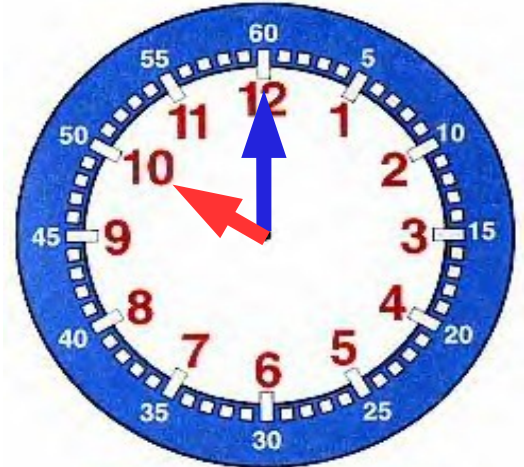
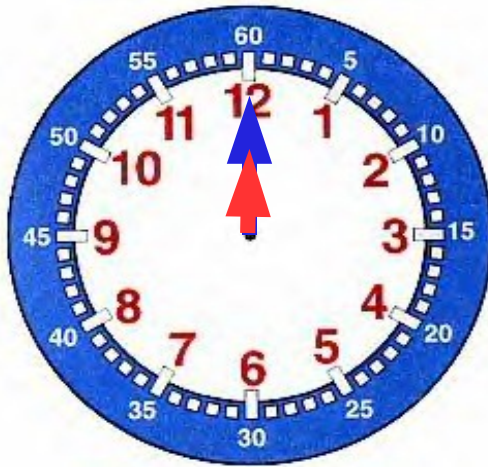
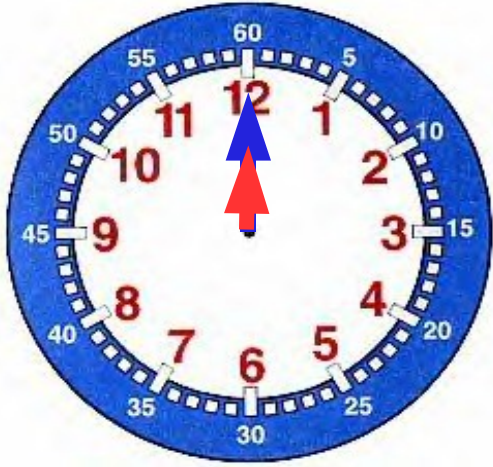
C'est l'heure  
de manger.

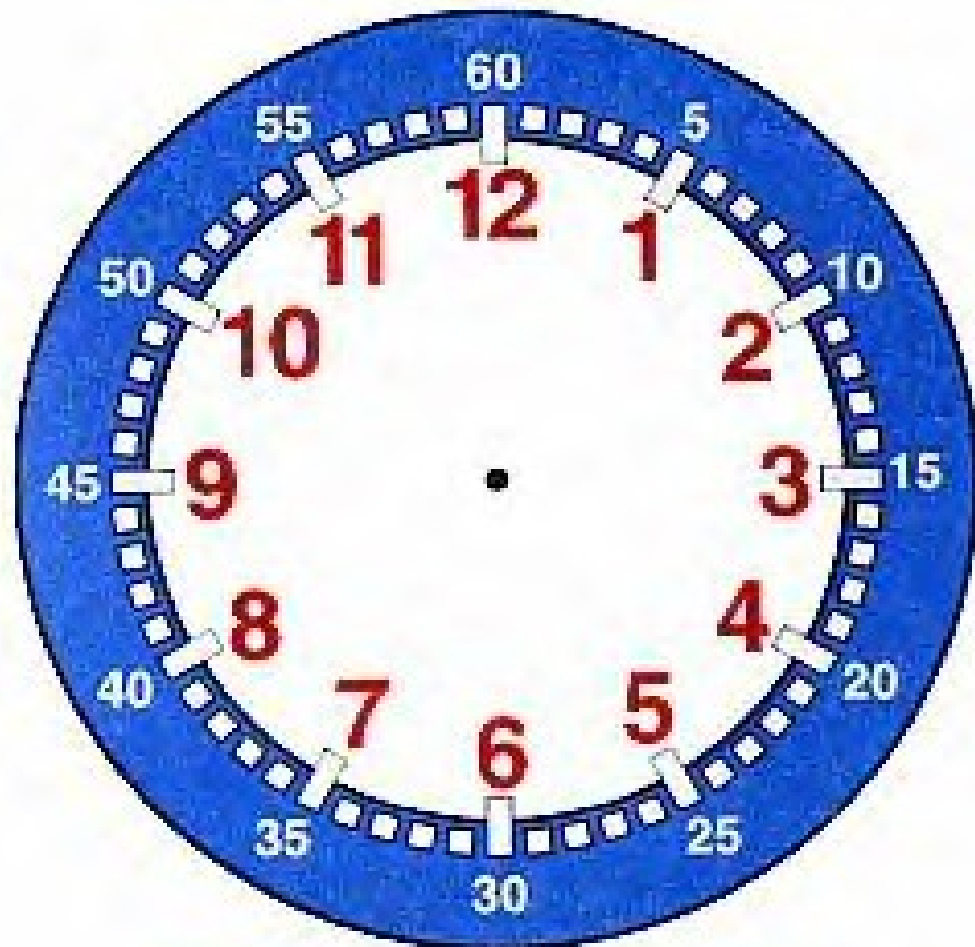
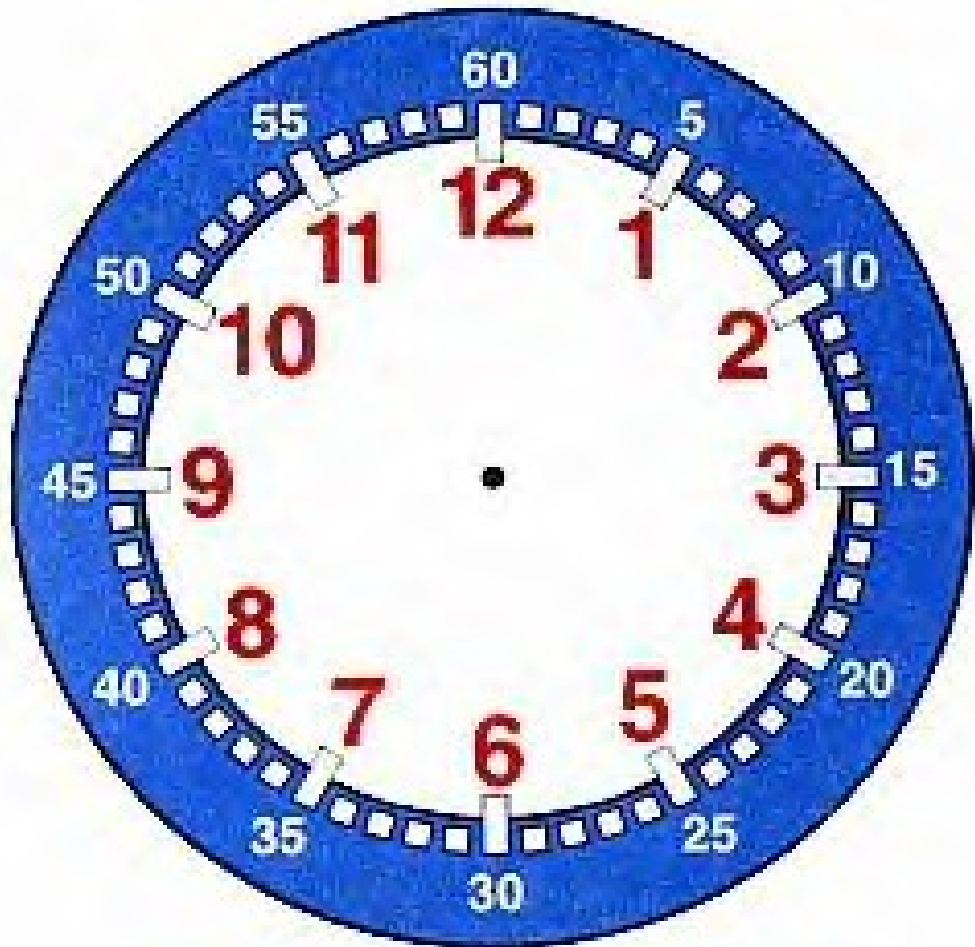
Il est midi.

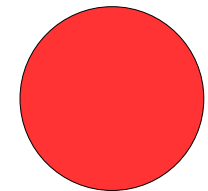
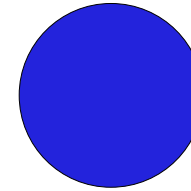
Il est minuit.

C'est l'heure où la  
journée de classe  
commence.

C'est l'heure où la  
journée de classe  
se termine.







## L'heure à Nonete.

Plateau de jeu  
Pion rouge et bleu.  
Deux horloges individuelles.

But du jeu : se déplacer sur l'horloge de 0 à 12 heures.  
Le premier à arriver à 12 heures a gagné.

Comment jouer ?

Déposer le paquet de cartes face bleue visible. Le joueur bleu commence.  
A tour de rôle, les joueurs piochent une carte et doivent mettre l'heure sur leur horloge. Retourner ensuite l'horloge pour vérifier. S'il a indiqué la bonne heure, il avance d'une heure sur le plateau horloge. S'il s'est trompé, il recule d'une heure.

Possibilité de jouer avec les cartes face blanche. Il faut dans ce cas il faut alors écrire l'heure numérique sur ardoise. (retirer les cartes spéciales du jeu.)

