

But

Le but des énigmes est de reconstituer la continuité des circuits en respectant les contraintes indiquées.

L'idéal serait de placer les élèves dans une situation de communication et de les obliger à argumenter chaque proposition avant de positionner la(les) pièce(s) afin de les contraindre à anticiper et raisonner (et ainsi éviter qu'ils restent dans une manipulation passive).

Compétences

- S'engager dans une démarche, tester, essayer plusieurs pistes de résolution.
- Utiliser des représentations de solides et de situations spatiales.
- Prélever, organiser les informations et raisonner sur des situations nécessitant l'organisation de données multiples
- Expliquer et argumenter sa démarche en utilisant un vocabulaire et une syntaxe adéquats.
- Progresser collectivement en sachant comprendre et prendre en compte le point de vue d'autrui.

Variables didactiques

- Pièce(s) déjà positionnée(s)
- Pièces déjà orientées (nécessité de les pivoter ou pas)
- Nombre de pièces proposées (présence d'intru(s))

Pour aller plus loin

- Vous trouverez à la fin de document le matériel nécessaire pour proposer aux élèves non plus de résoudre des énigmes mais d'en construire d'autres du même type.

CIRCUITS



Niveau 1

Utilise les 4 cartes pour construire le chemin qui permette au lapin de manger la carotte sans être mangé par le renard !

A 2x3 grid puzzle. The top-left cell contains a black curved path starting from a pink rabbit's head. The bottom-left cell contains a black curved path ending at an orange carrot. The other four cells are empty. Surrounding the grid are four foxes: two at the top, two on the right, and two at the bottom.

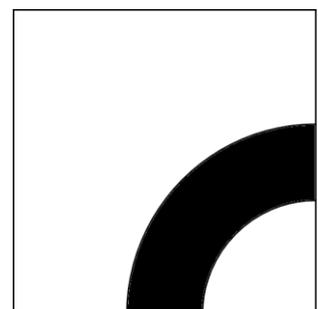
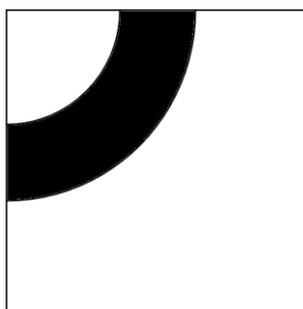
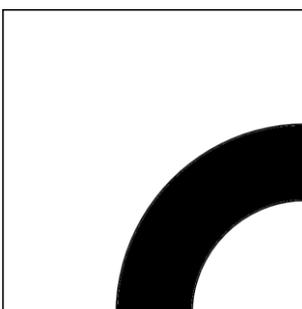
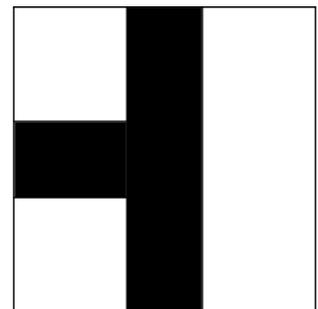
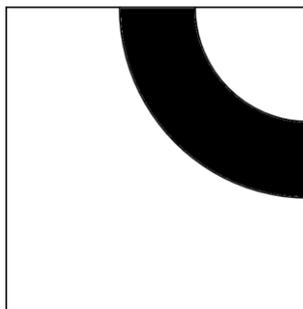
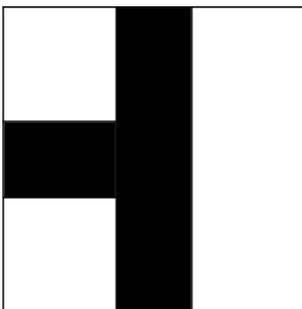
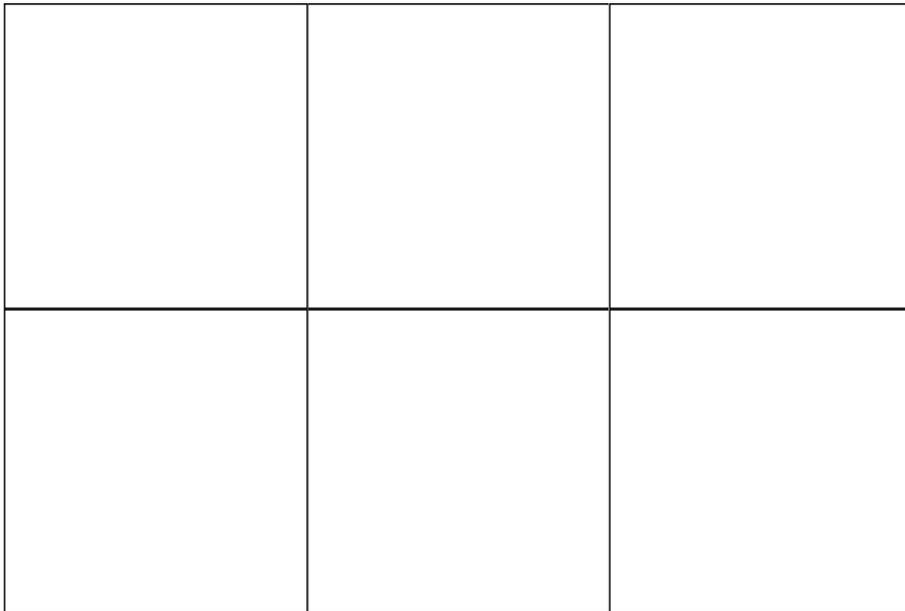
Four individual puzzle pieces: a vertical black bar, a black curved path starting from the top-right, a vertical black bar, and a black curved path ending at the bottom-right.

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Niveau 2

Utilise les 6 cartes pour faire un circuit fermé dans le quadrillage.

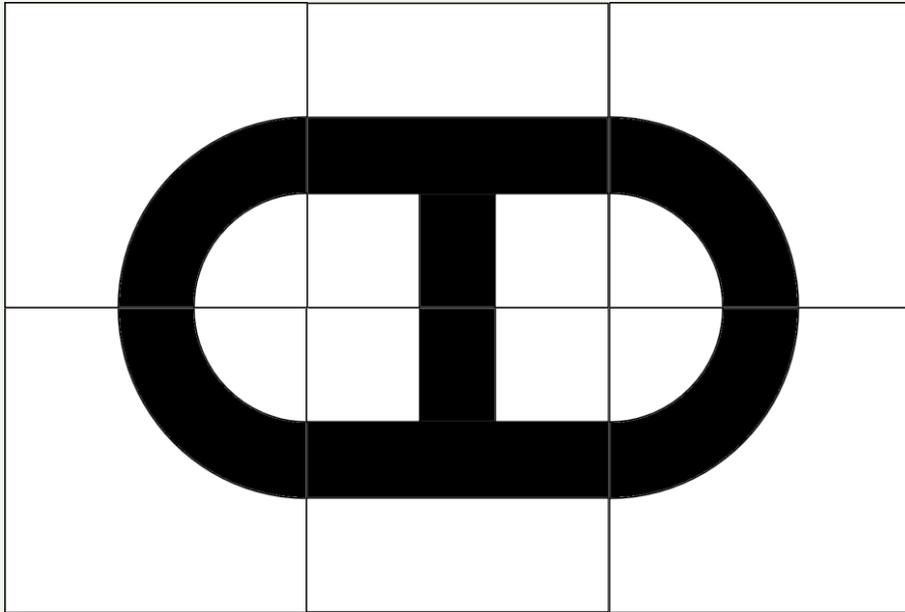


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Maths 50

Niveau 2

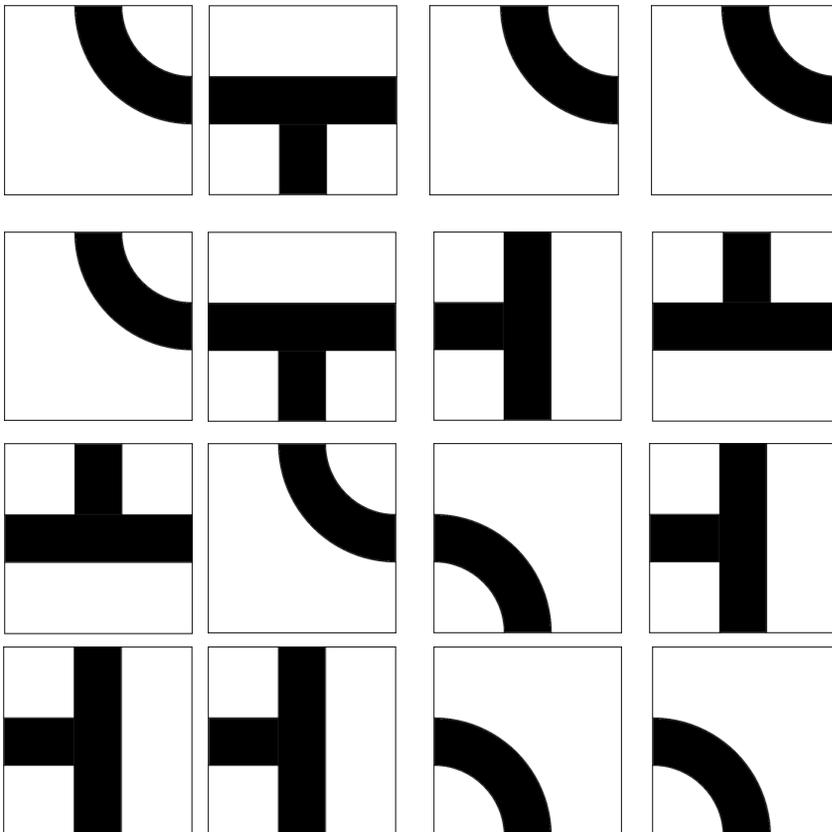
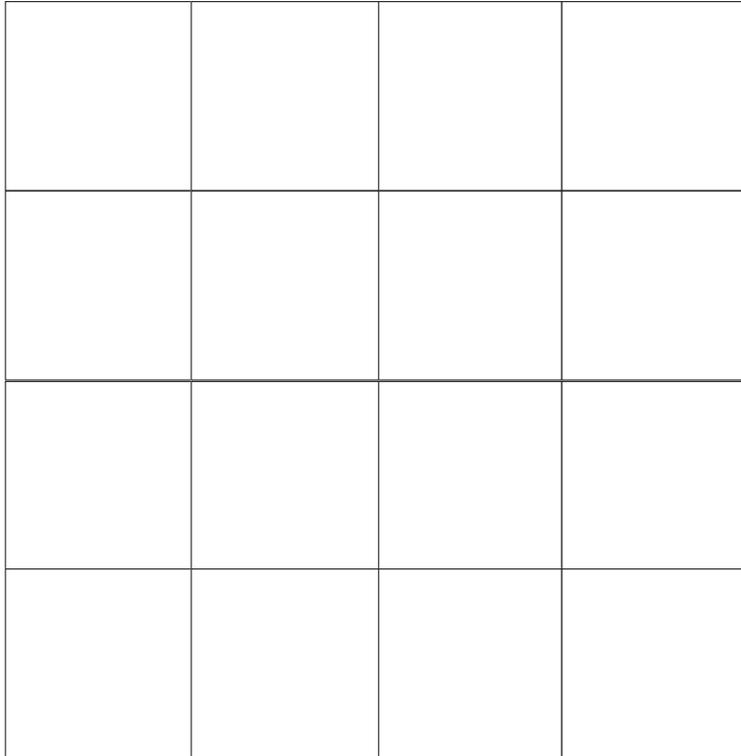


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Niveau 3

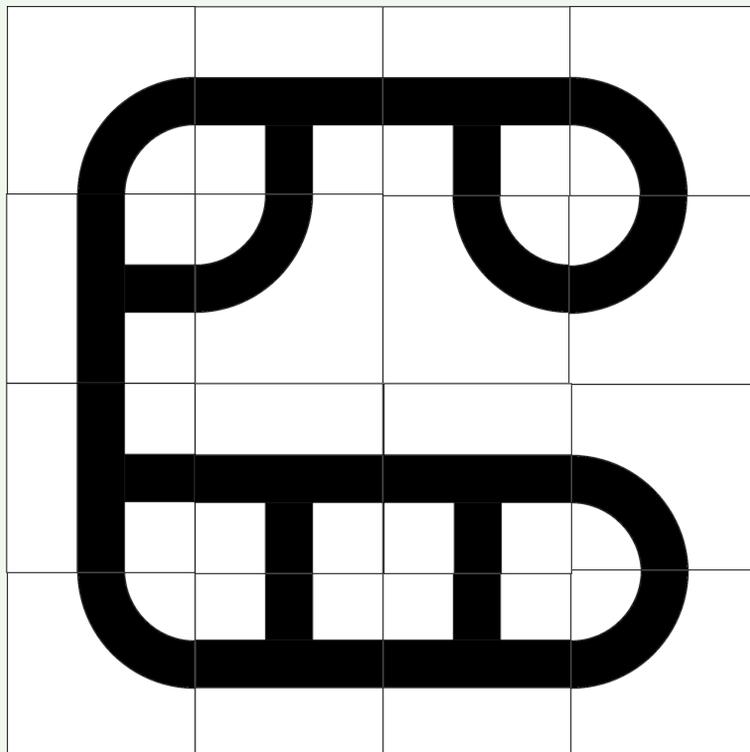
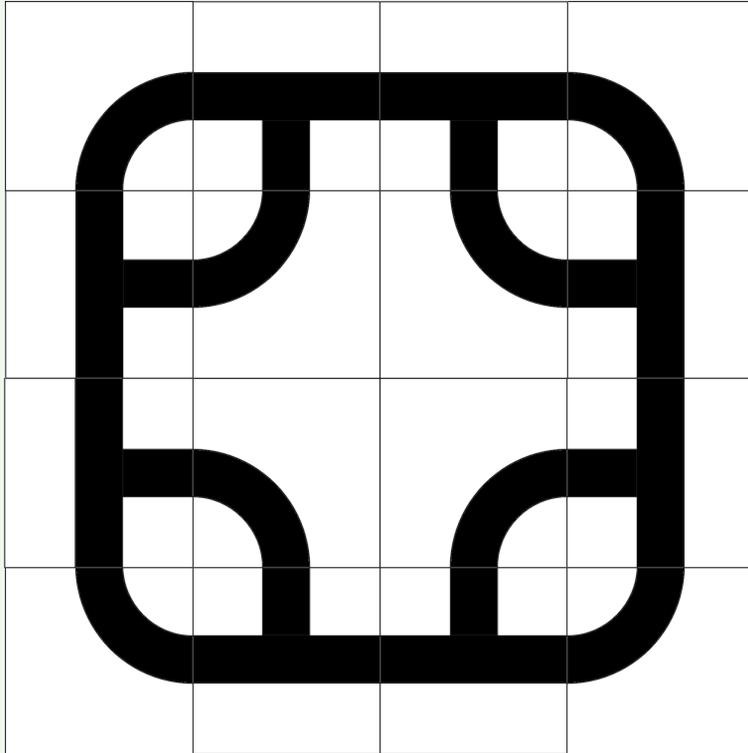
Utilise les 16 cartes pour faire un circuit fermé dans le quadrillage.



CIRCUITS



Niveau 3

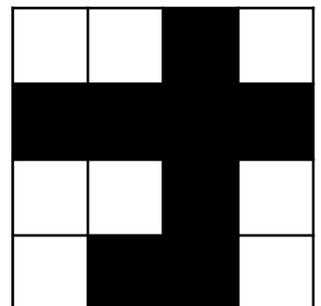
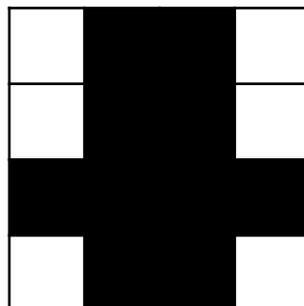
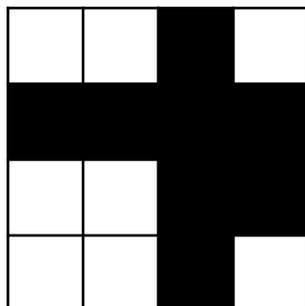
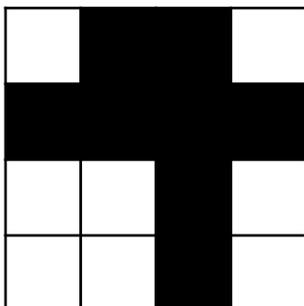
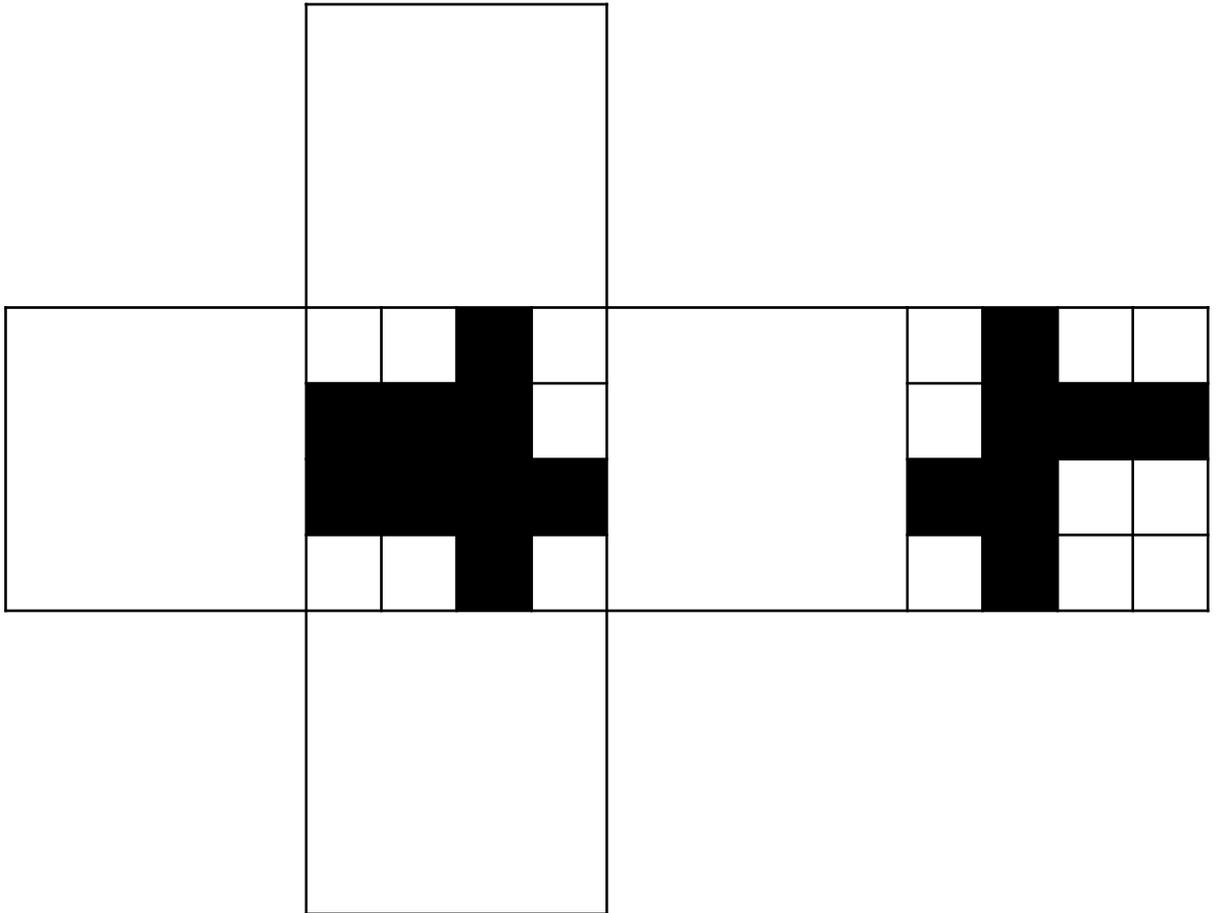


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Niveau 4

Complète le patron du cube en plaçant les 4 pièces restantes de manière à ce que les chemins noirs se poursuivent.

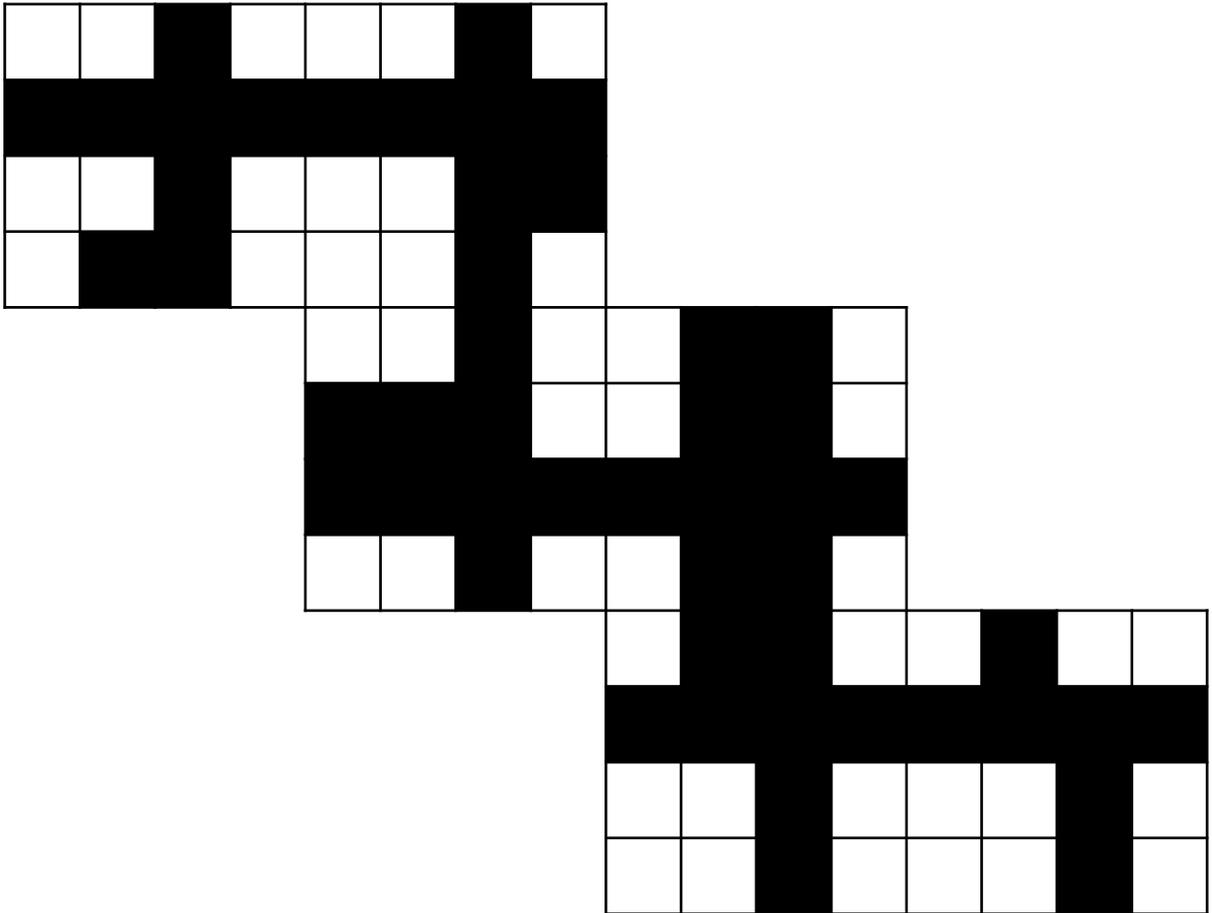


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Niveau 4

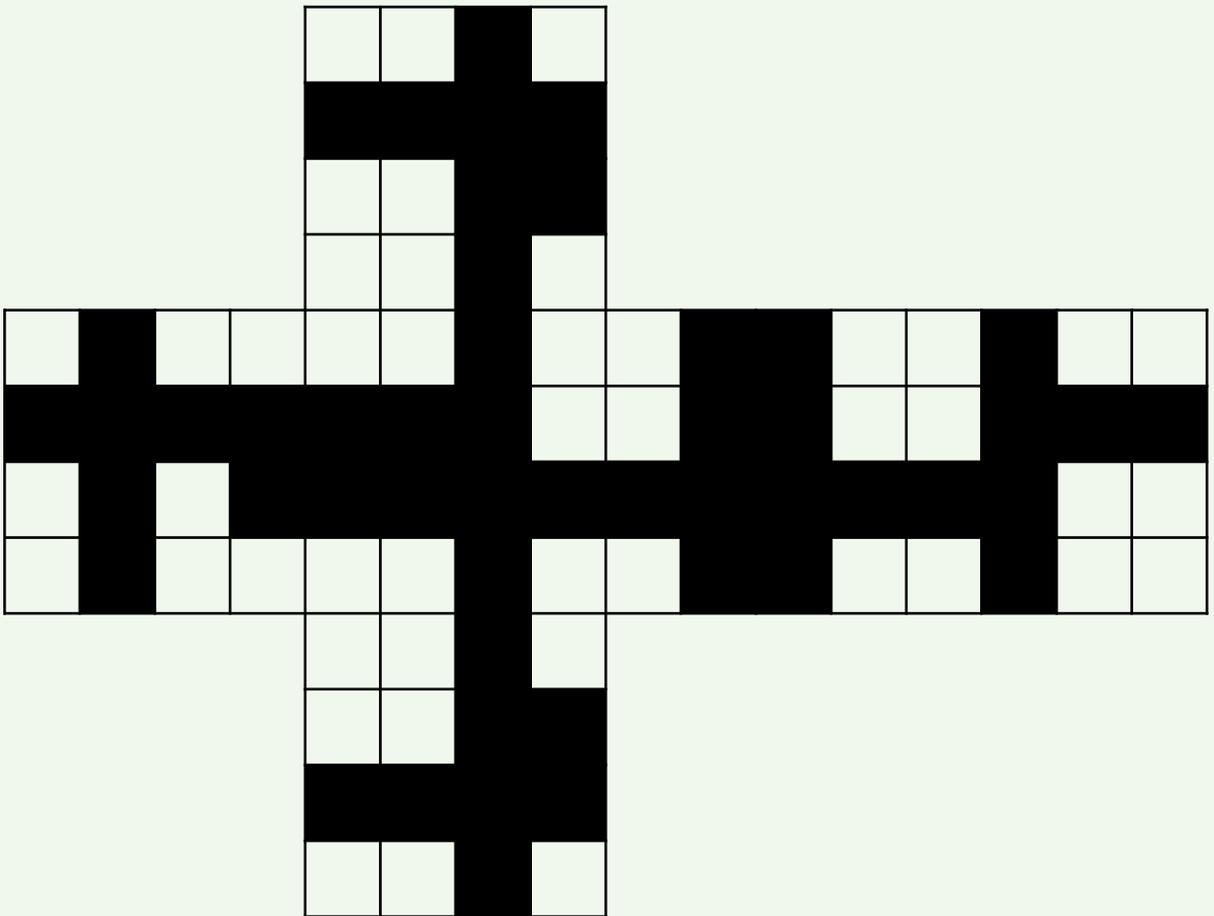
Voici, si besoin, un autre patron de ce cube pour apporter une aide.



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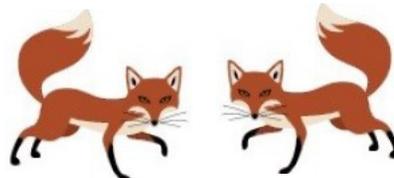
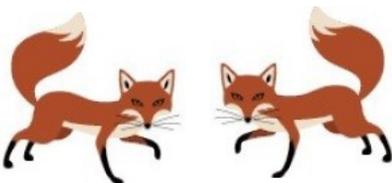


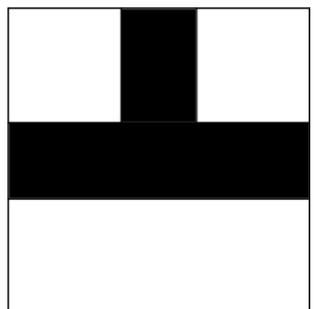
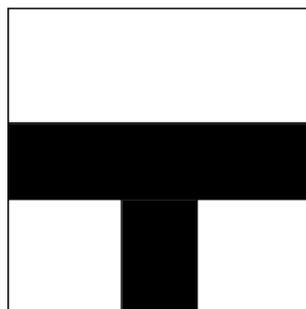
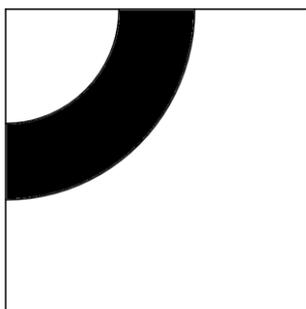
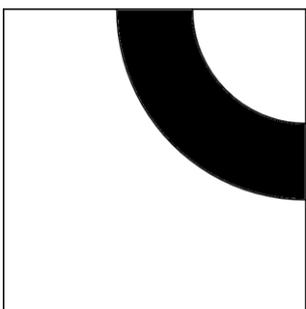
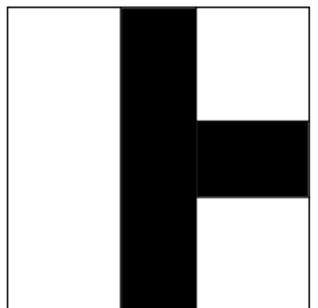
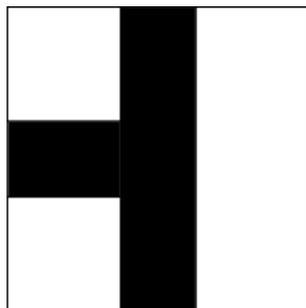
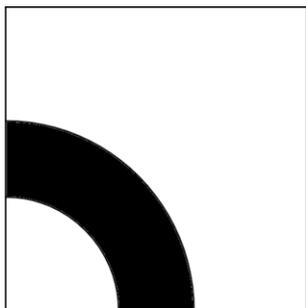
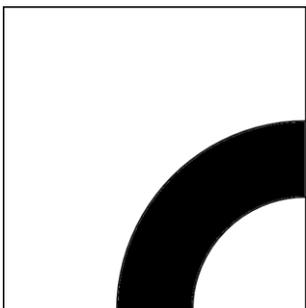
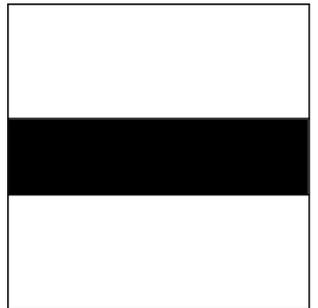
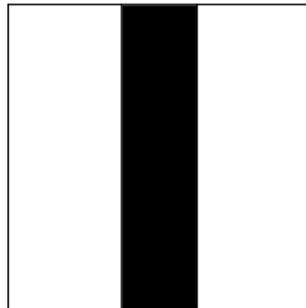
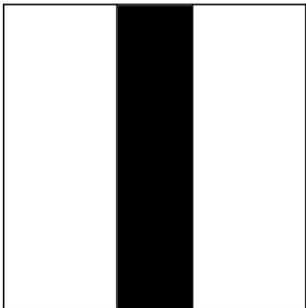
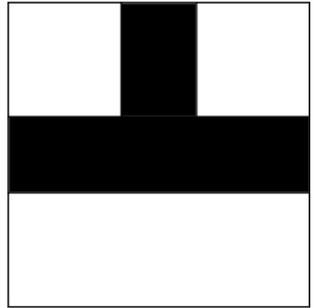
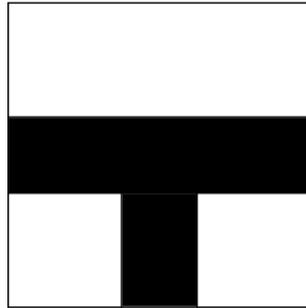
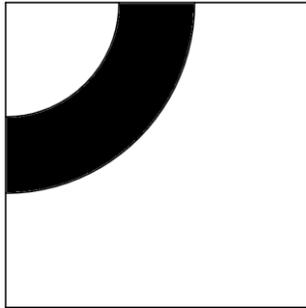
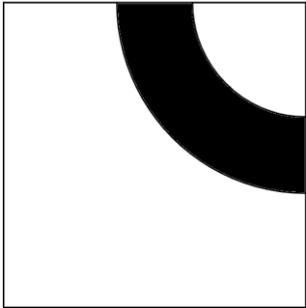
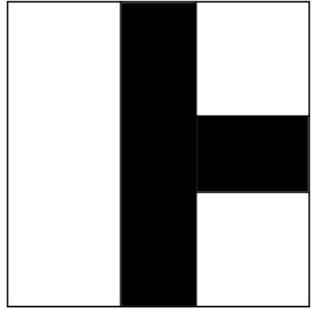
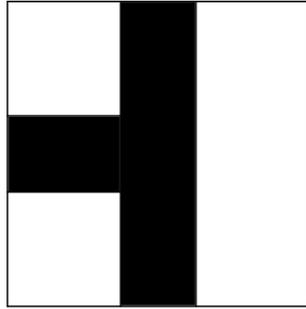
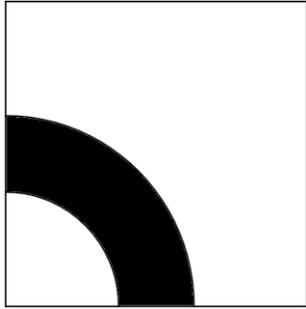
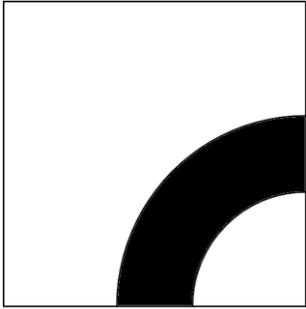
Niveau 4



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