

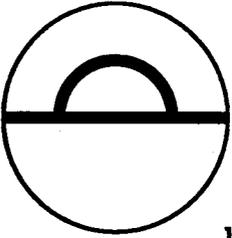
Exercice - Le coup d'oeil

Voici un jeu de devinettes qui se rapproche de la partie de cache-cache. Les 24 cases représentent des choses familières, mais vues en coupe ou sous un angle inhabituel. Dans certains cas, il ne s'agit que d'une partie d'un objet. Devinez ce que ces dessins représentent. Agrandissez, diminuez, associez. Il y a plus d'une réponse possible, et beaucoup de place pour l'humour.

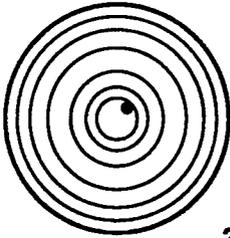
Si vous jouez avec d'autres, utilisez des papiers numérotés de 1 à 24 que l'on tire au sort.

Exemples :

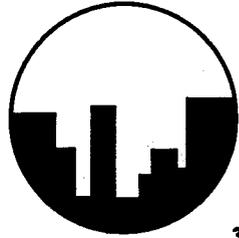
- o La sieste d'un ver de terre.
- o Des yeux de grenouille vus d'en haut.
- o Une table avec quatre assiettes.
- o Un pianiste qui sort de la salle de concert.
- o Une goutte en formation.



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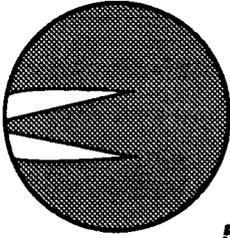
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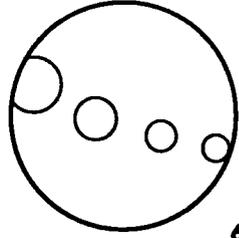
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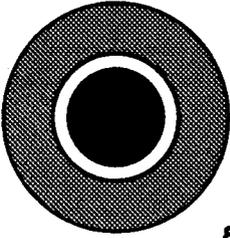
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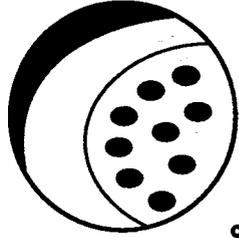
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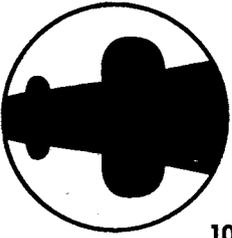
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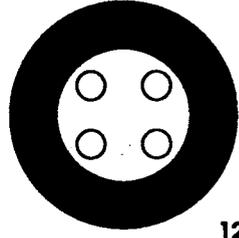
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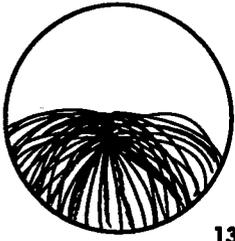


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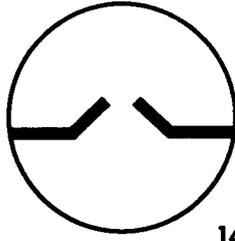


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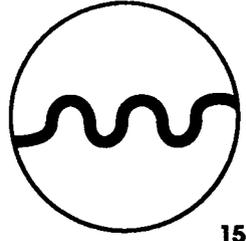
Solution p. 79.



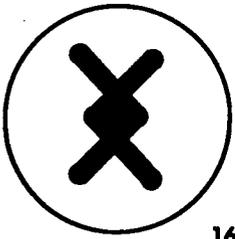
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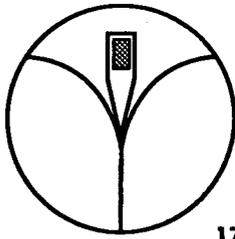
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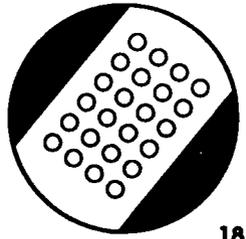
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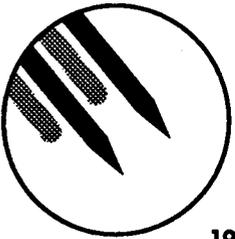
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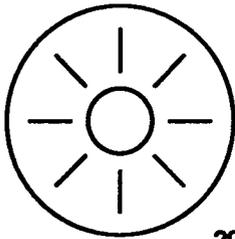
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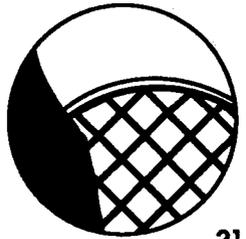
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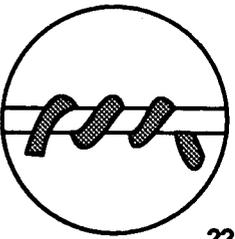
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