

LOGIX (CP-CE1-CE2)

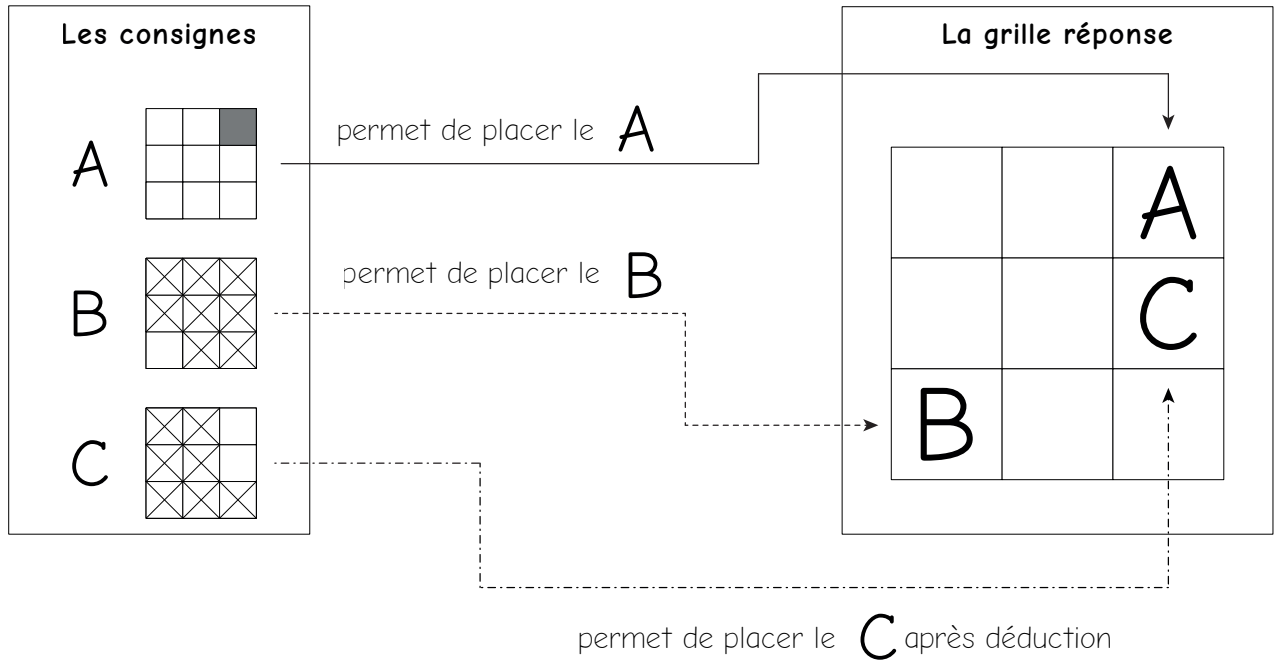
On doit déposer les neuf lettres suivantes dans une grille :

A B C D E F G H I

Des consignes sont données pour permettre de ranger ces lettres :

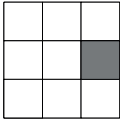
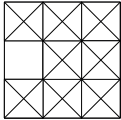
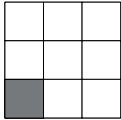
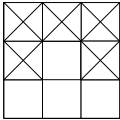
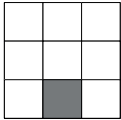
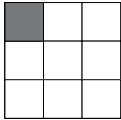
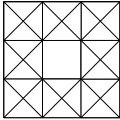
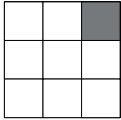
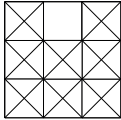
- une case coloriée indique l'emplacement de la lettre dans la grille,
- une case barrée d'une croix indique un emplacement où ne se trouve pas la lettre.

Par exemple :



Complète la grille avec les neufs symboles à l'aide des consignes données.

Les consignes

A	D	G
		
B	E	H
		
C	F	I
		

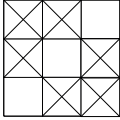
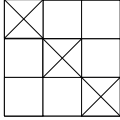
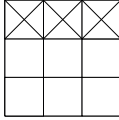
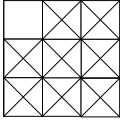
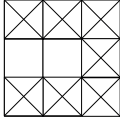
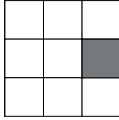
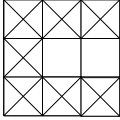
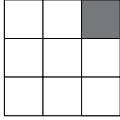
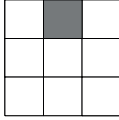
La grille réponse

		A



Complète la grille avec les neufs symboles à l'aide des consignes données.

Les consignes

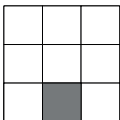
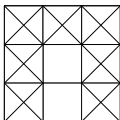
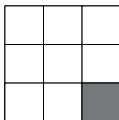
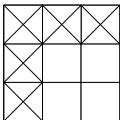
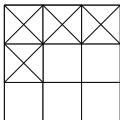
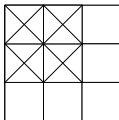
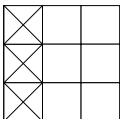
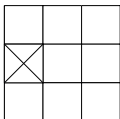
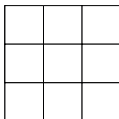
A	D	G
		
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C	F	I
		

La grille réponse



Complète la grille avec les neufs symboles à l'aide des consignes données.

Les consignes

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La grille réponse

Cette épreuve est directement inspirée du jeu éducatif connu d'abord sous le nom de "Logix" puis sous le nom de "Métaforms" conçu par Michel et Robert Lyons.