

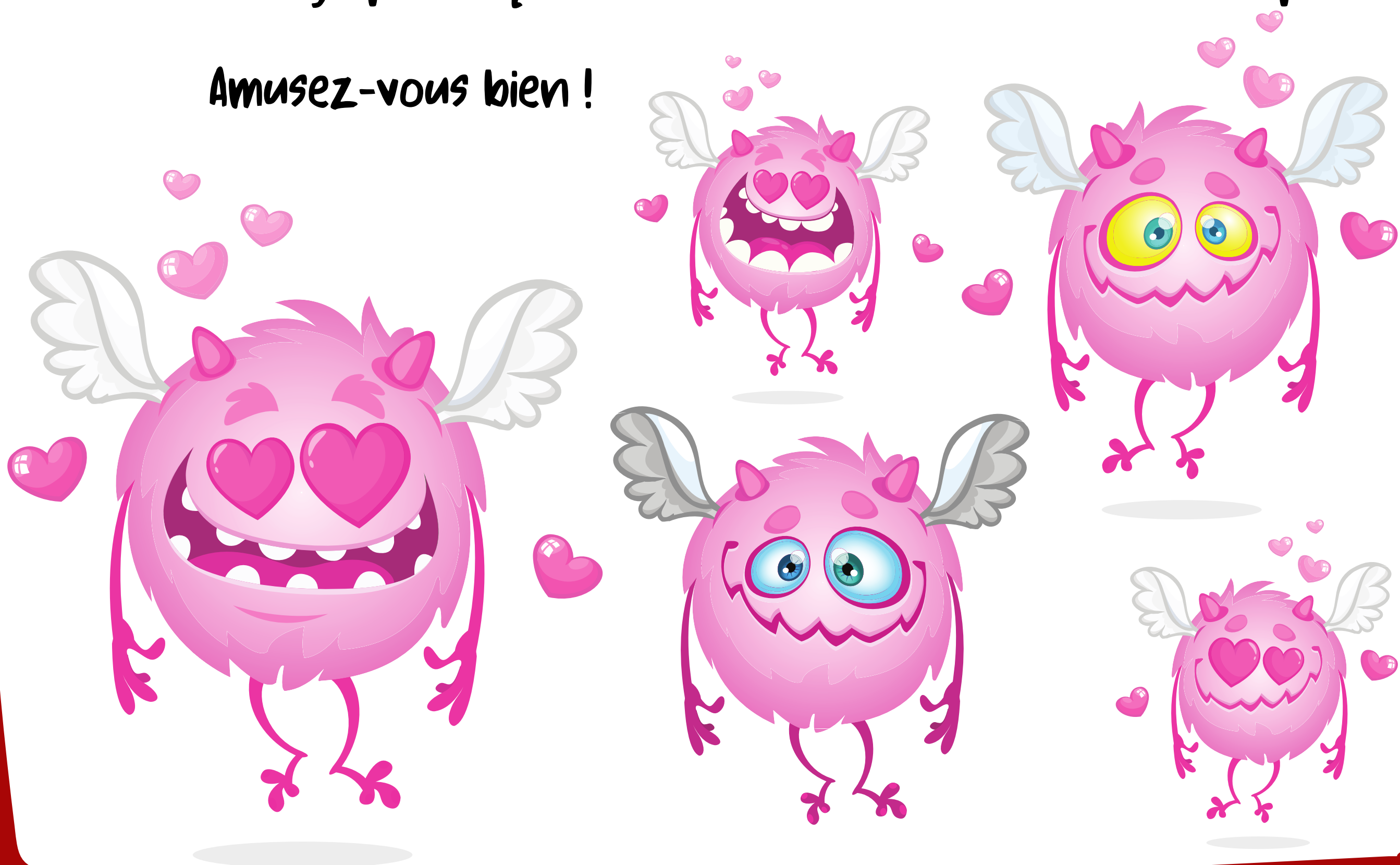
J'ai... Qui a...?

Vous ne connaissez pas ce jeu ?

Chaque joueur reçoit une carte au hasard (ou plusieurs selon le nombre de joueurs). Il est important de distribuer les 36 cartes. Le joueur qui a la carte «**Je commence**» débute la partie. Chacun leur tour, les joueurs doivent énoncer ce qu'ils ont (J'ai...) et demander (Qui a... ?). Le jeu se termine avec le joueur qui a la carte «**Et j'ai la dernière carte**».

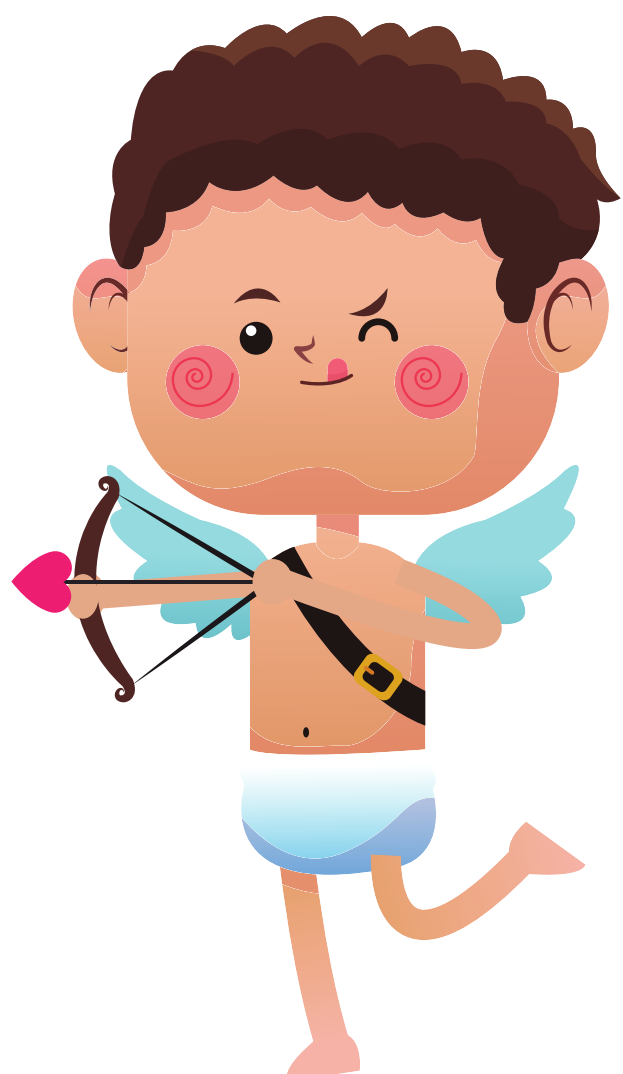
C'est une manière amusante et rapide de revoir le vocabulaire en lien avec la Saint-Valentin. Il faut bien décrire son image parce que certaines se ressemblent beaucoup !

Amusez-vous bien !

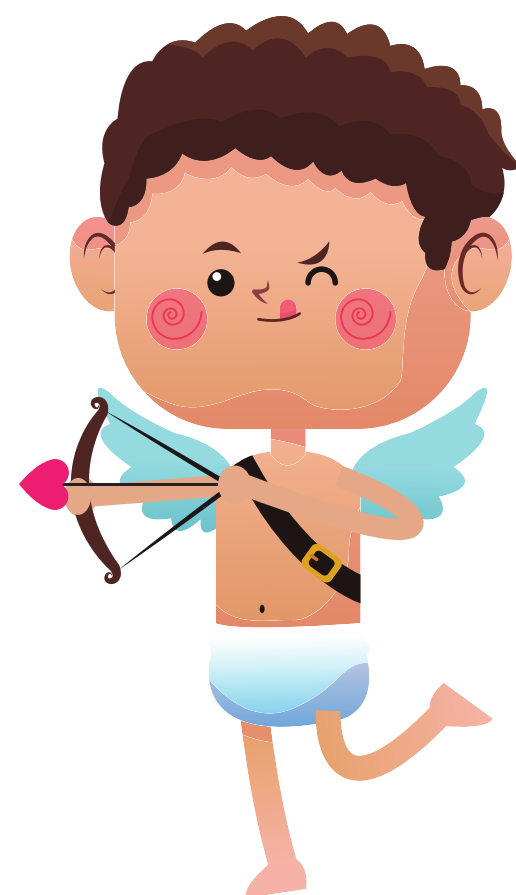


Je commence

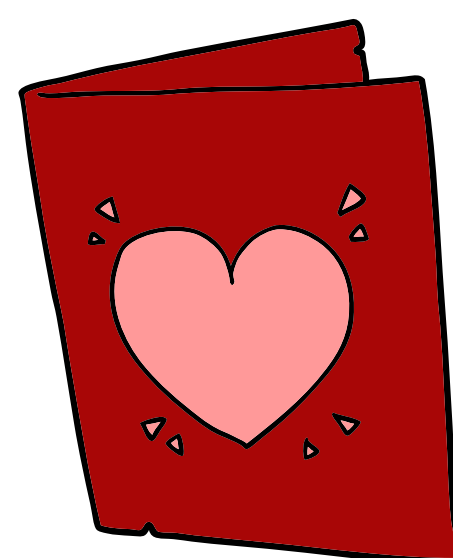
Qui a...



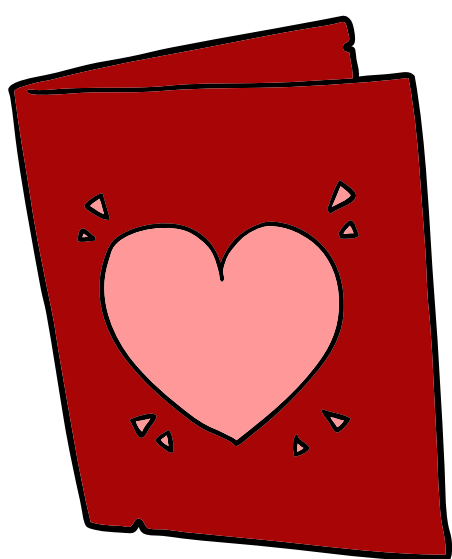
J'ai...



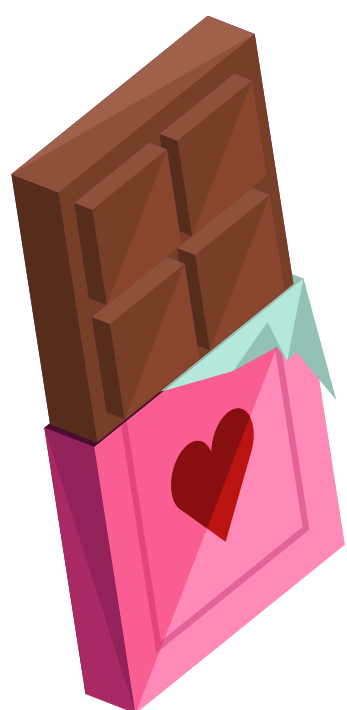
Qui a...



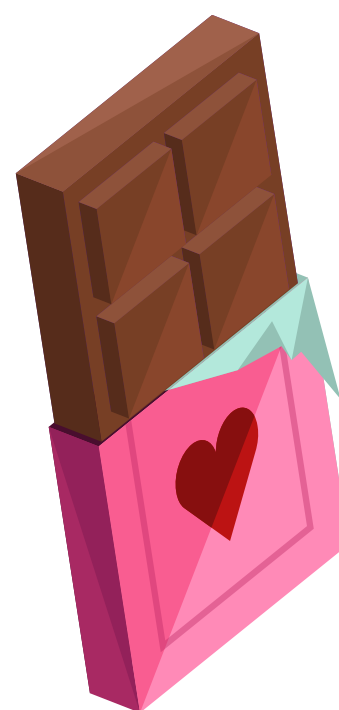
J'ai...



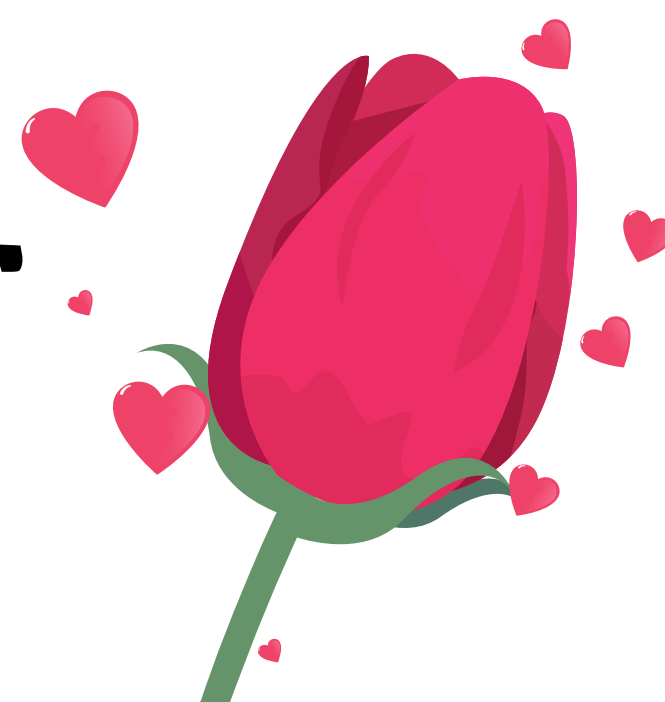
Qui a...



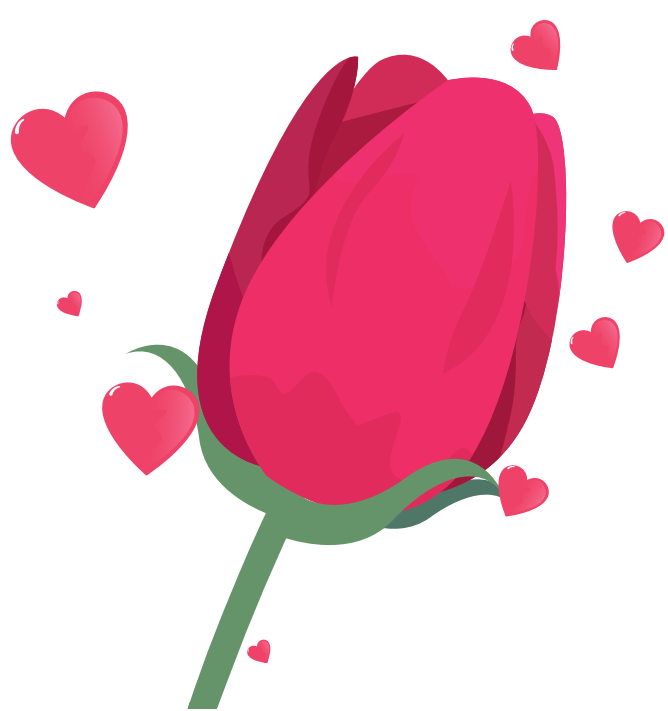
J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



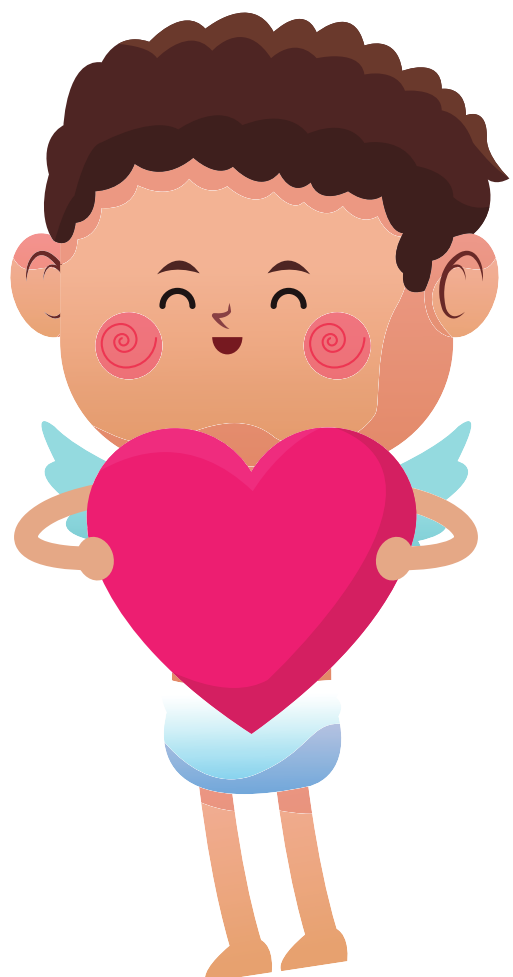
Qui a...



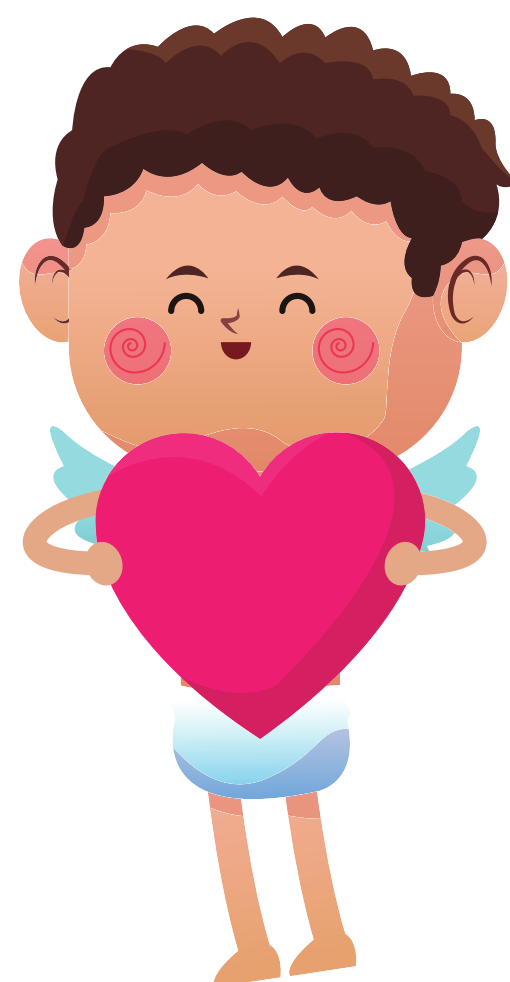
J'ai...



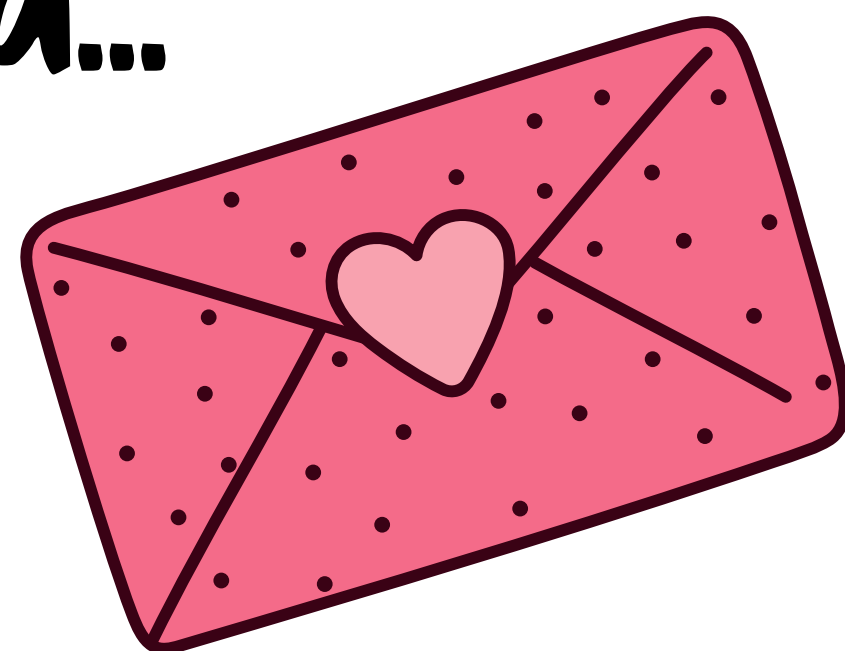
Qui a...



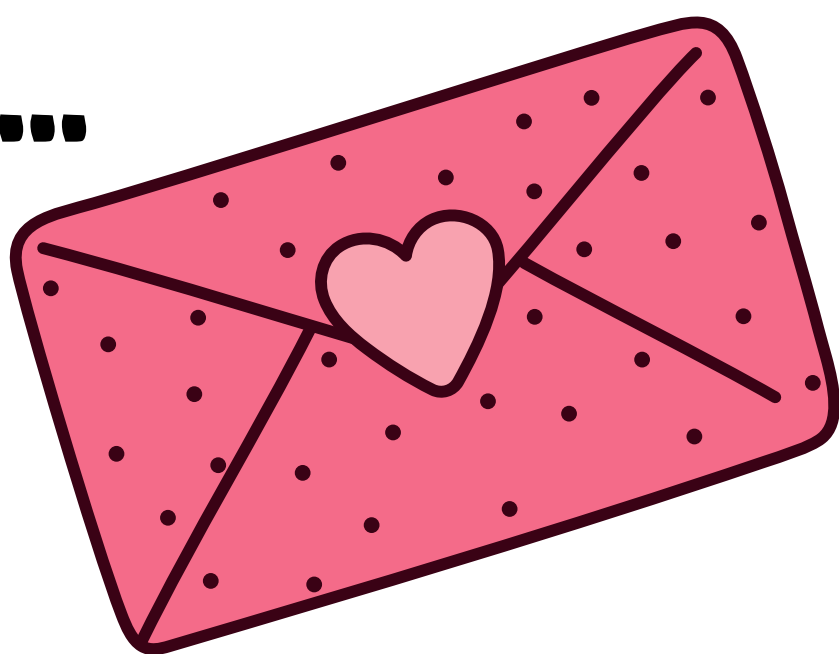
J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



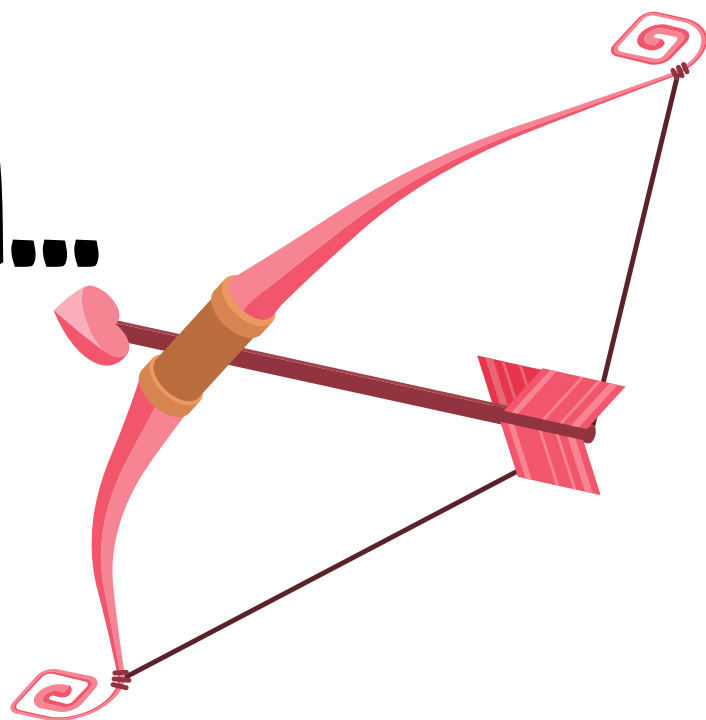
Qui a...



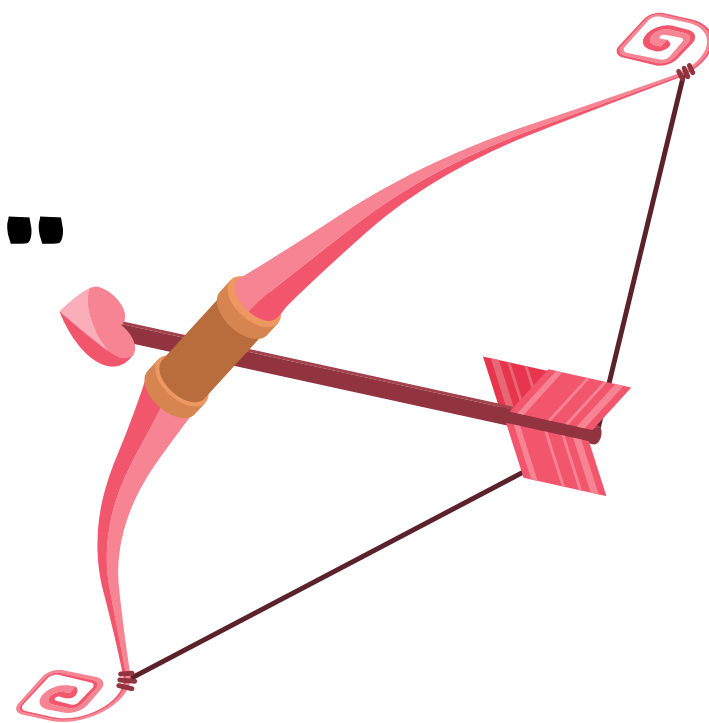
J'ai...



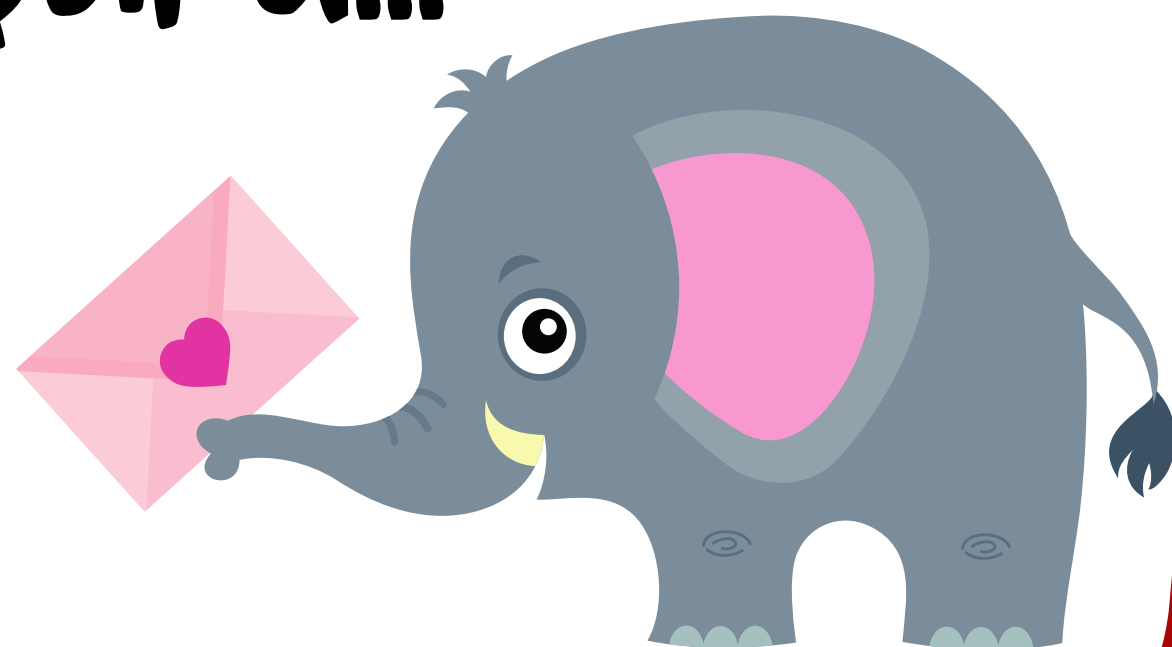
Qui a...



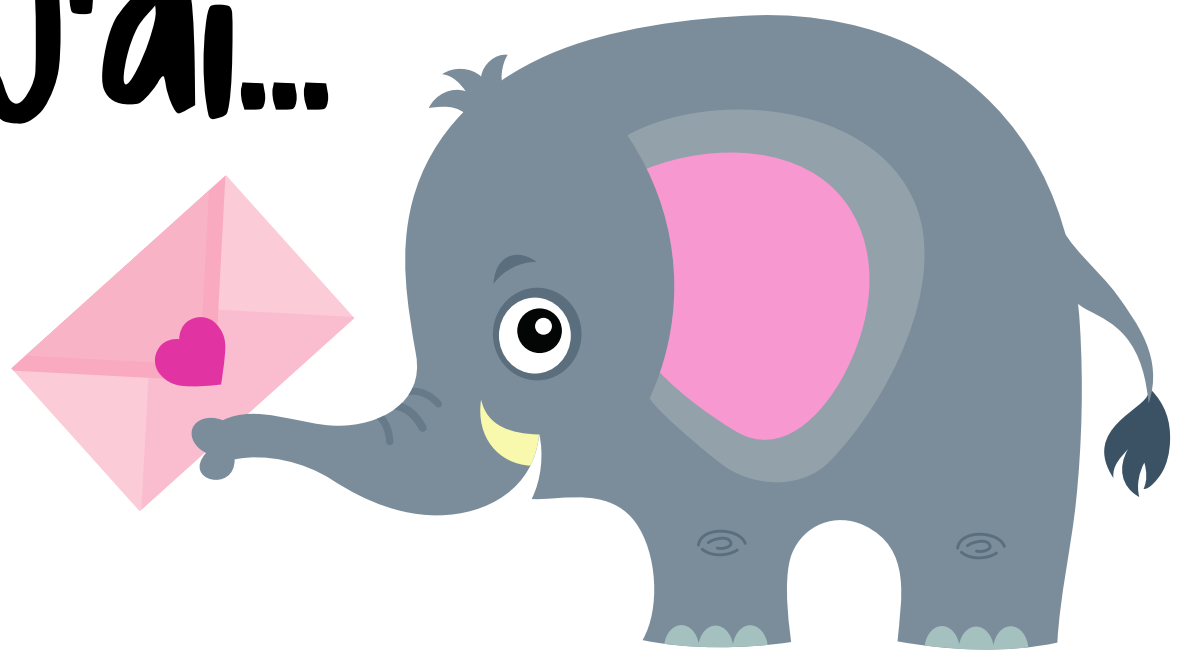
J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



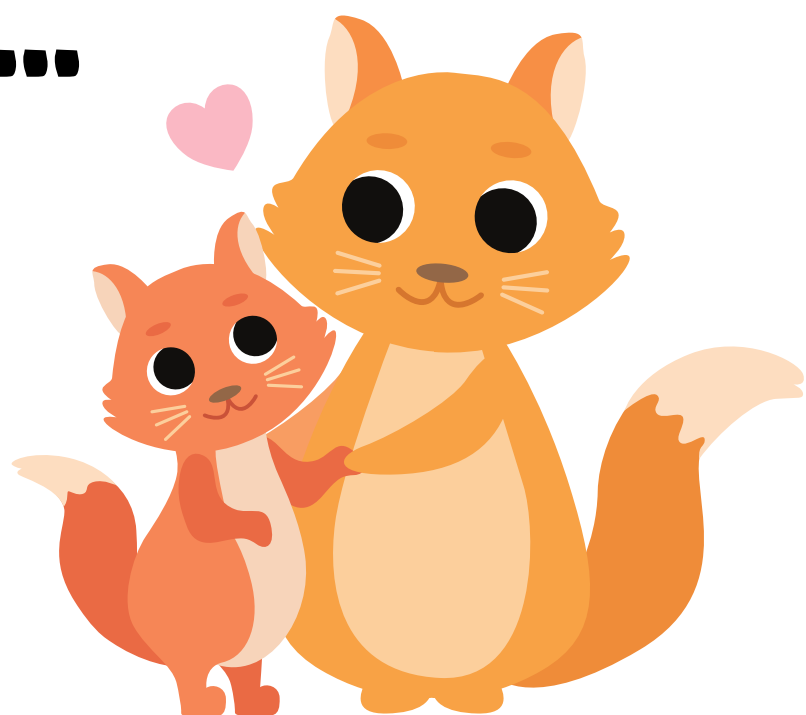
Qui a...



J'ai...



Qui a...



J'ai...



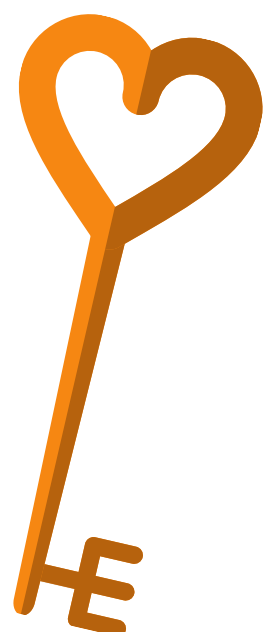
Qui a...



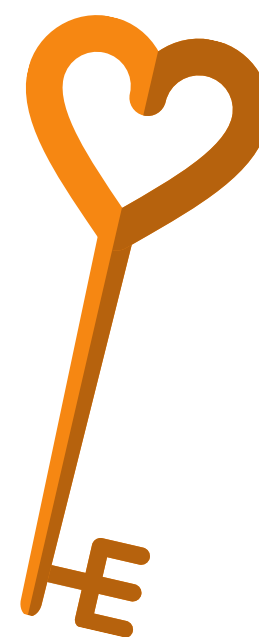
J'ai...



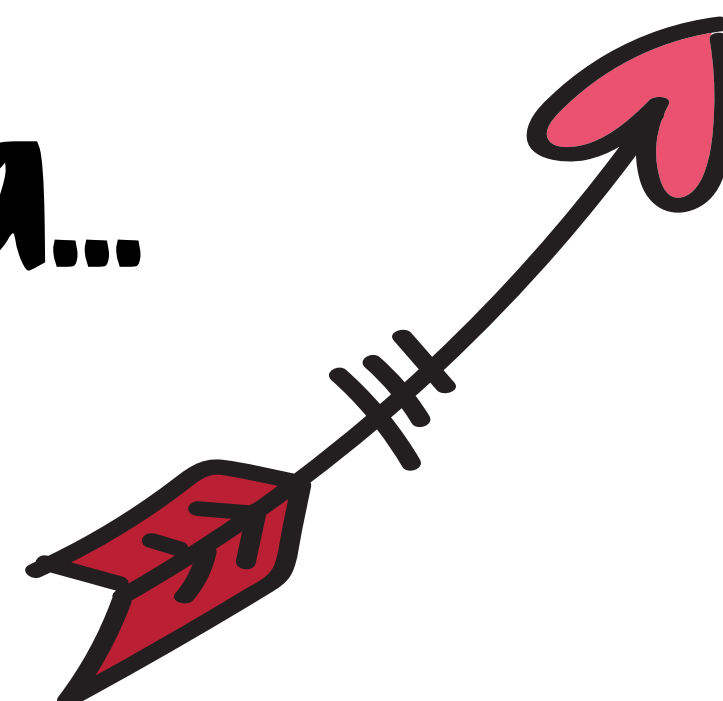
Qui a...



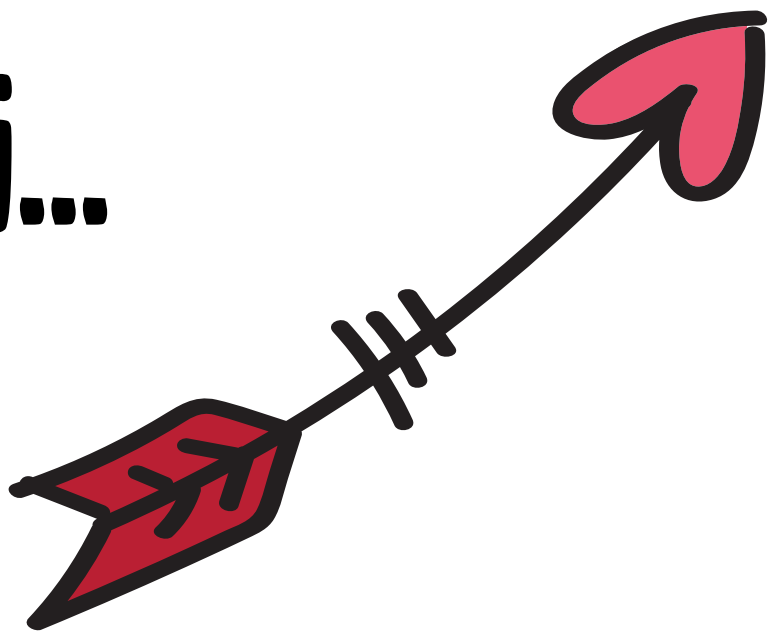
J'ai...



Qui a...



J'ai...



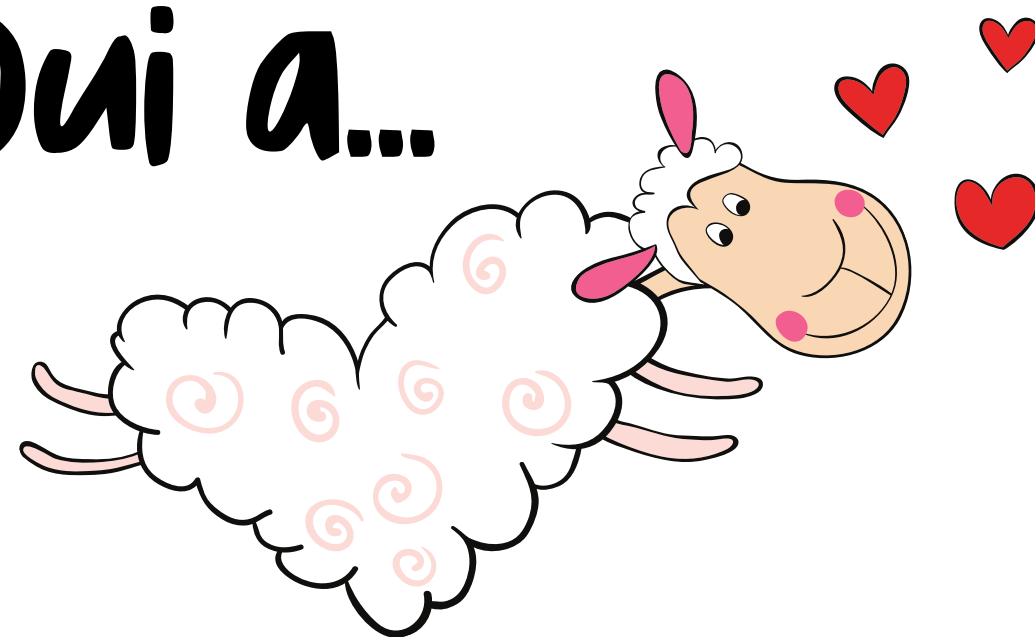
Qui a...



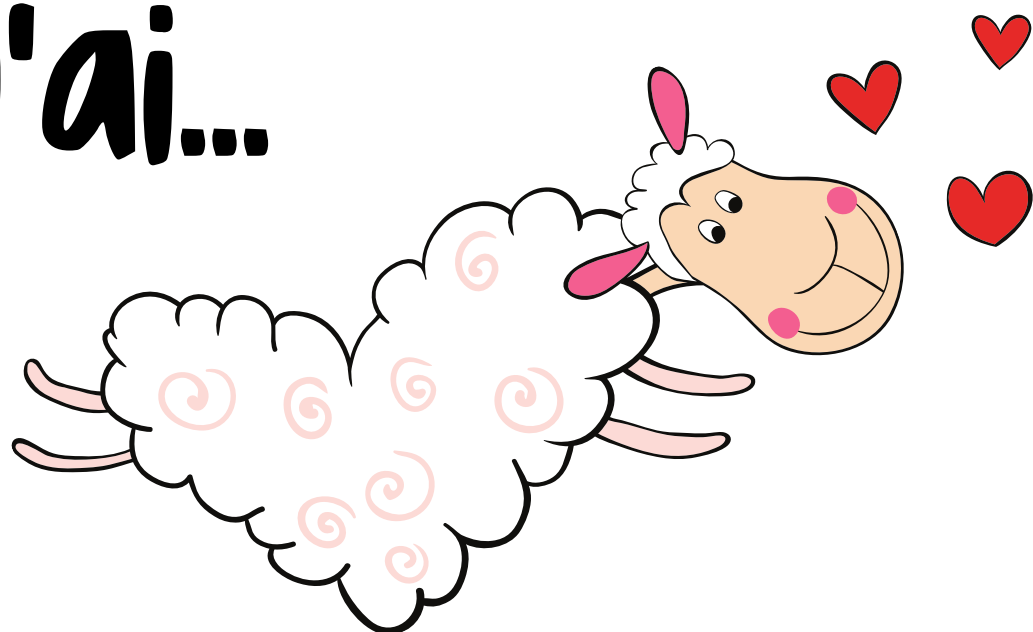
J'ai...



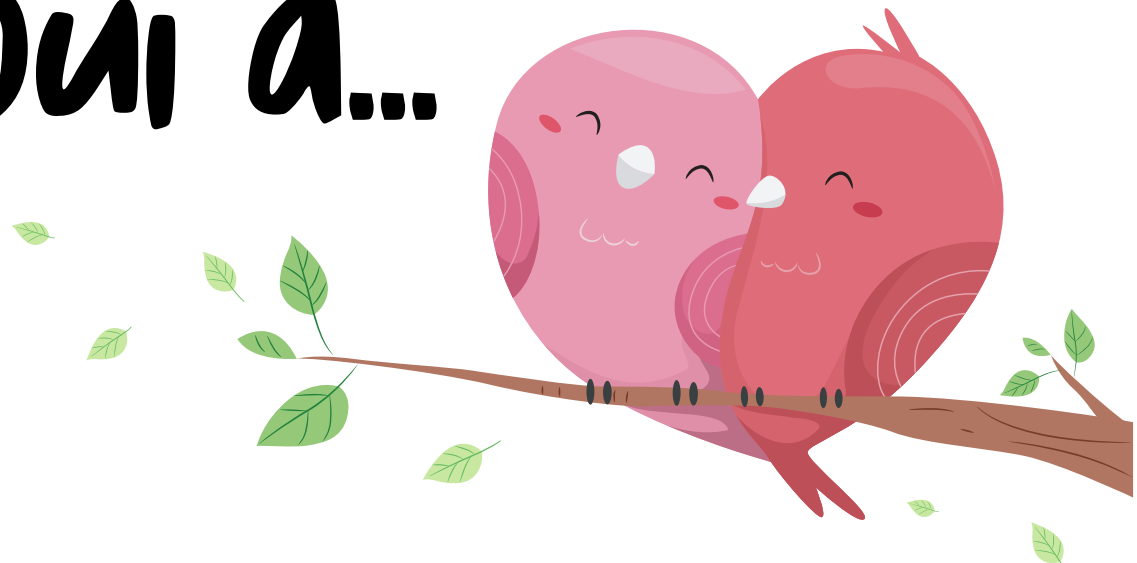
Qui a...



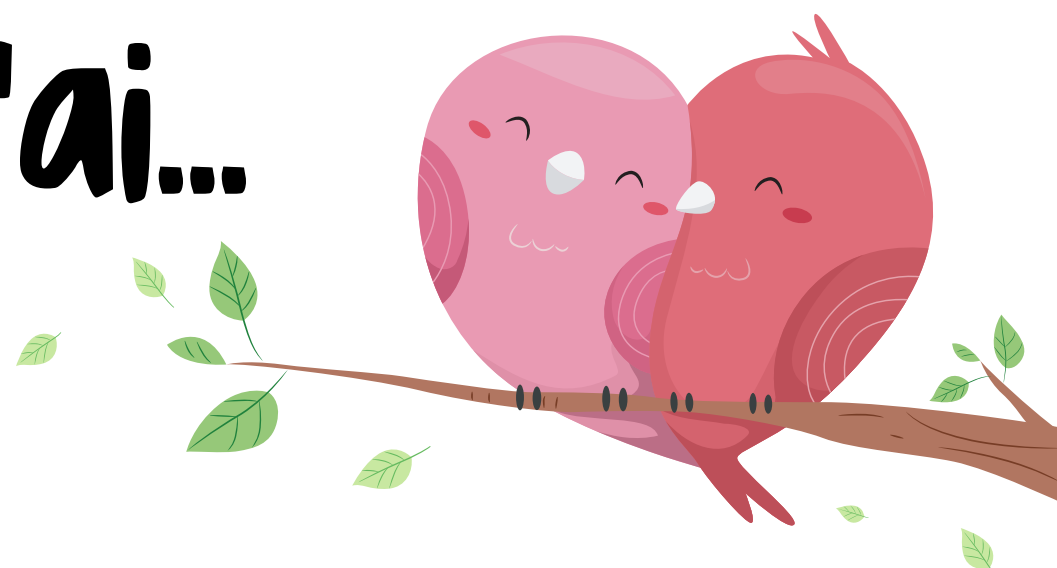
J'ai...



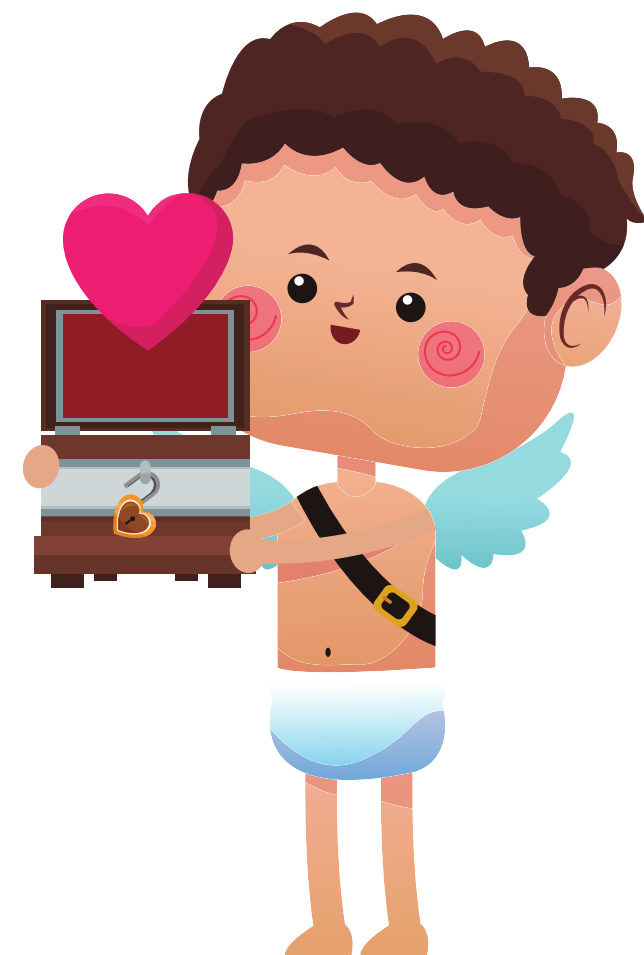
Qui a...



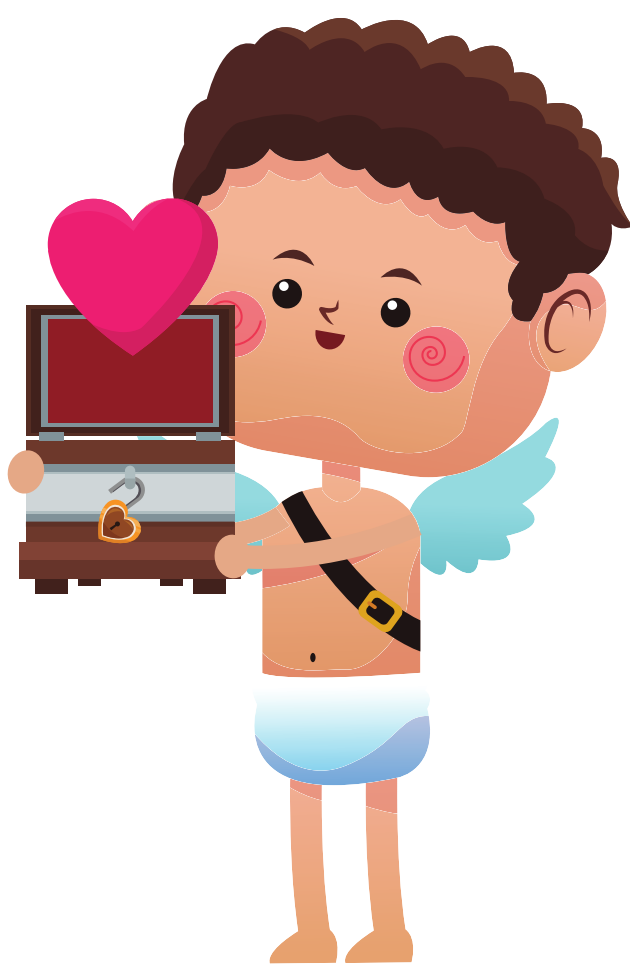
J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



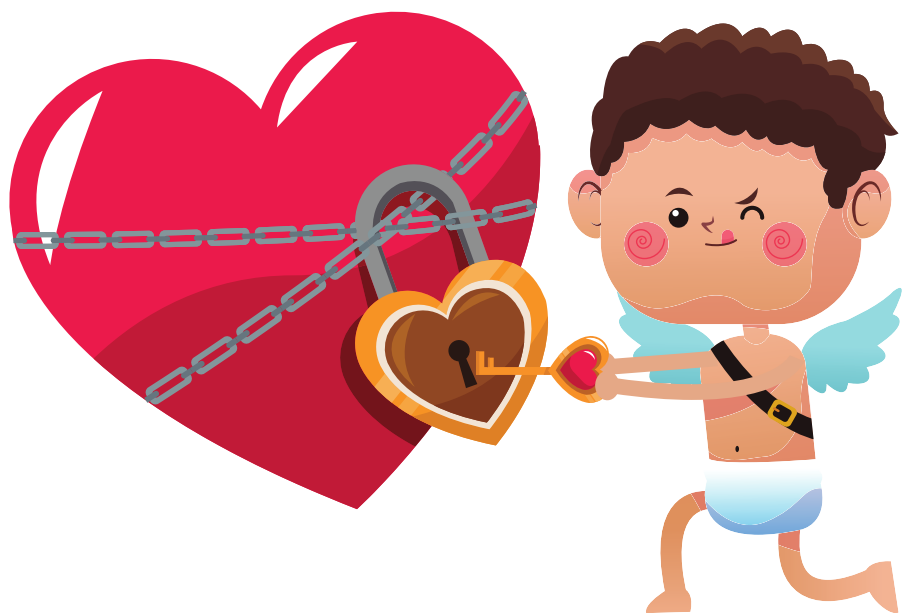
Qui a...



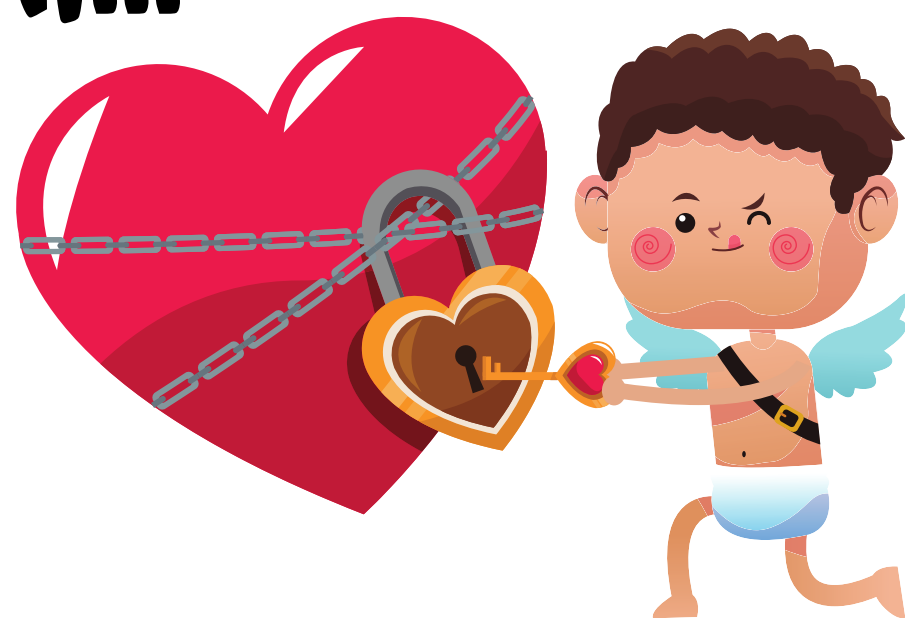
J'ai...



Qui a...



J'ai...



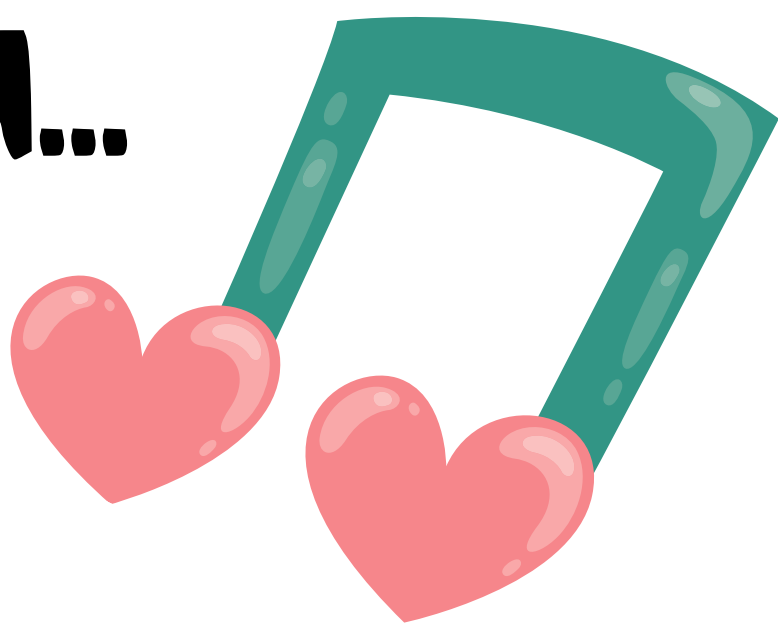
Qui a...



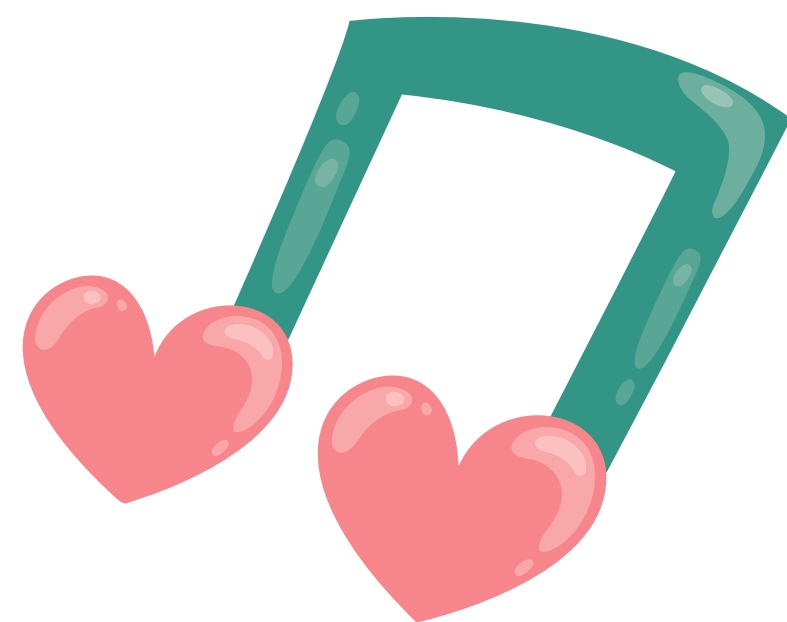
J'ai...



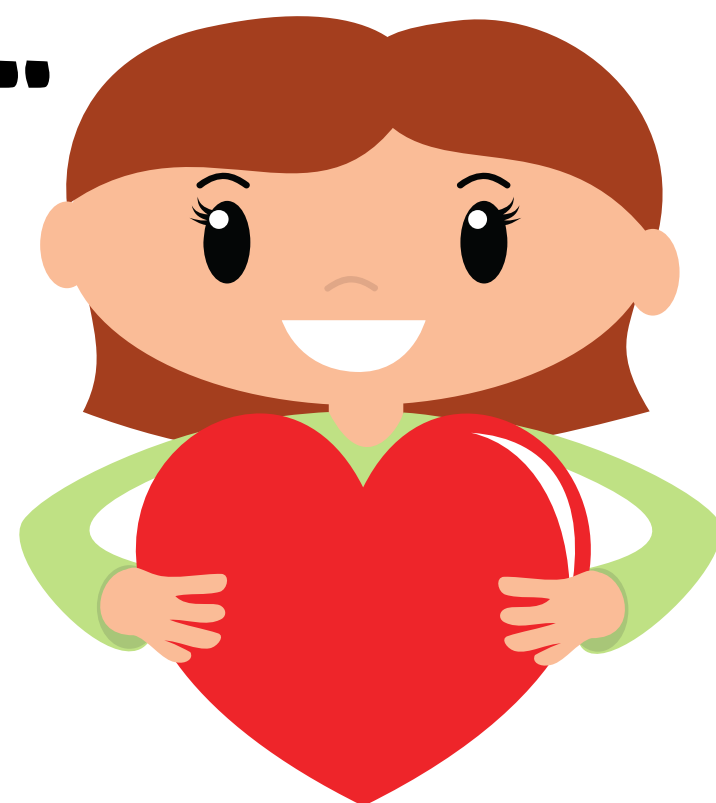
Qui a...



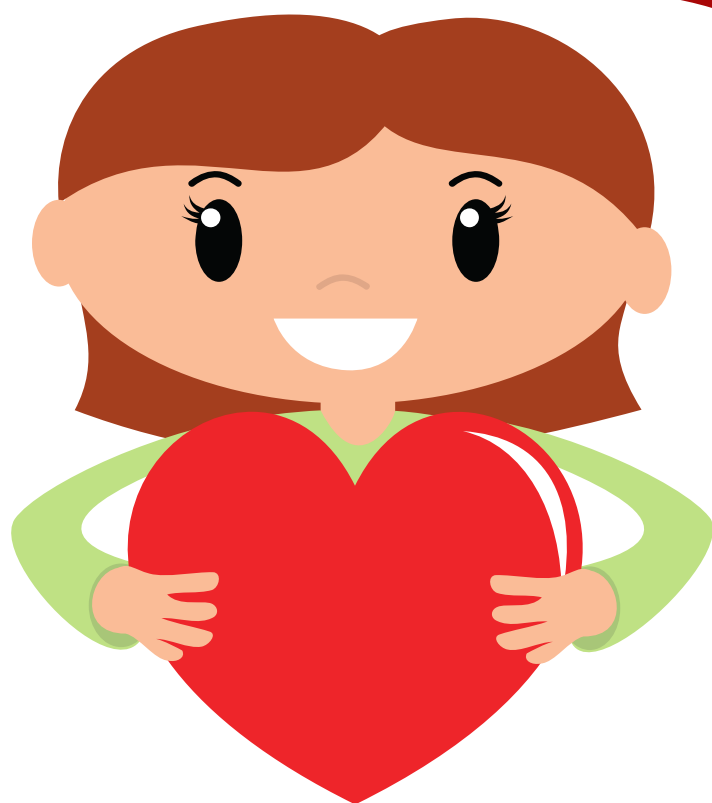
J'ai...



Qui a...



J'ai...



Qui a...



J'ai...



Et j'ai la dernière carte !