## Les consignes générales :

Expliquer le but du jeu, son fonctionnement....

We are going to play a game, a new game, a card game....

The aim of the game is to.....

We need .... You need .... You only need ...

We /You have to....

You can.... You can't.... / You can use.....

You musn't...

It is forbidden to....

It is allowed to..../ You are allowed to....

The youngest, oldest, player starts

To begin...

At the end of the game

At the end of the round

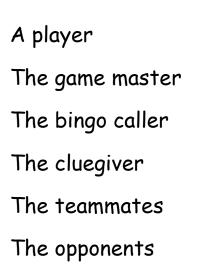
First

Then

Finally

The winner is the player who... is the one who....

### Les différents rôles



To call out

#### Les rotations

```
You start!
It's my turn / It's your turn
Whose turn is it?
I pass!
You pass?
You can't play
Play again!
```

# Gagner ou perdre

I've won! You're the winner

```
I've finished I'm the winner

I made it!

You win the round

Missed!

You've lost!

It's a draw/ It's a tie

You're right / You're wrong!

You're cheating!

You di dit on purpose

One point for you / You score one point
```

## Encourager, réagir en cours de partie

```
I don't understand I didn't understand

Can you repeat please?

What happens if.....

Well done!

Congratulations

Go on / Carry on!

What a chance! Fantastic

I didn't do it on purpose!

Bad luck!

Slowly! Quicky

You're so strong!
```

## Poser des questions et répondre

Read, ask, answer the question

Do you know the answer?

Have you got the answer?

Ask a question to the player to your left, right

Read out the questions (pour une lecture à haute voix)

Make a guess

Guess

### D'autres actions courantes

Write, say, mime the word

Press the buzzer

Ring the bell

Tick / Put a tick

Circle

Check

Call

Draw

Pass the....

http://www.cndp.fr/crdp-dijon/Outils-pour-gerer-les-jeux-d-equipes.html

Animations sonores, roues, compte à rebours etc classtools

E Farinha