

Illustrations de situations de jeu

... du partenariat ... à l'opposition ... du fond de terrain ... à la volée





A.1. Situations d'échanges en collabor fond de terrain	ration
Préambule : > Liste d'exemples de situations non exhaustive varier et faire évoluer pour éviter la monotonie créer la motivation.	
Classement en fonction de notions tactiques simp (Direction, Longueur, hauteur) et leurs combinaiso	
Consignes et critères concrets de réussite l'enfant doit pouvoir évaluer les résultats de actions.	

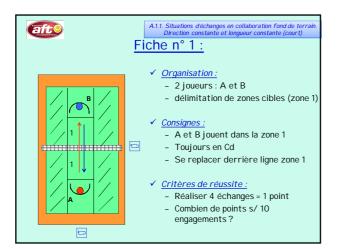
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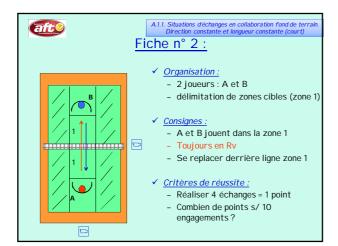


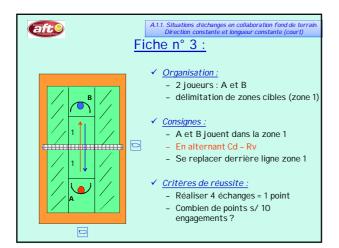


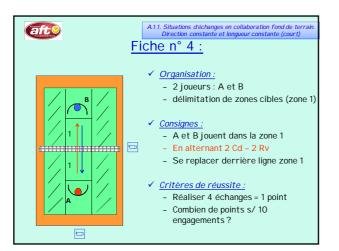


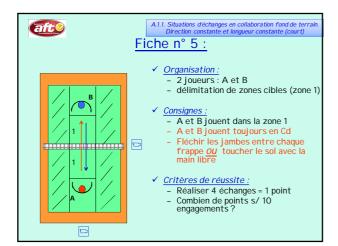


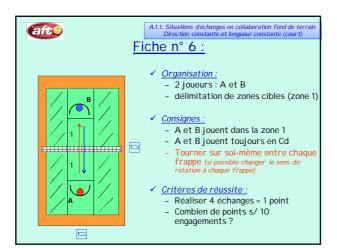


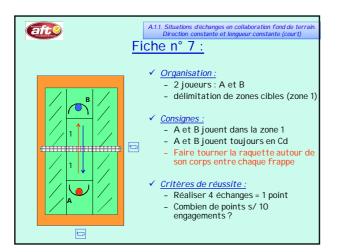


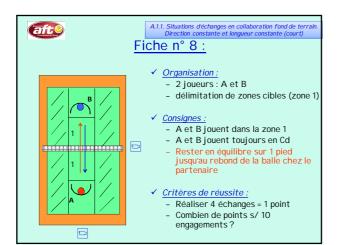


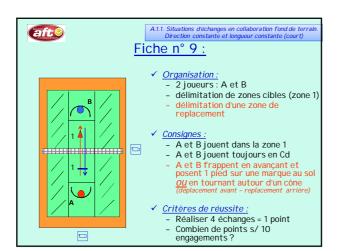


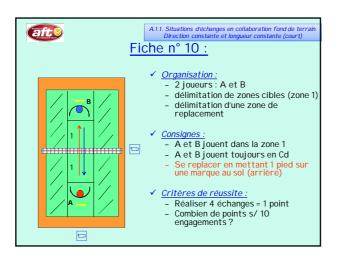


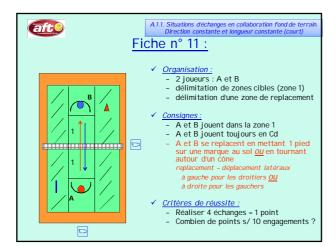


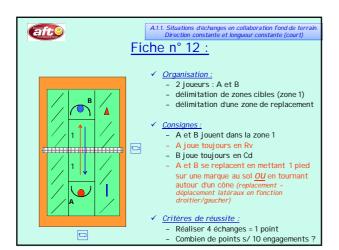


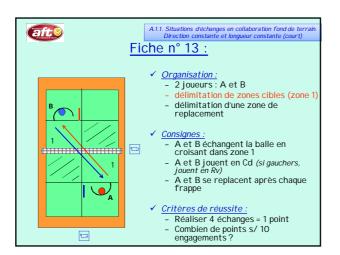


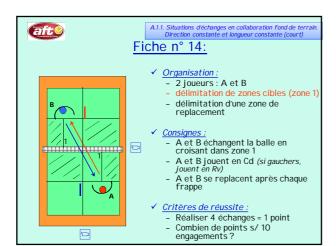


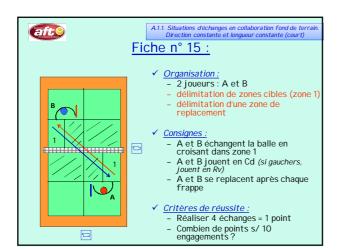


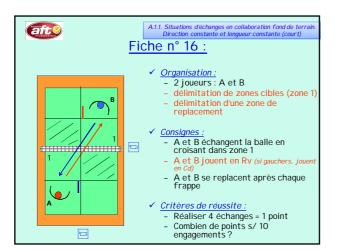


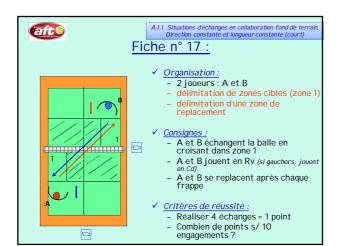


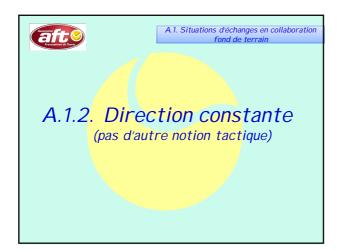


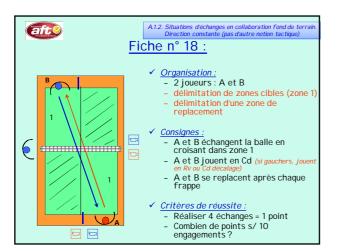


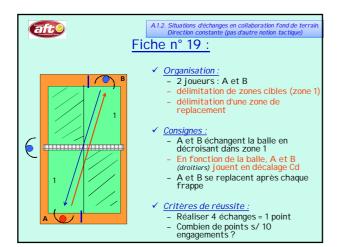


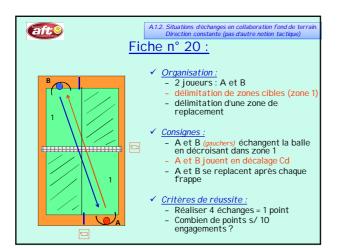




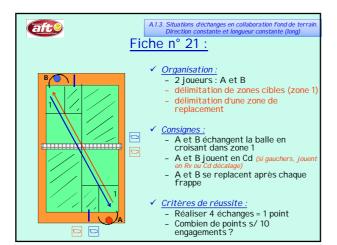


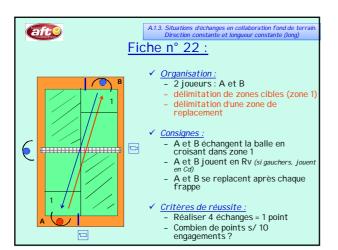


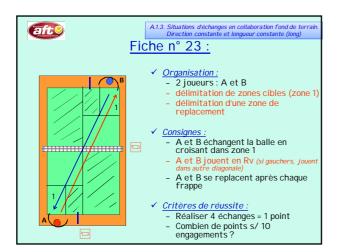




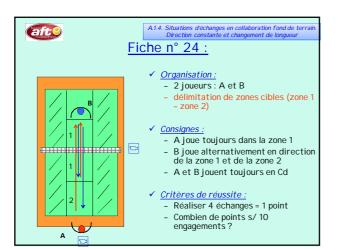


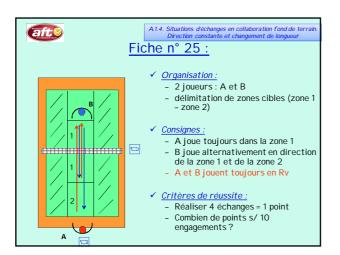


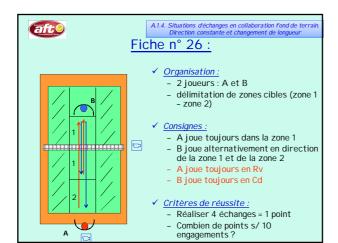


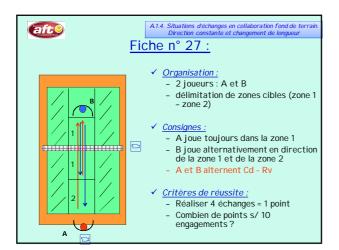


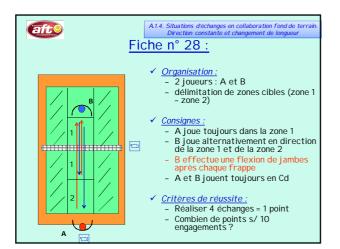


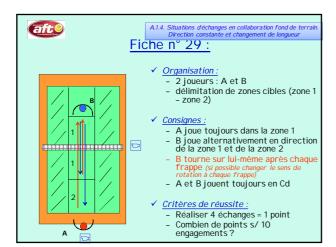


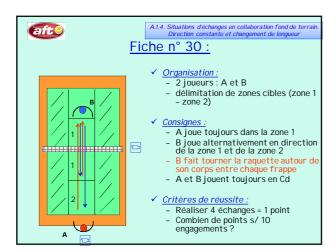


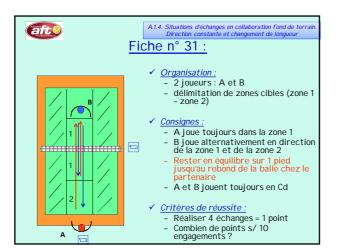


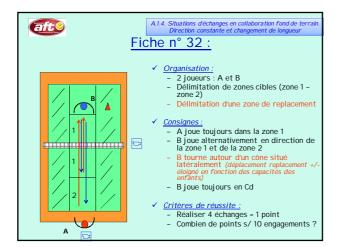


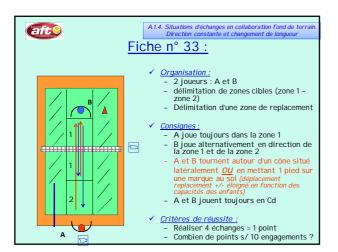


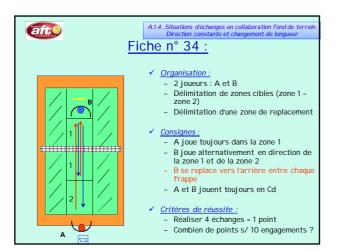




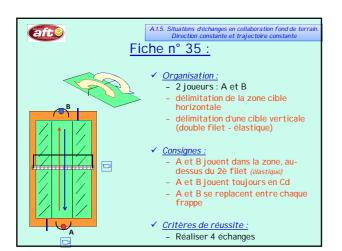


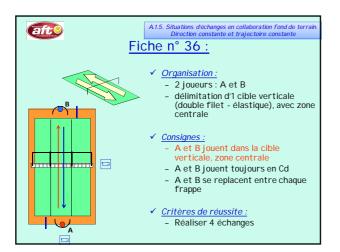


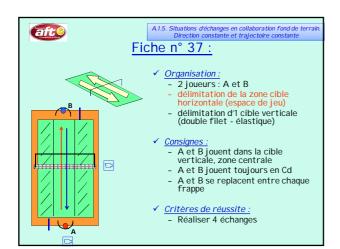




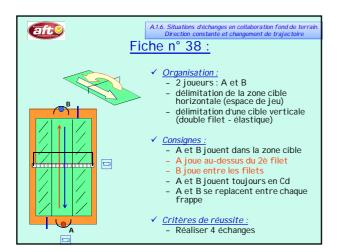




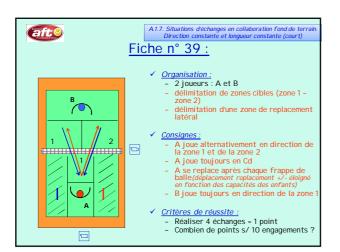


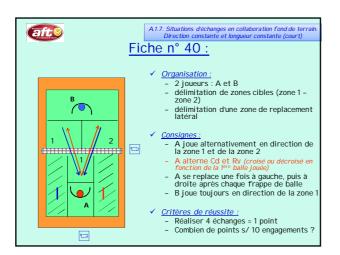


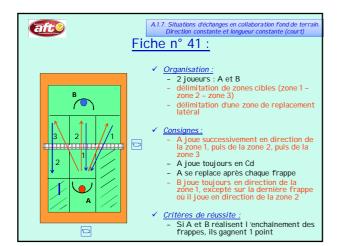


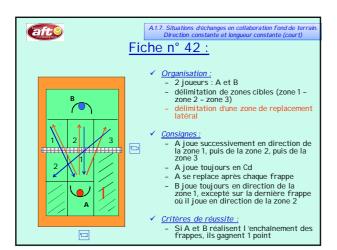


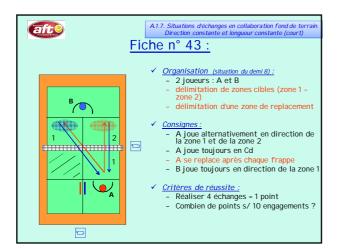


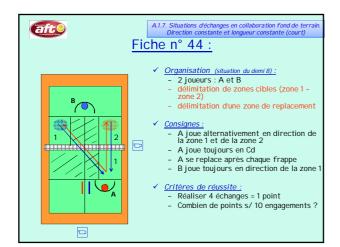


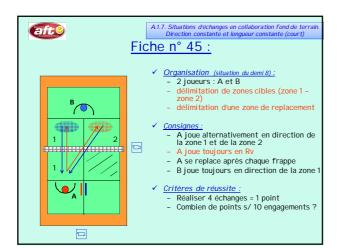


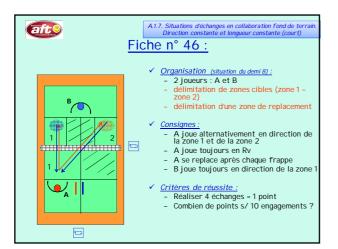


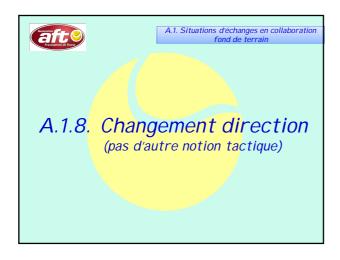


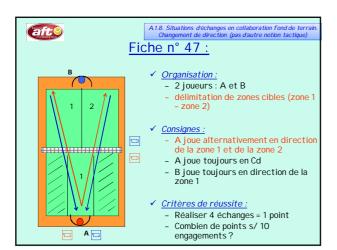


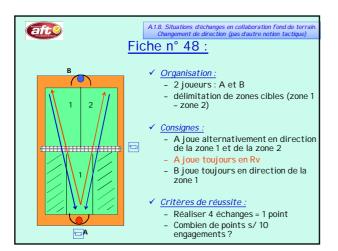


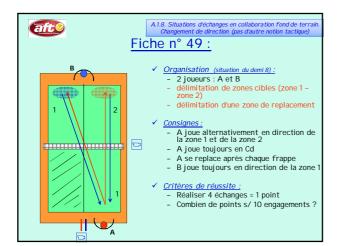


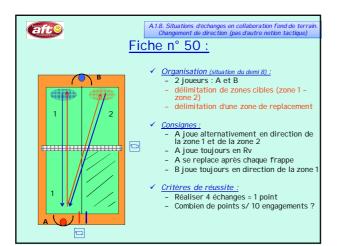


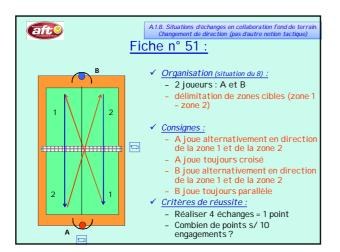




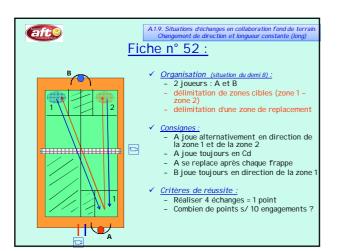


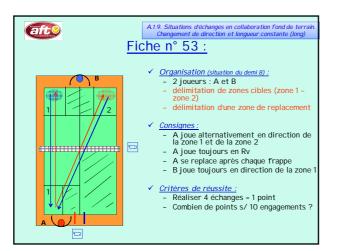


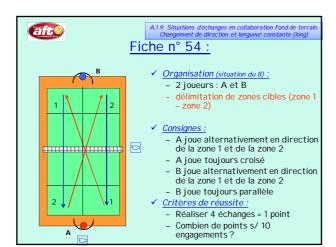




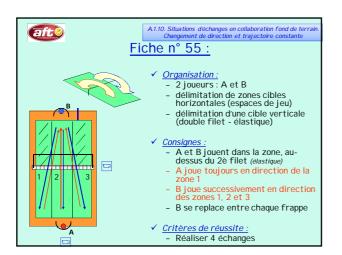


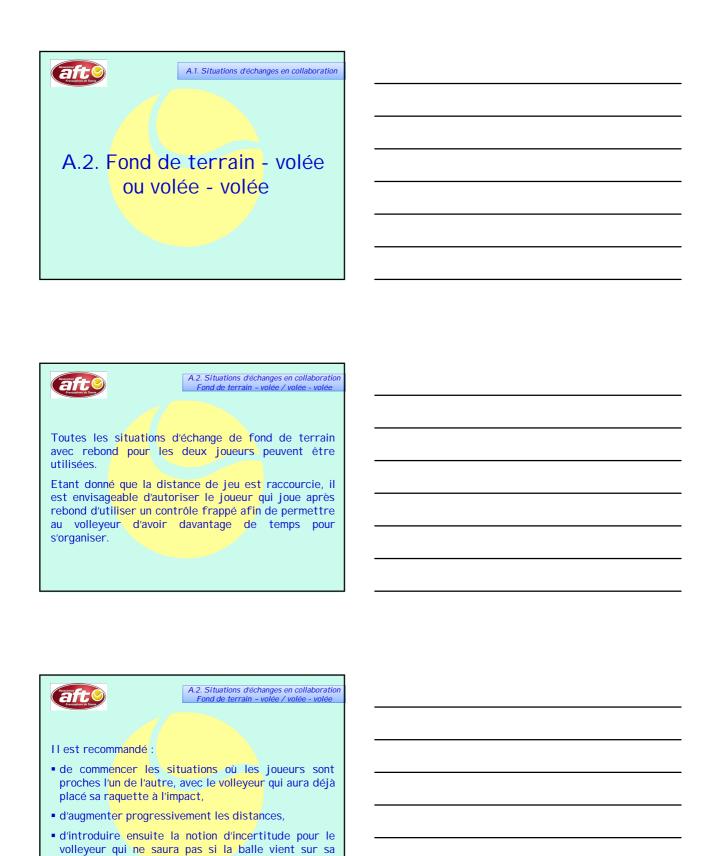












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