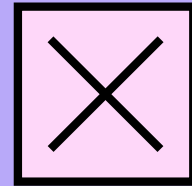
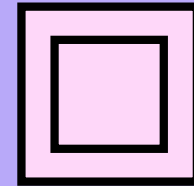
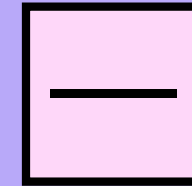




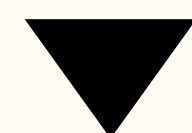
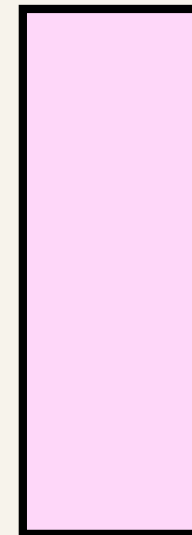
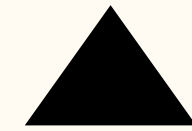
# RESSOURCES NUMÉRIQUES

**Quatrième année**

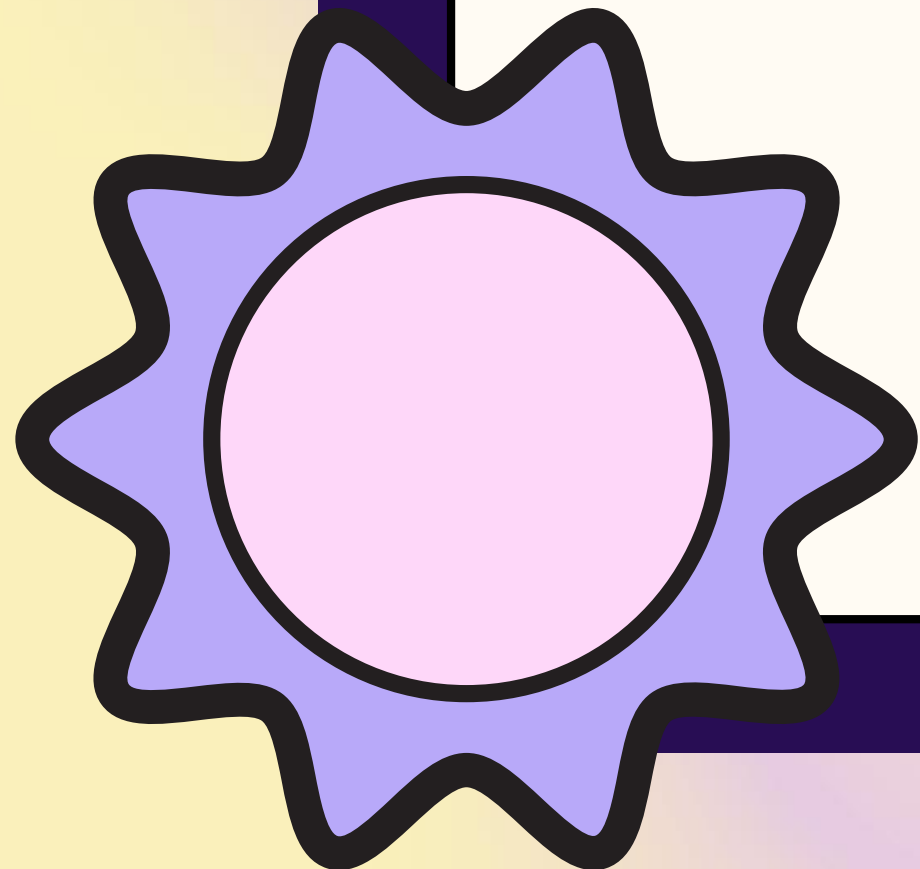
# Quatrième année



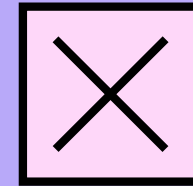
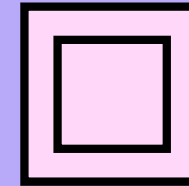
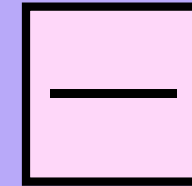
## APERÇU DES RESSOURCES DISPONIBLES EN FRANÇAIS:



- **Biblius**
- **Boukili**
- **Raconte-moi une histoire - BanQ**
- **Le moulin à paroles**
- **Caméléa**
- **Grimoire**
- **Magimot**
- **Problème de logique junior**

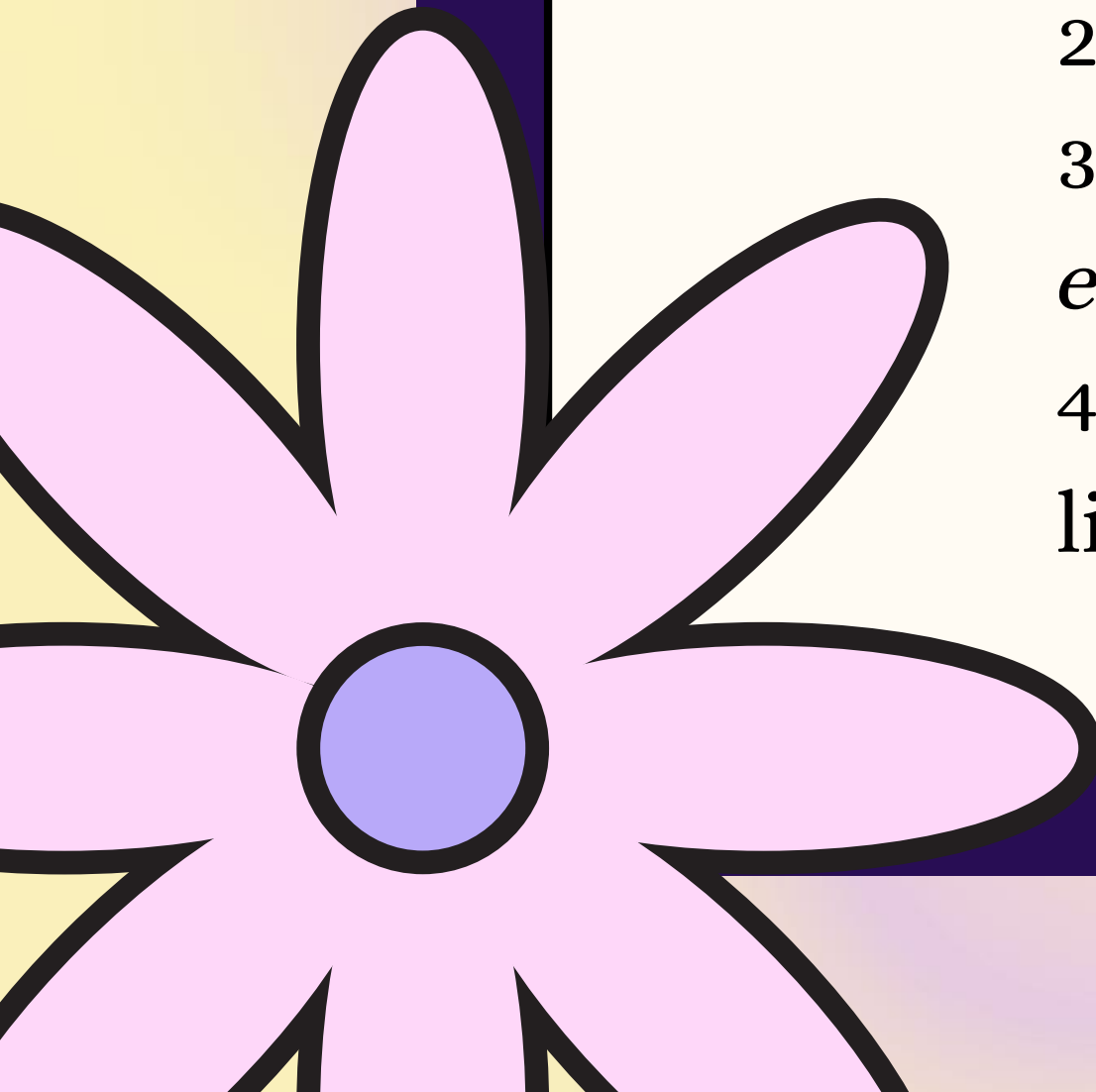
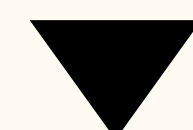
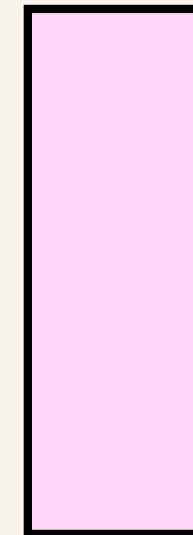
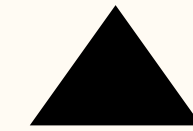


# Biblius

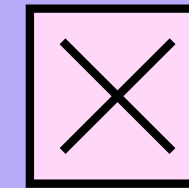
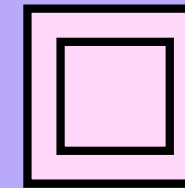
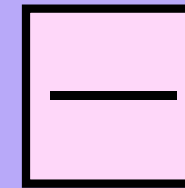


## Bibliothèque scolaire numérique

- 1) Allez sur le site Mozaik (<https://mozaikportail.ca/>) et inscrivez-vous avec le courriel du centre de services de votre enfant;
- 2) Cliquez sur l'onglet *Biblius*;
- 3) Choisissez un livre de lecture et cliquez sur *emprunter*;
- 4) Cliquez sur *Lire* afin de commencer la lecture du livre.

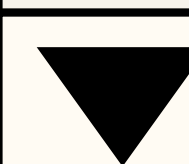
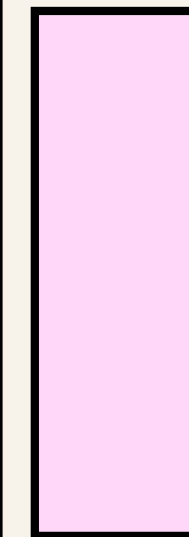
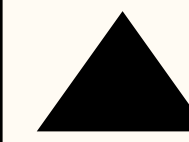


**Boukili**

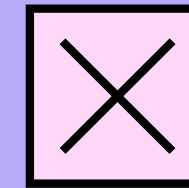
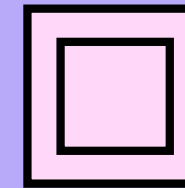
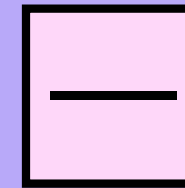


### **Livres de lecture adaptés**

- 1) Allez sur le site de Boukili (<https://app.boukili.ca/>) ou téléchargez l'application Boukili sur votre téléphone ou tablette;
- 2) Appuyez sur *Connexion avec un code de classe*;
- 3) Entrez ce code **ebe63h**;
- 4) Appuyez sur le niveau scolaire de votre enfant;
- 5) Choisissez un livre parmi la sélection *Livres pour moi* et appuyez sur celui-ci;
- 6) Choisissez si vous voulez que le livres soit en mode solo (l'enfant lit par lui-même) ou en mode narration (l'enfant peut lire la phrase et ensuite cliquer sur l'oreille pour qu'elle soit lu).



# Raconte-moi une histoire - BanQ

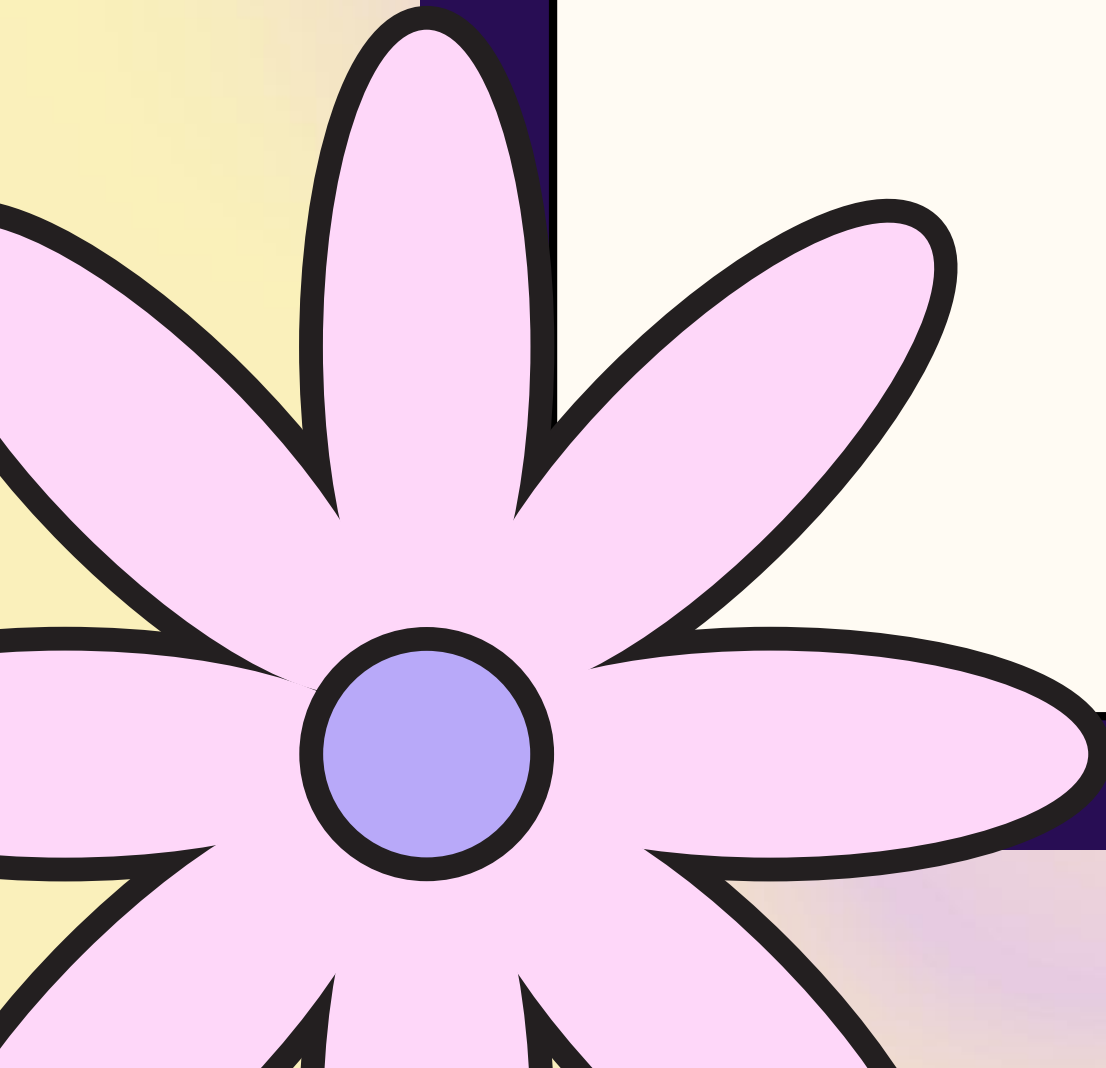


## Banque de livres audio

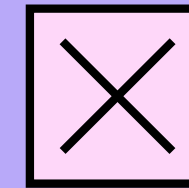
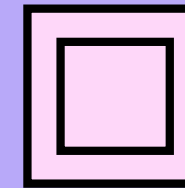
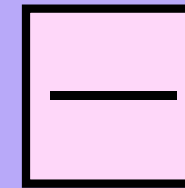
- 1) Allez sur le site de BanQ Espace Jeunes (<https://jeunes.banq.qc.ca/pj/ecouter/raconte/>);
- 2) Choisissez une histoire à vous faire lire en cliquant sur celle-ci.



Espace Jeunes



# Le moulin à paroles



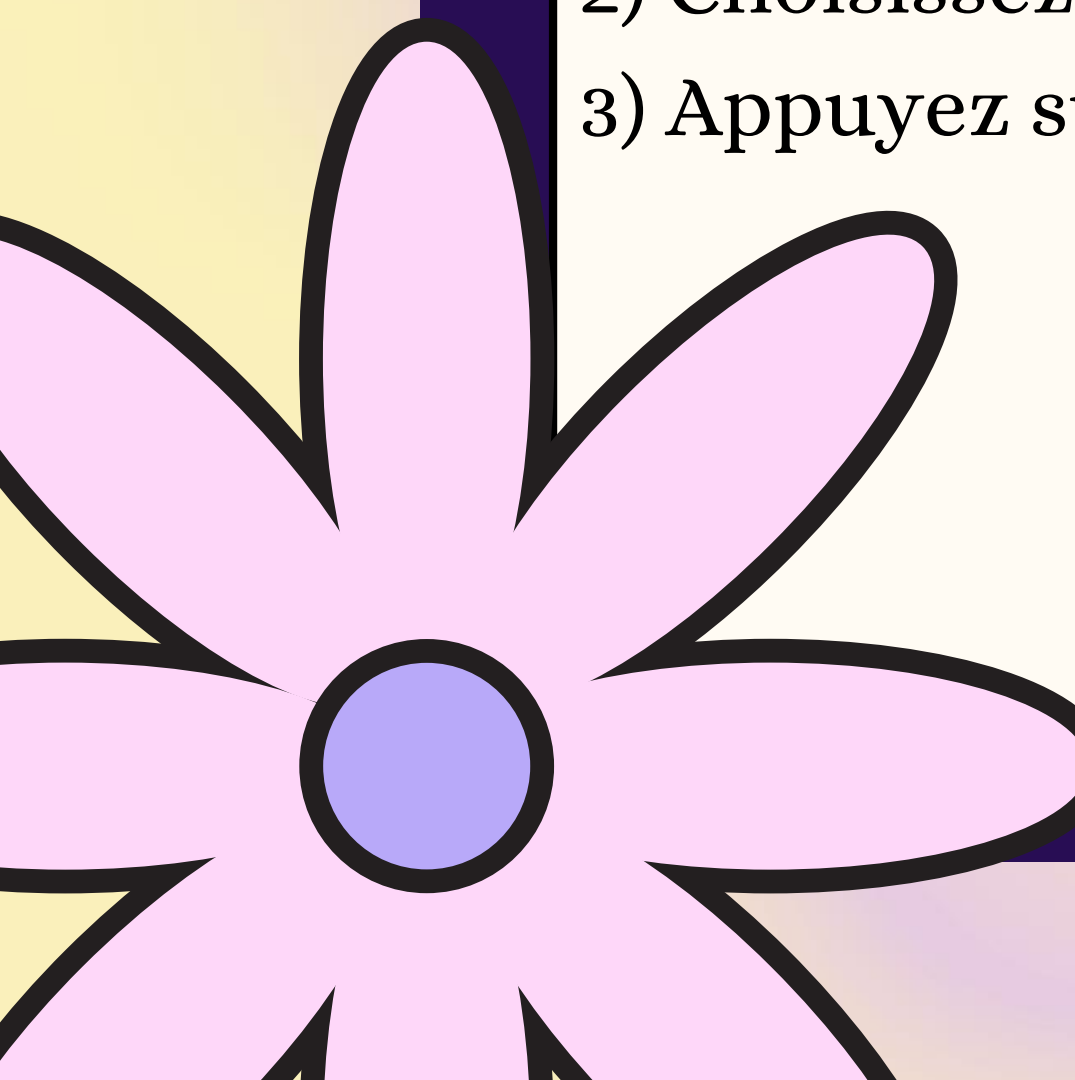
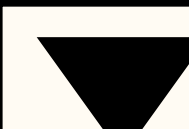
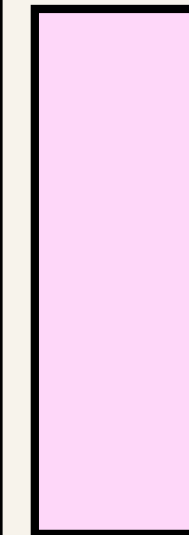
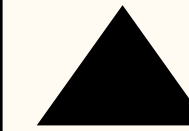
## Banque de livres audio

11) Allez sur le site des Éditions NordSud

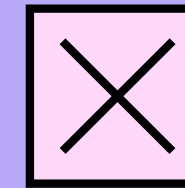
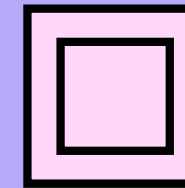
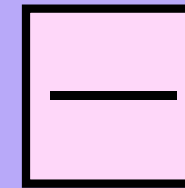
(<https://www.editionsnordsud.com/activites-jeux/le-moulin-a-paroles>);

2) Choisissez un livre en cliquant dessus;

3) Appuyez sur le symbole *Play*.



# Caméléa

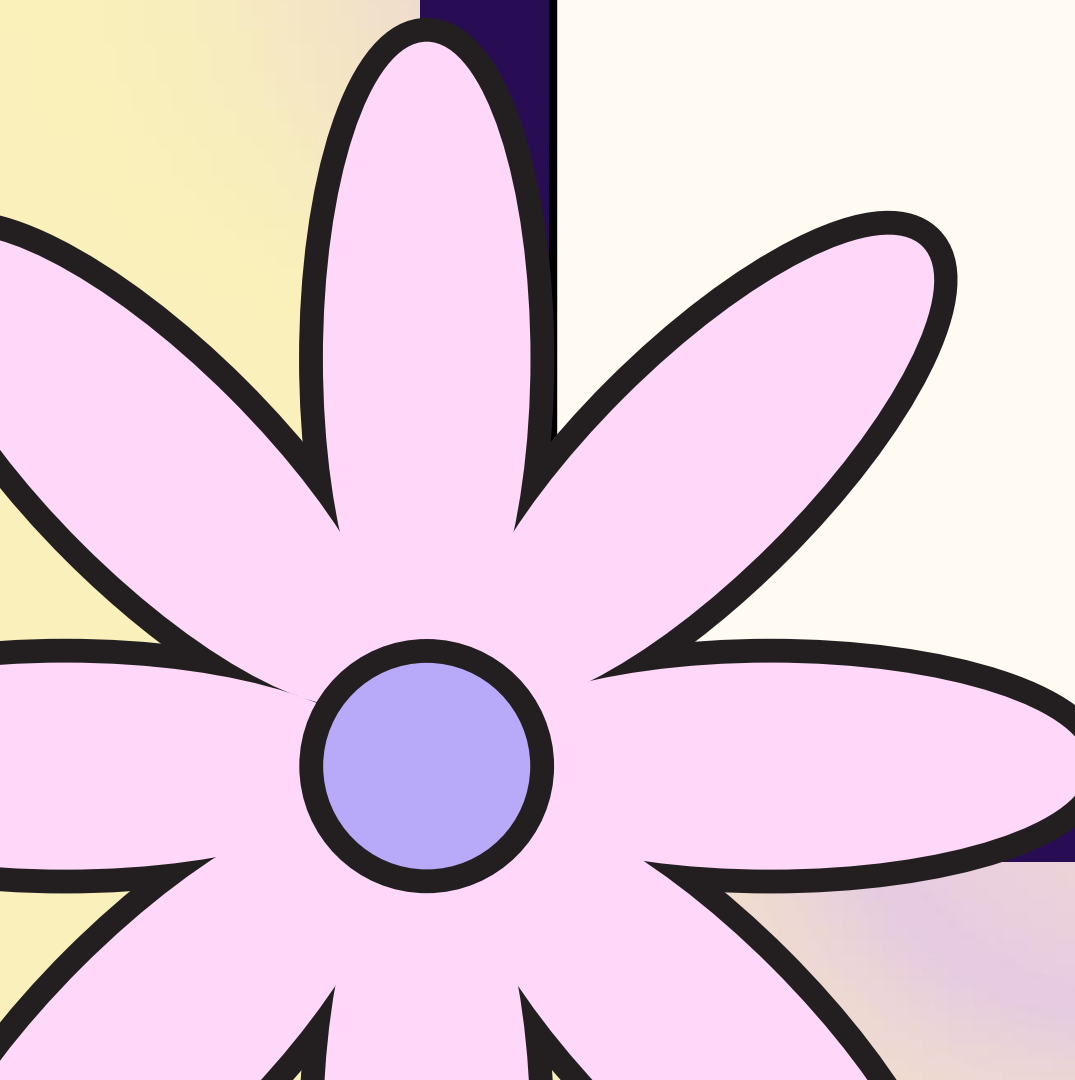
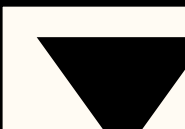
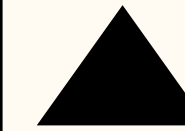


## Deux histoires de Caméléa

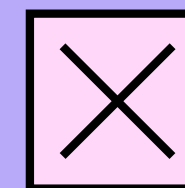
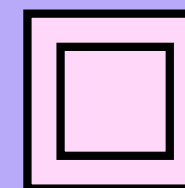
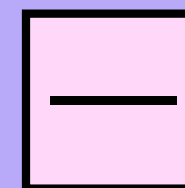
1) Allez sur le site de Caméléa

(<https://www.camelea.com/ecoles.html>)

2) Choisissez une livre (soit en audio ou livre à feuilleter);



# Grimoire



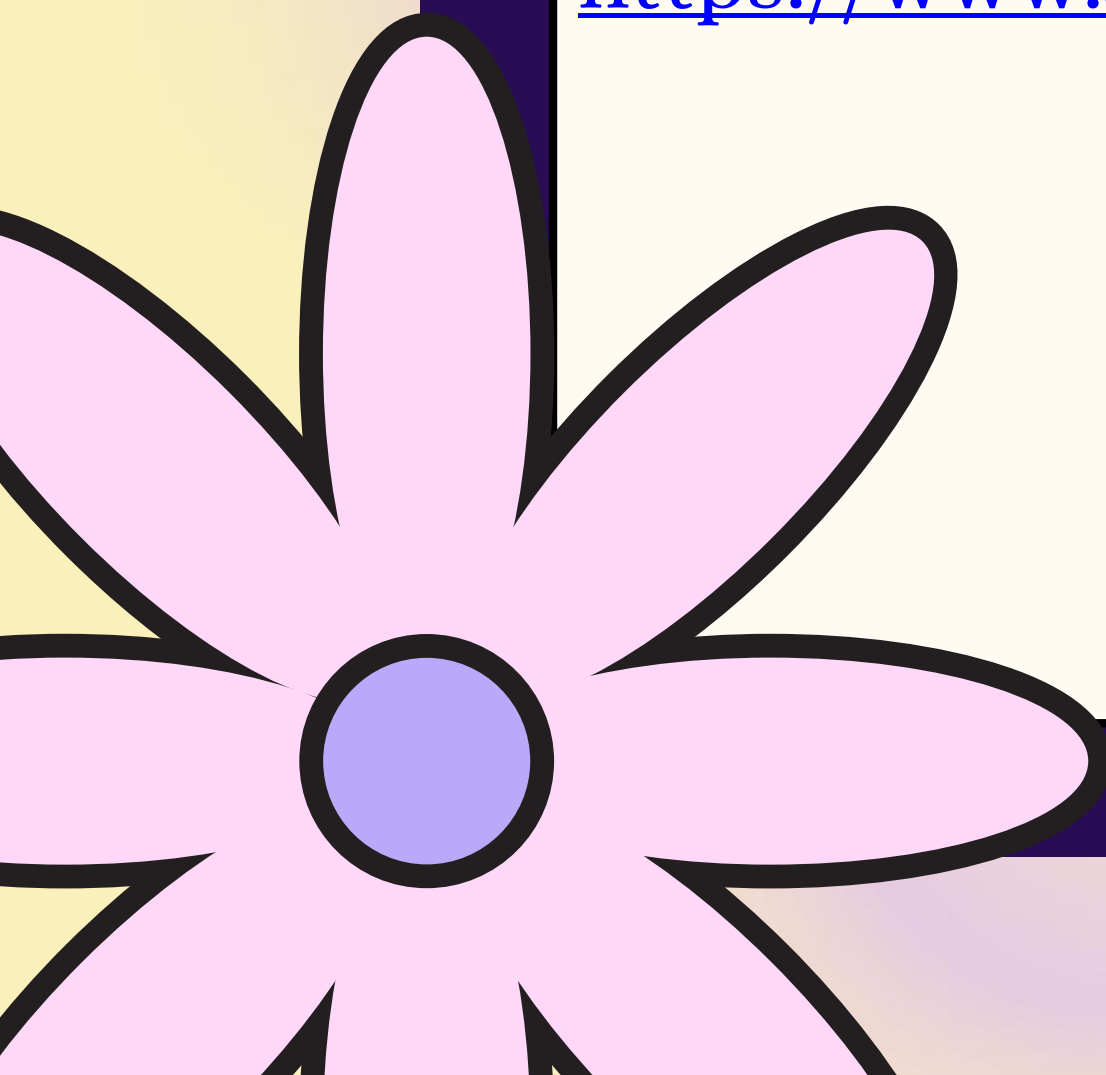
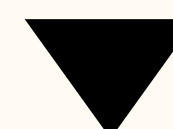
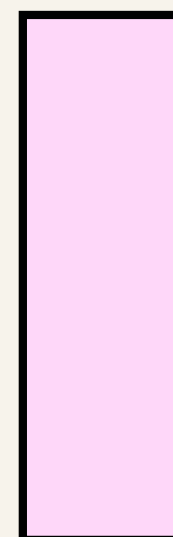
## Livres et compréhension de lecture

1) Regardez le tutoriel de Grimoire

(<https://www.youtube.com/watch?v=tkbLyq7yaUw>);

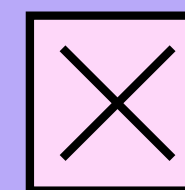
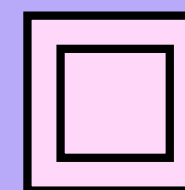
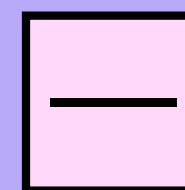
2) Pour aller sur le site de Grimoire :

<https://www.alloprof.qc.ca/fr/eleves/bv/jeux/grimoire> .





# Magimot



## Livres et compréhension de lecture

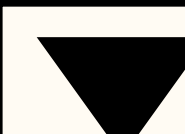
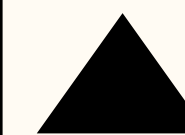
1) Suivre le tutoriel de Magimot

(<https://www.youtube.com/watch?v=WfPWWn5PiSM>);

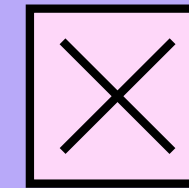
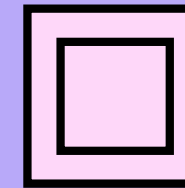
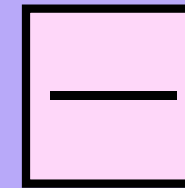
2) Pour obtenir des listes de mots selon le niveau scolaire de votre enfant allez sur le site

<https://www.alloprof.qc.ca/fr/eleves/bv/francais/le-lexique-et-le-vocabulaire-f1290#liste-de-codes-pour-les-exerciseurs> .

Appuyez sur le niveau scolaire désiré et copier-coller un code dans le jeu Magimot.

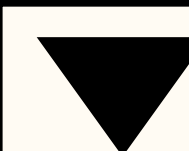
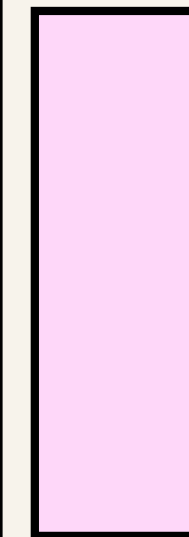
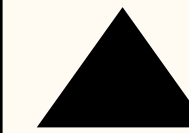


# Problème de logique junior

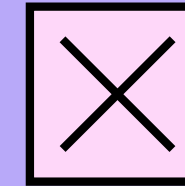
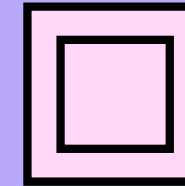
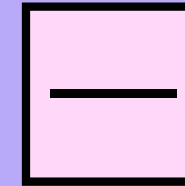


## Compréhension de l'inférence

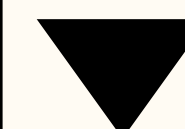
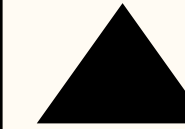
- 1) Allez sur la page de *Problèmes de logique junior* (<https://www.logicieleducatif.fr/jeu/problemes-logique-junior>);
- 2) Appuyez sur *Jouer*;
- 3) Lire l'énoncé;
- 4) Appuyez une fois sur la case pour indiquer que ce n'est pas bon (x) et appuyez deux fois pour indiquer que c'est bon (o);
- 5) Appuyez sur OK lorsque vous avez terminé.



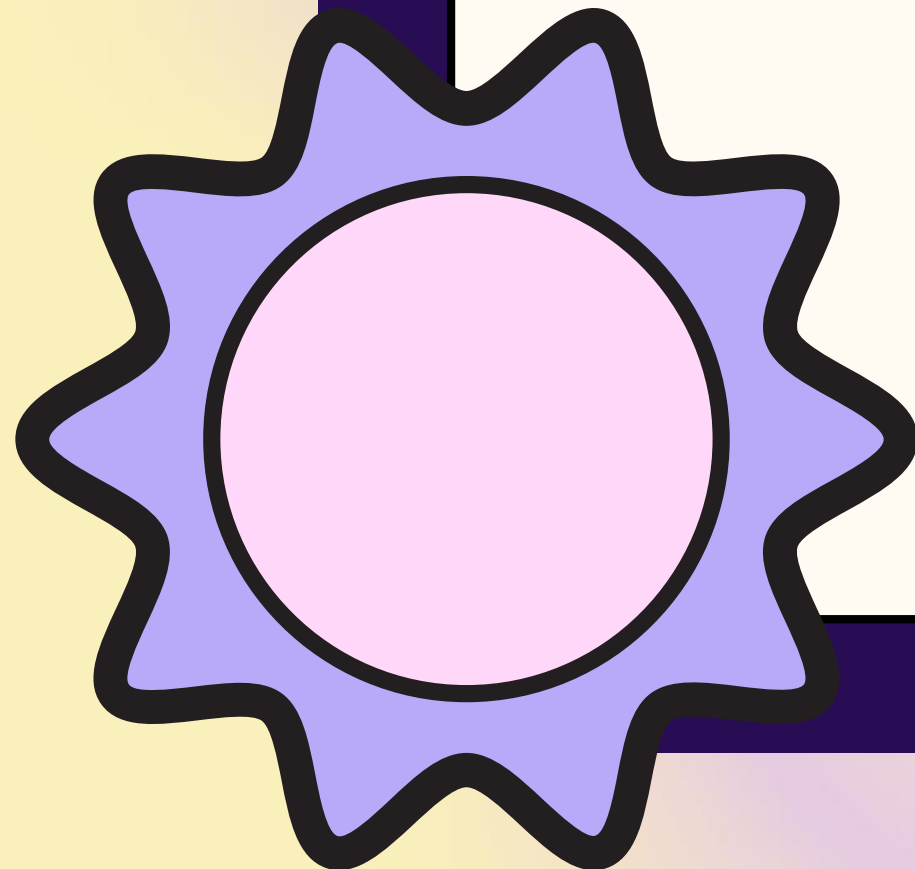
# Quatrième année



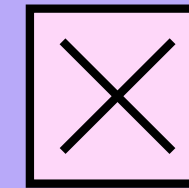
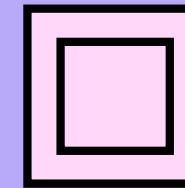
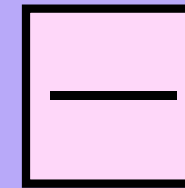
## APERÇU DES RESSOURCES DISPONIBLES EN MATHÉMATIQUES:



- **Comparaison de nombres!**
- **Rangement en ordre croissant**
- **Rangement en ordre décroissant**
- **Fin lapin 3**
- **Météormath 2**

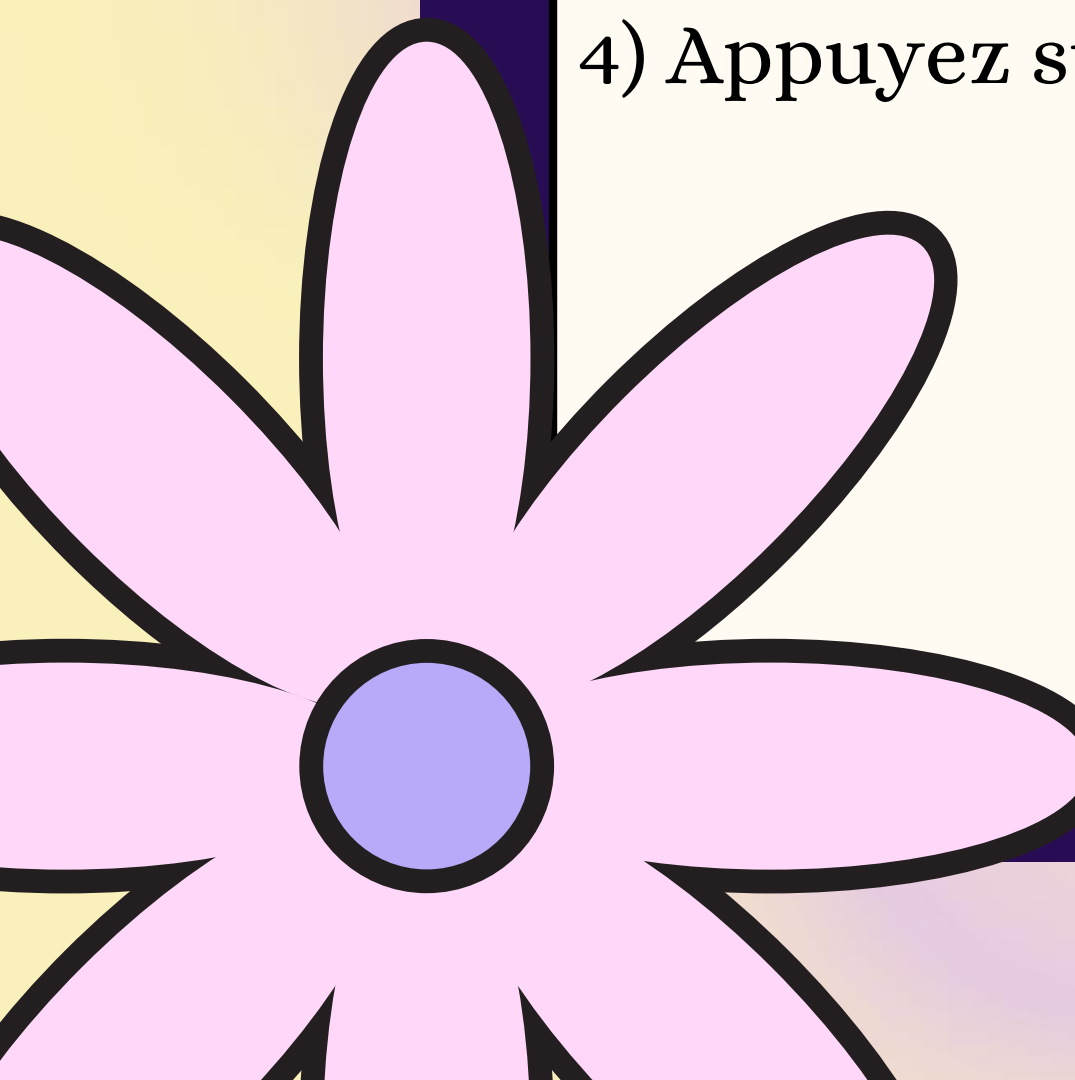
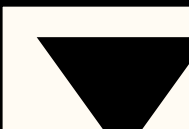
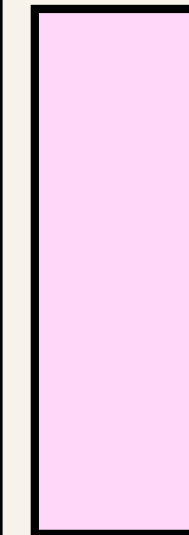
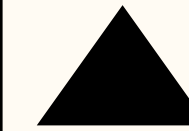


# Comparaison de nombres!

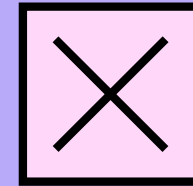
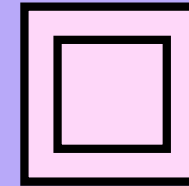
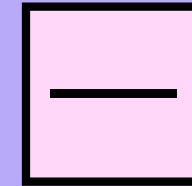


## Comparer des nombres

- 1) Allez sur la page de Comparaison de nombres!  
(<https://www.logicieleducatif.fr/jeu/comparaisons-de-nombres>);
- 2) Appuyez sur Jouer;
- 3) Appuyez sur *Niveau 1*;
- 4) Appuyez sur le bon symbole.



# Rangement en ordre croissant

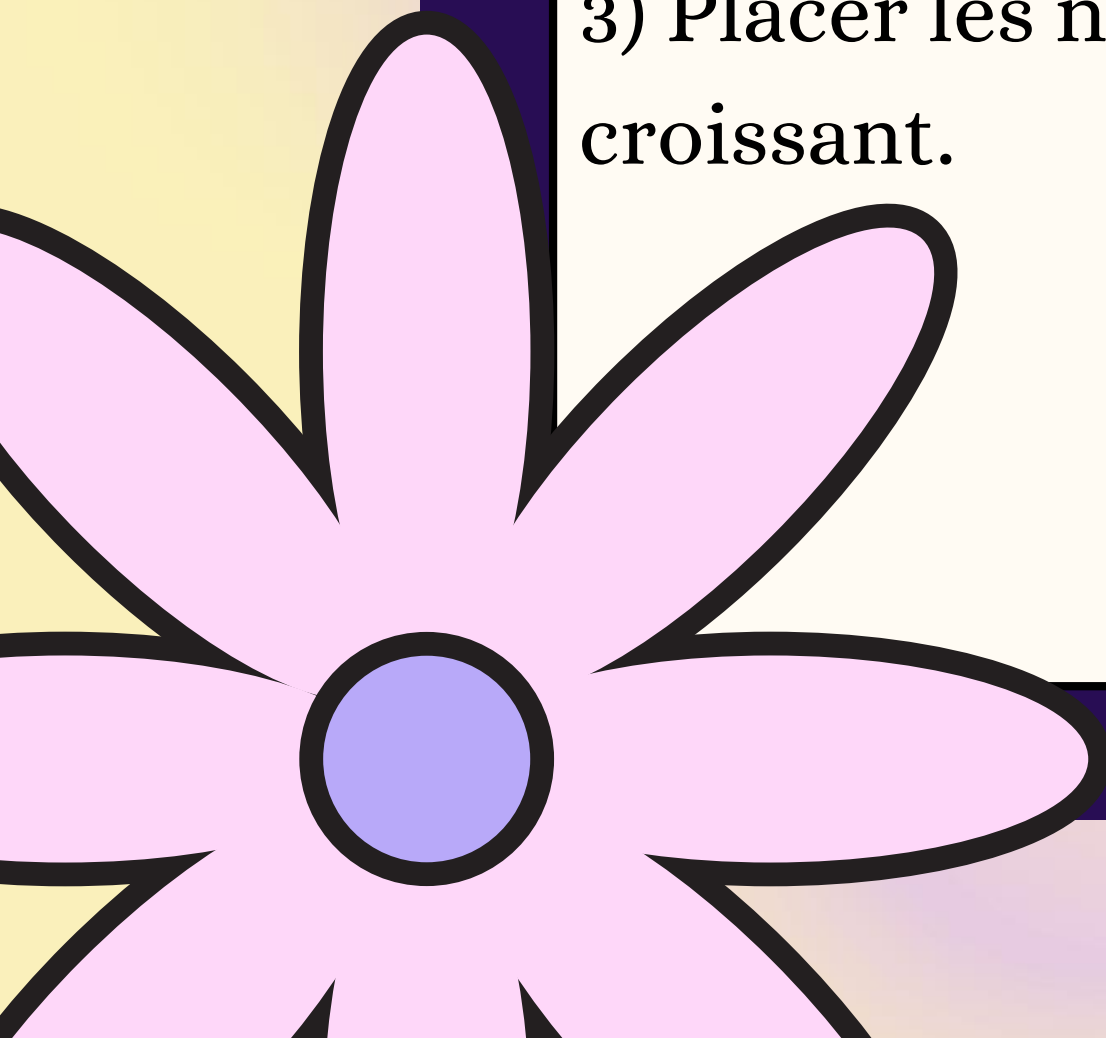
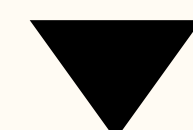
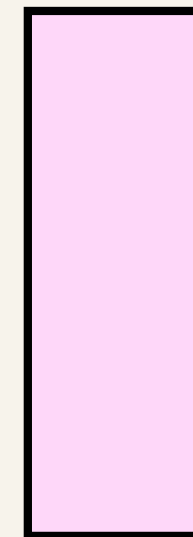
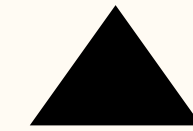


## Placer les nombres en ordre croissant

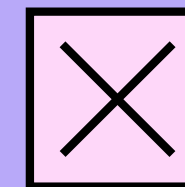
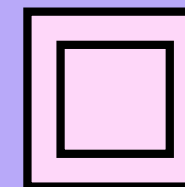
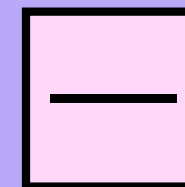
1) Allez sur la page de Rangement en ordre croissant (<https://www.logicieleducatif.fr/jeu/rangement-en-ordre-croissant>);

2) Appuyez sur le premier niveau;

3) Placer les nombres en ordre croissant.

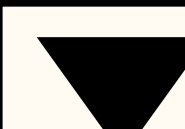
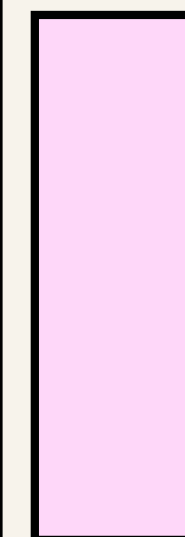
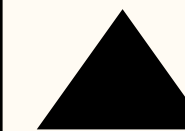


# Rangement en ordre décroissant

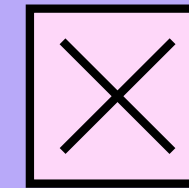
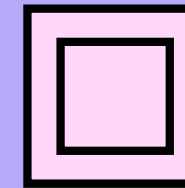
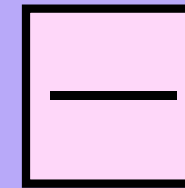


## Placer les nombres en ordre décroissant

- 1) Allez sur la page de Rangement en ordre décroissant (<https://www.logicieleducatif.fr/jeu/rangement-en-ordre-decroissant>);
- 2) Appuyez sur le premier niveau;
- 3) Placer les nombres en ordre décroissant.

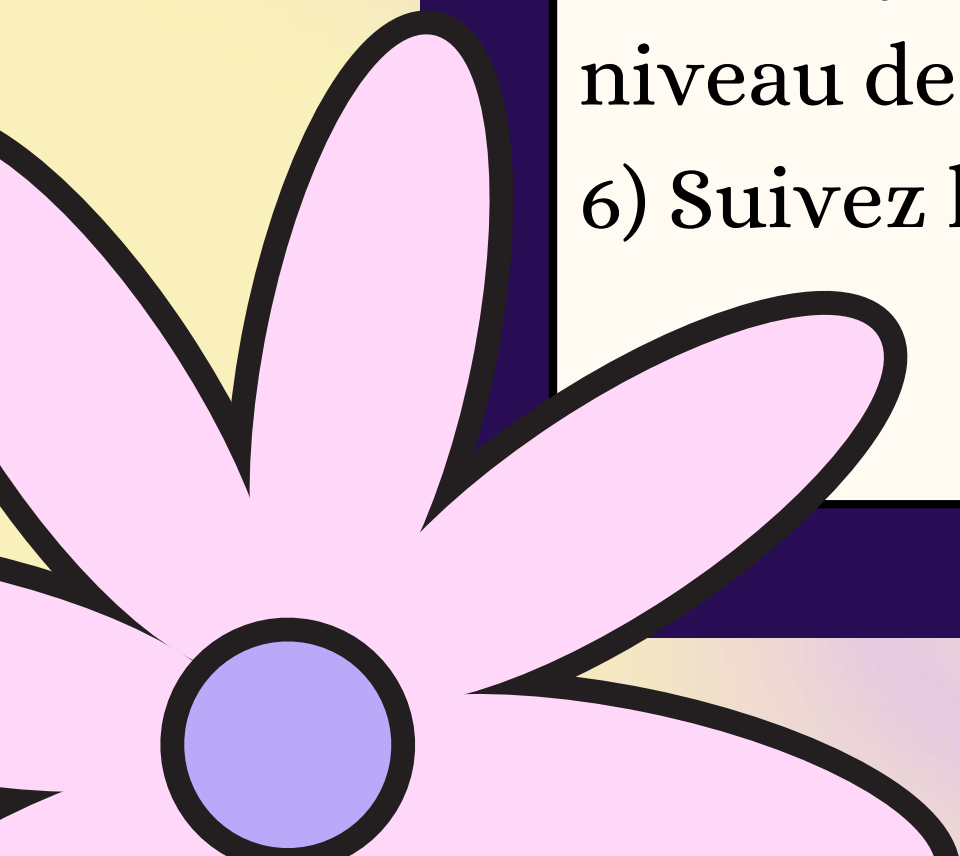
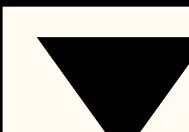
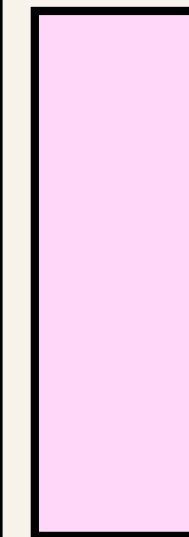
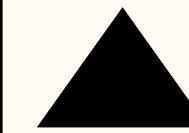


# Fin lapin 3

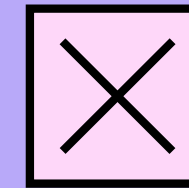
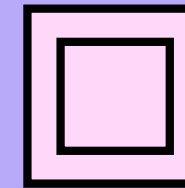
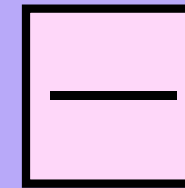


## Calcul mental

- 1) Aller sur le site de Fin lapin 3  
(<https://www.alloprof.qc.ca/fr/eleves/bv/jeux/fin-lapin-3>);
- 2) Appuyez sur Jouer;
- 3) Appuyez sur Aventure;
- 4) Appuyez sur le monde;
- 5) Appuyez ensuite sur la pancarte déverrouillée et choisissez le niveau de difficulté;
- 6) Suivez les instructions du jeu.



# Météormath 2



## Calcul mental

- 1) Aller sur le site de Météormath  
(<https://www.alloprof.qc.ca/fr/eleves/bv/jeux/meteormath-2>);
- 2) Appuyez sur Jouer;
- 3) Suivre les instructions à l'écran.

