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dans
la tête
d'une IA

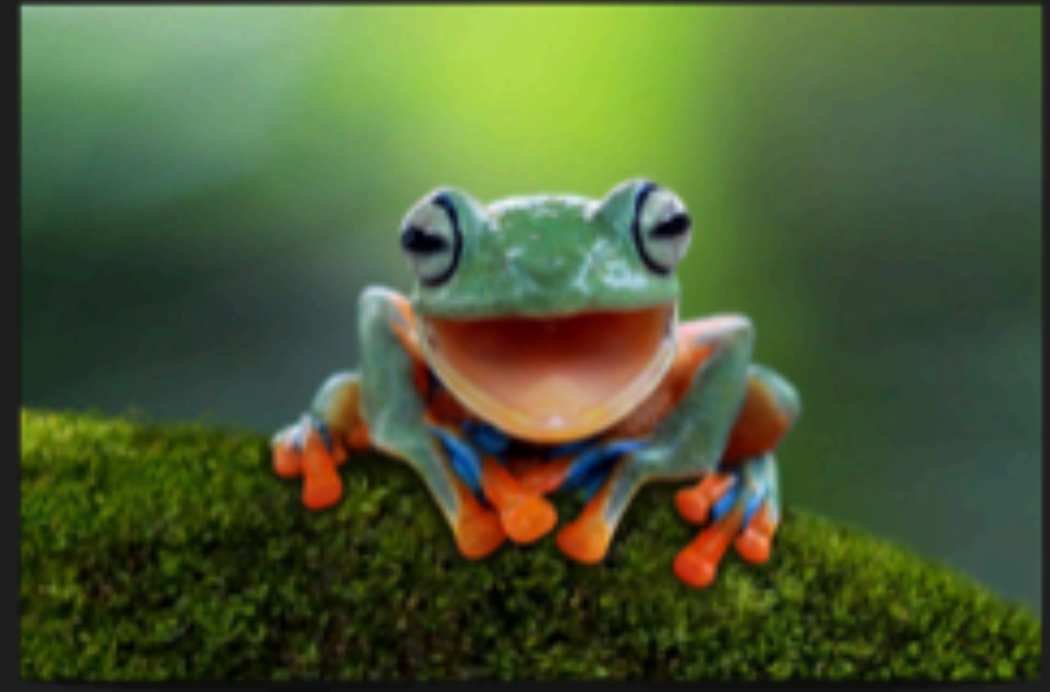
Intelligence

Artificielle

Questionnaire d'échauffement

Animaux

- Réponses possibles :
 - OUI
 - NON





OUI







NON



OUI







NON



NON





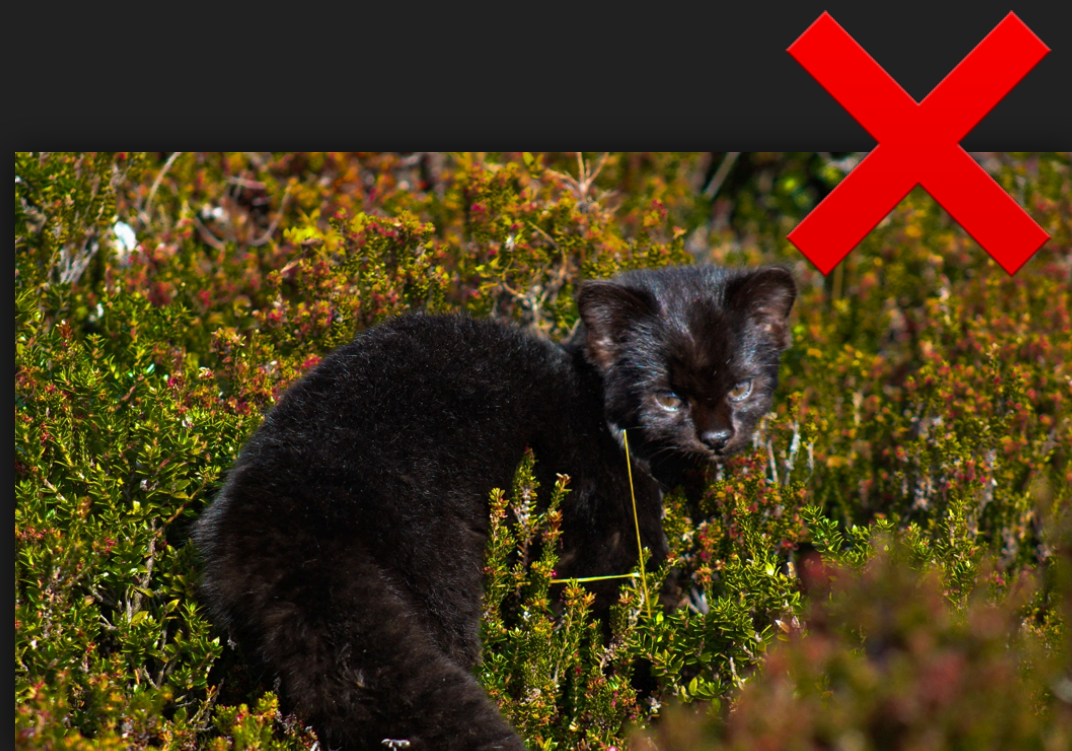
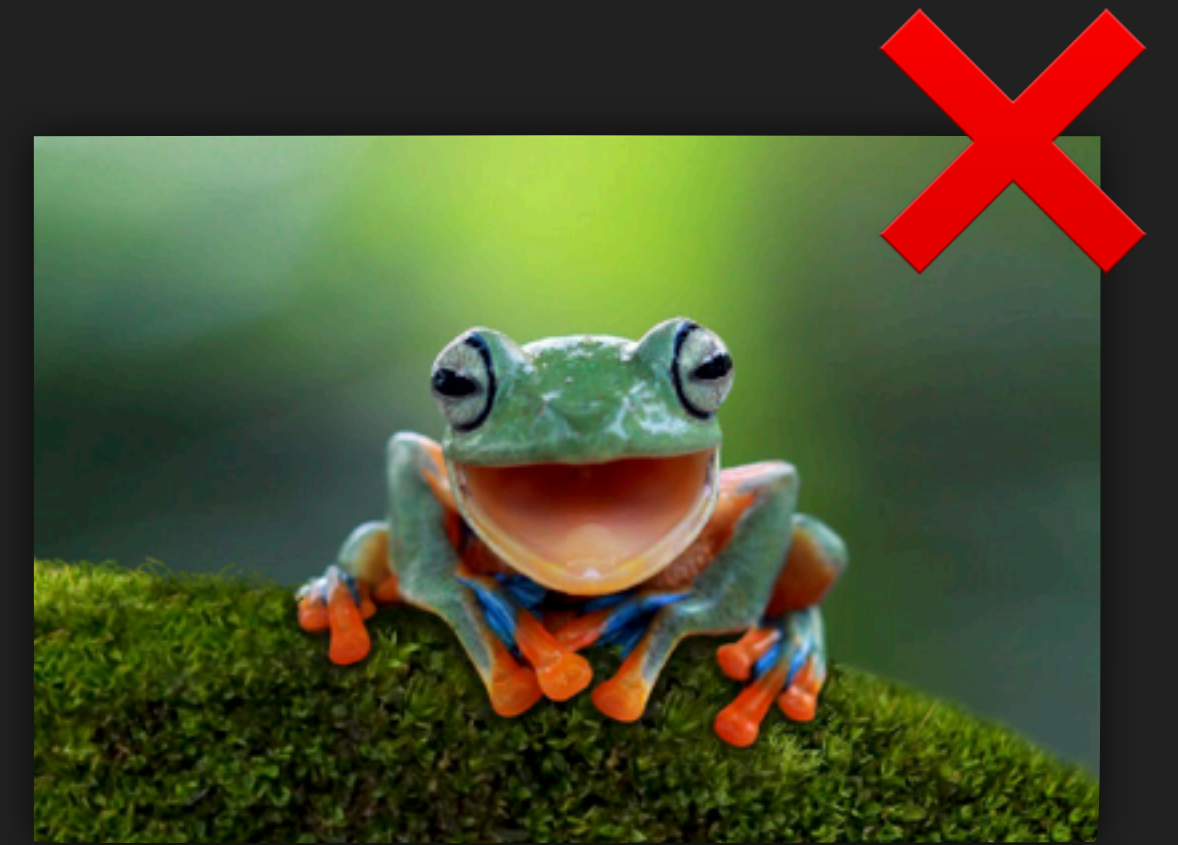


OUI



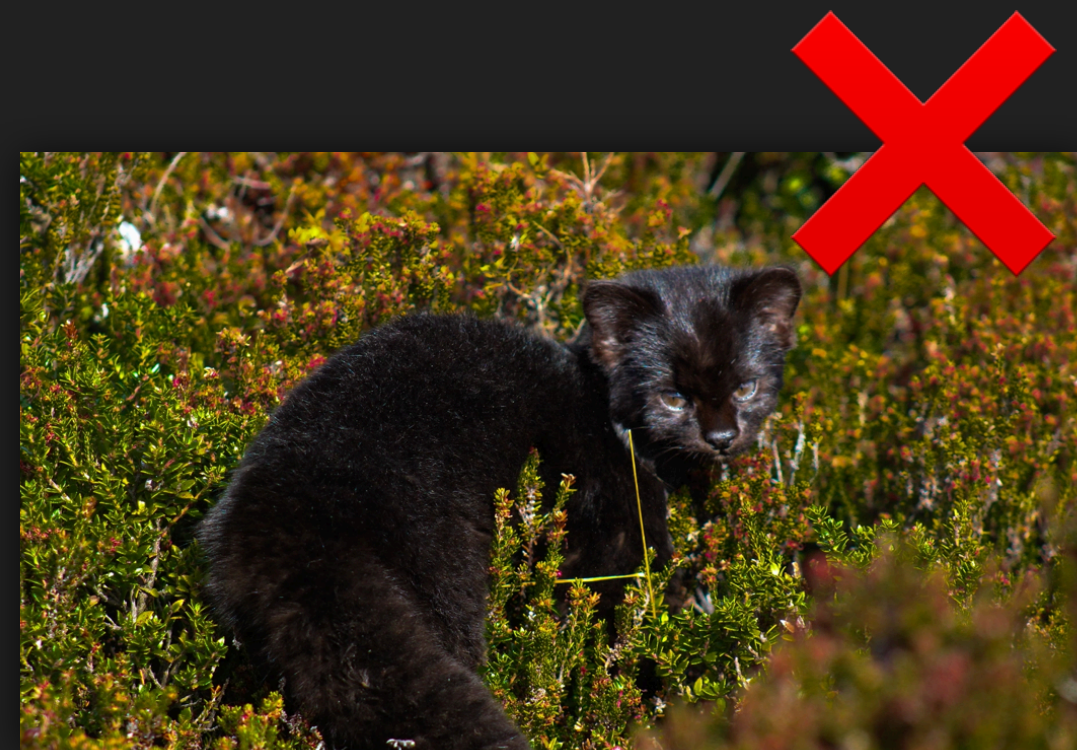
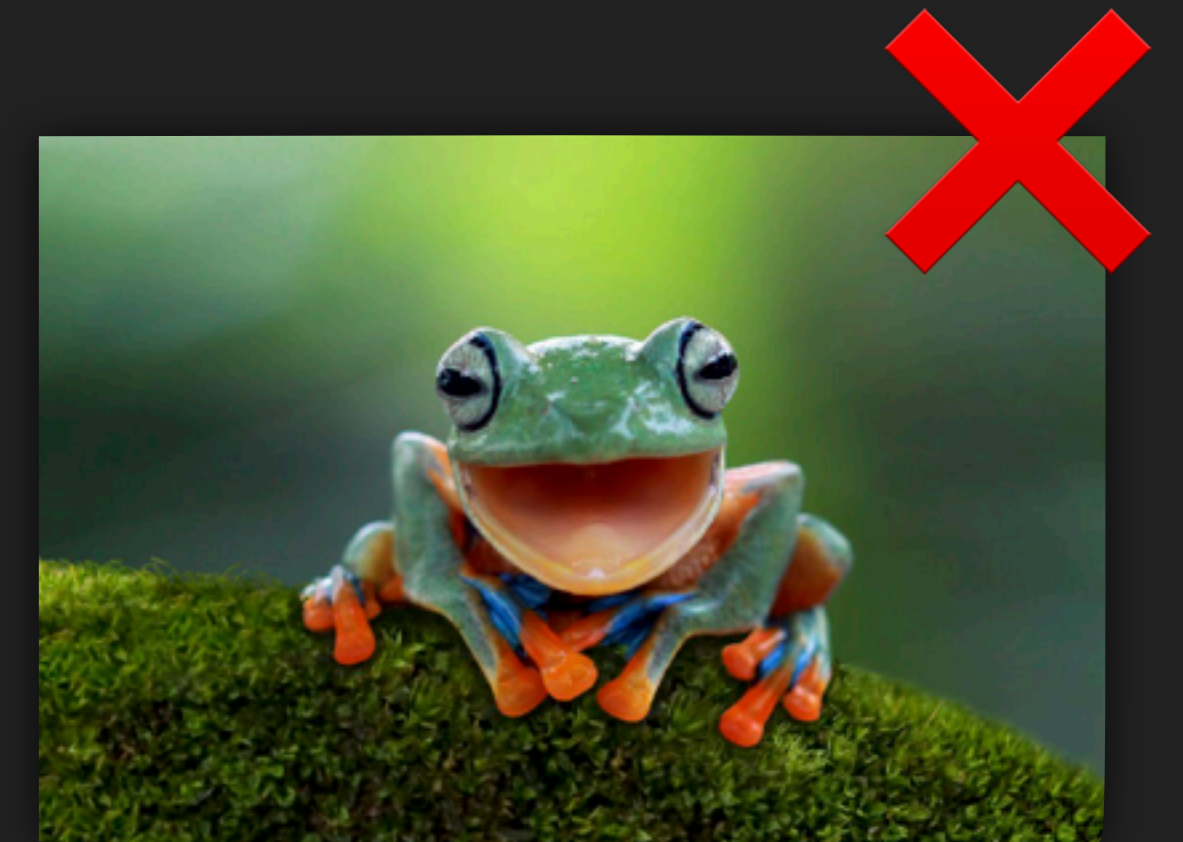


NON





VOTRE RÈGLE ?



Trouvez les règles de vos 5 ensembles !

Bien les écrire, elles vous serviront plus tard.



Set 1

Livres

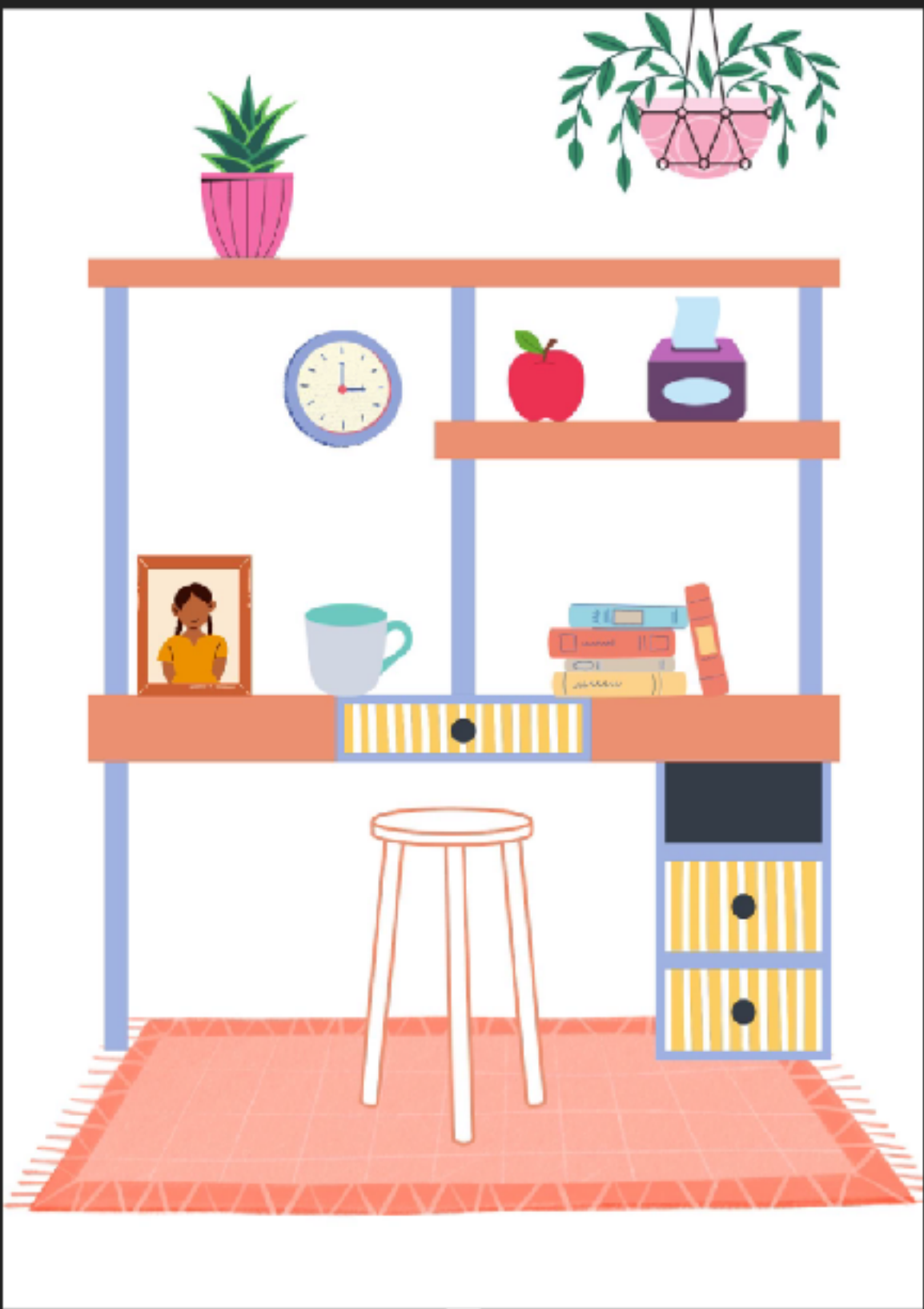
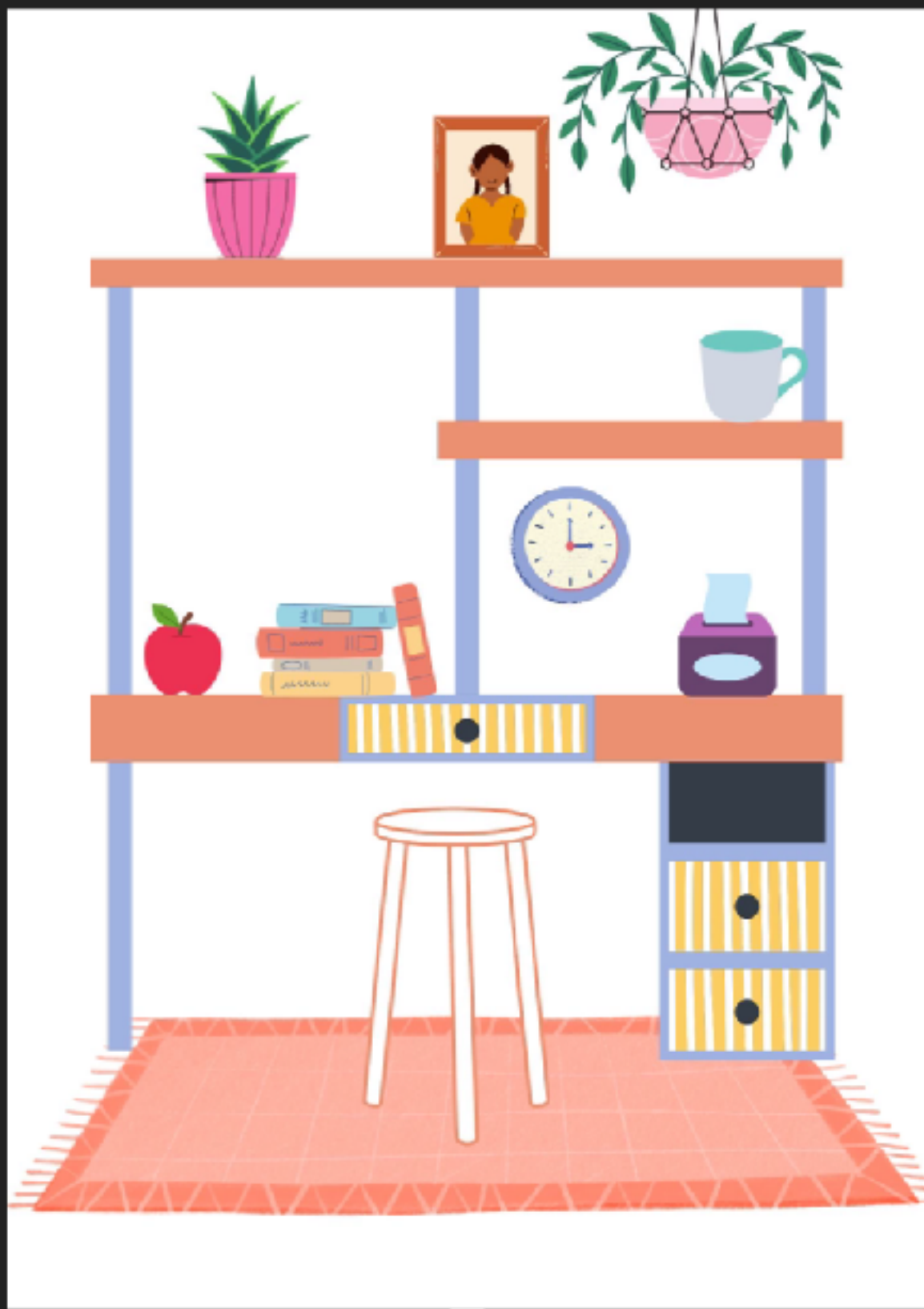
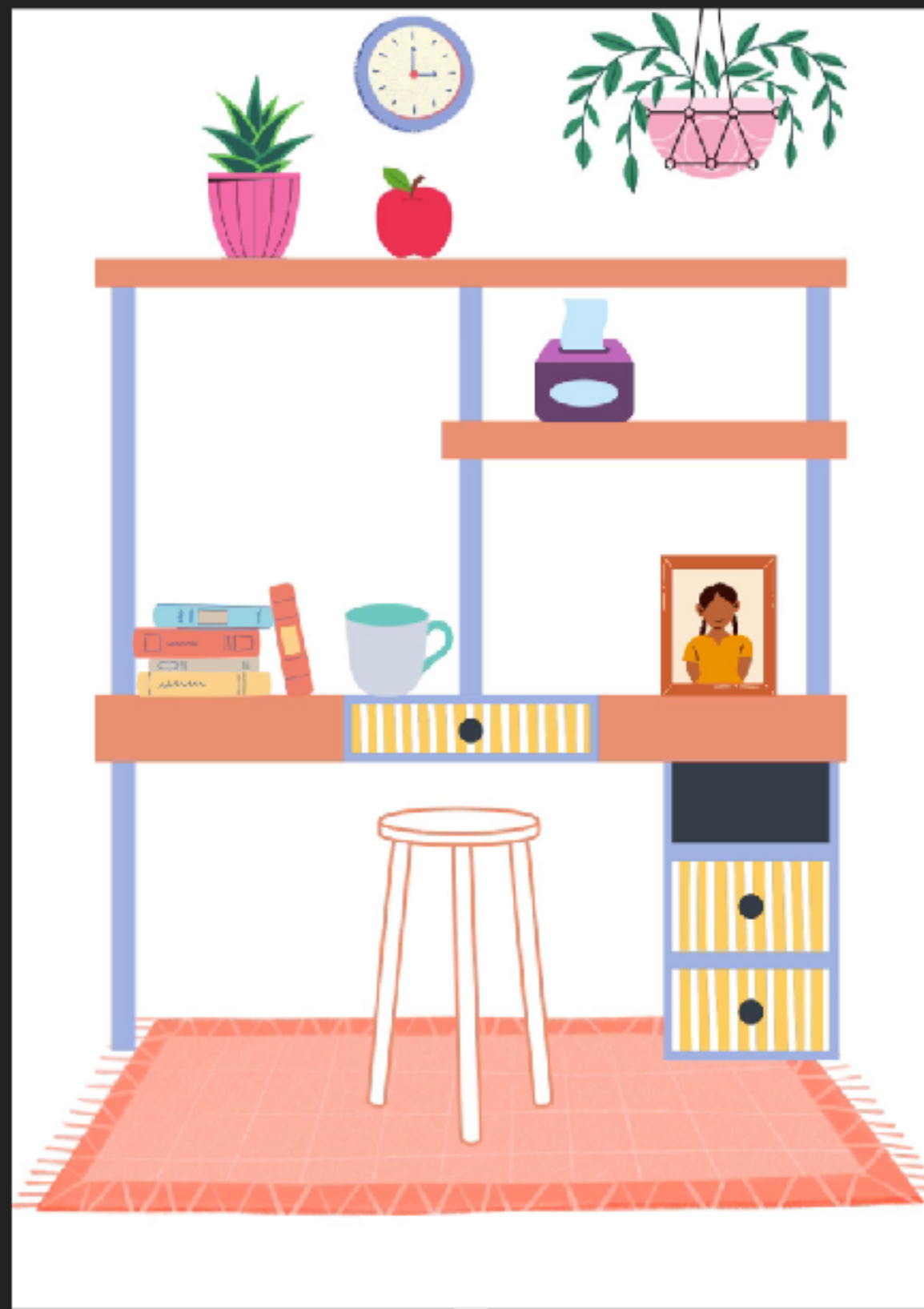
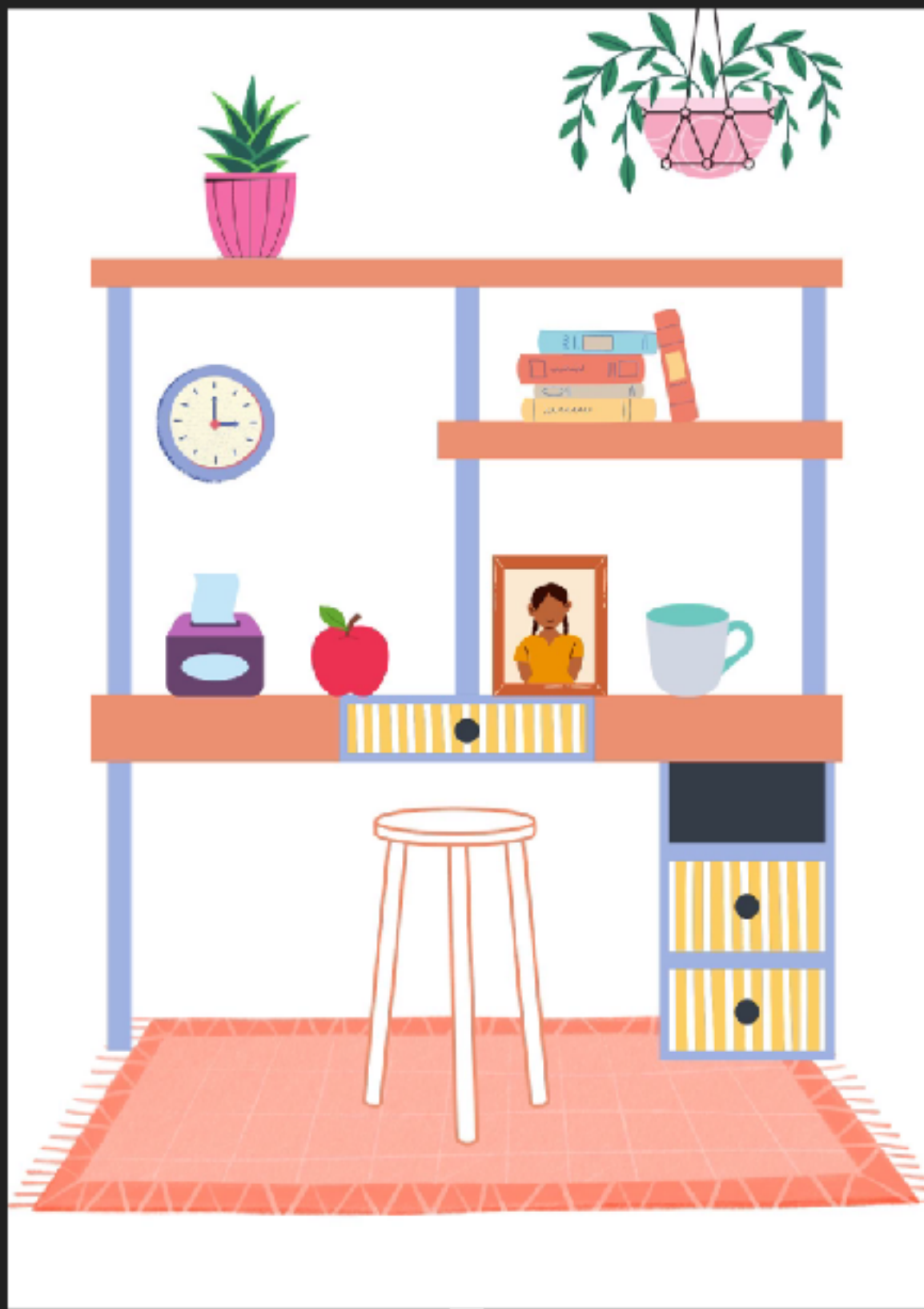
Pomme

Photo

Tasse

Mouchoirs

Rien

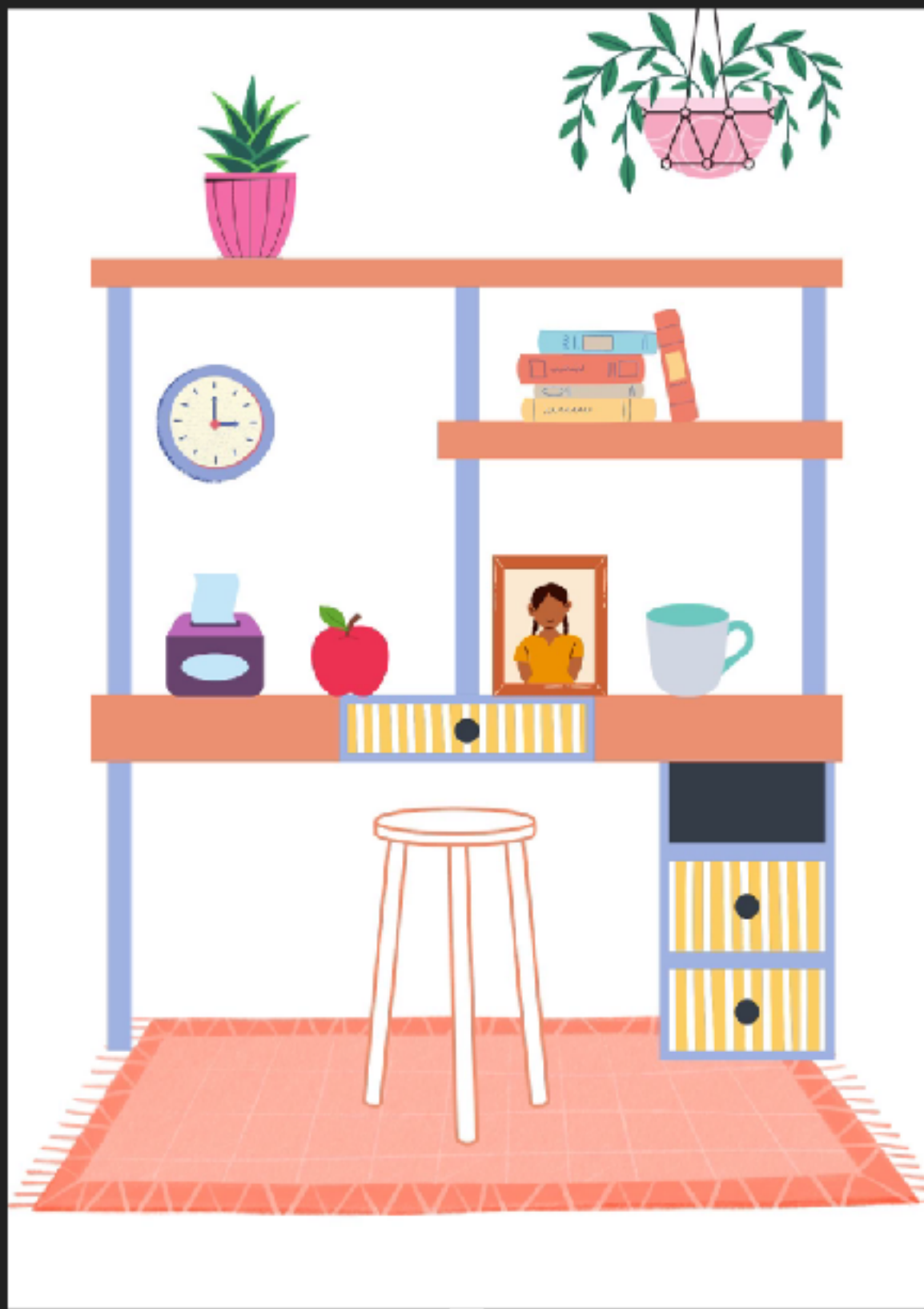


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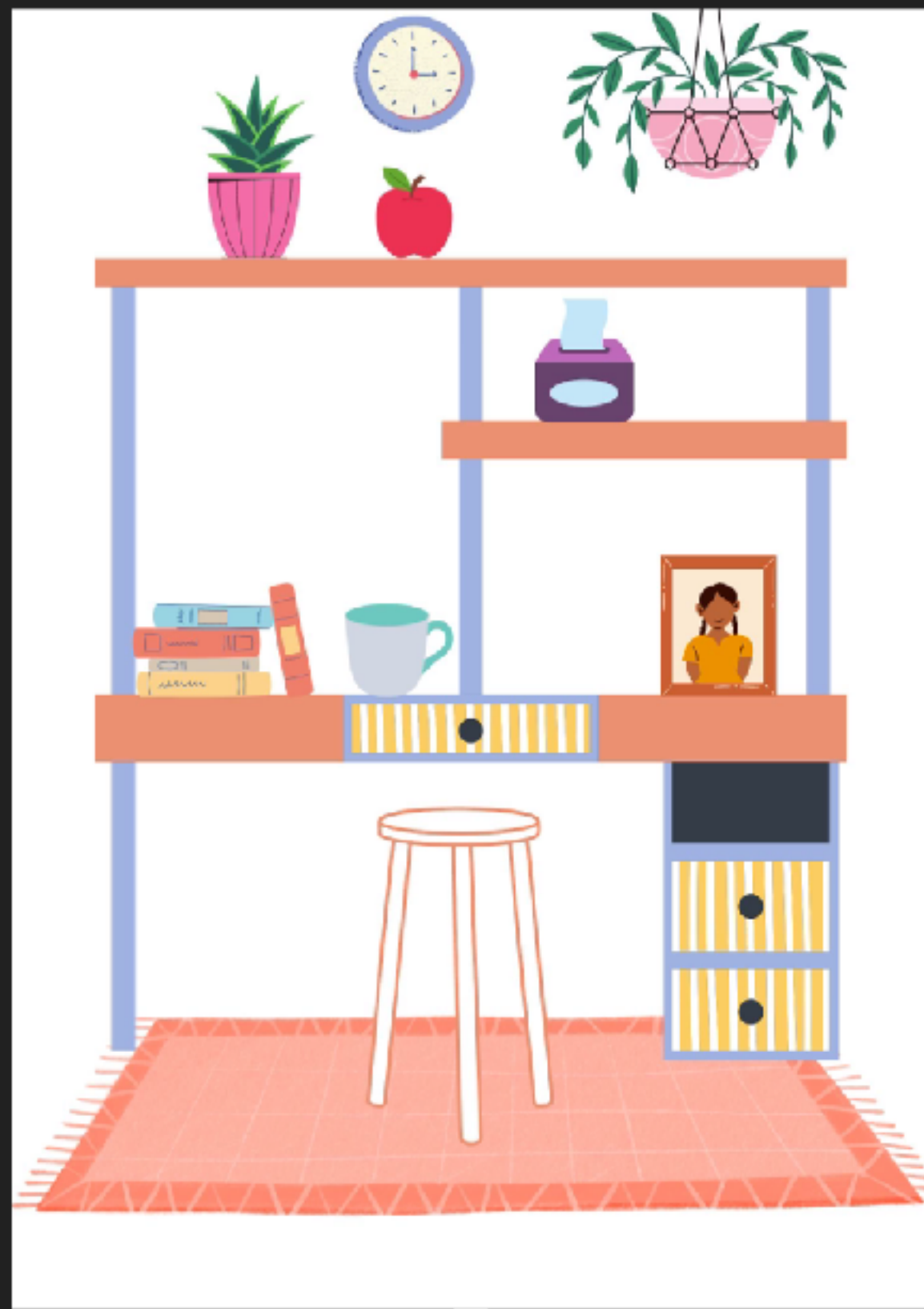
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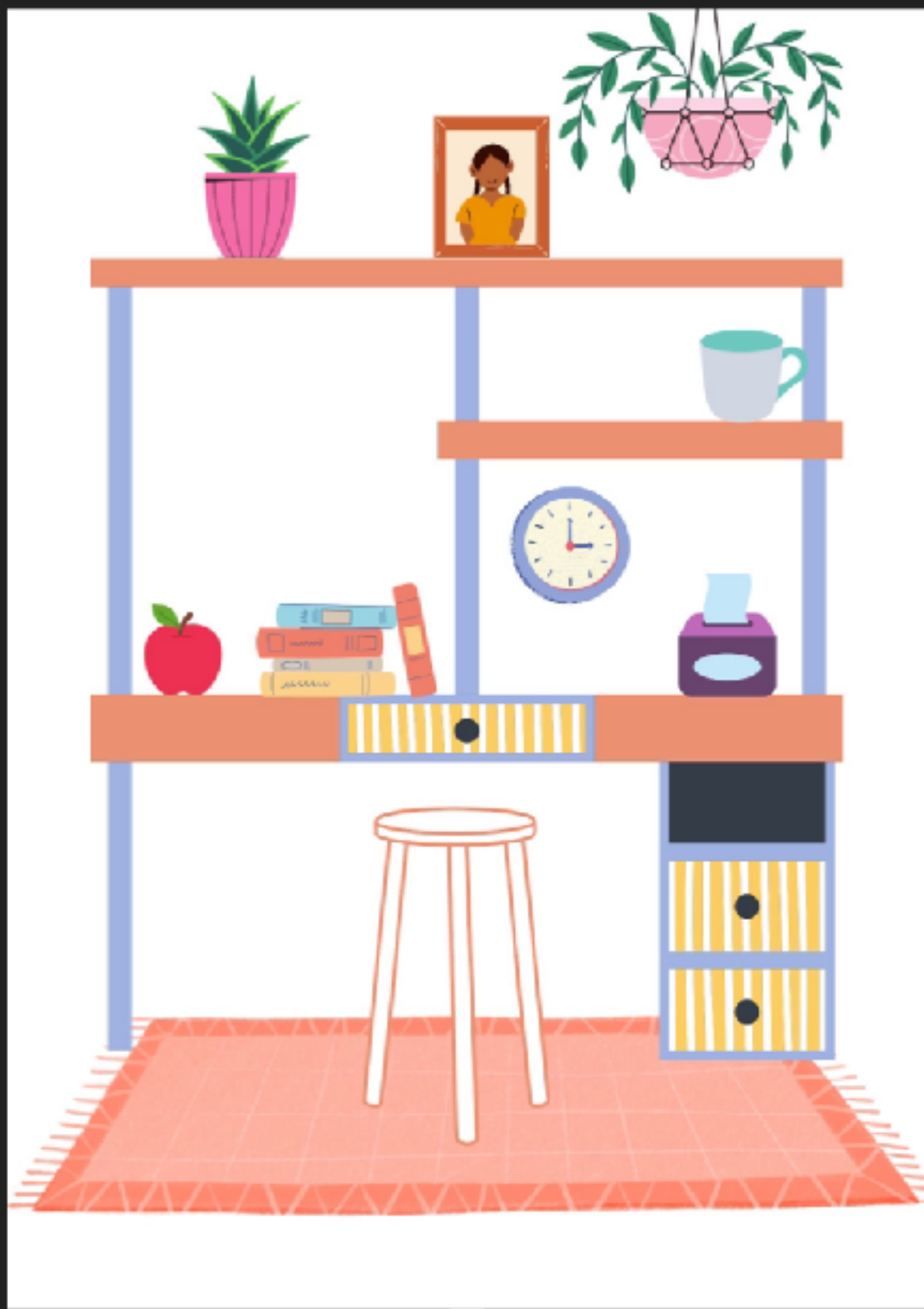
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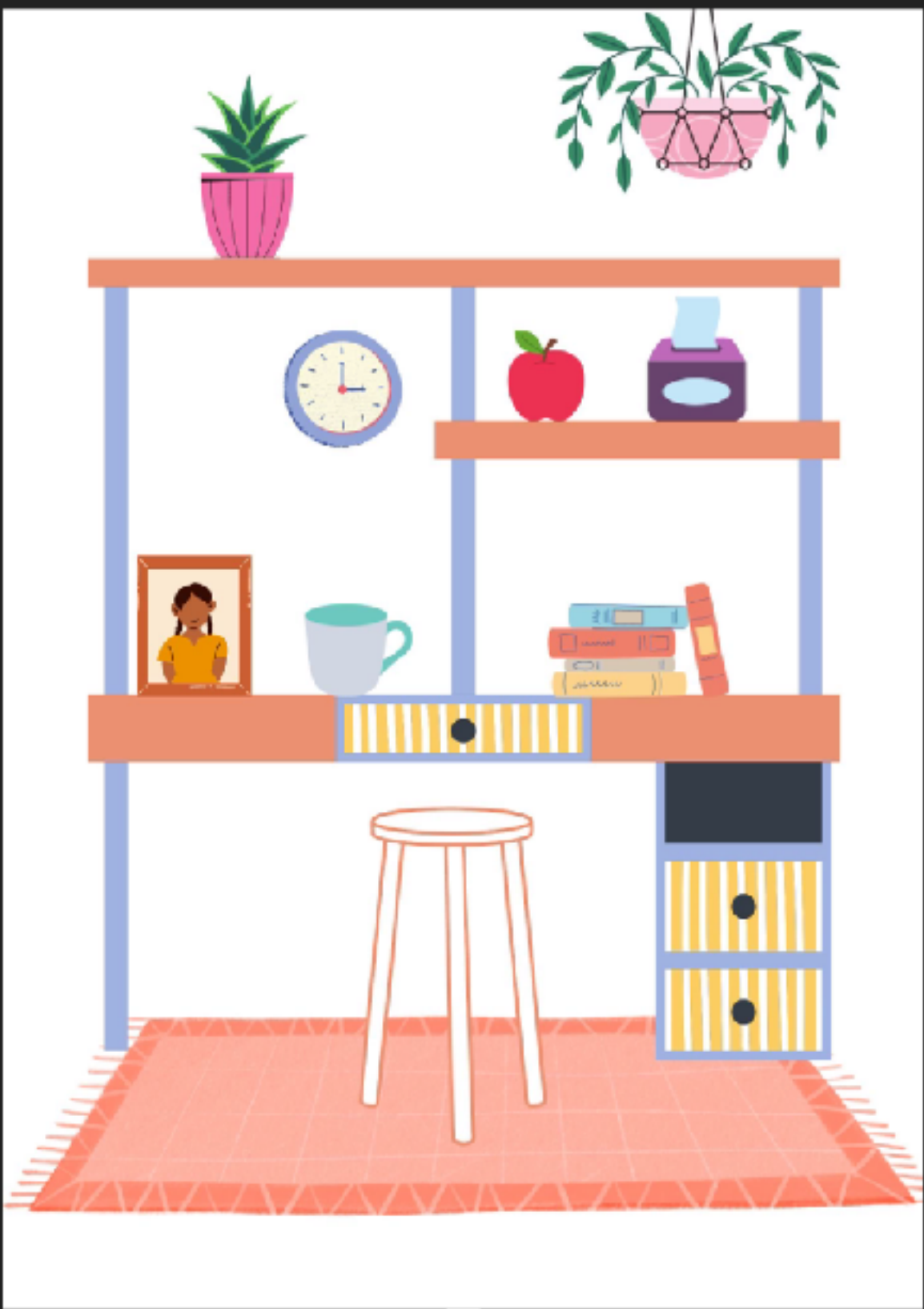
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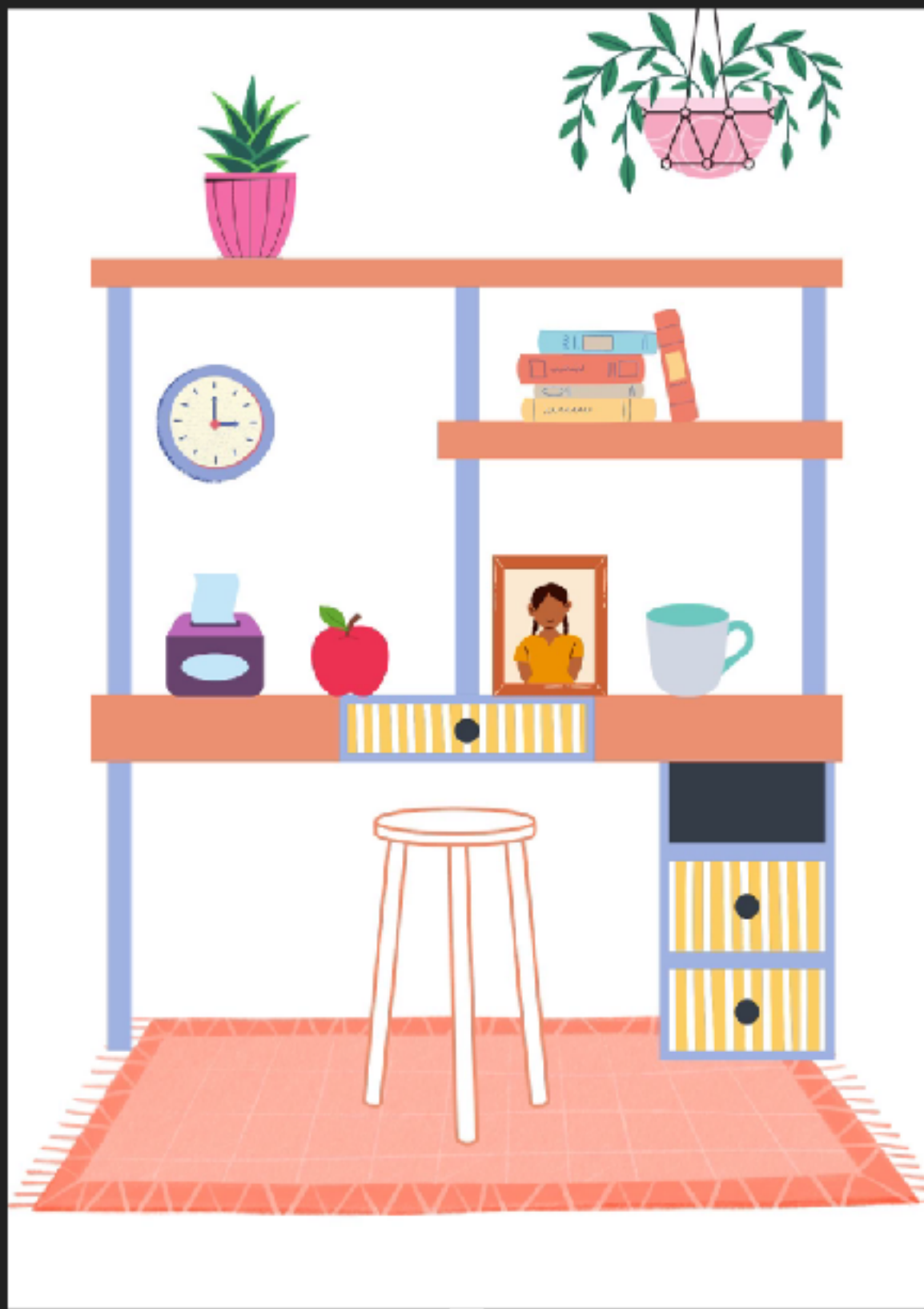
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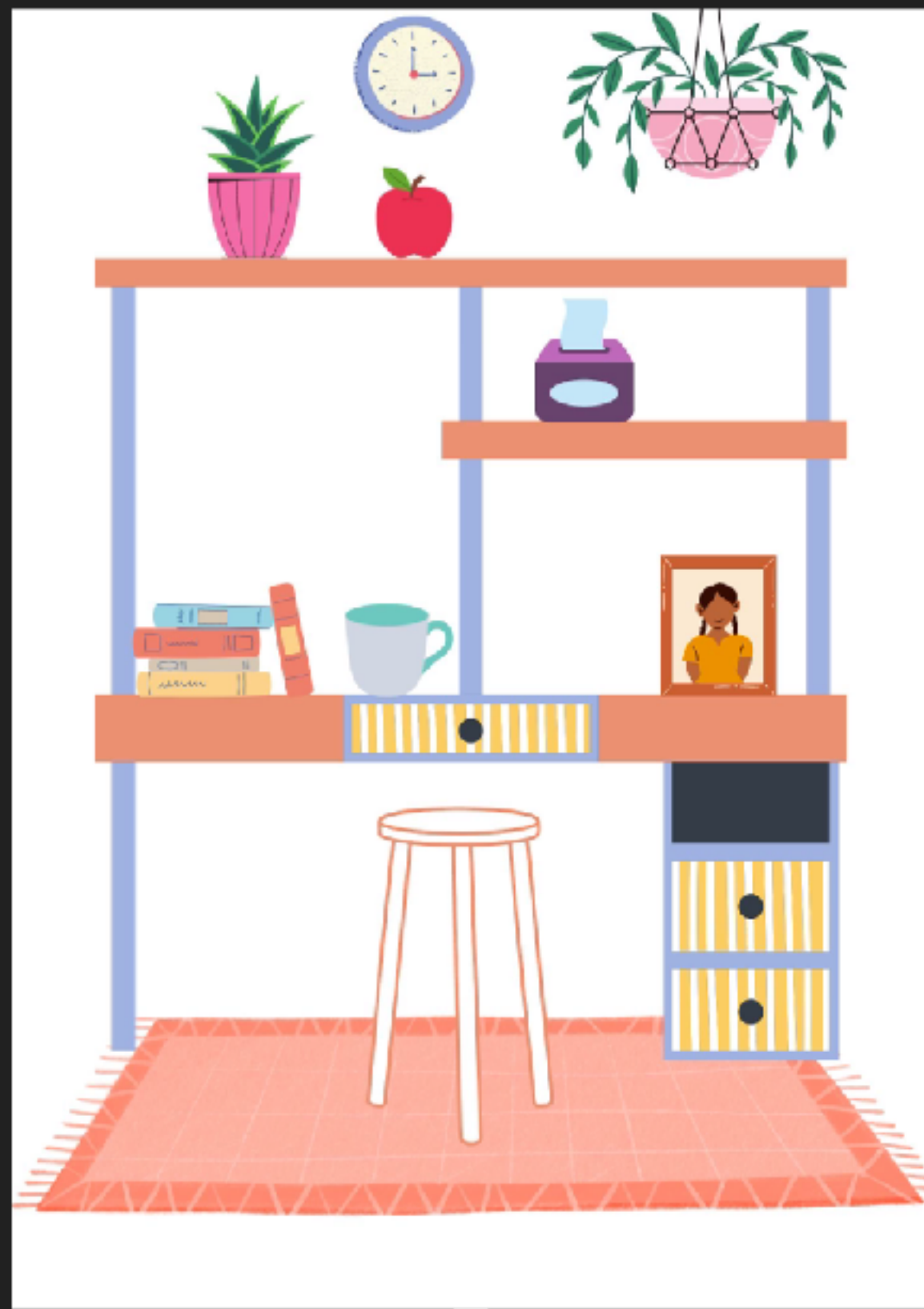
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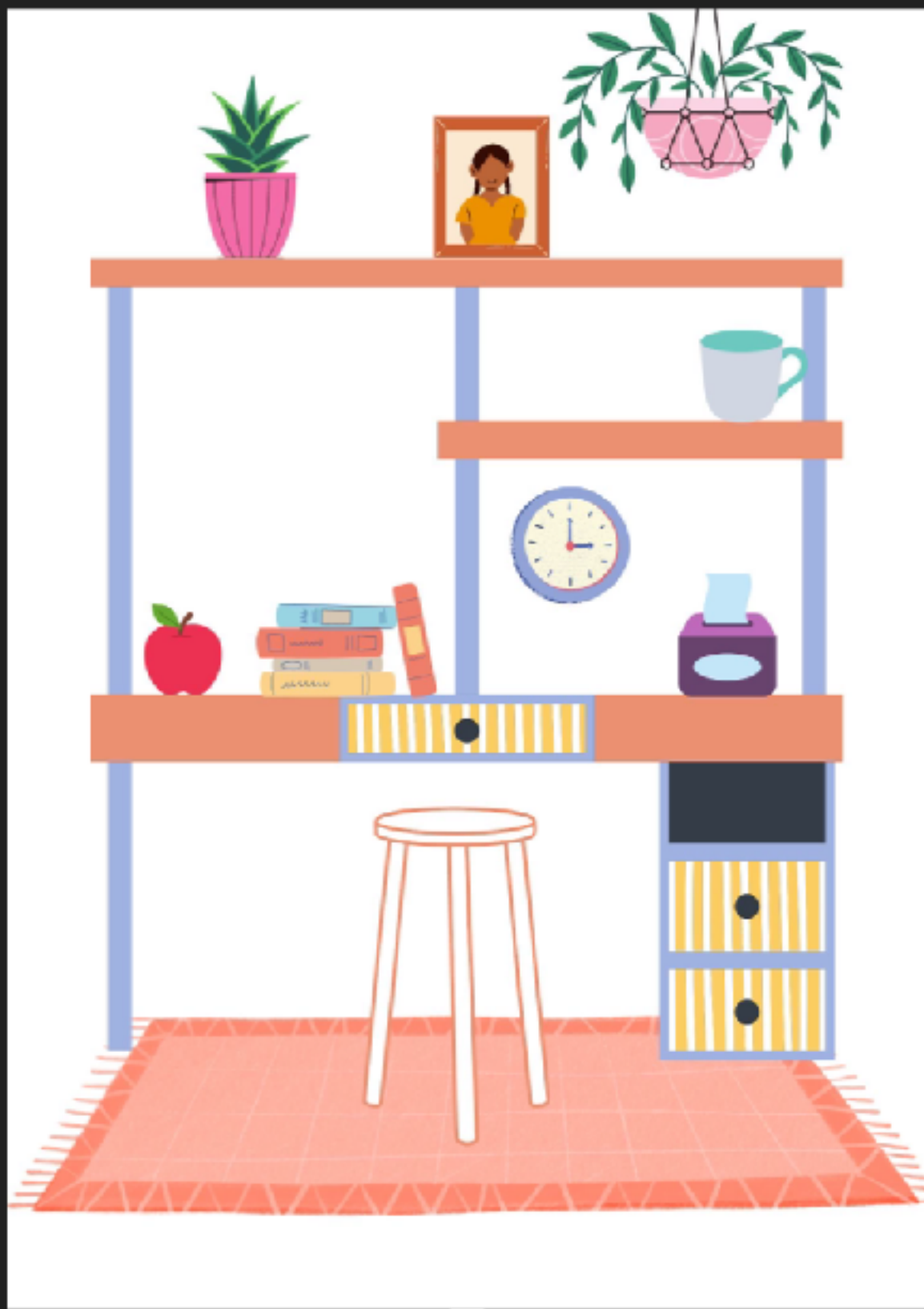
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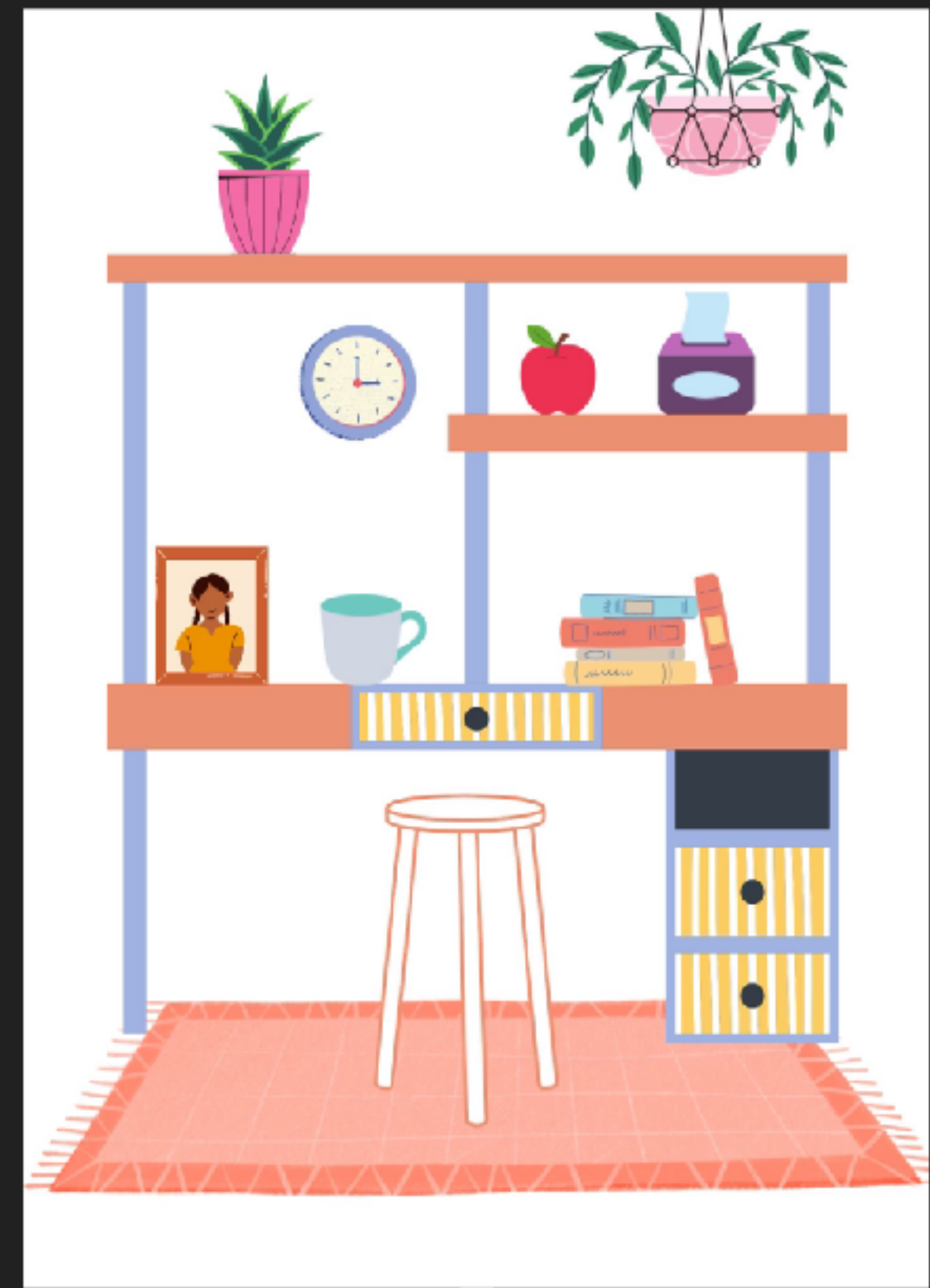
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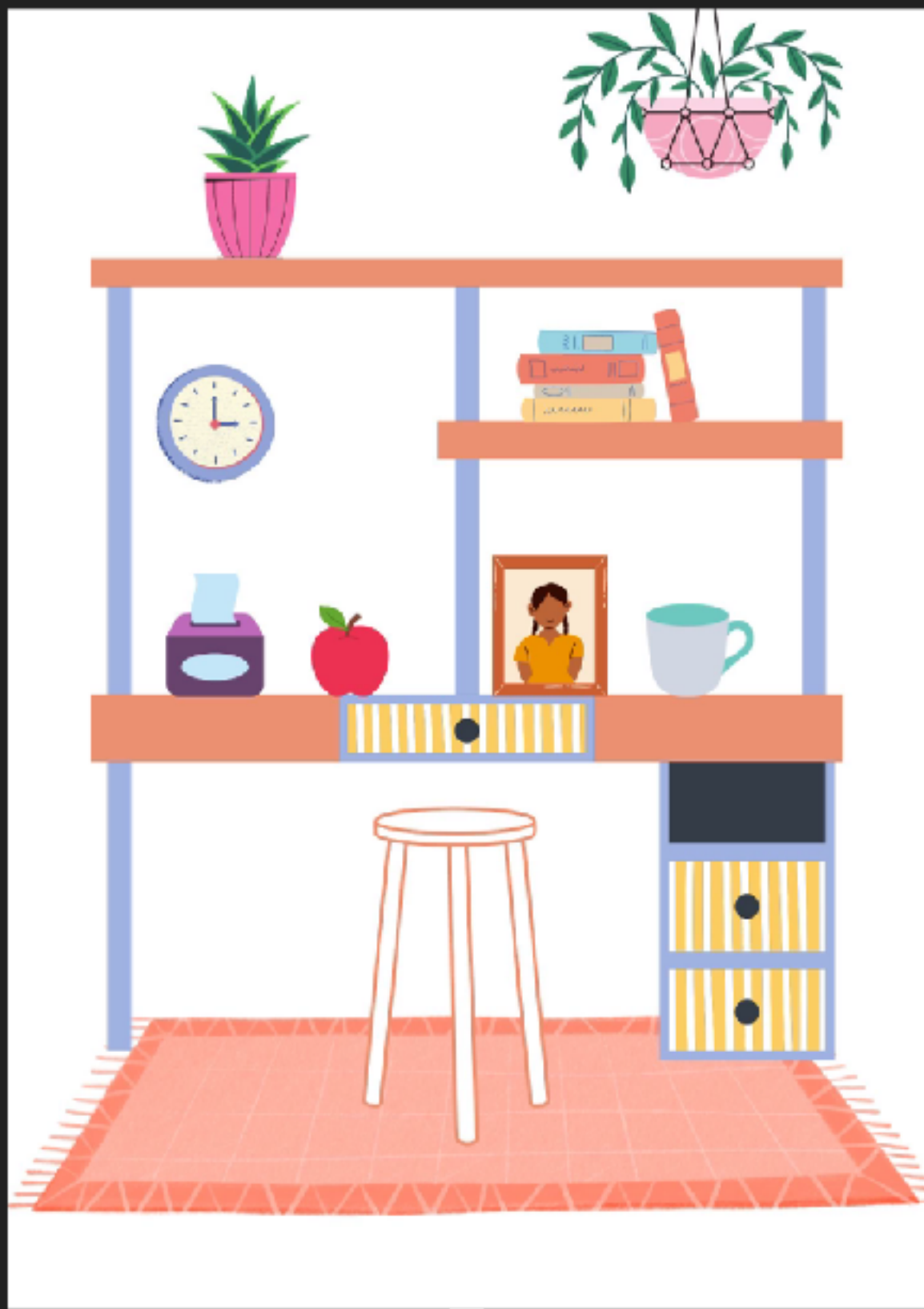
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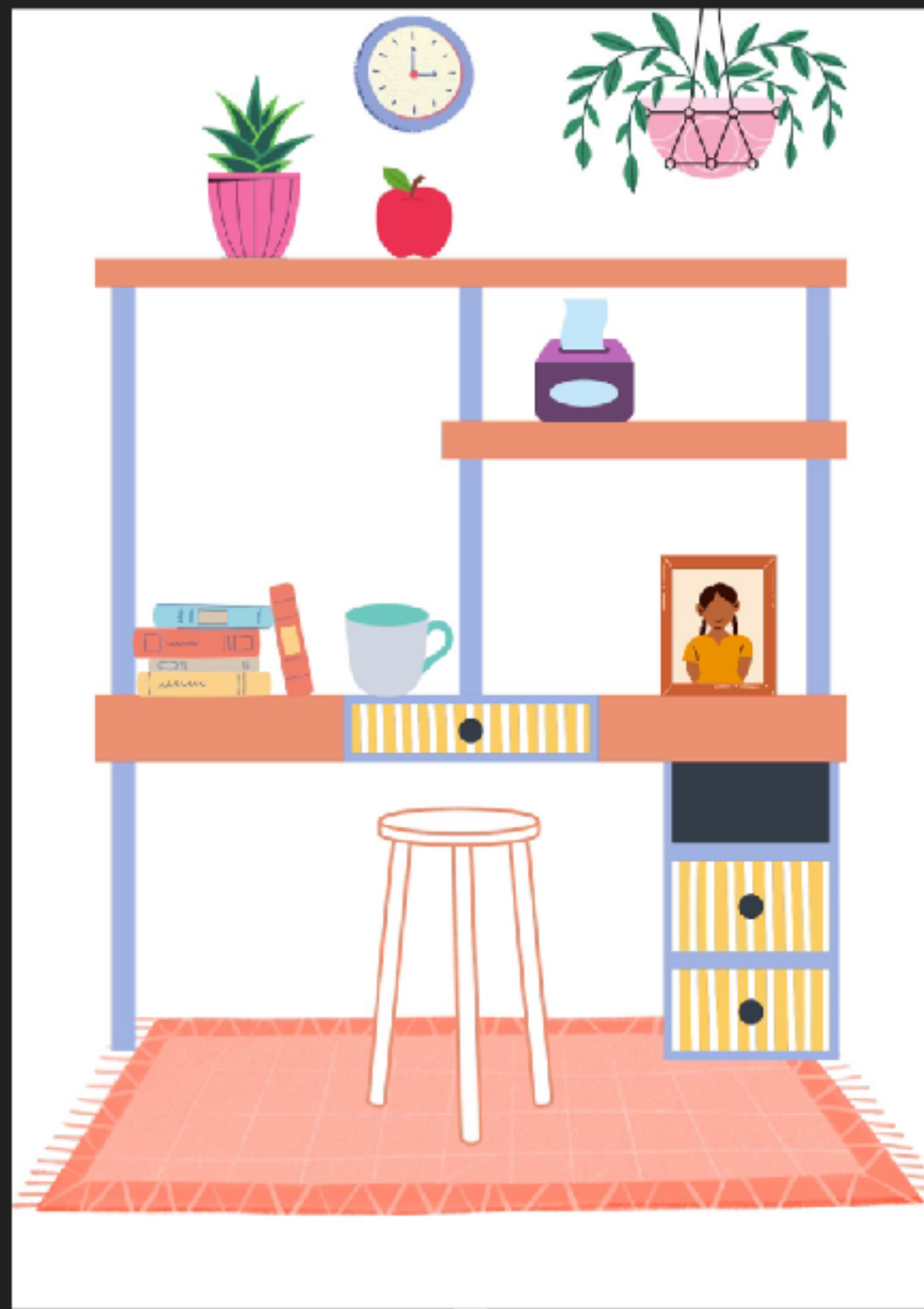
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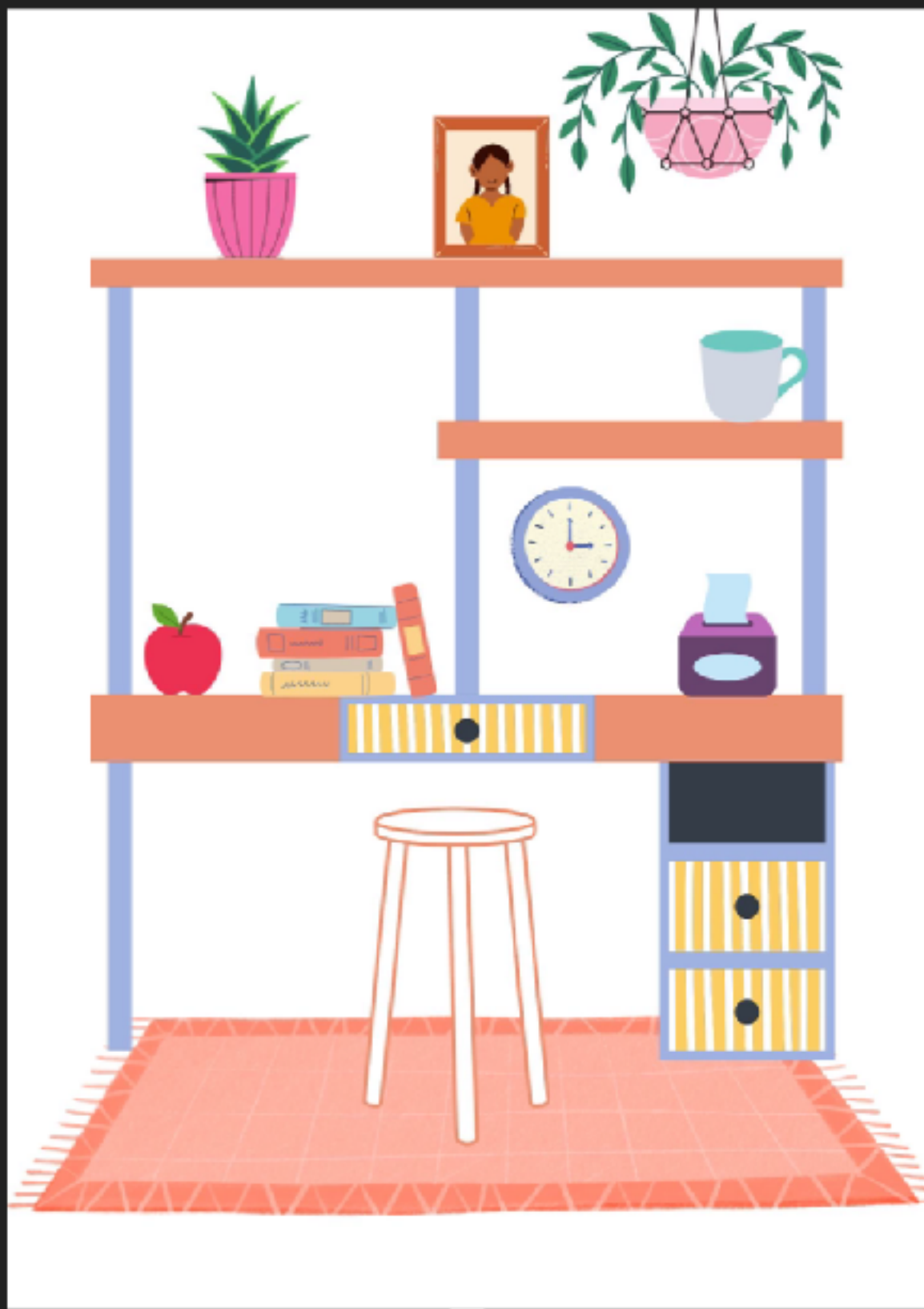
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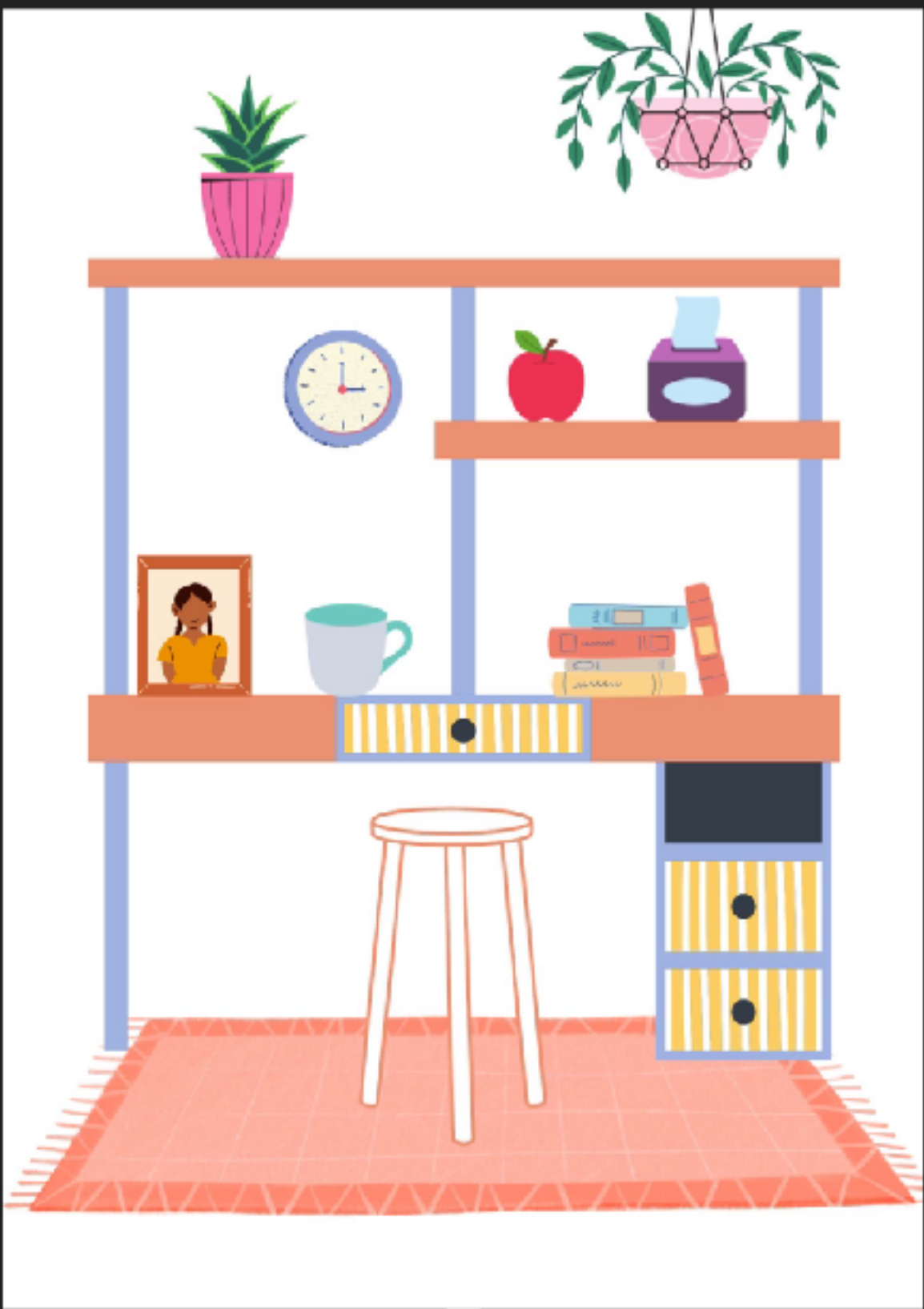
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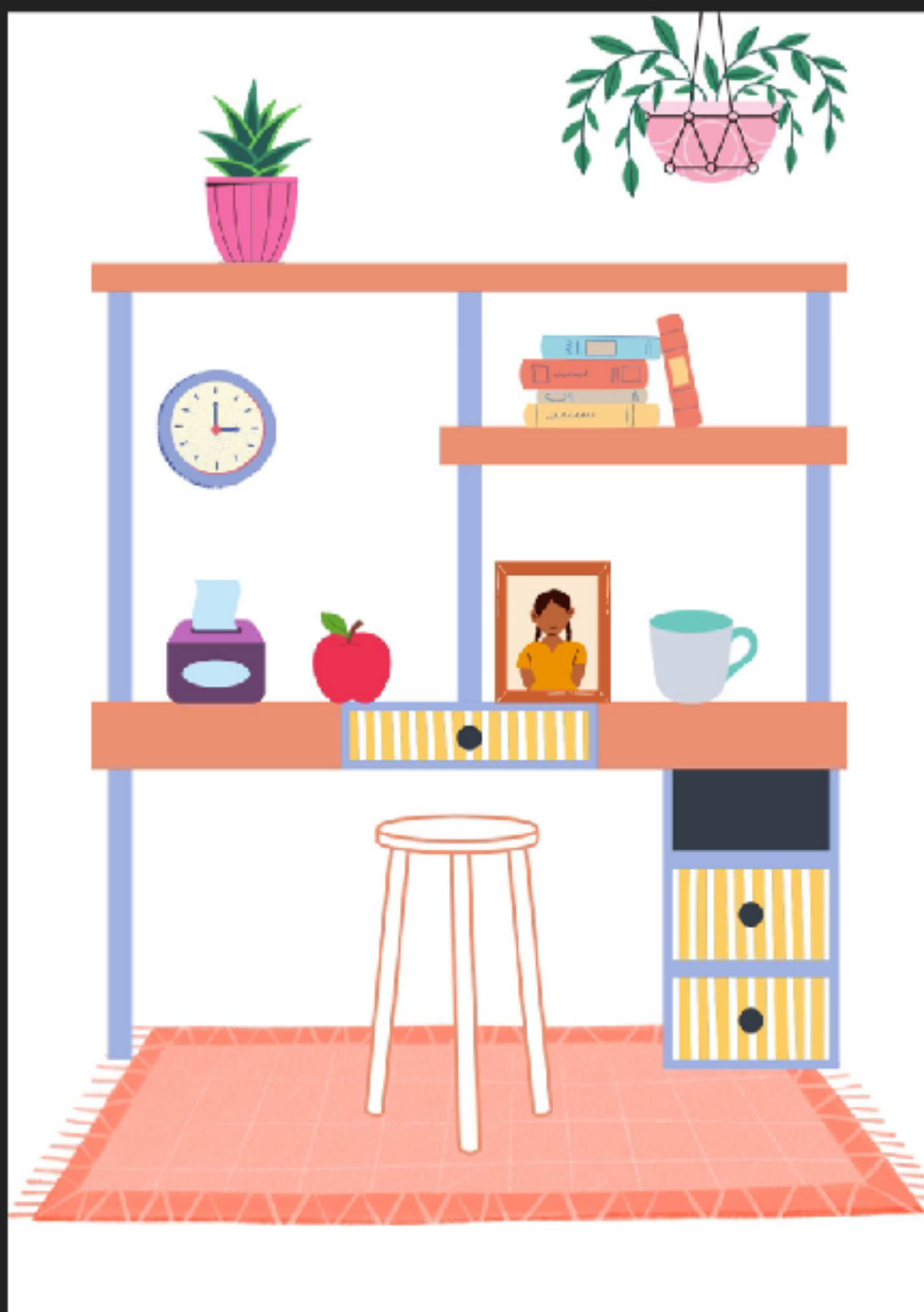
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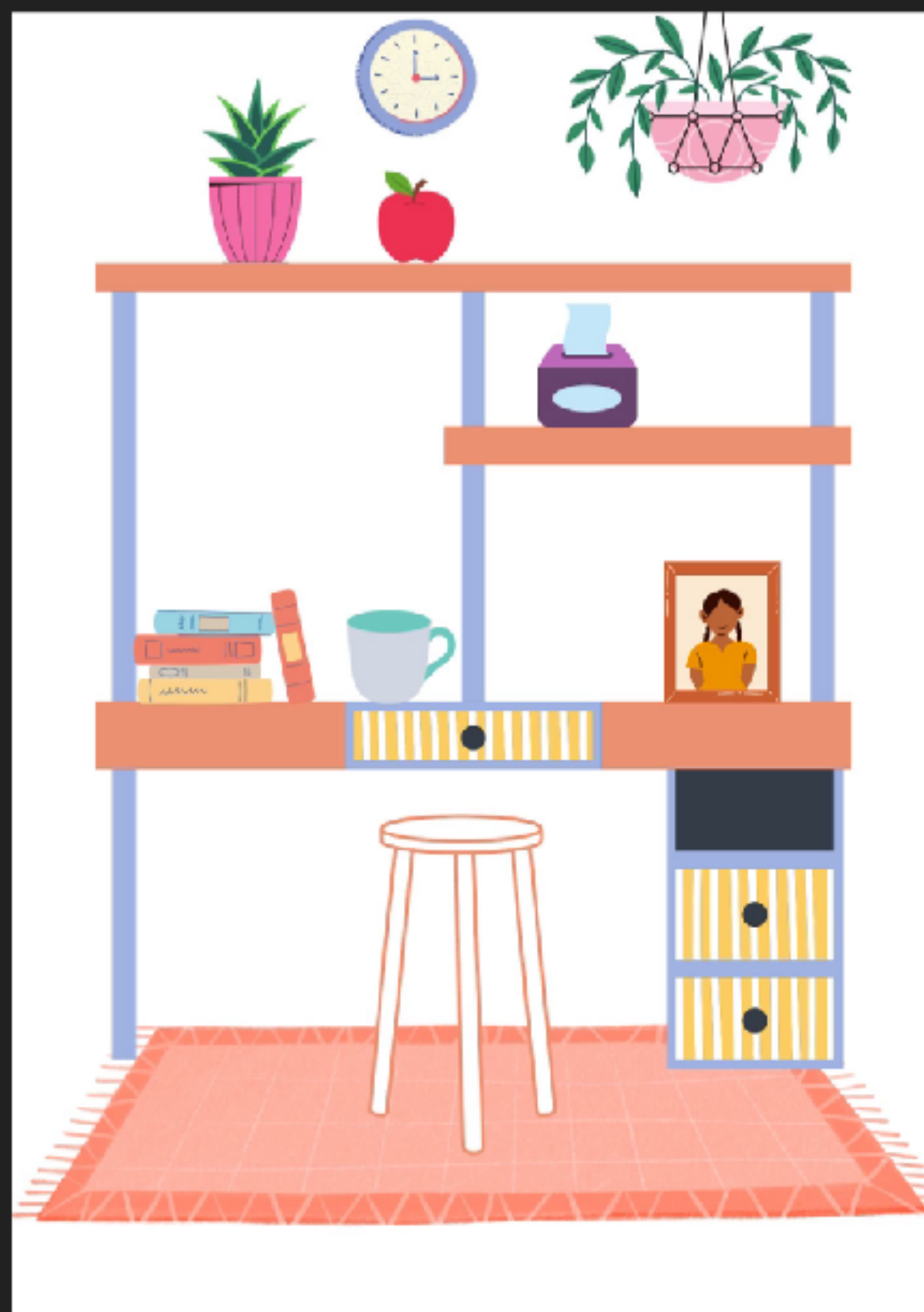
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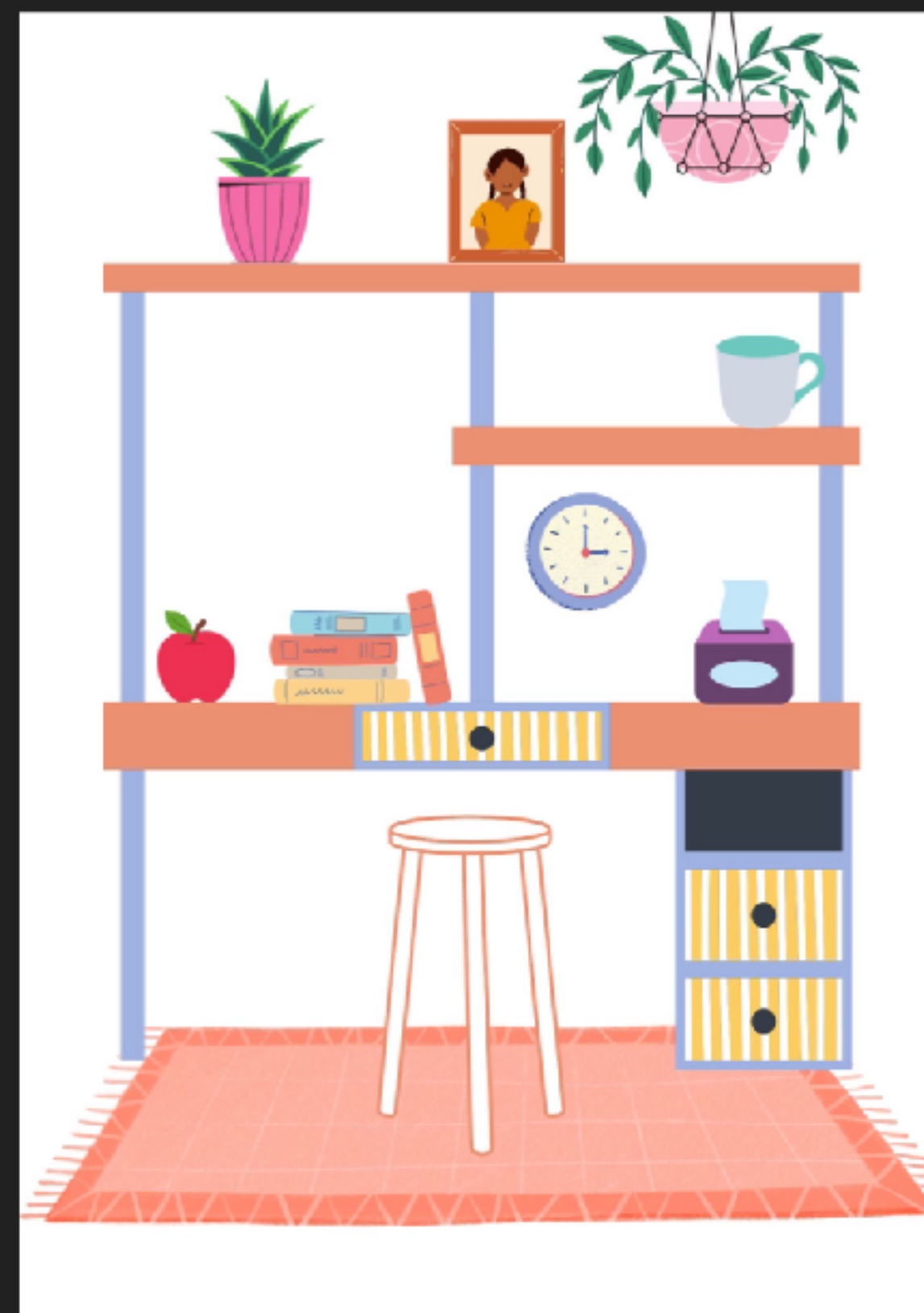
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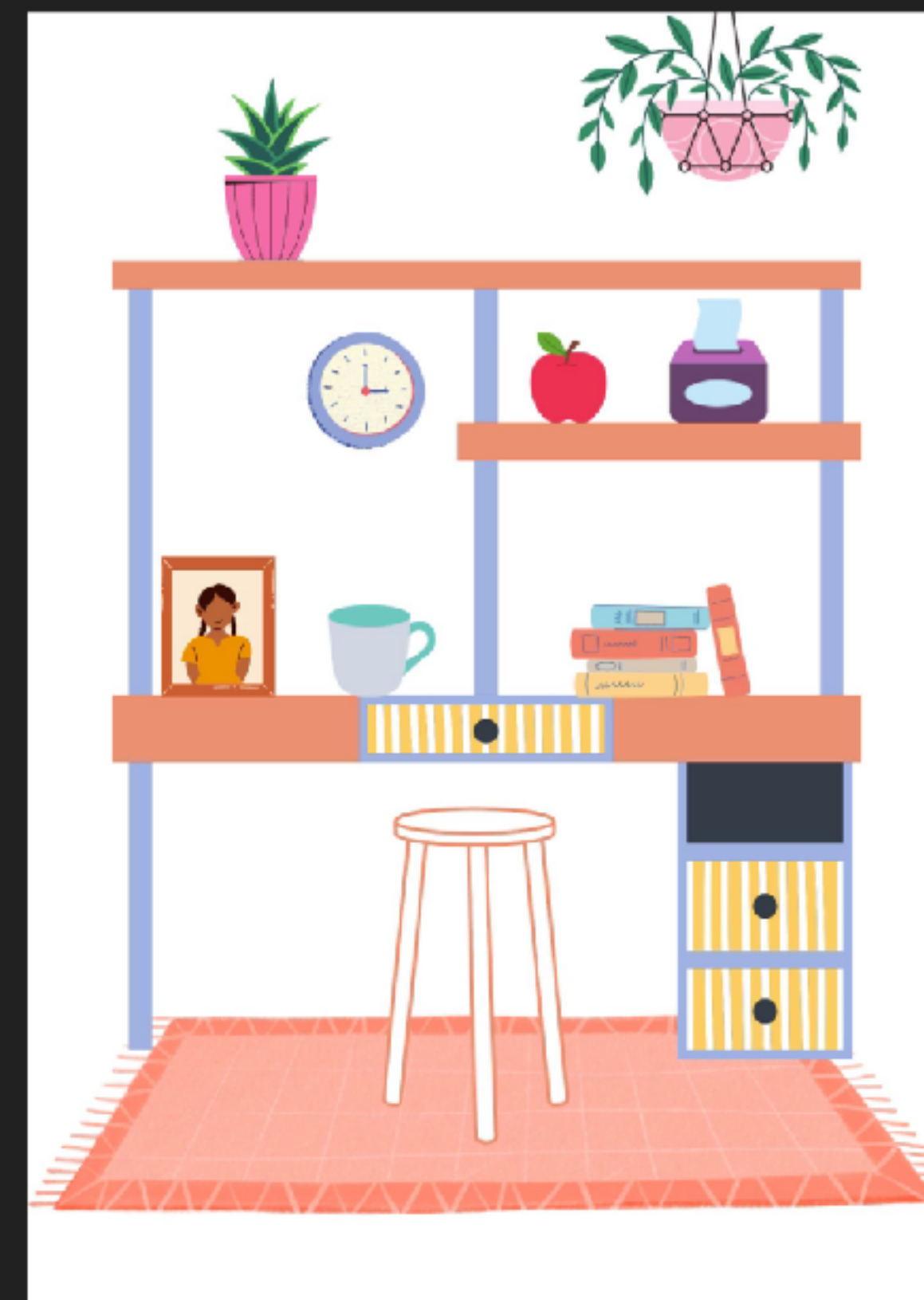
Mouchoirs



Pomme



Rien



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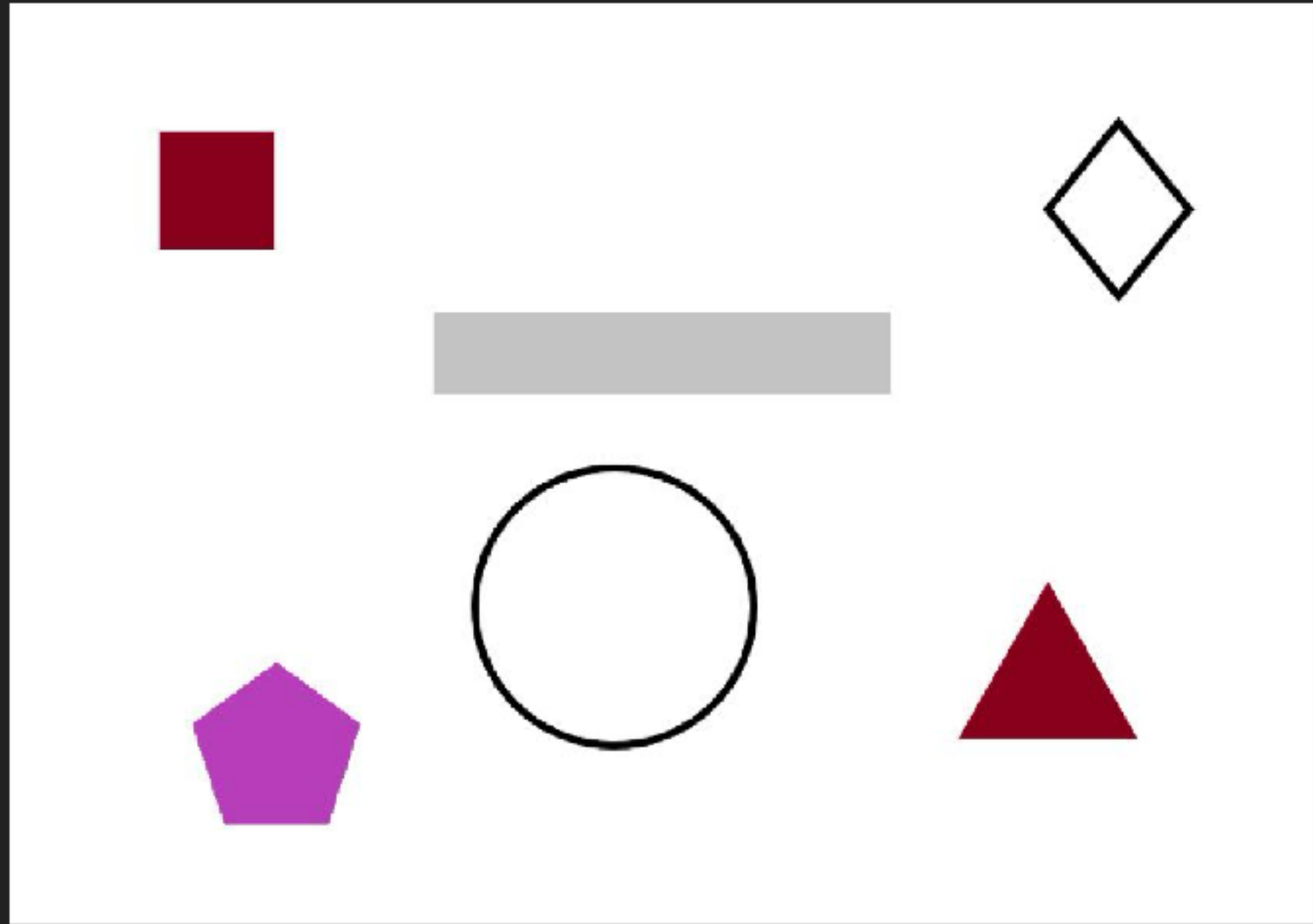
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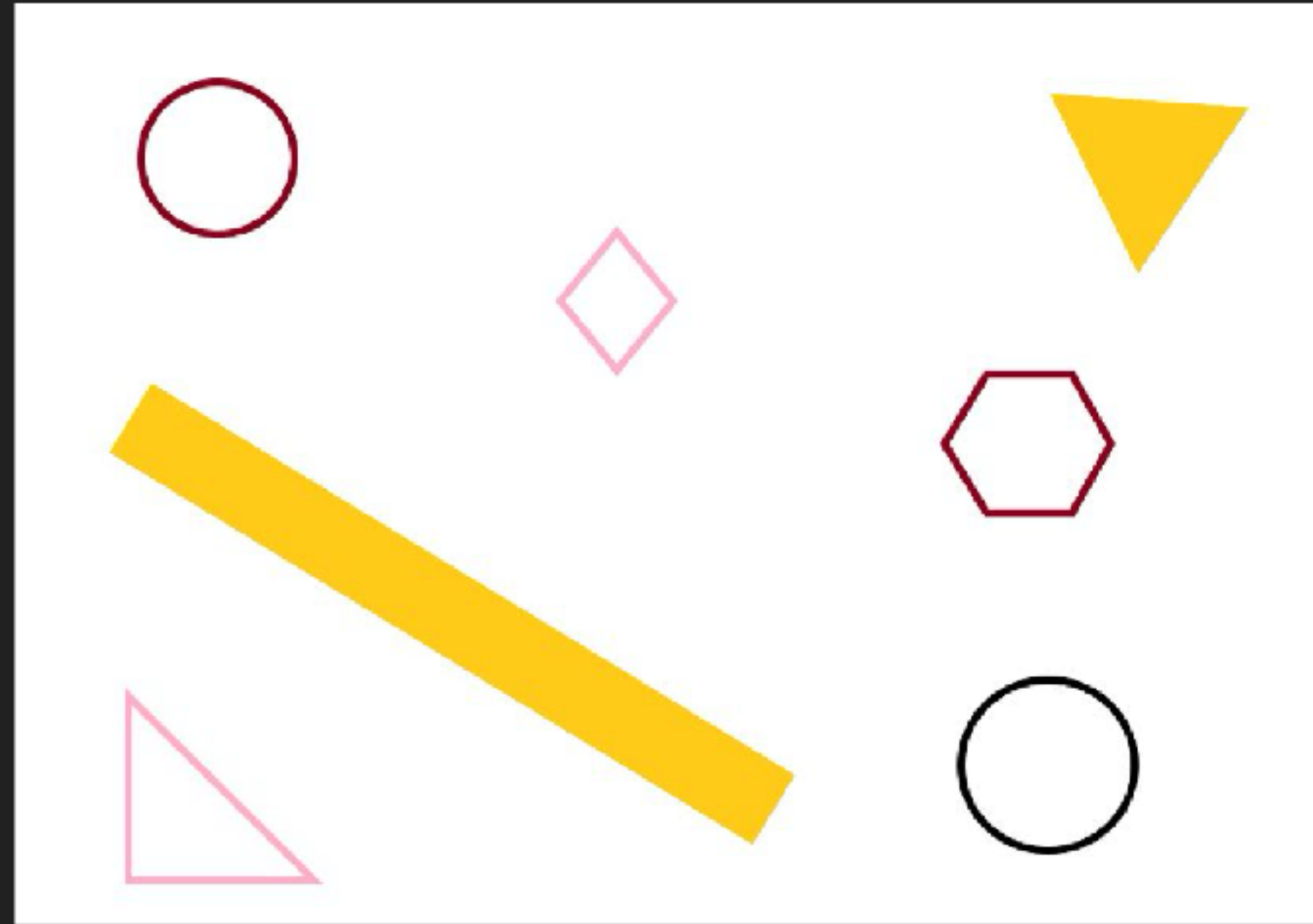
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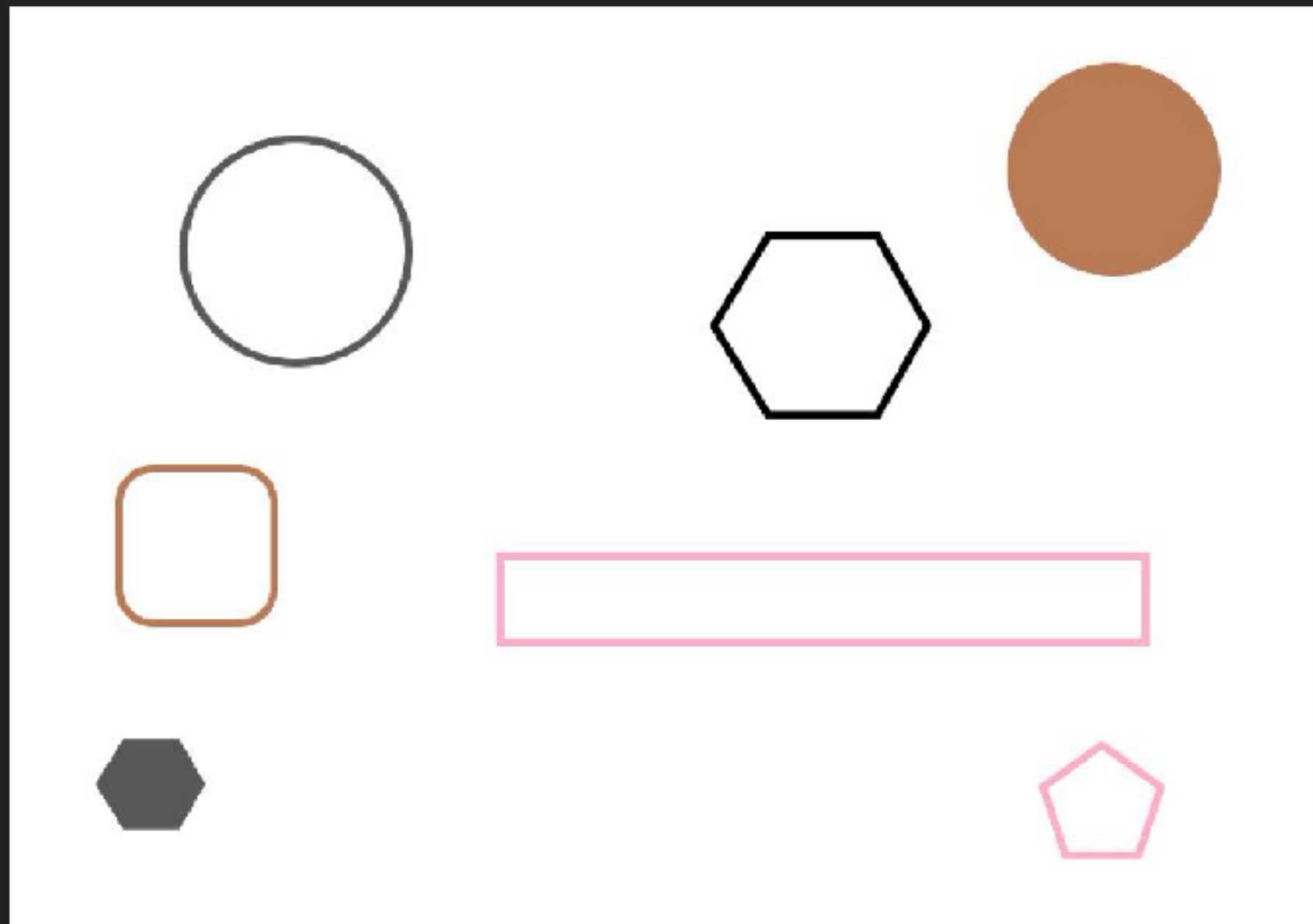
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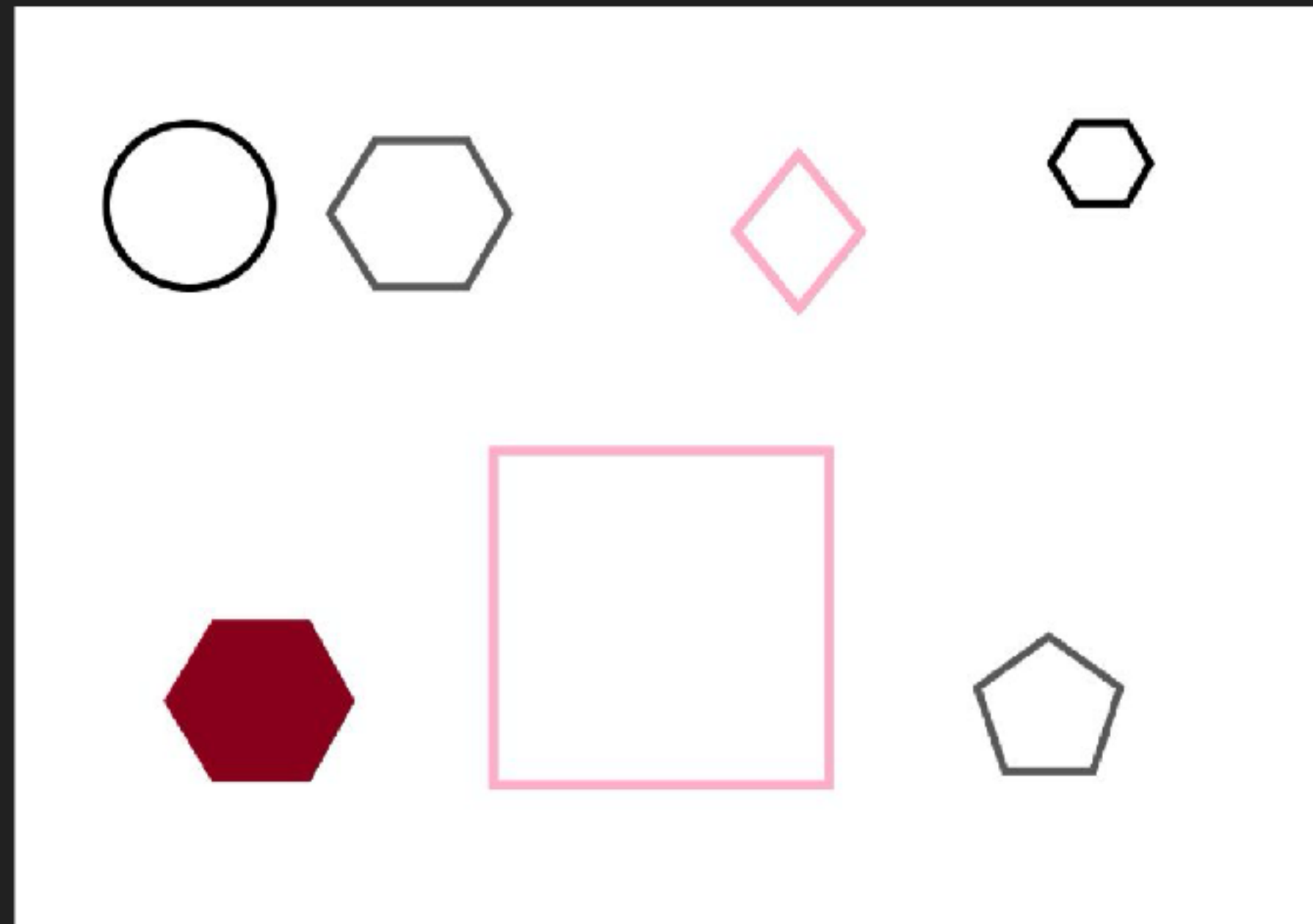
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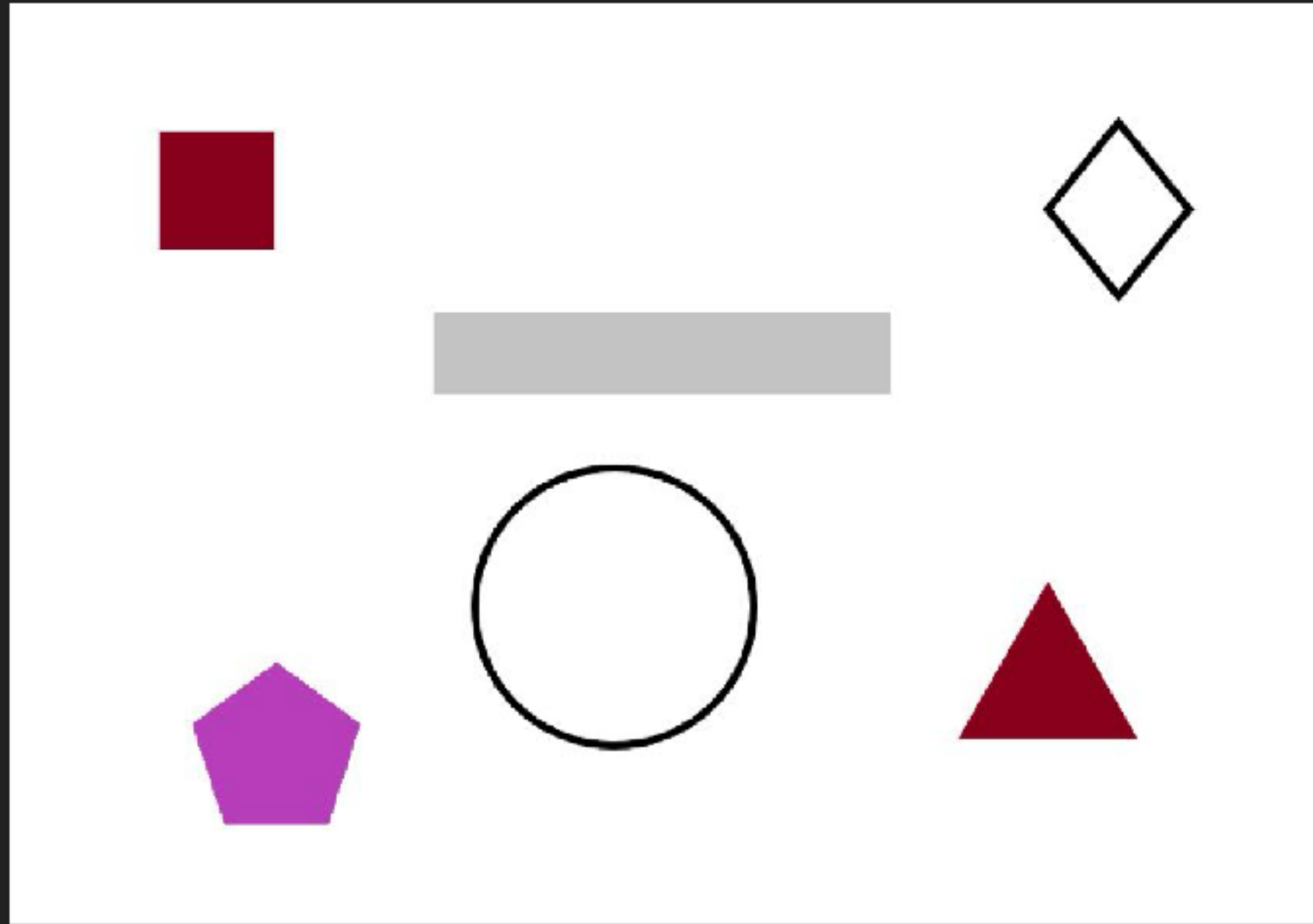
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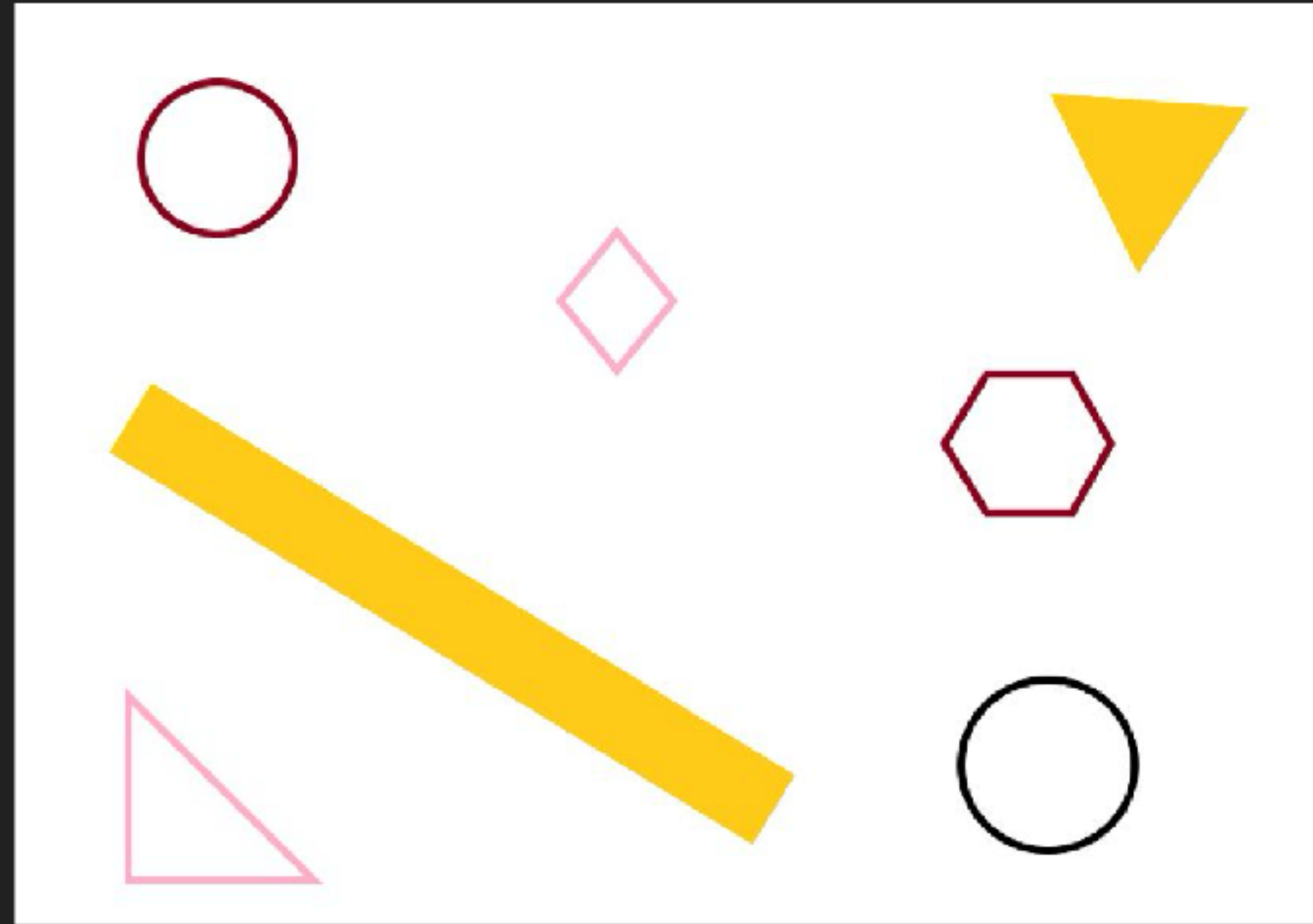
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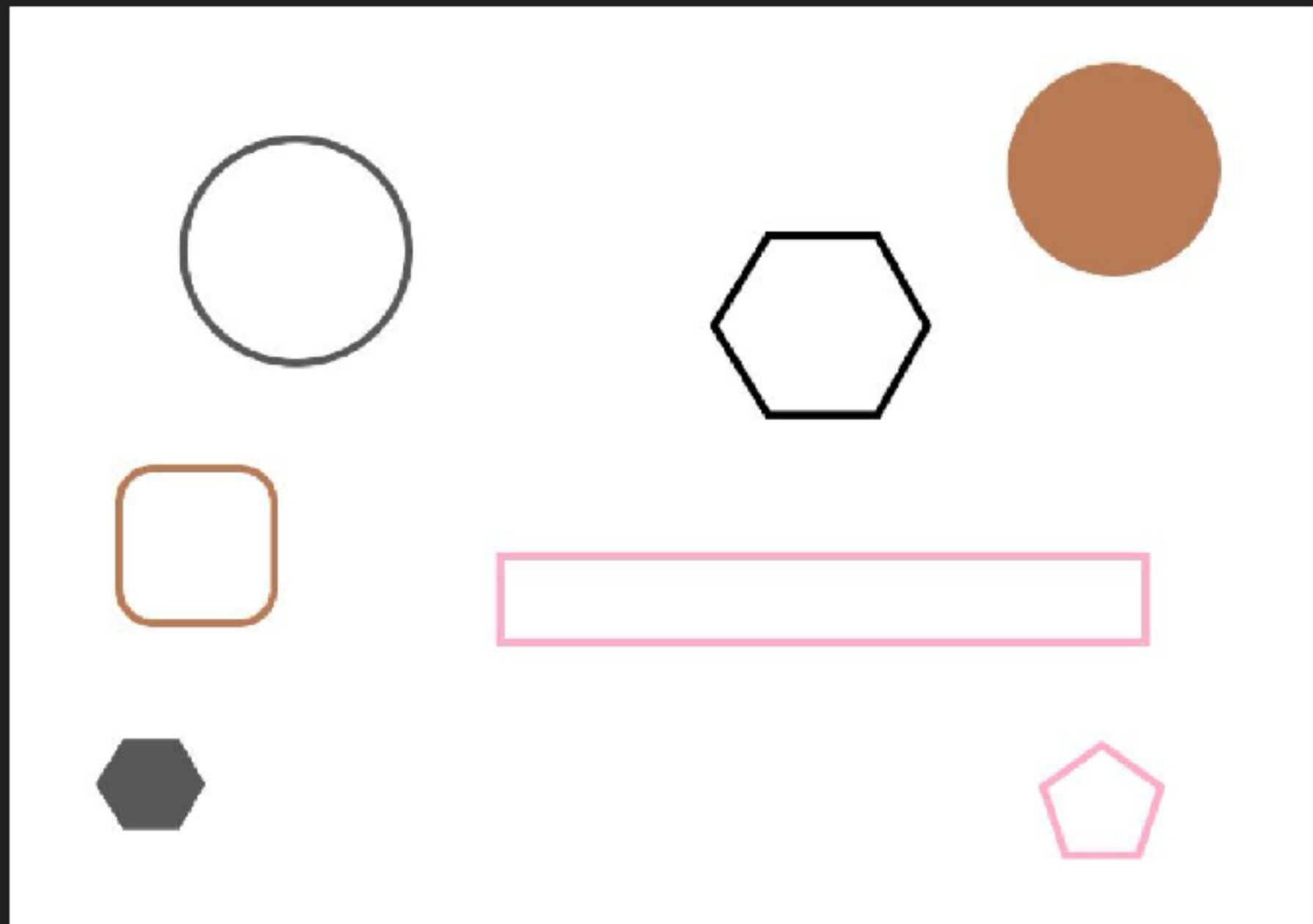
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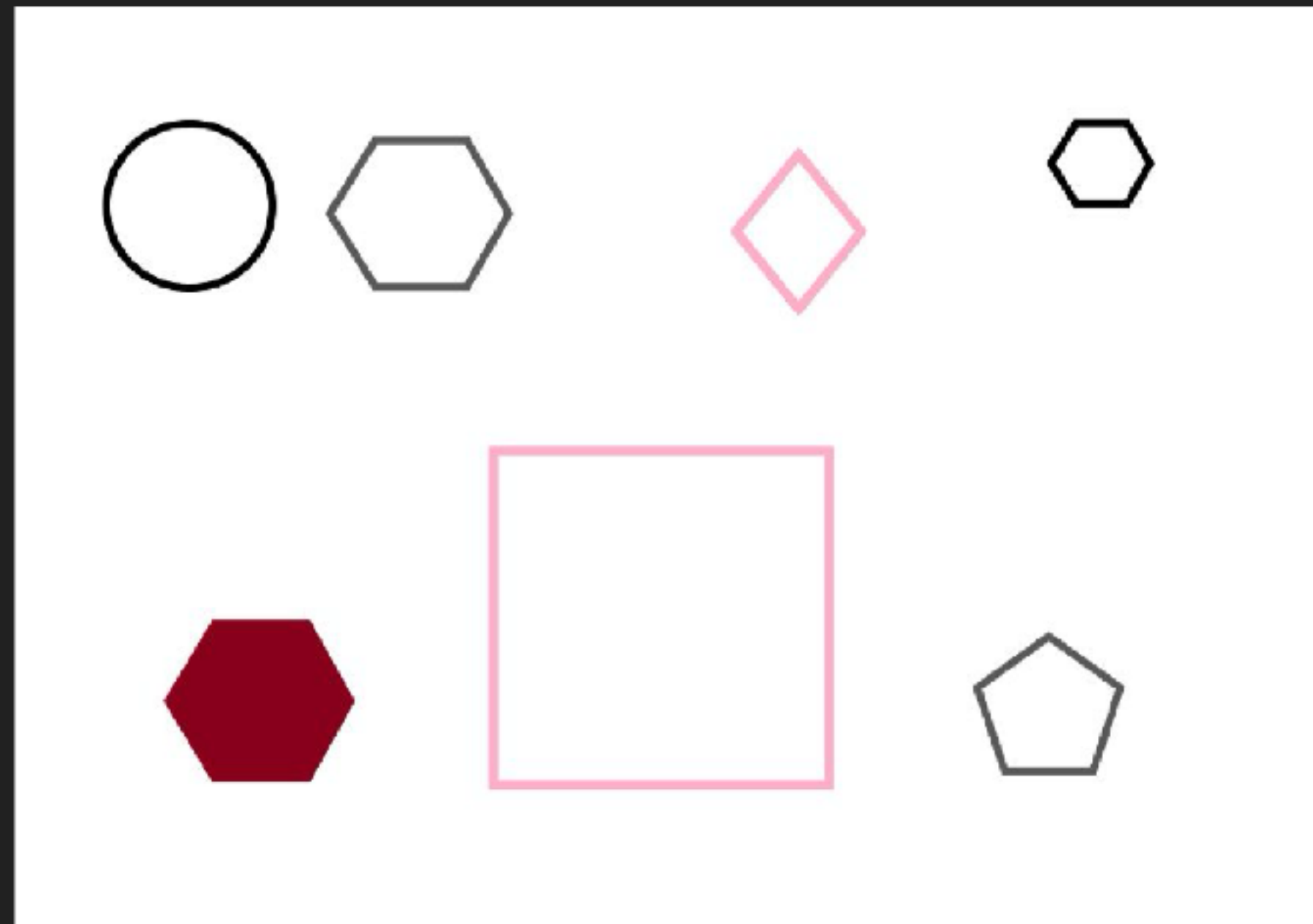
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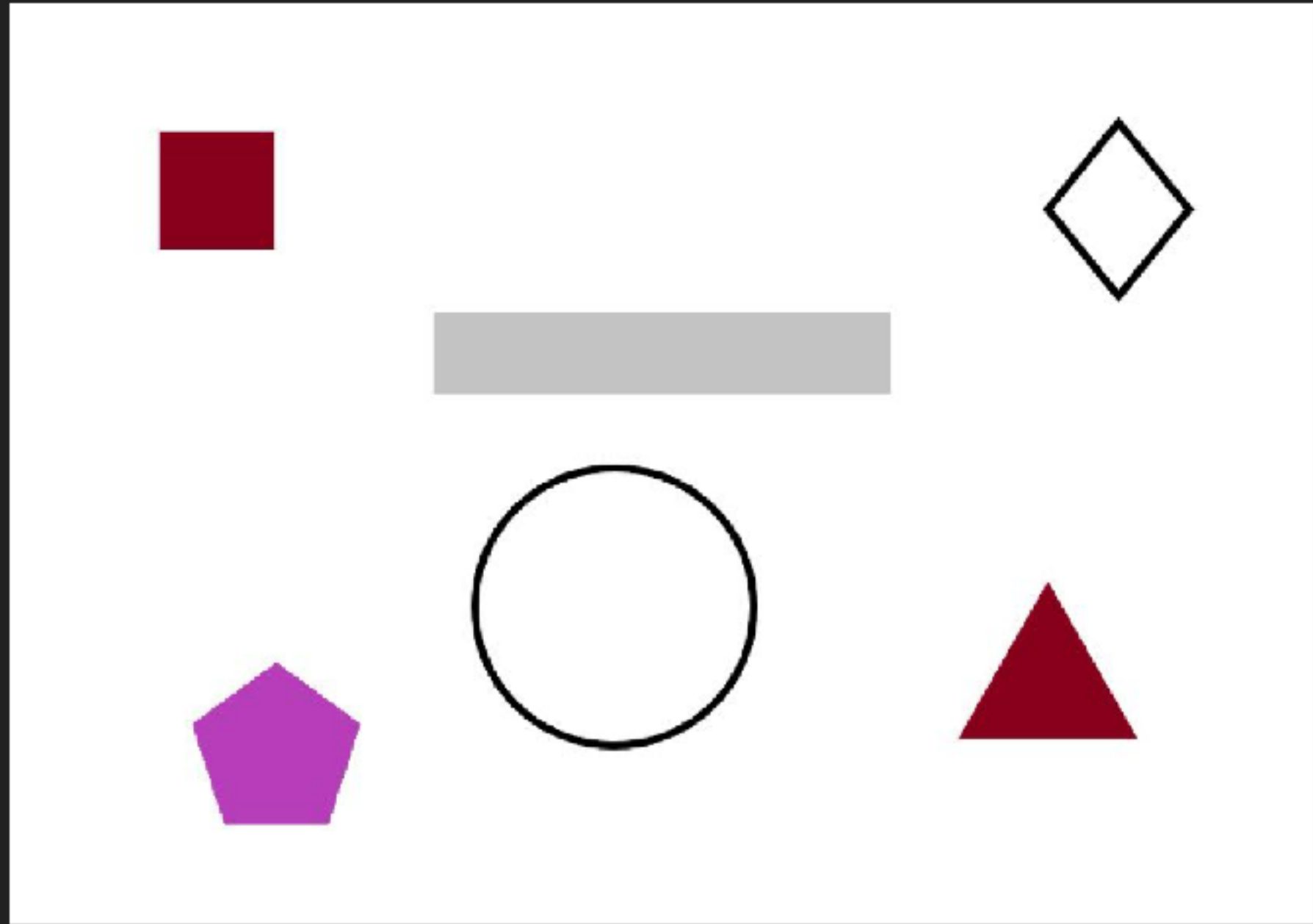
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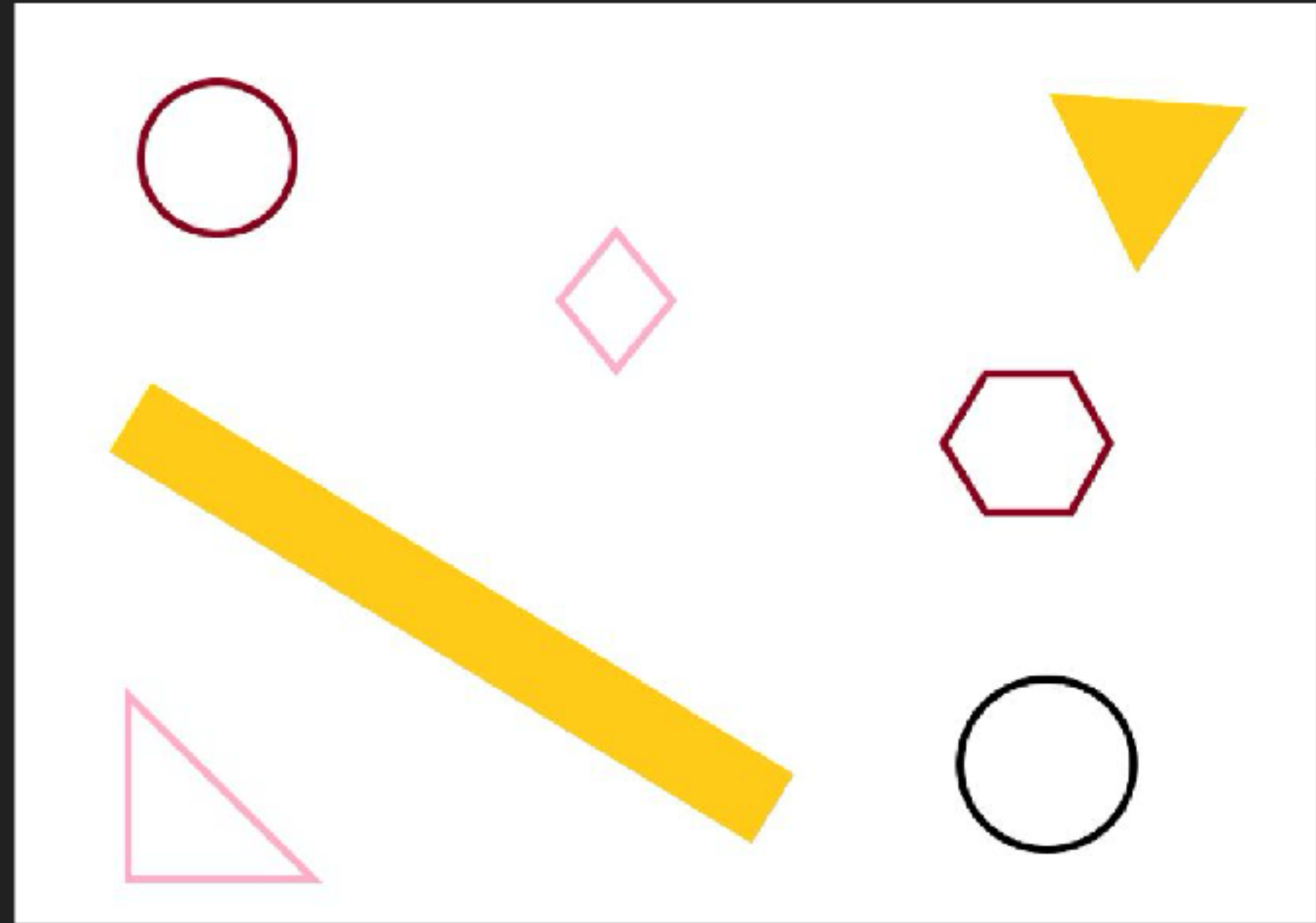
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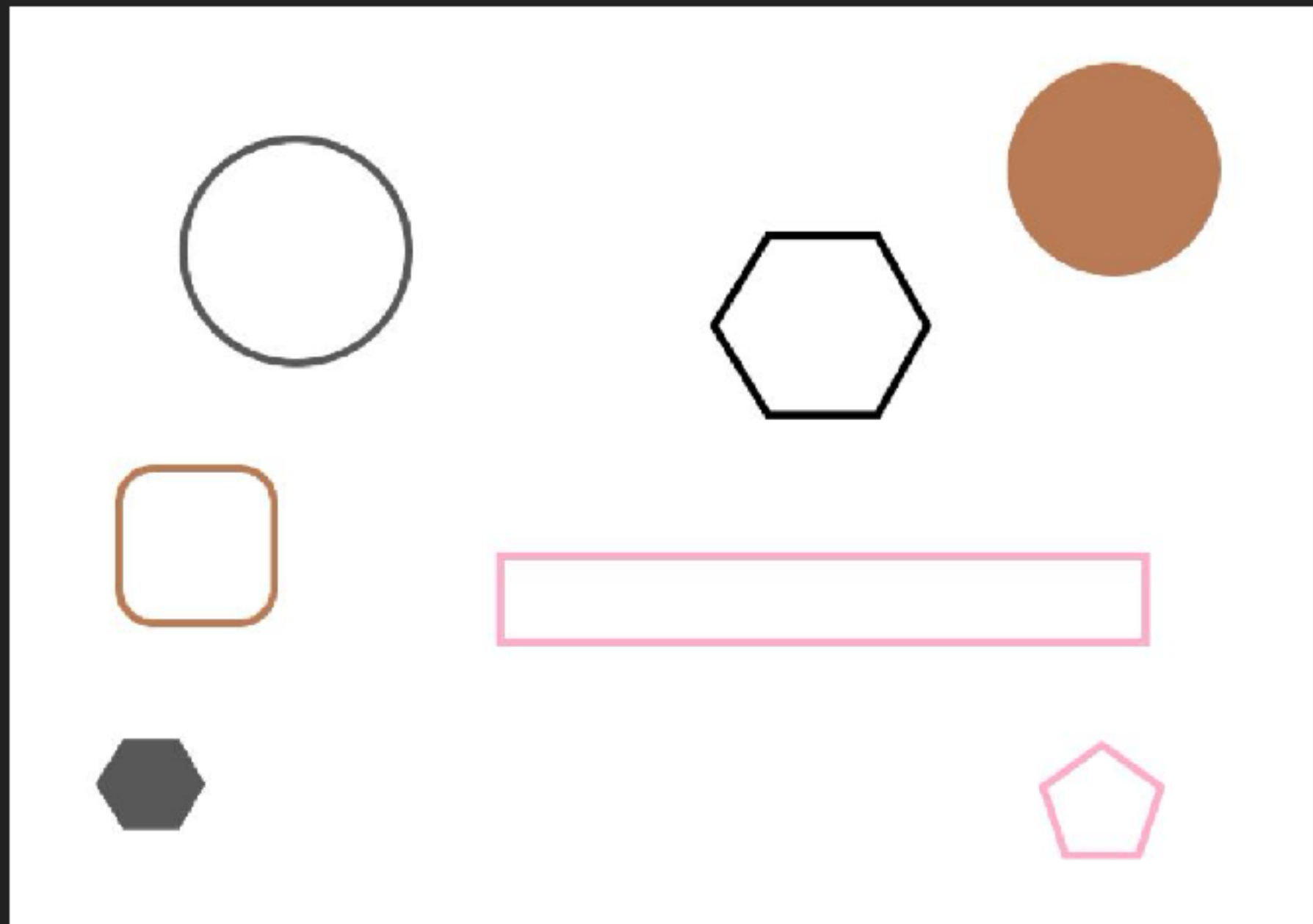
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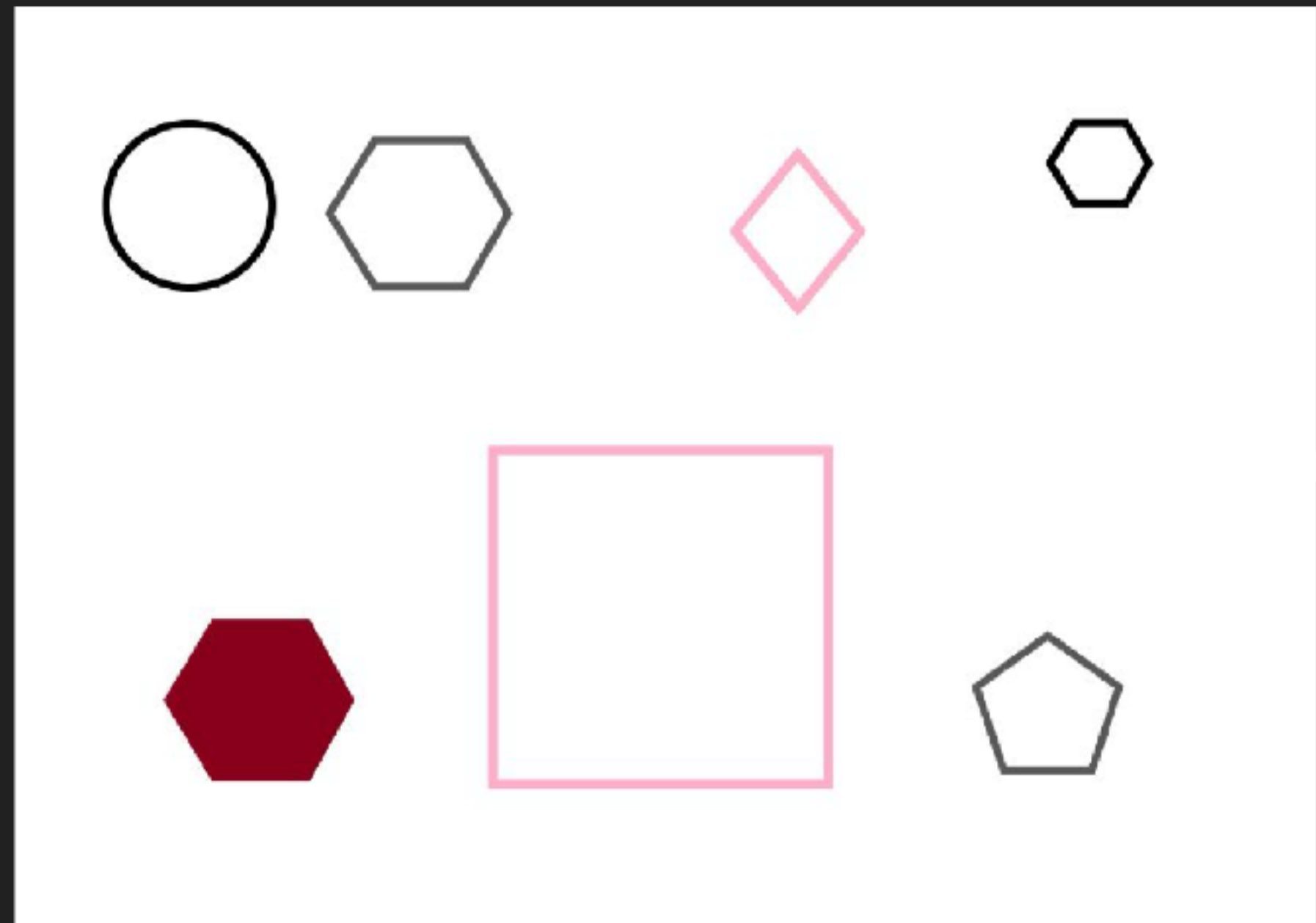
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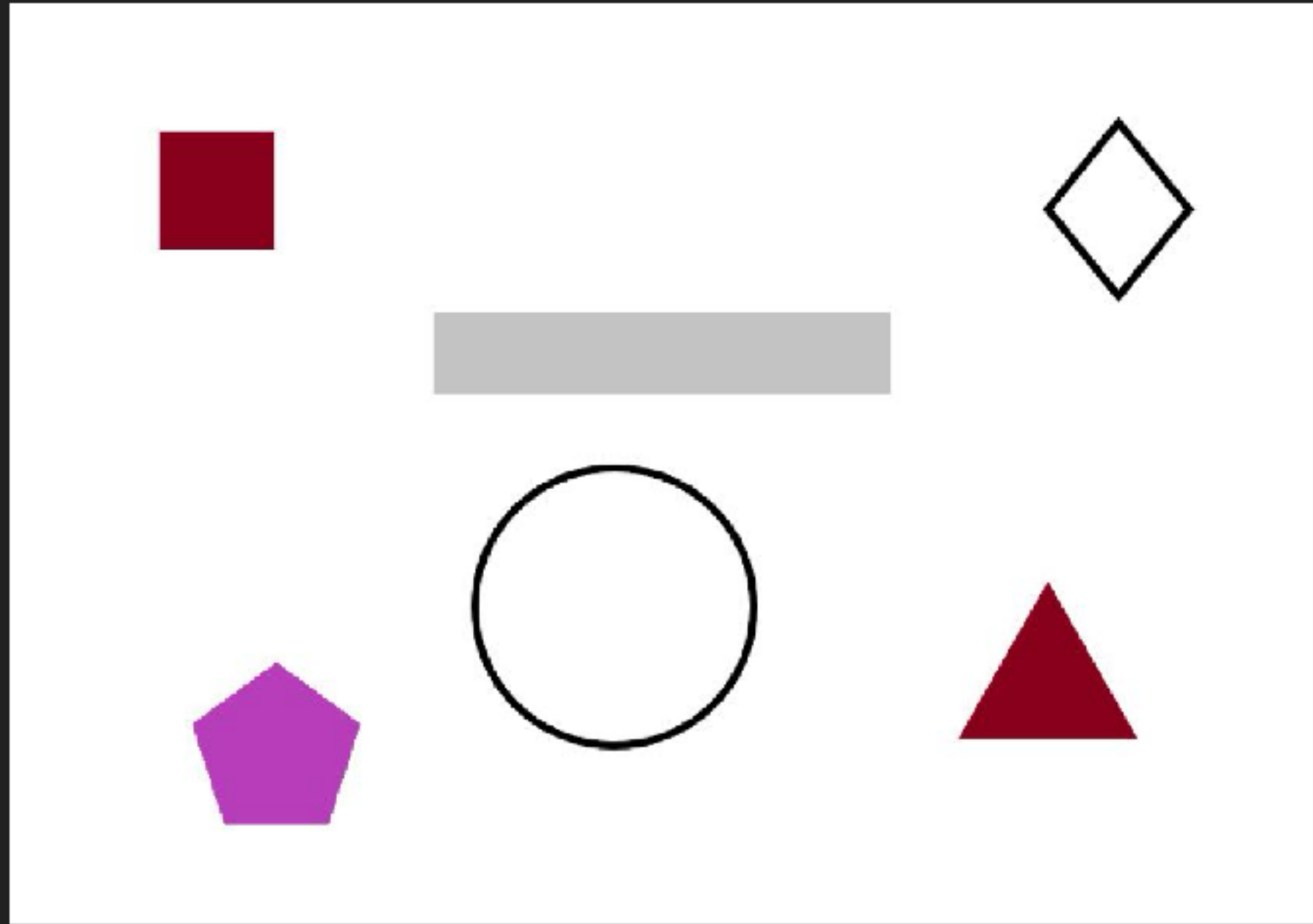
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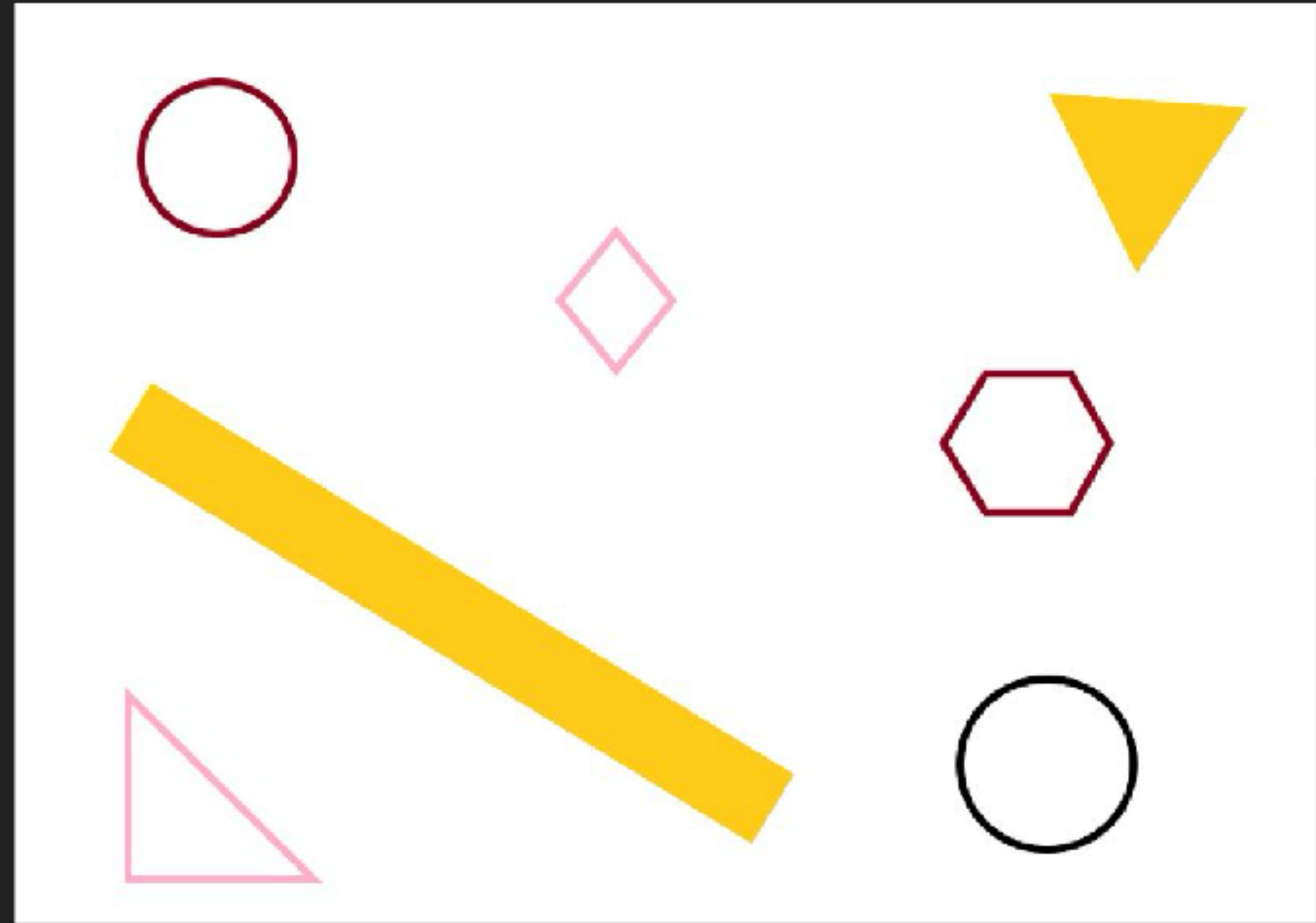
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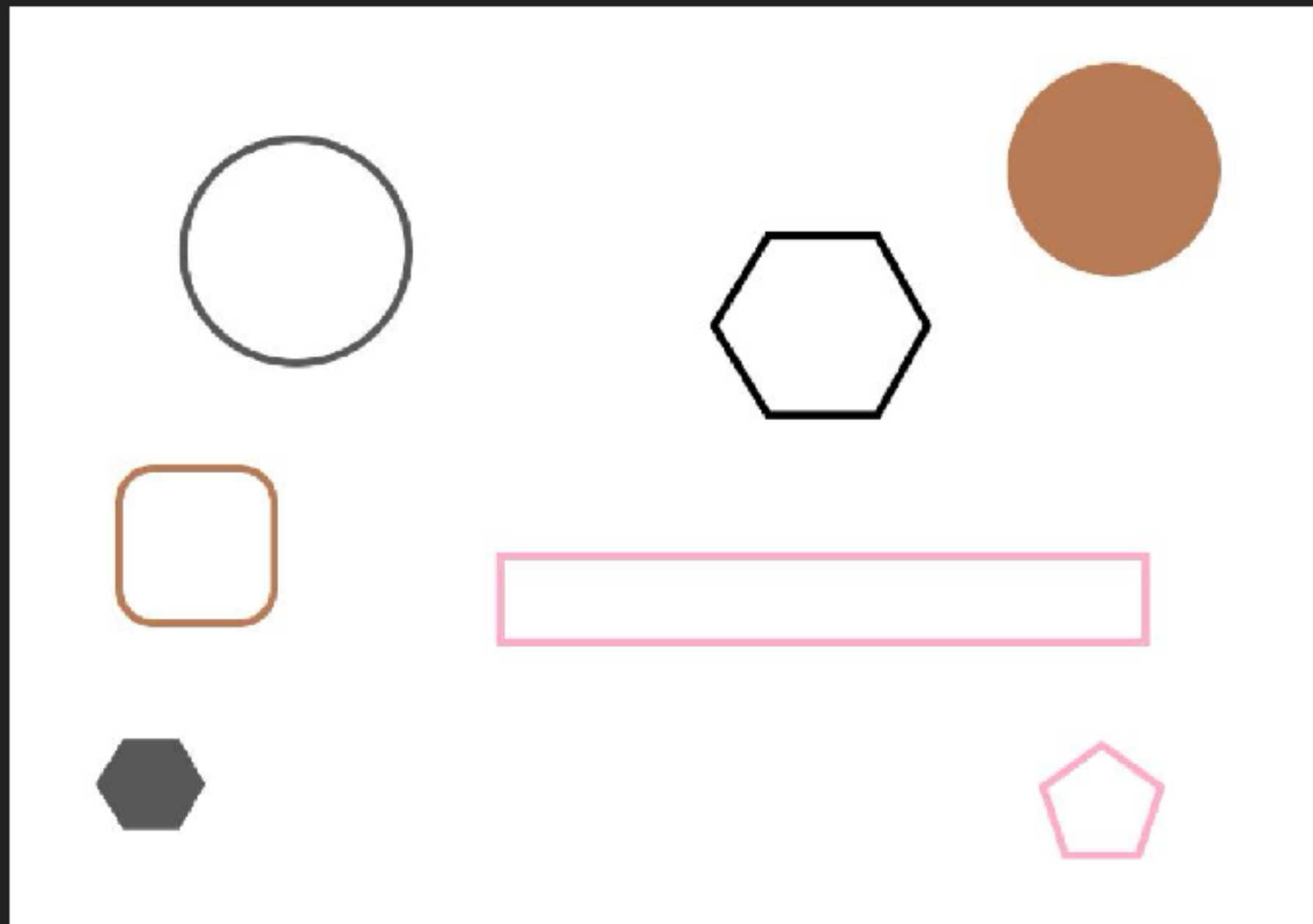
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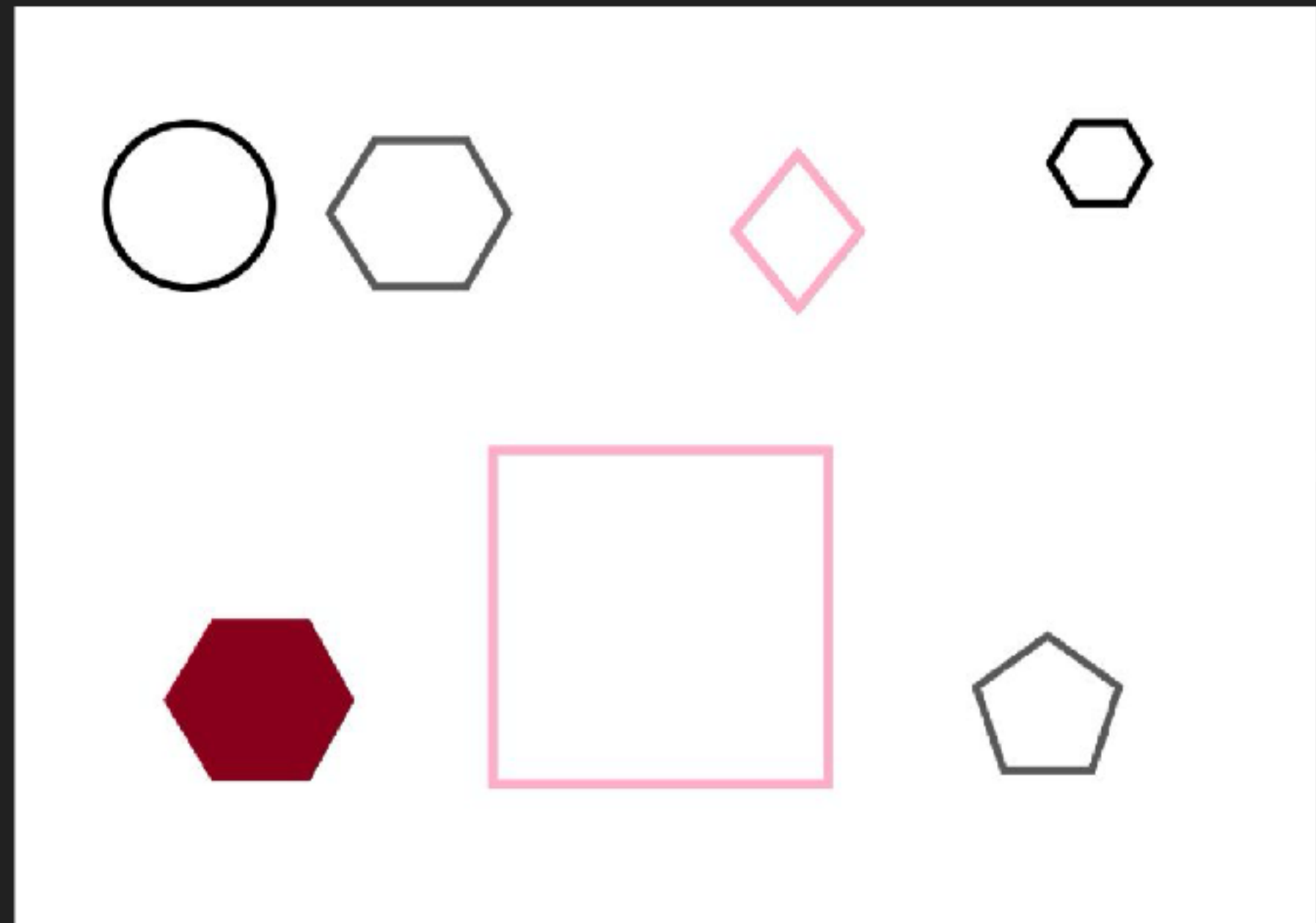
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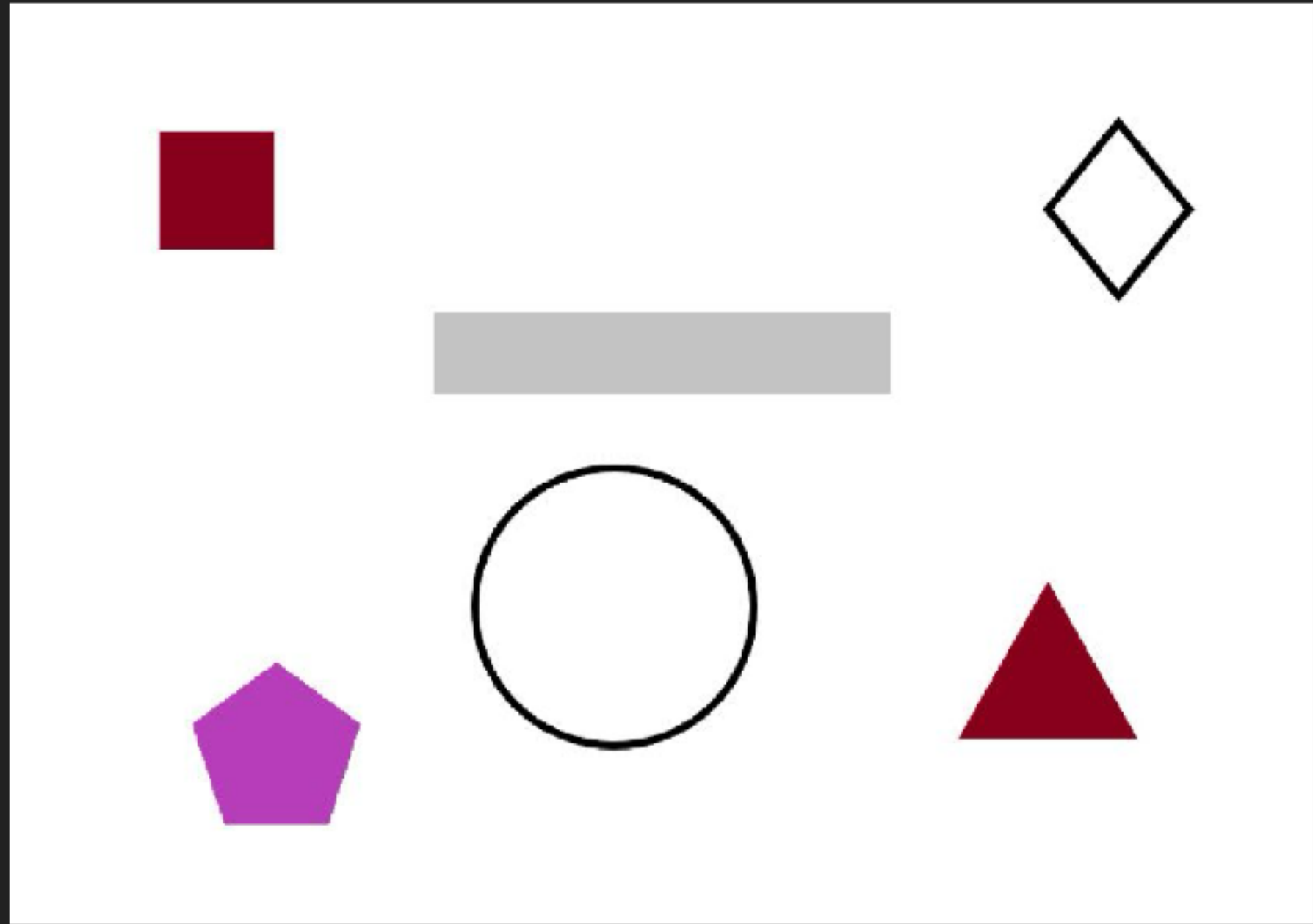
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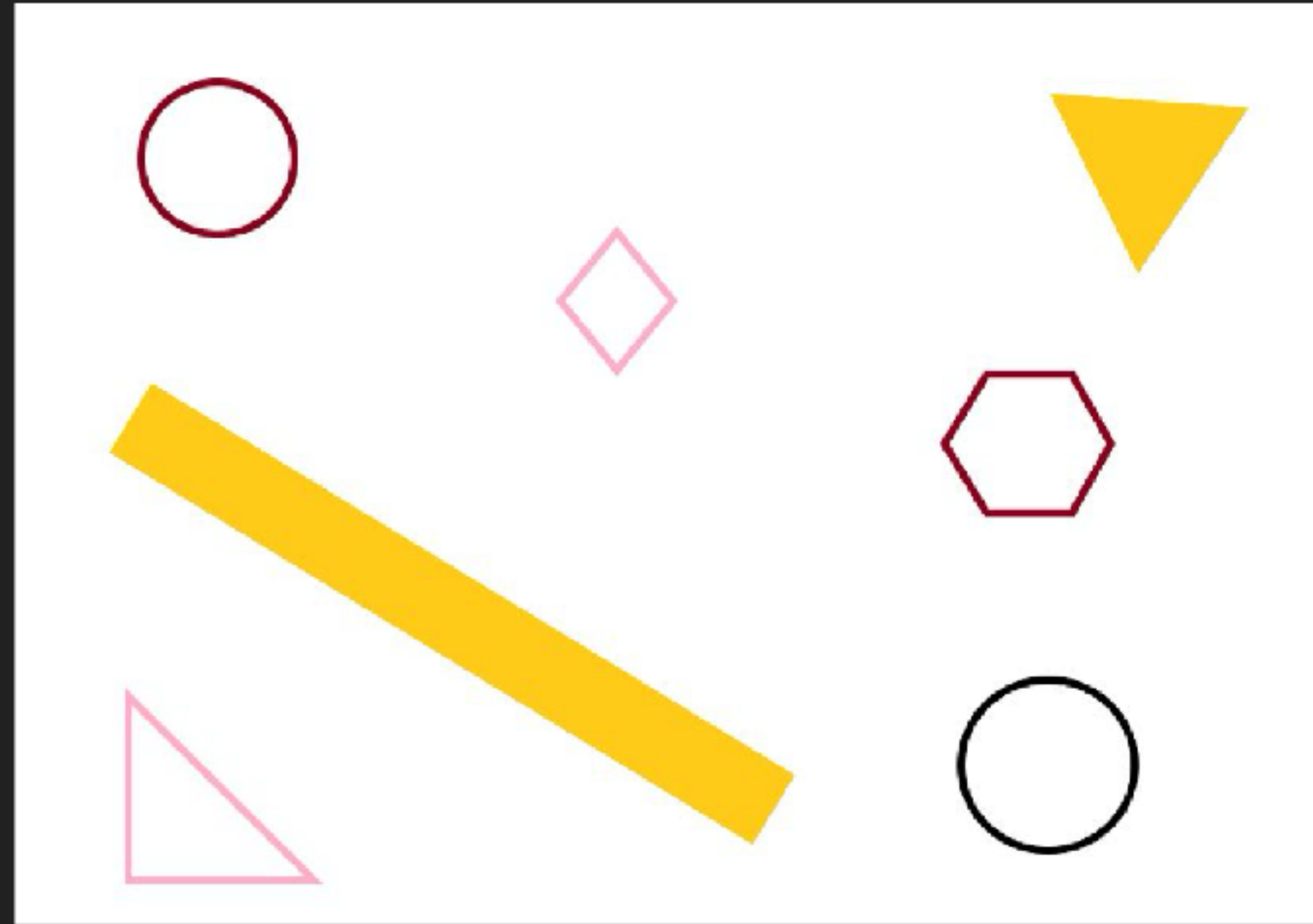
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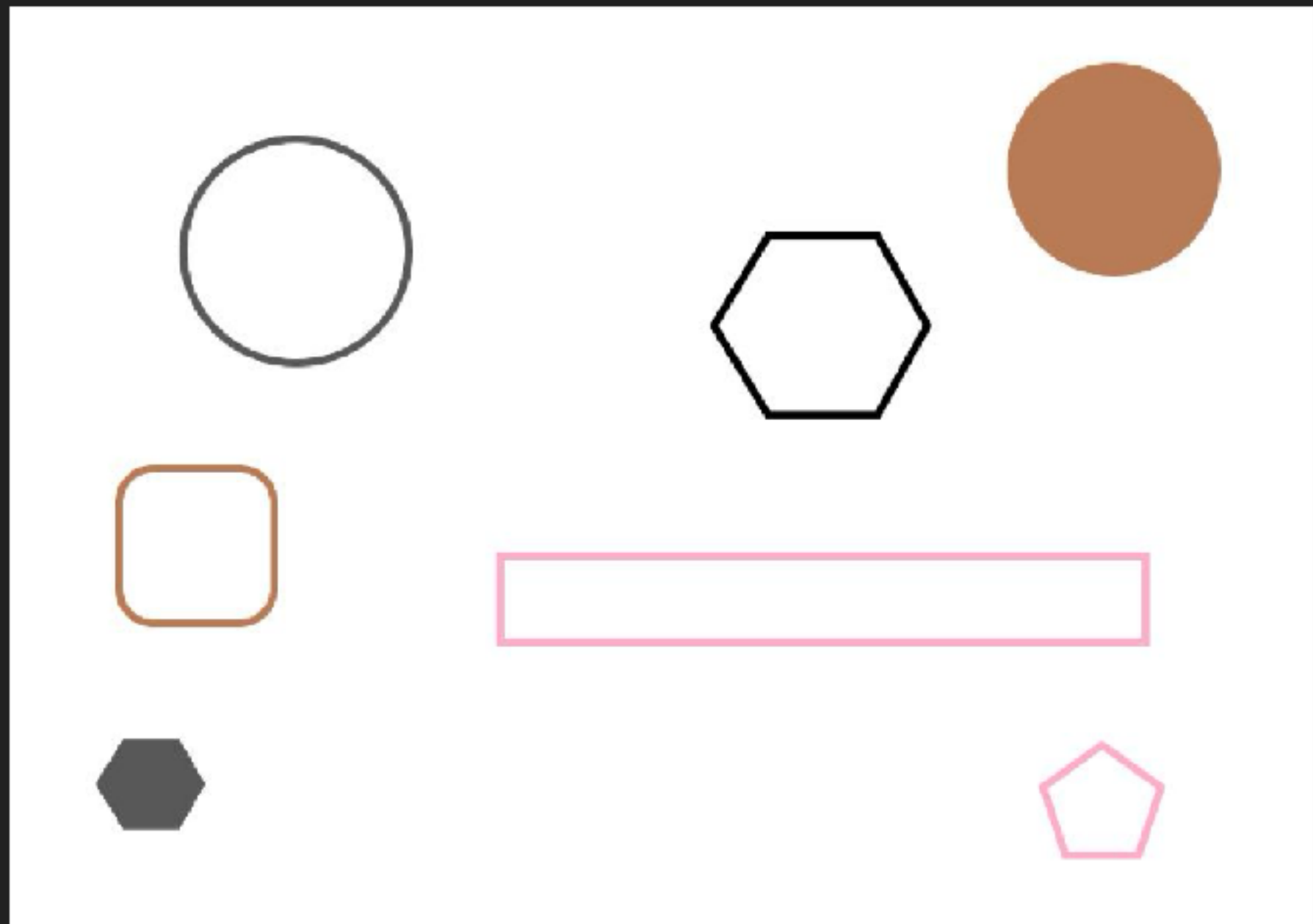
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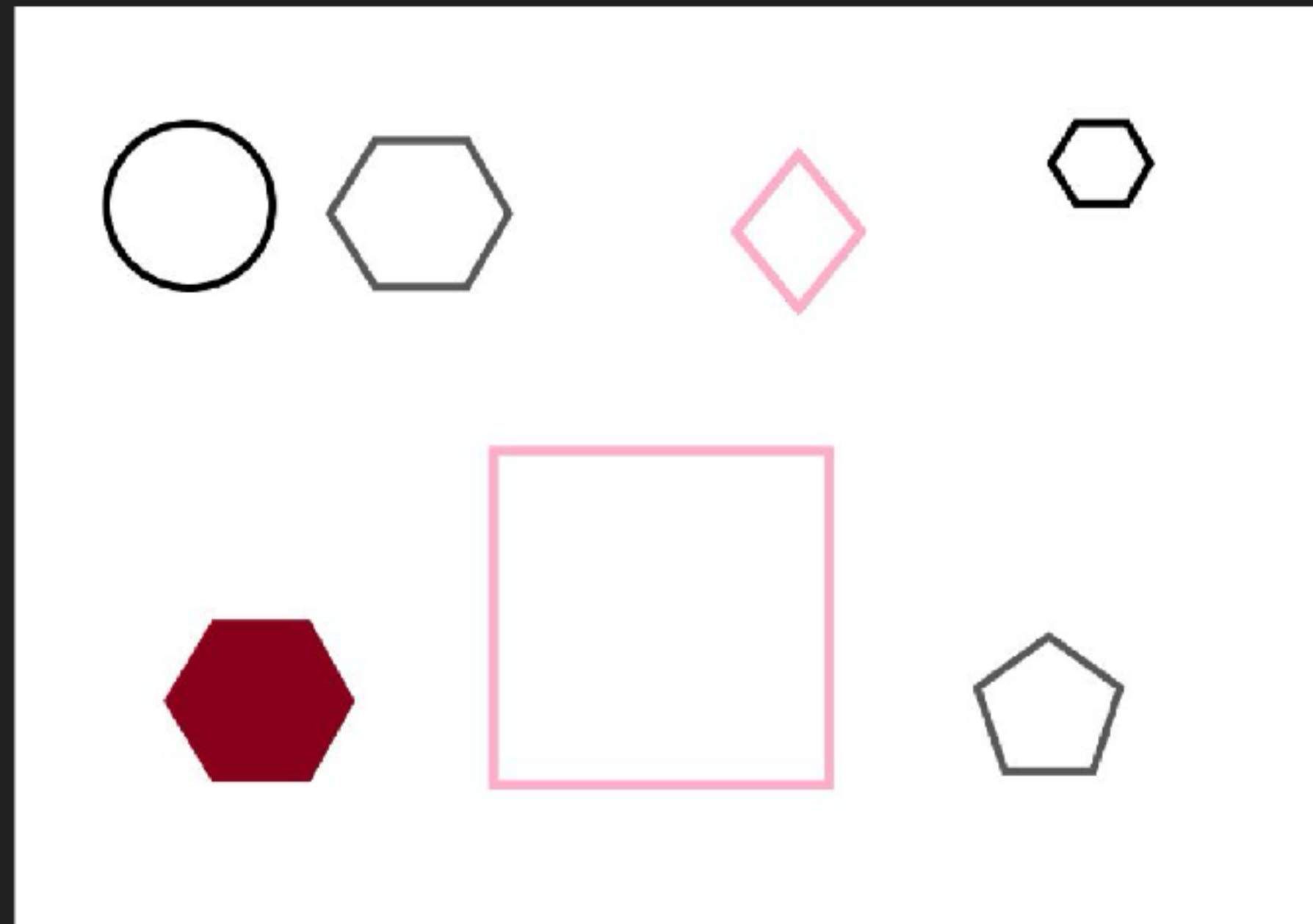
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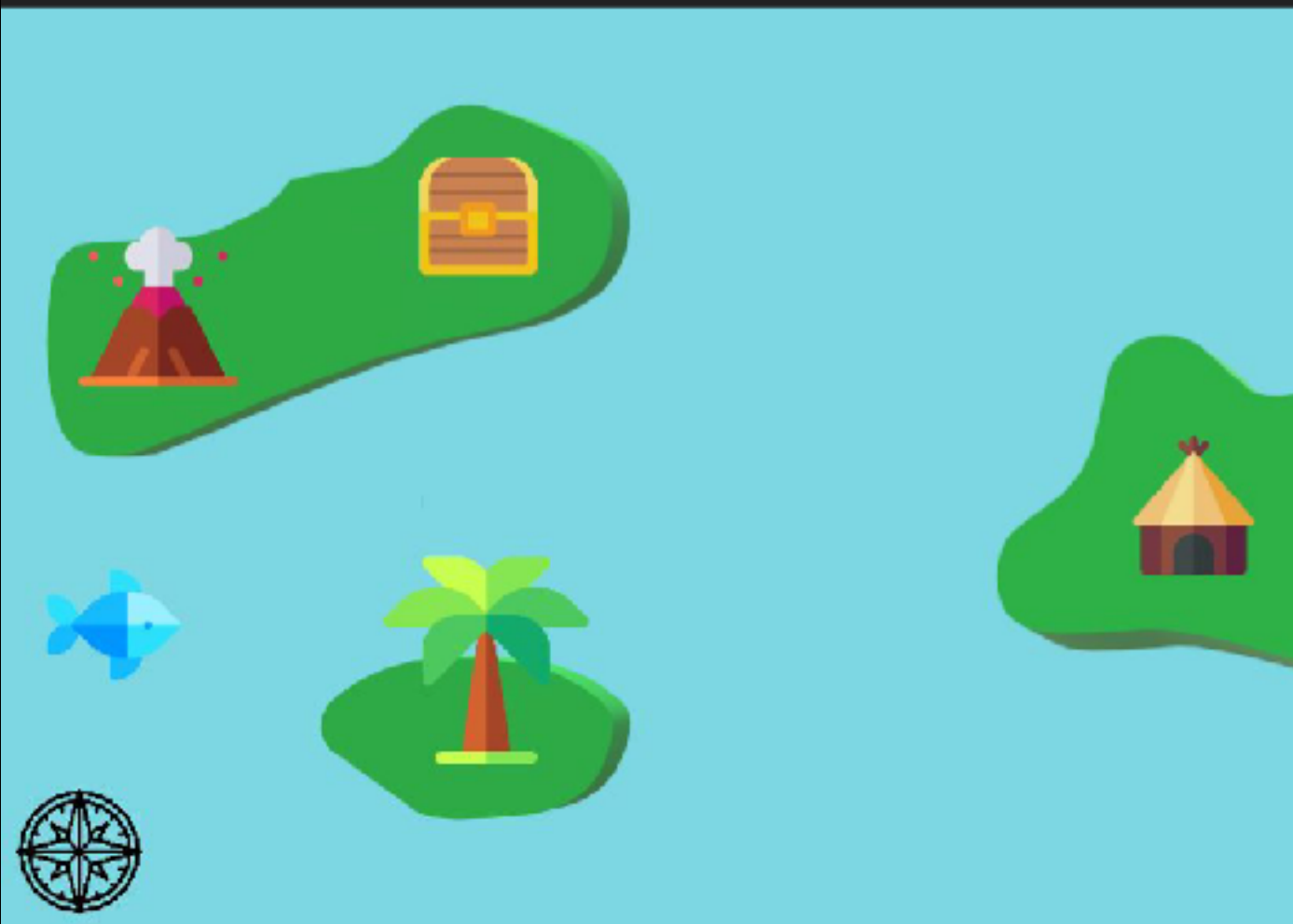
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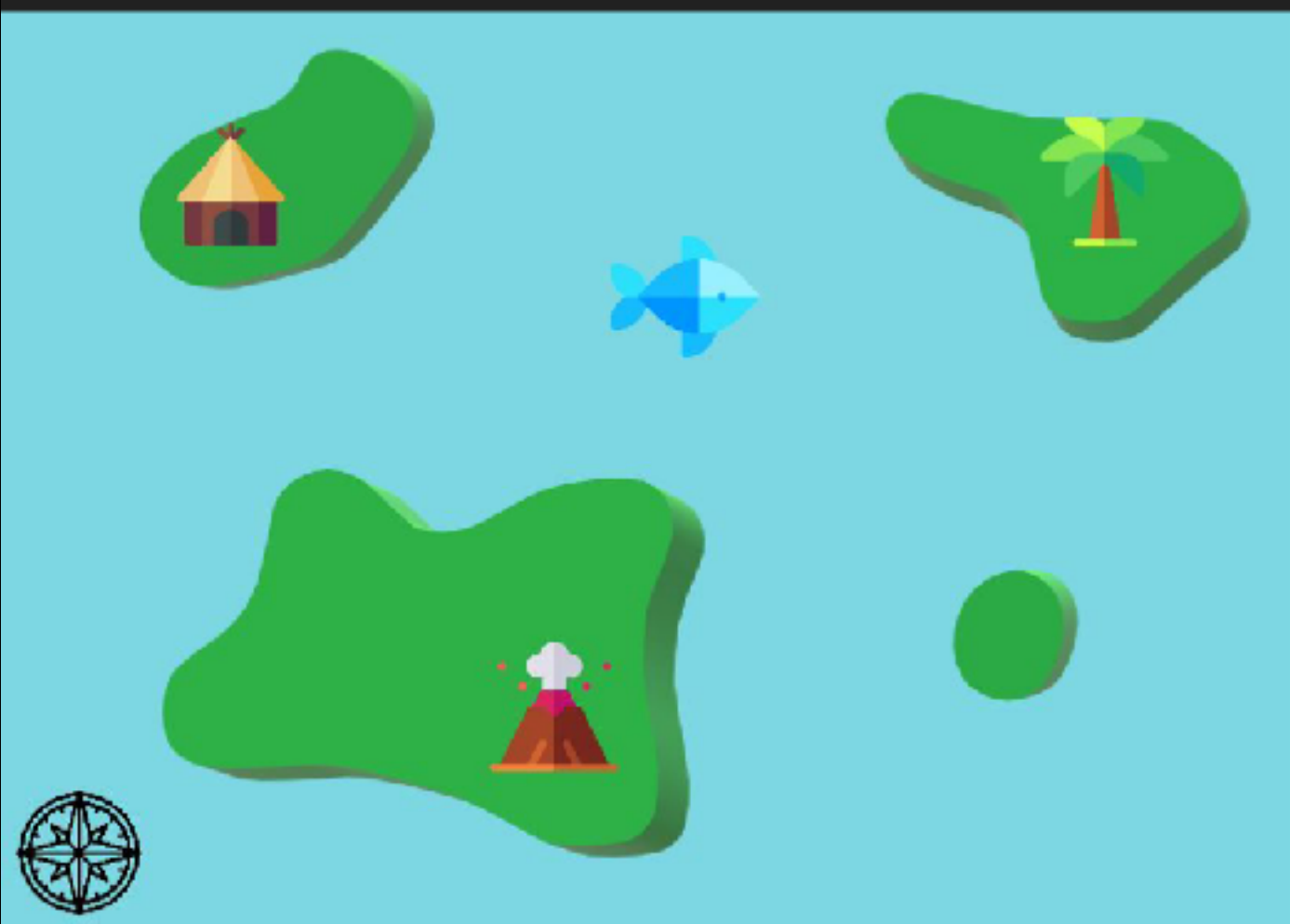




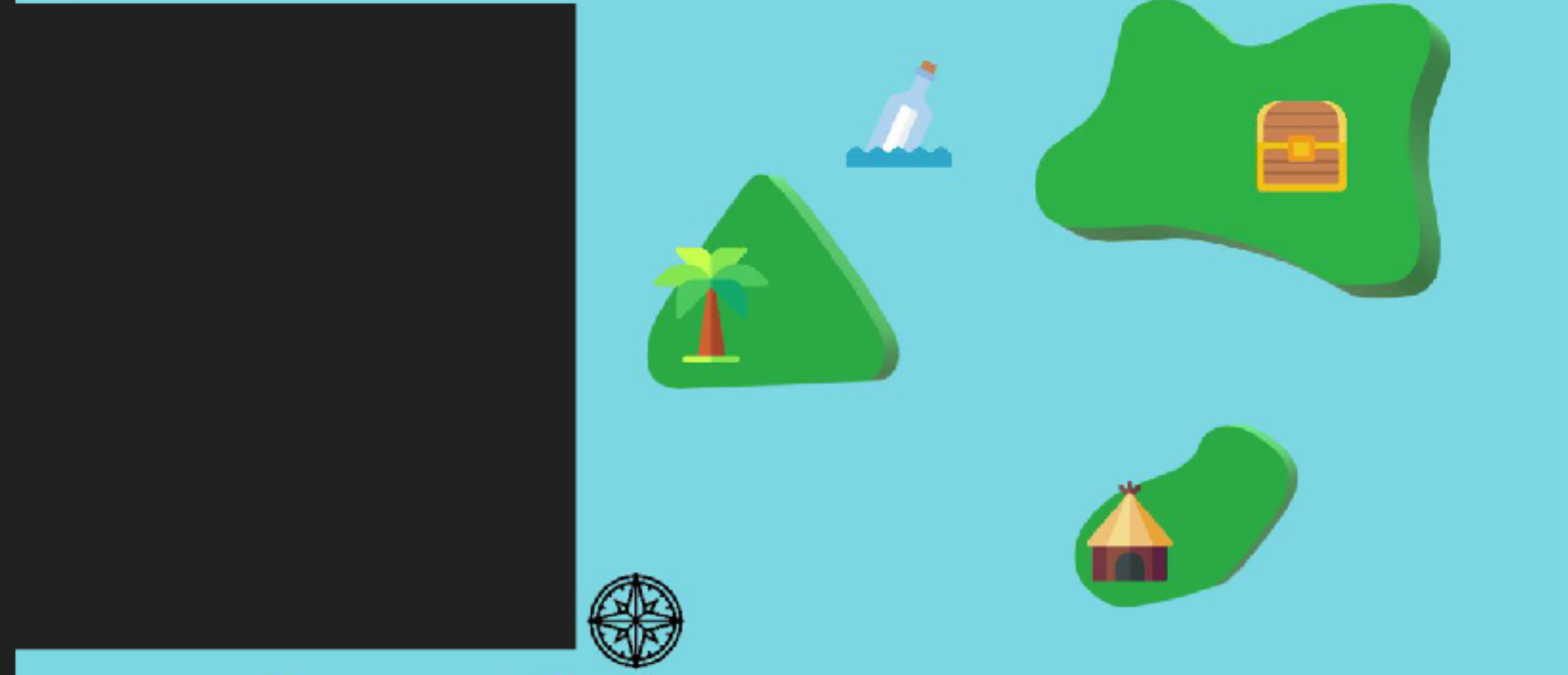
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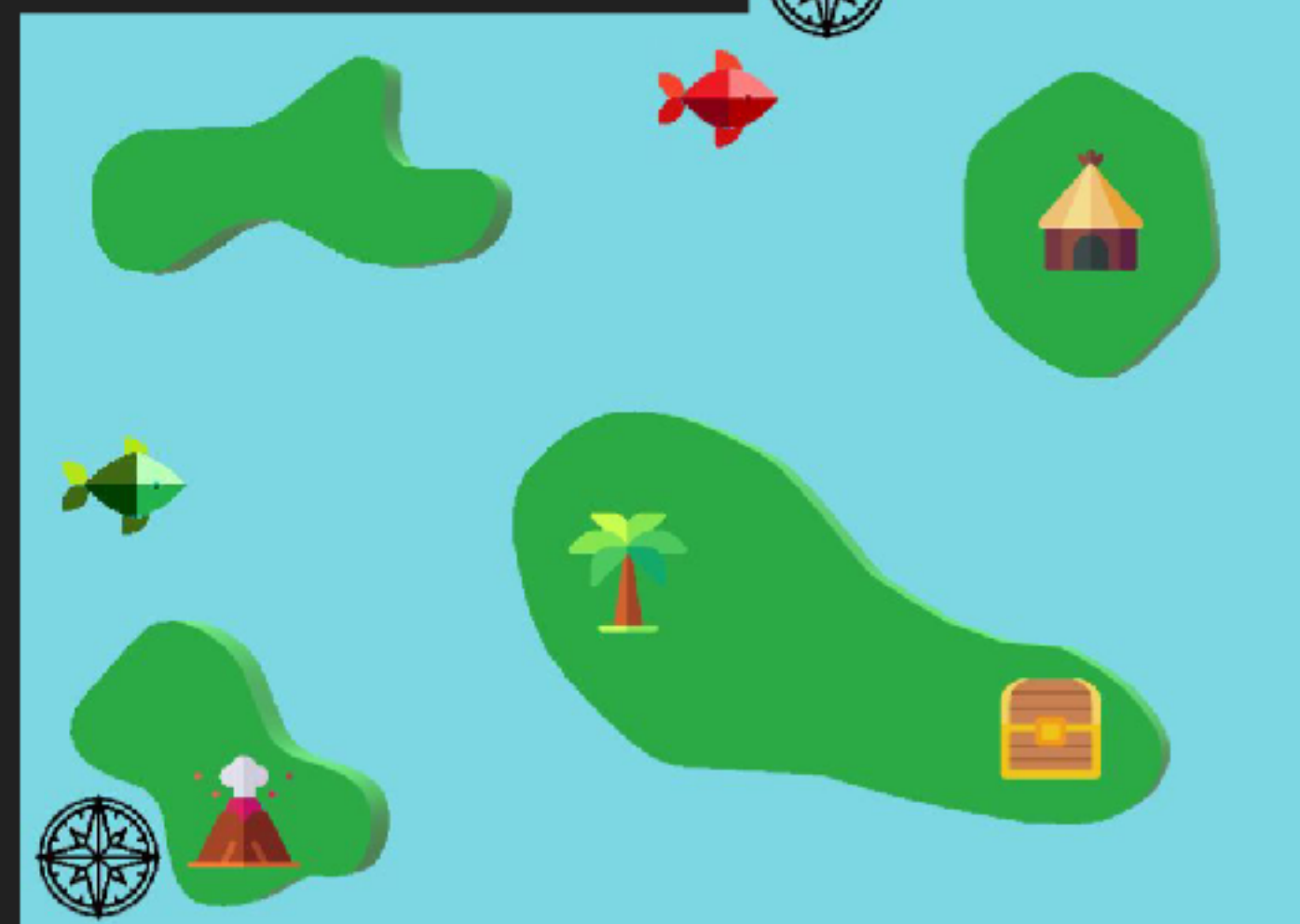
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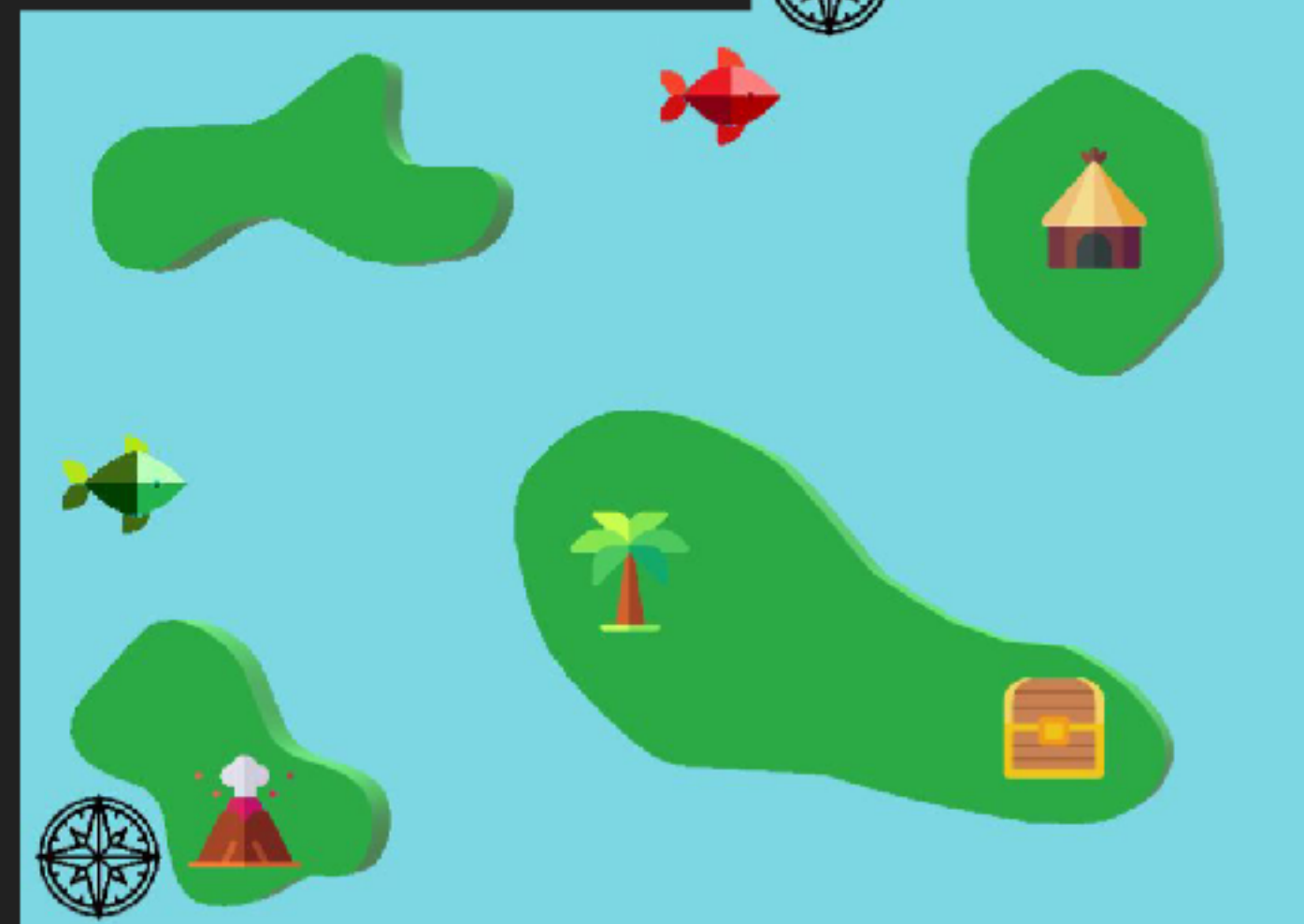
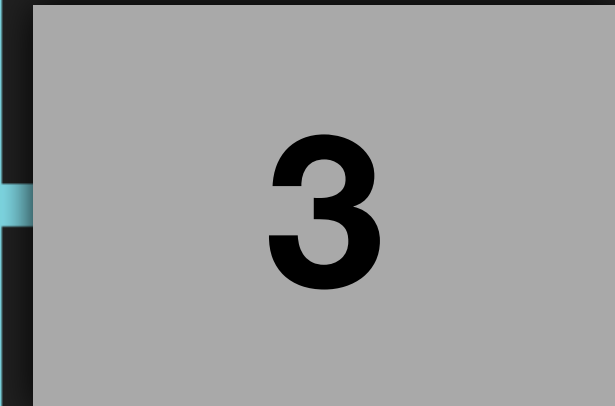
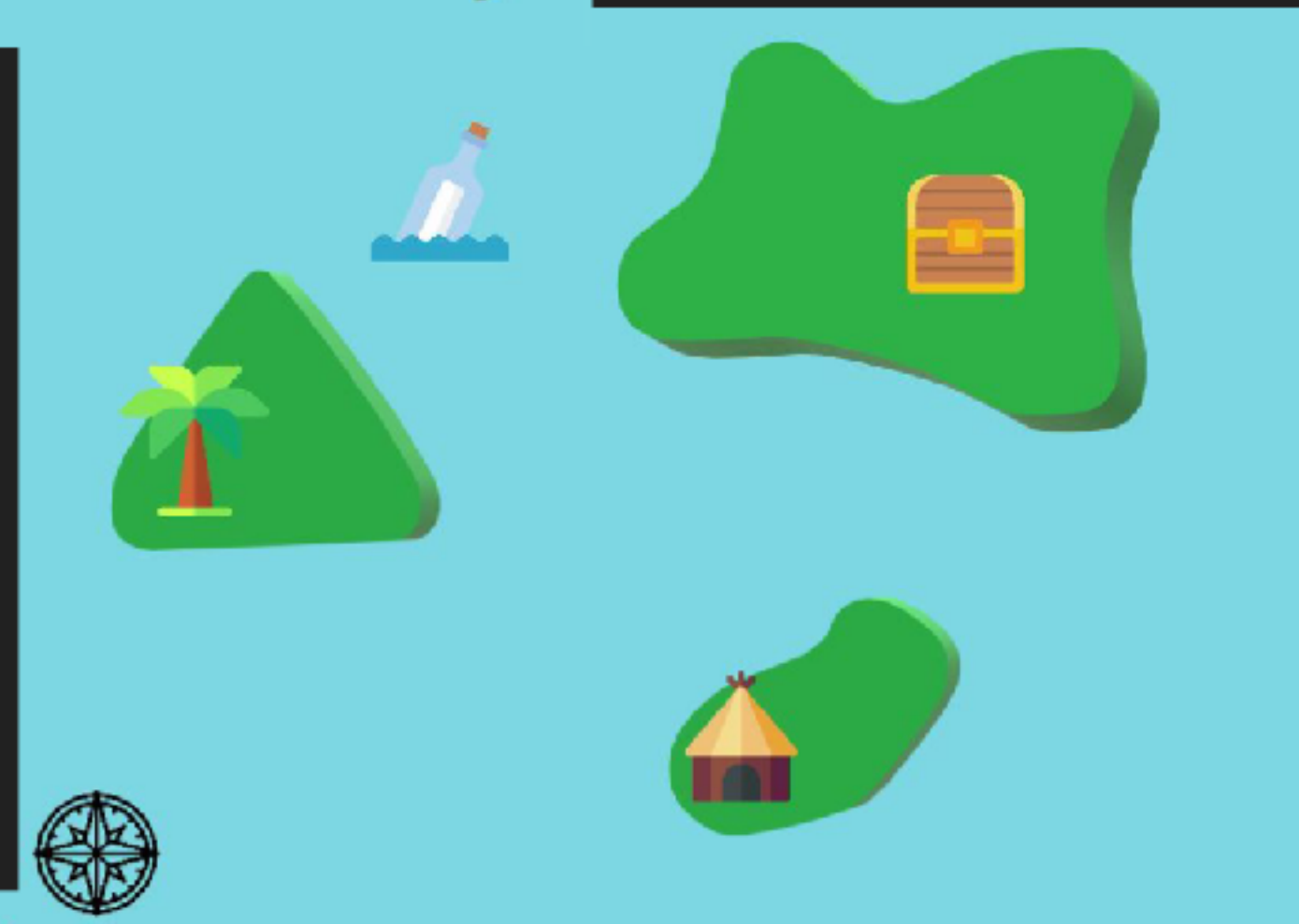
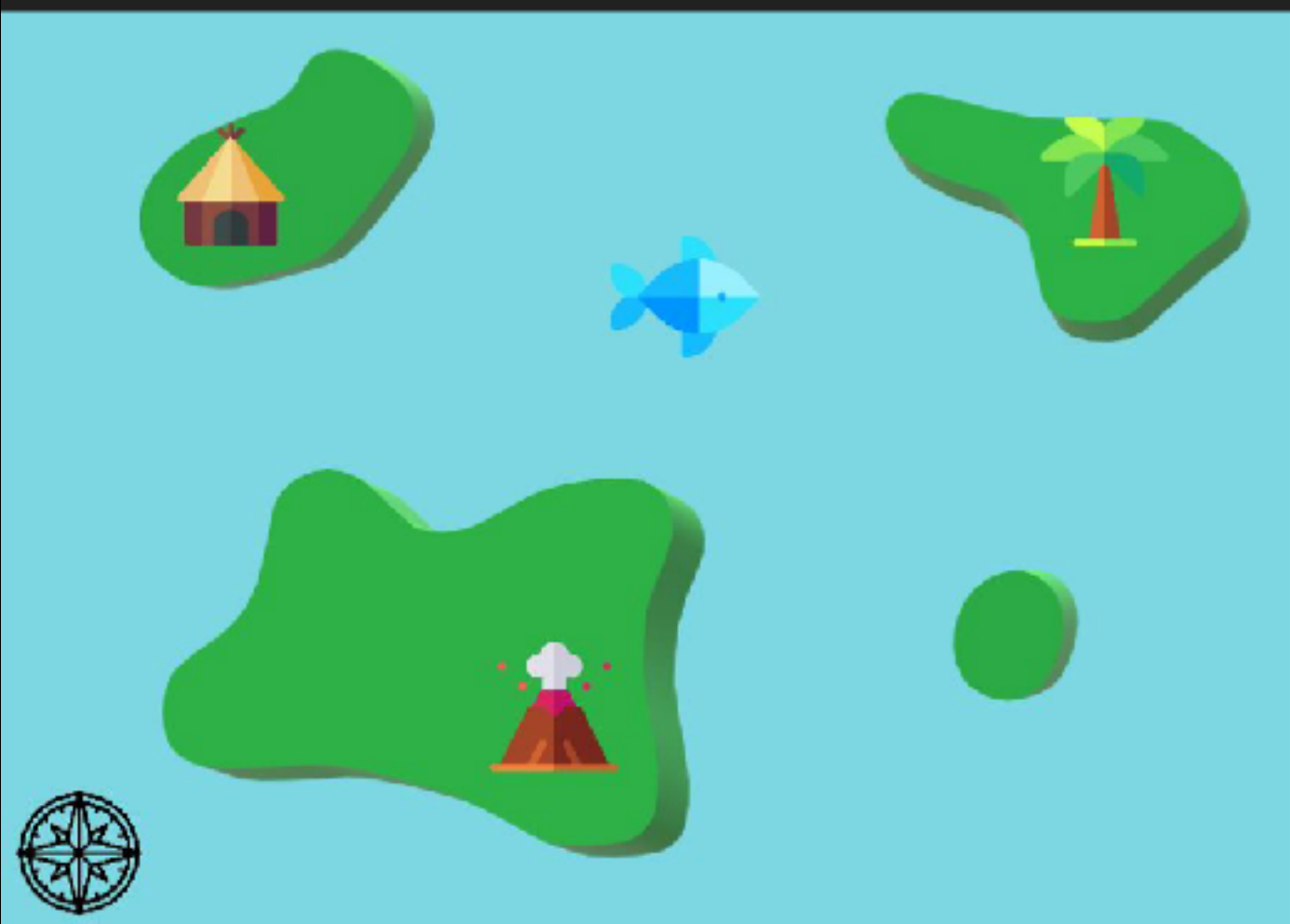
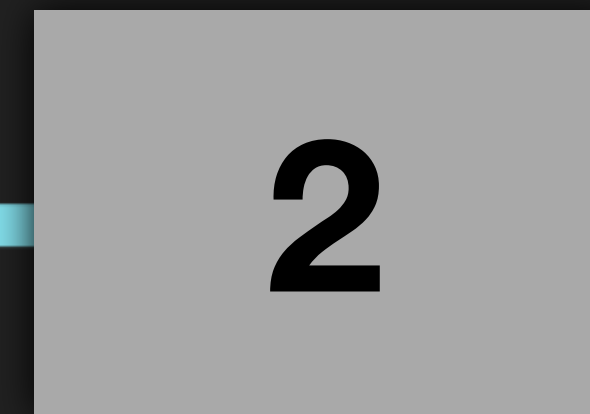
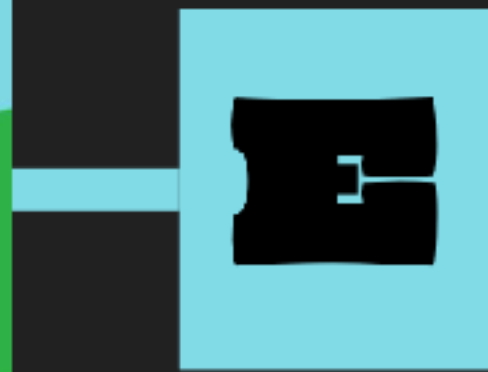
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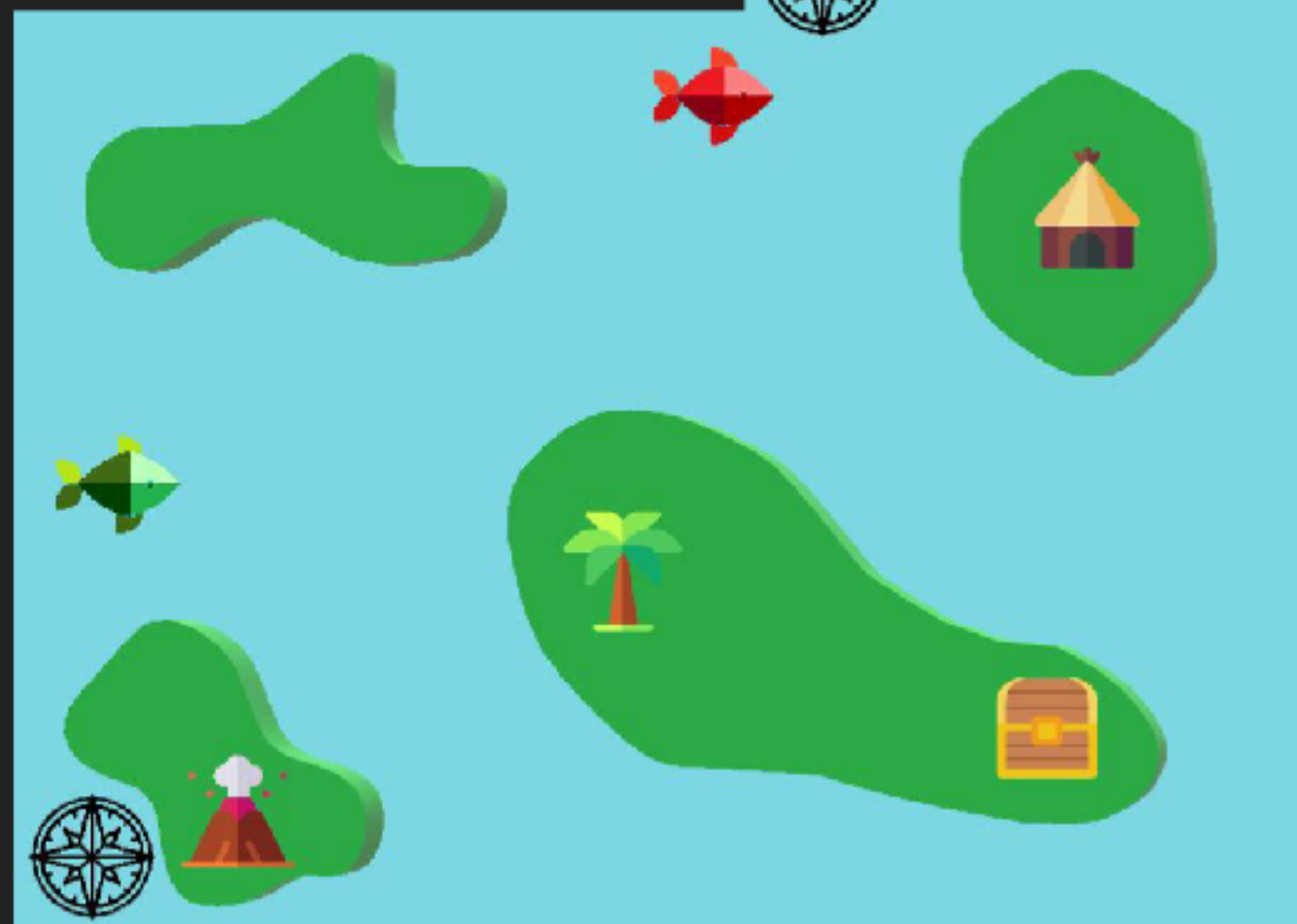
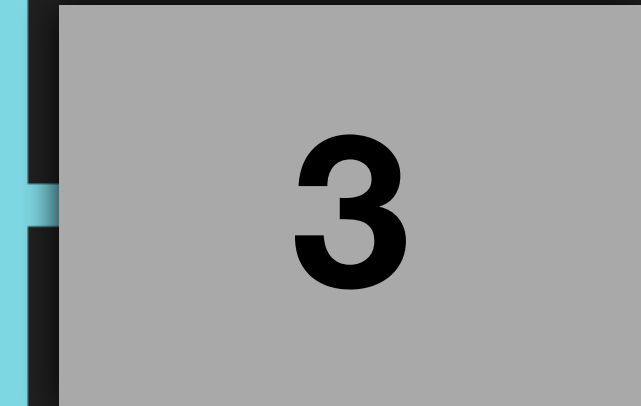
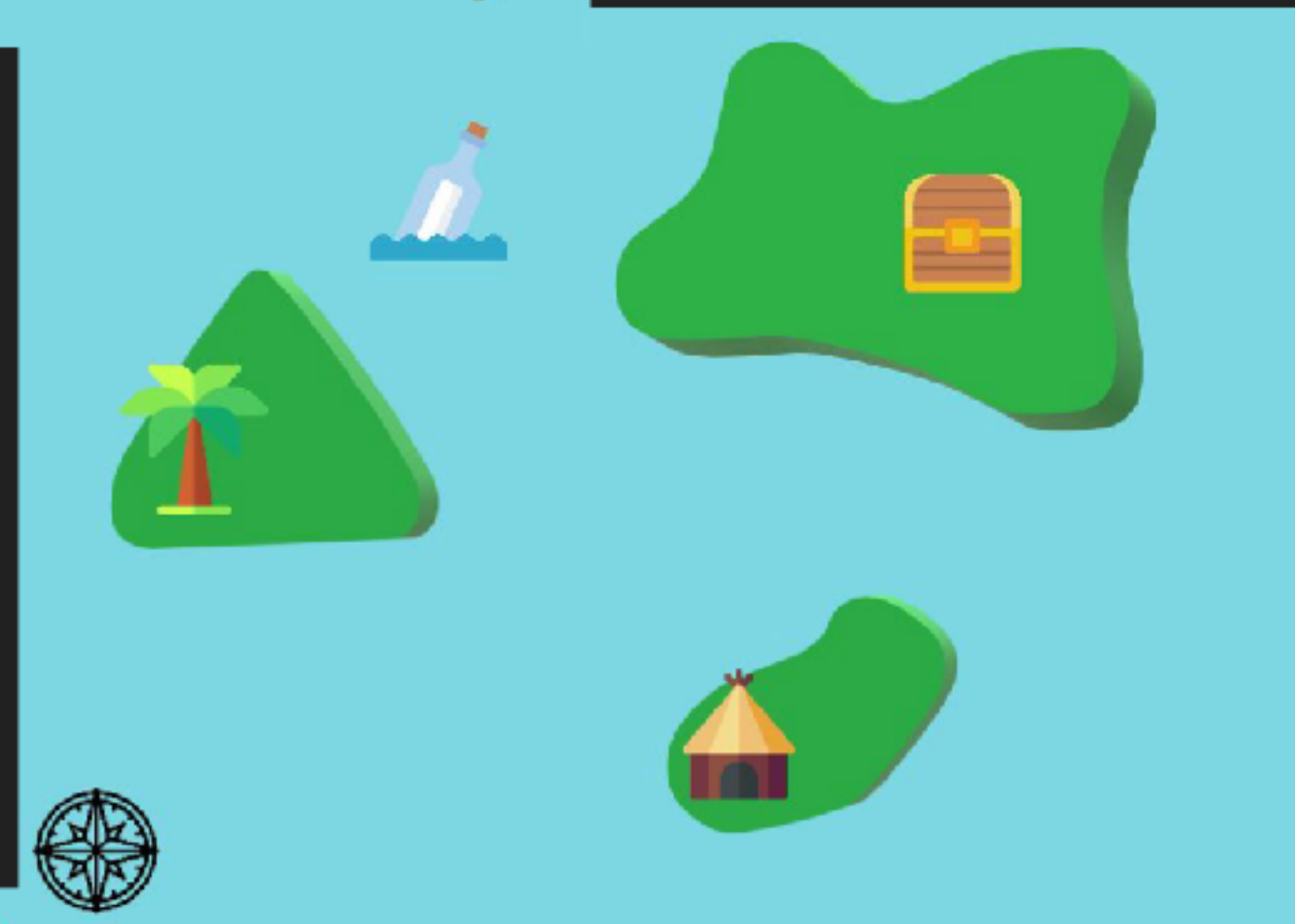
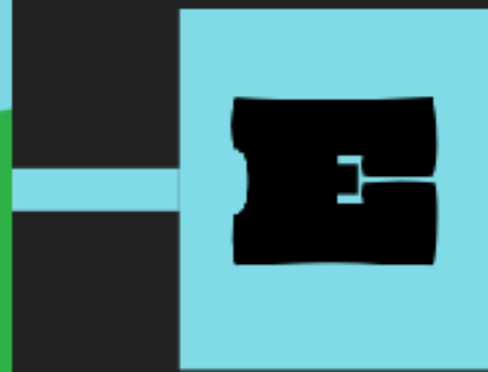
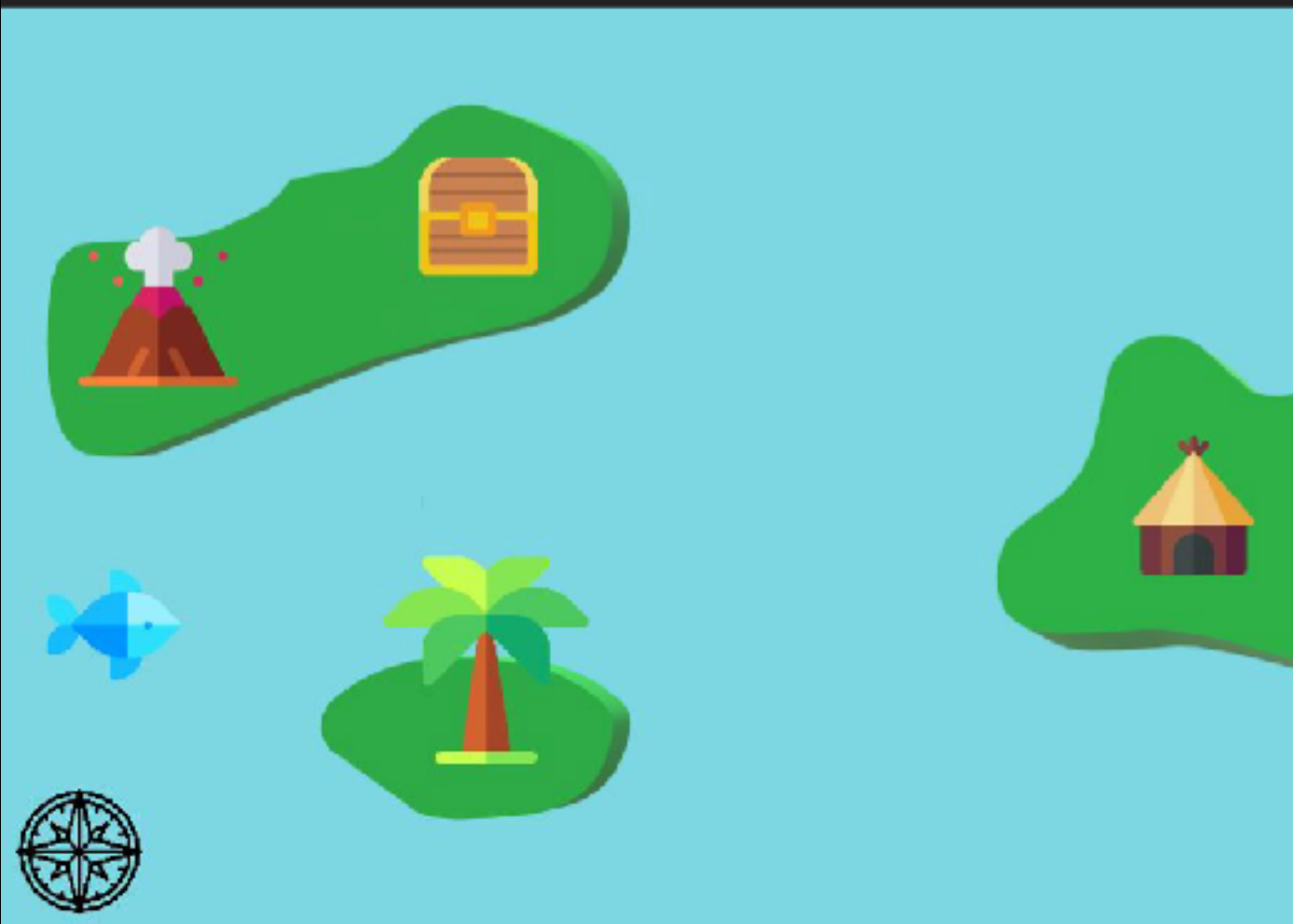


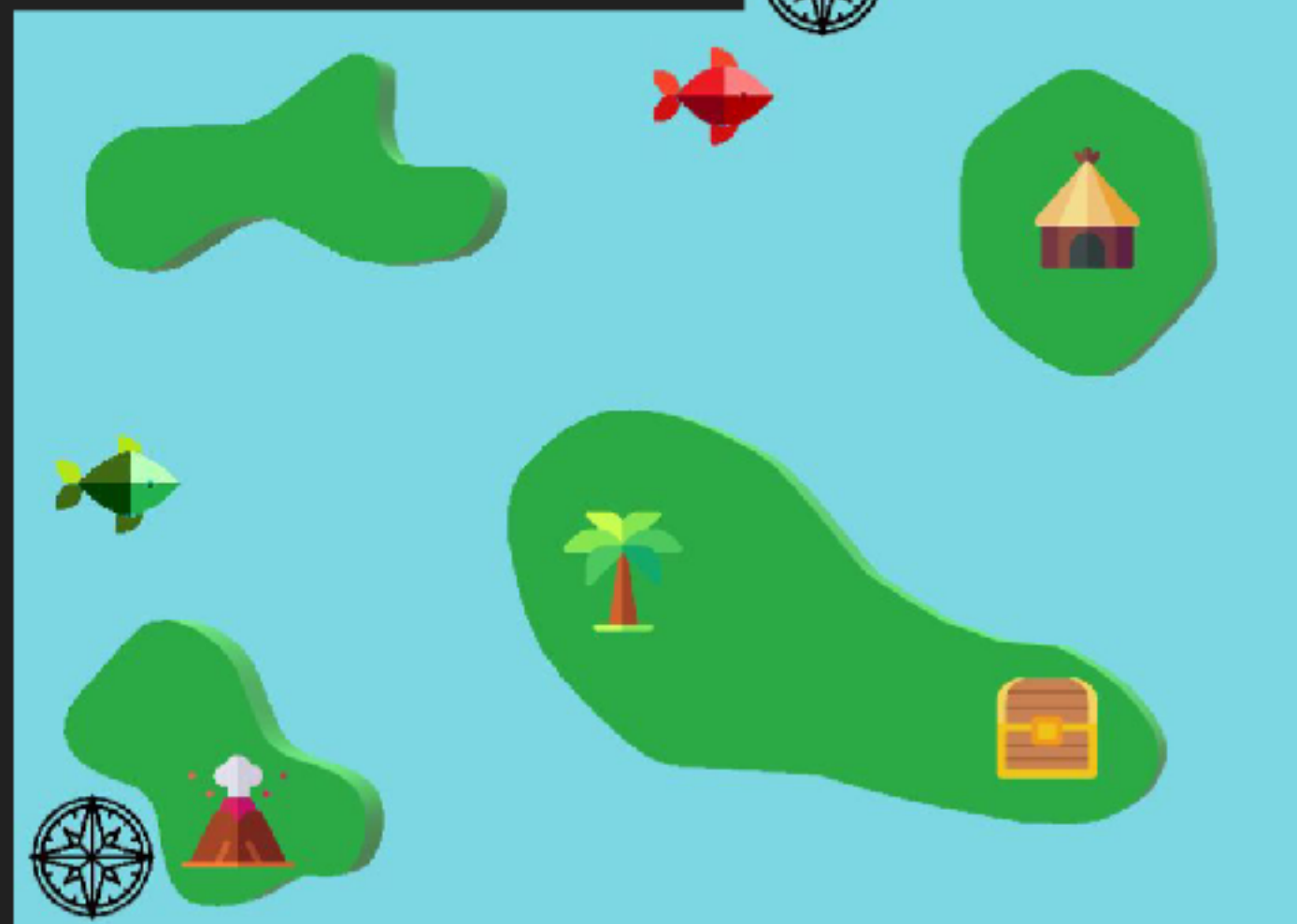
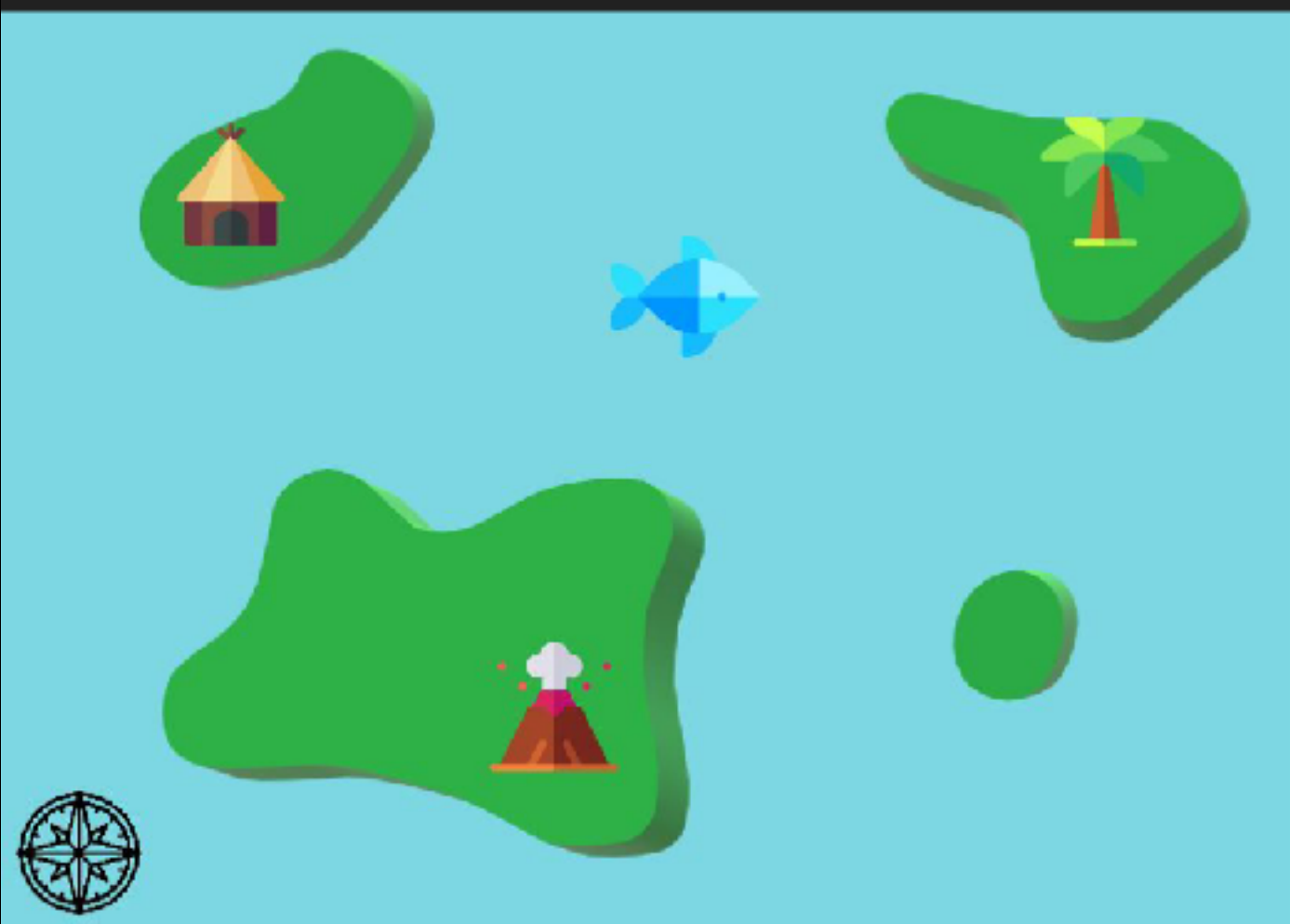
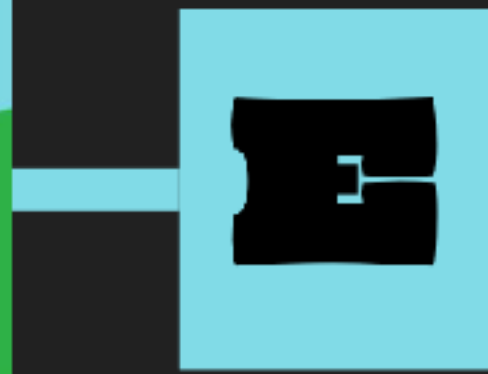
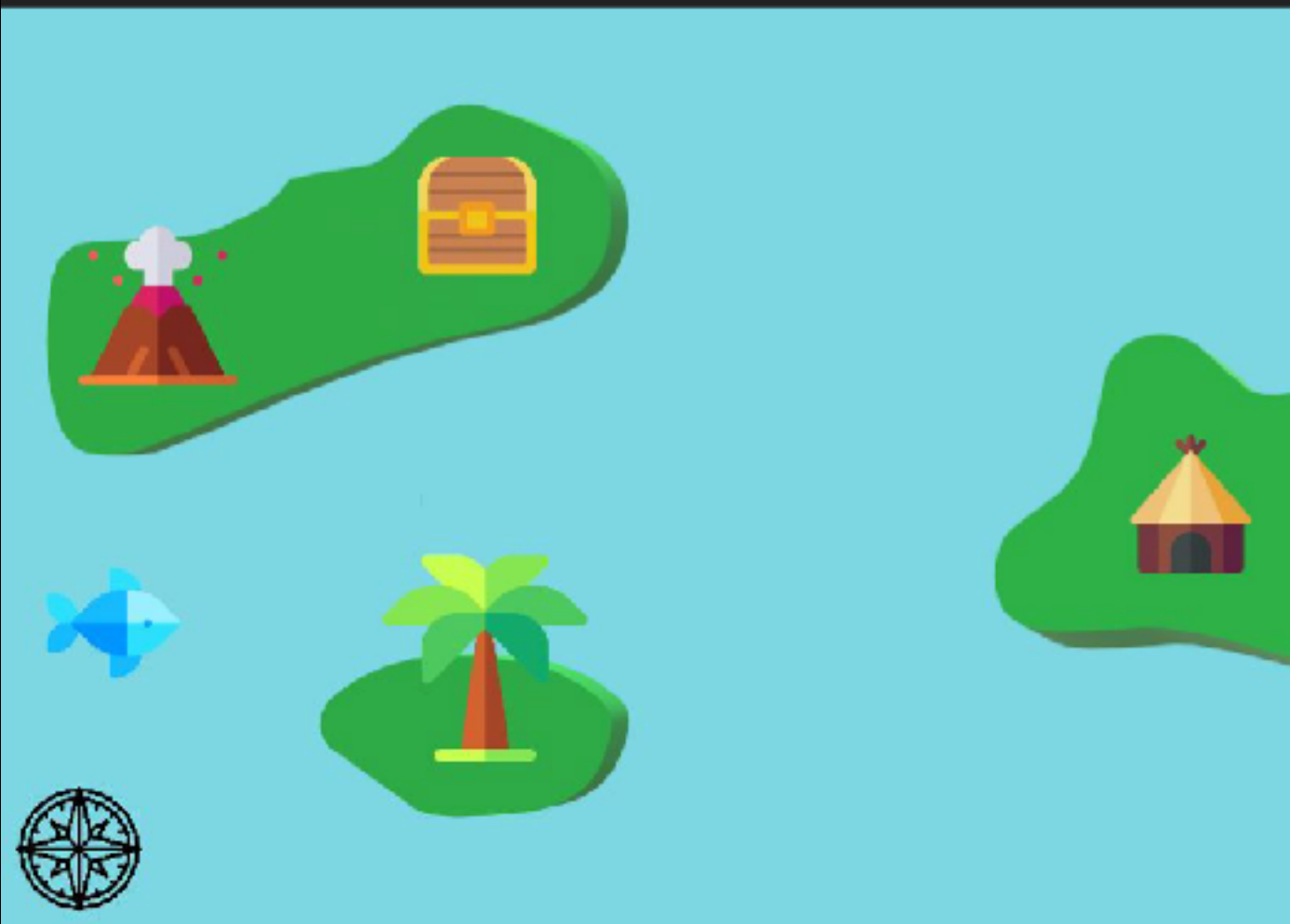
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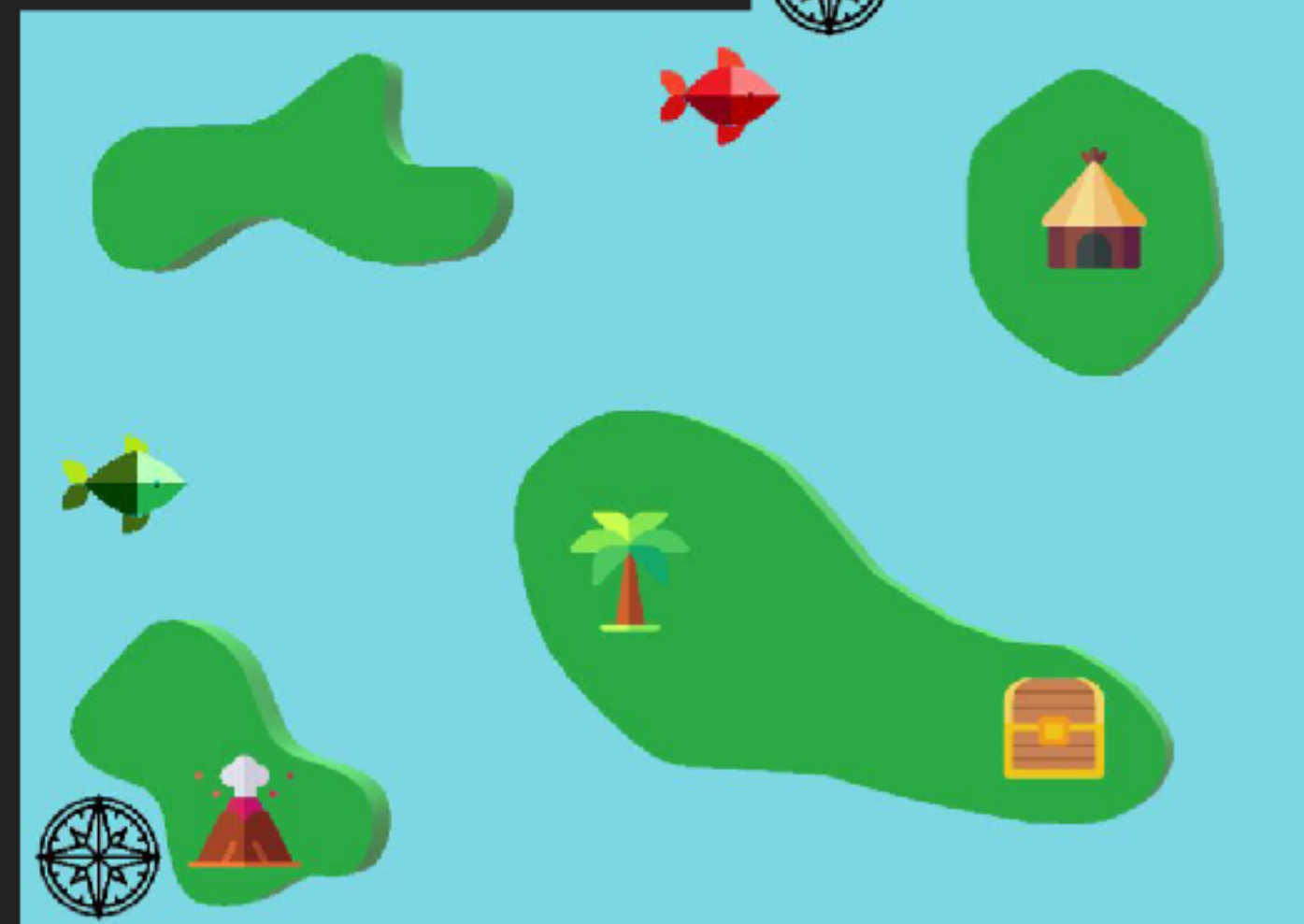
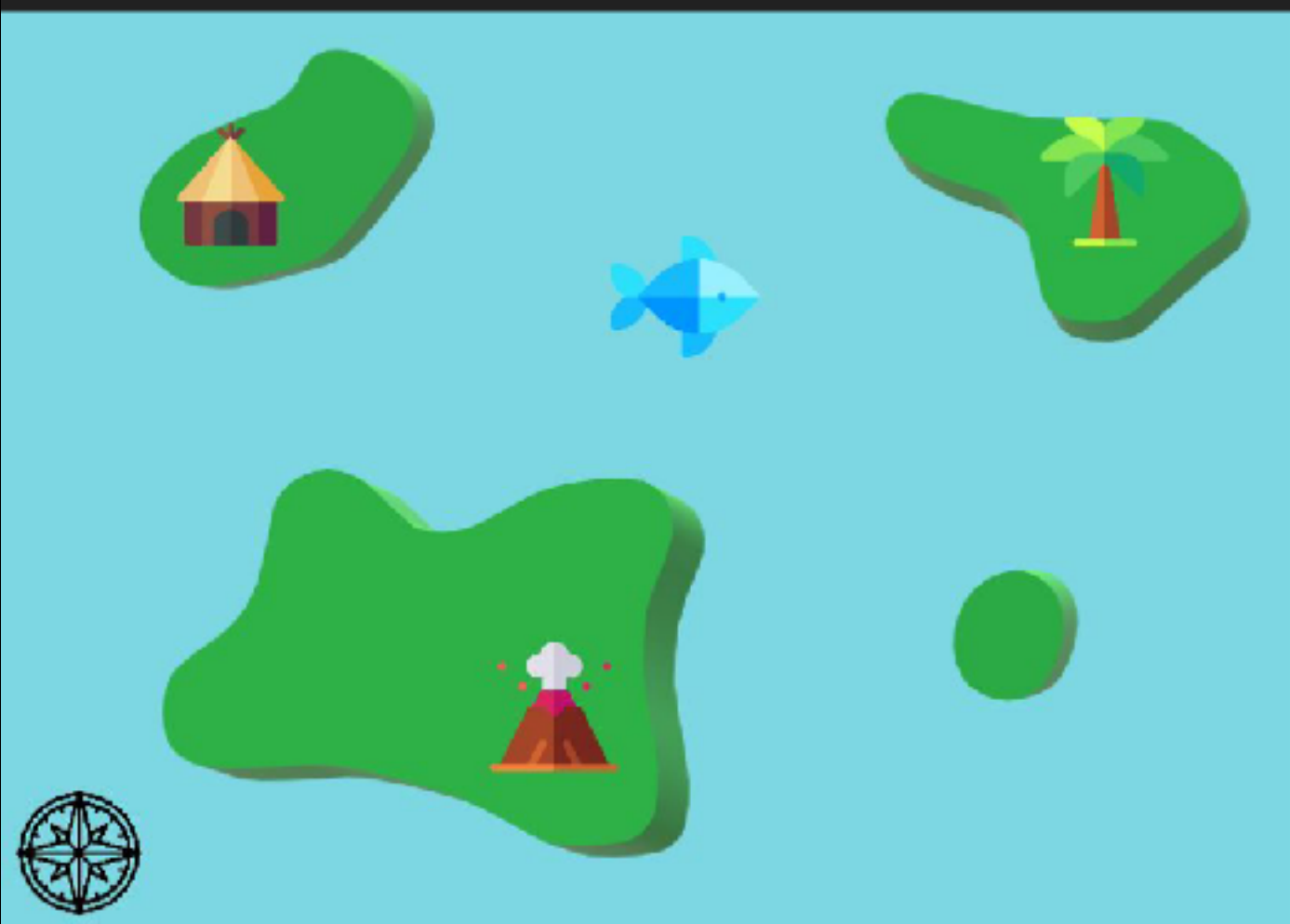
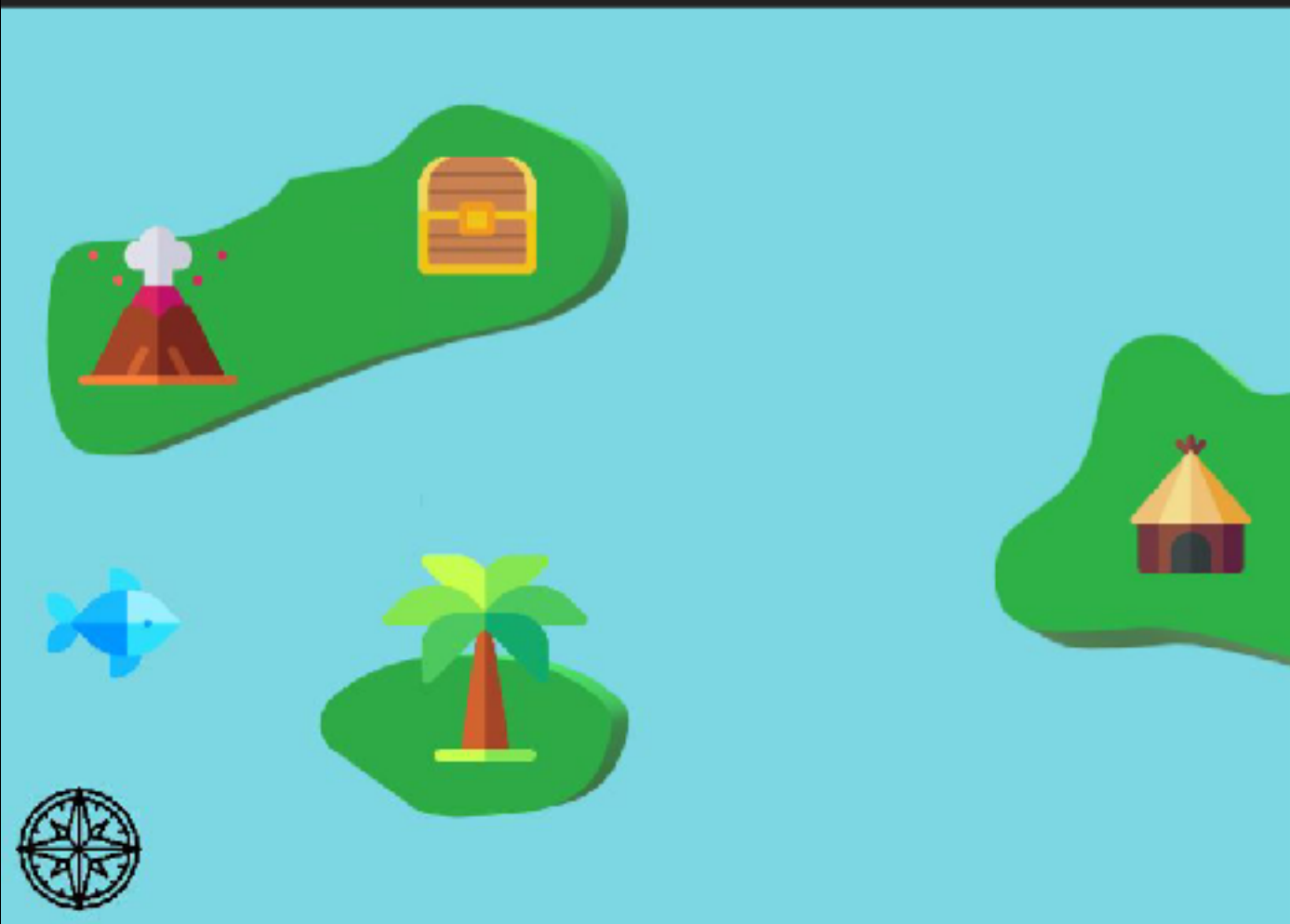


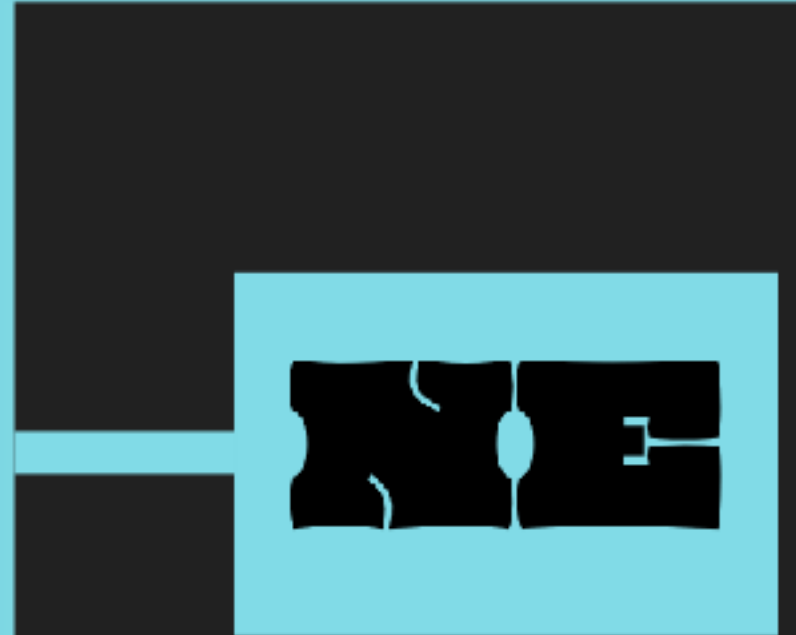
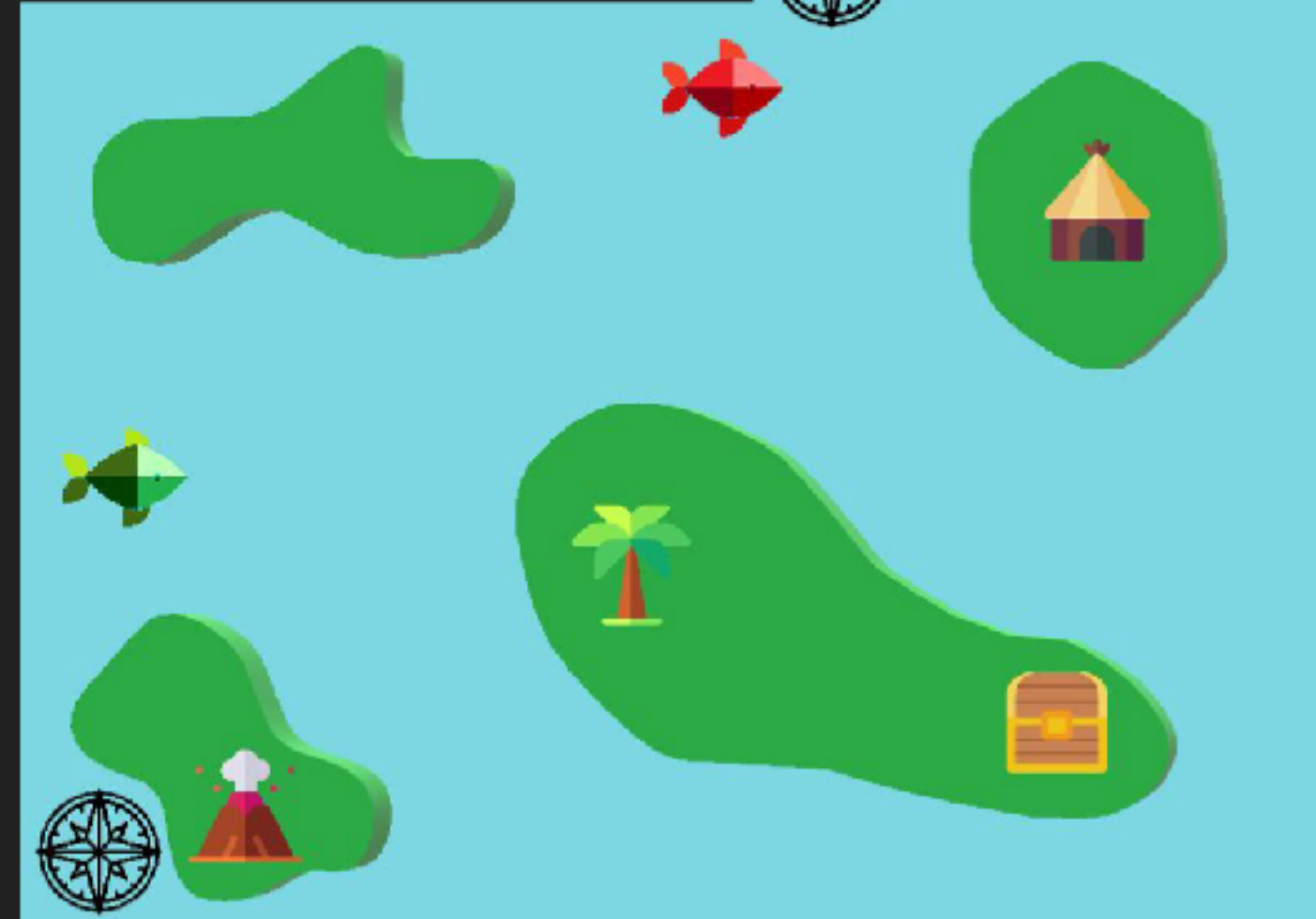
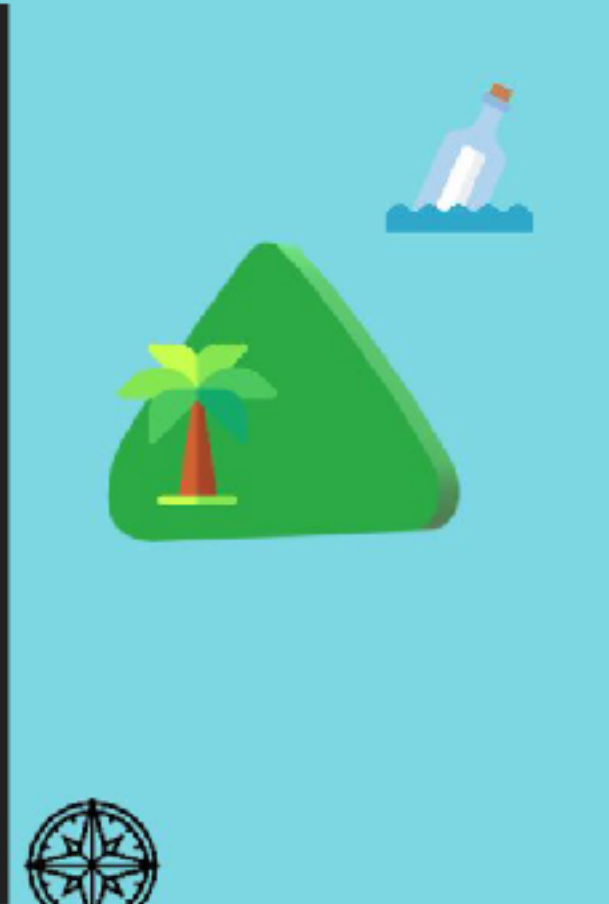
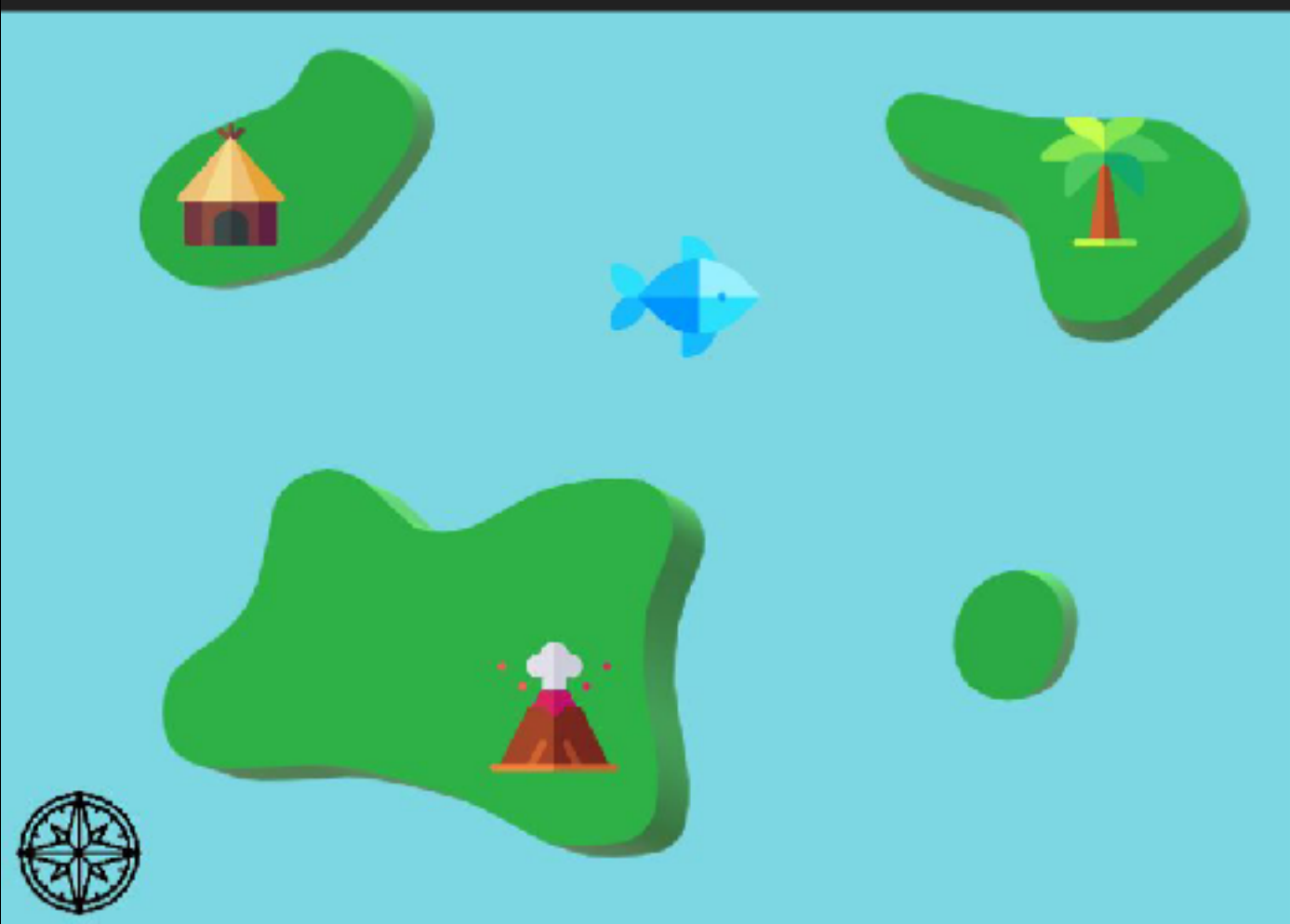
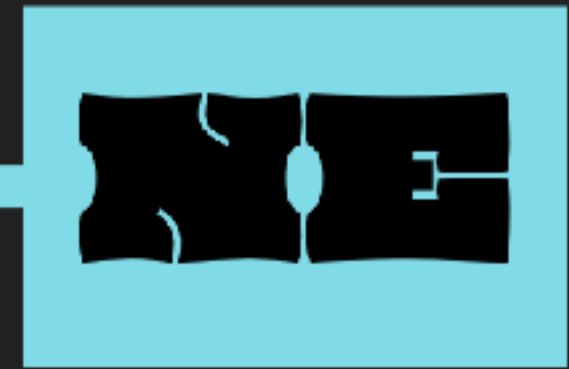
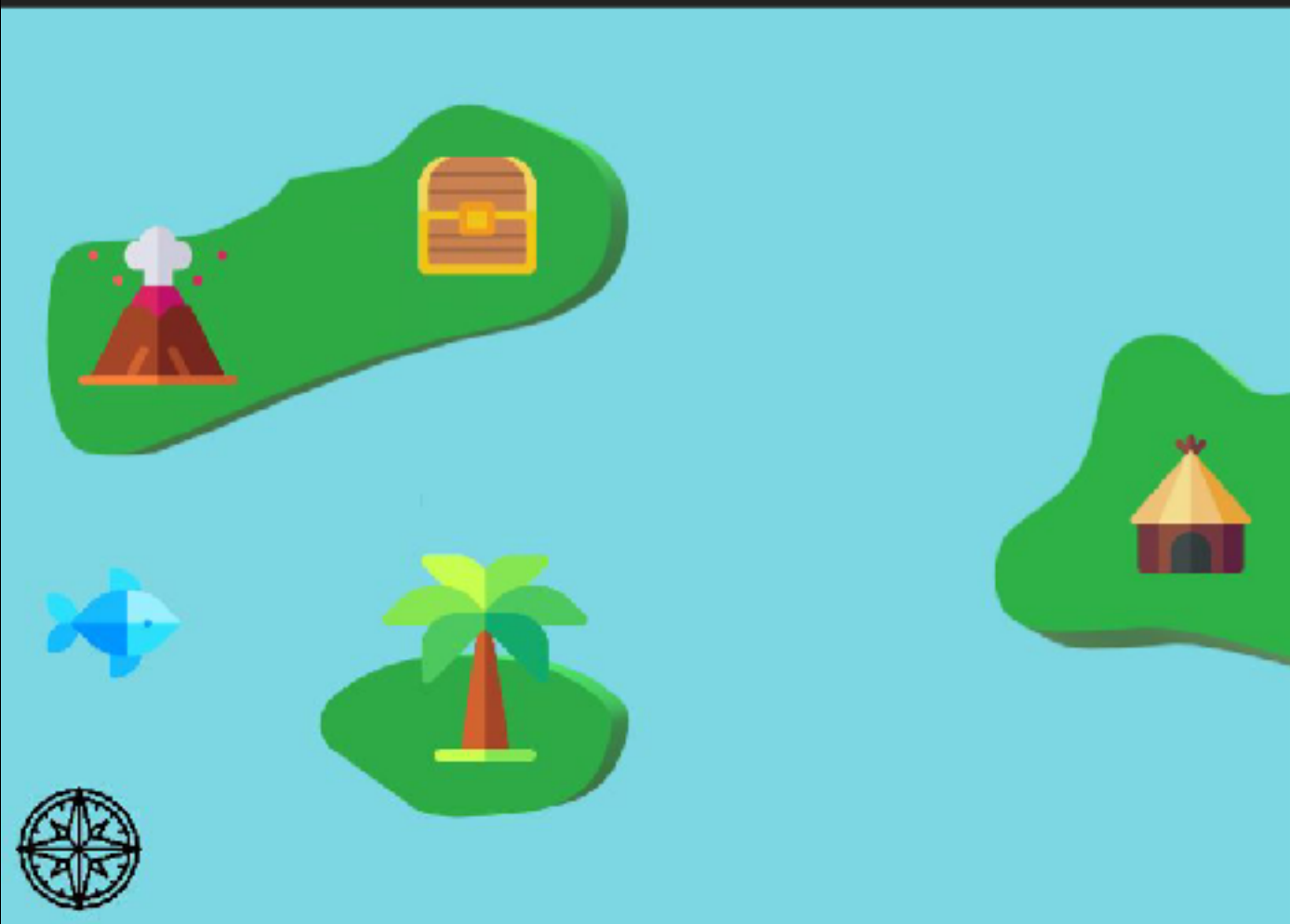
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SET 5

OUI

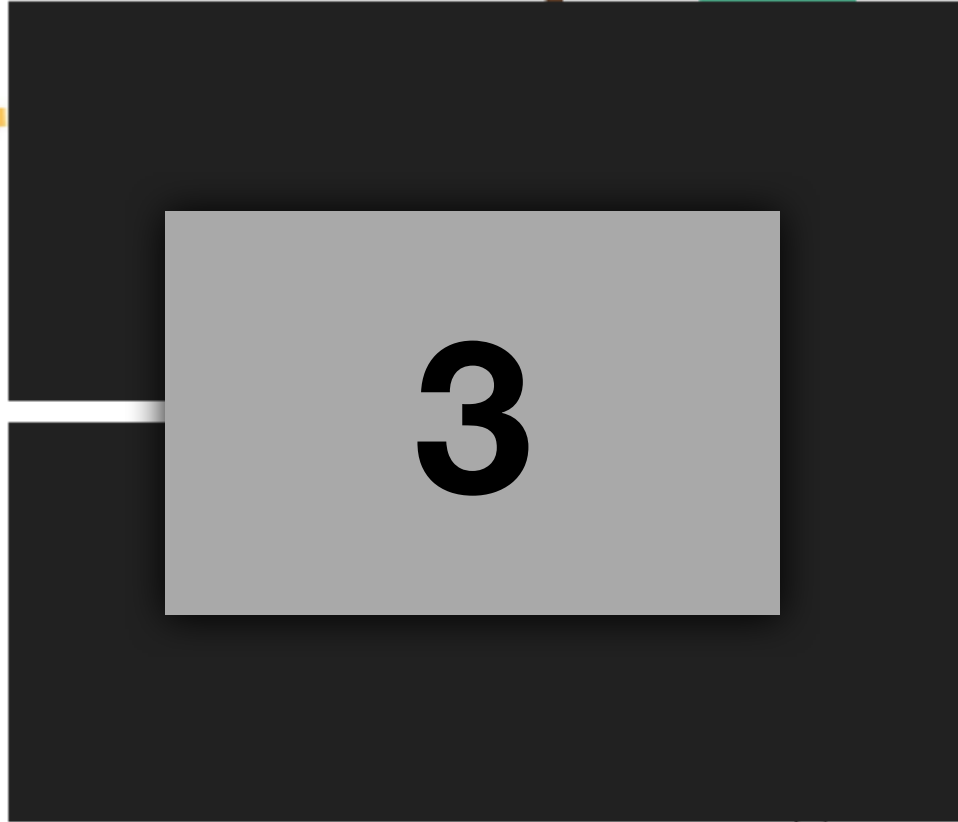
NON



1



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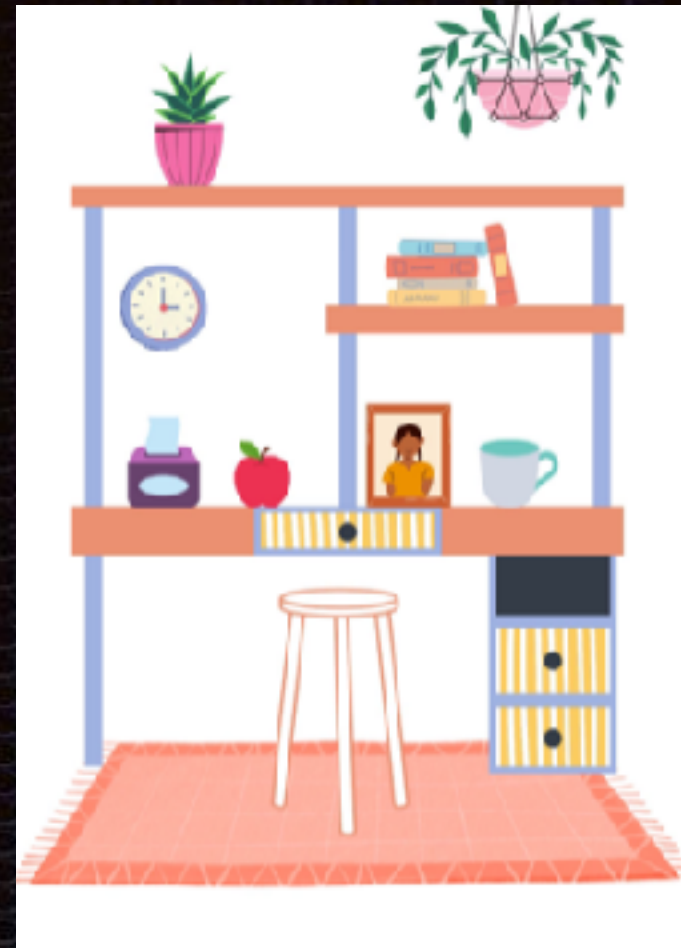
OUI



NON



OUI



- Livres
- Pomme
- Photo
- Tasse
- Mouchoirs
- Rien

VADROUILLE

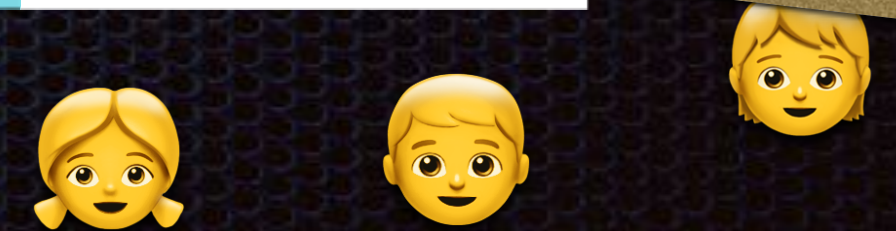
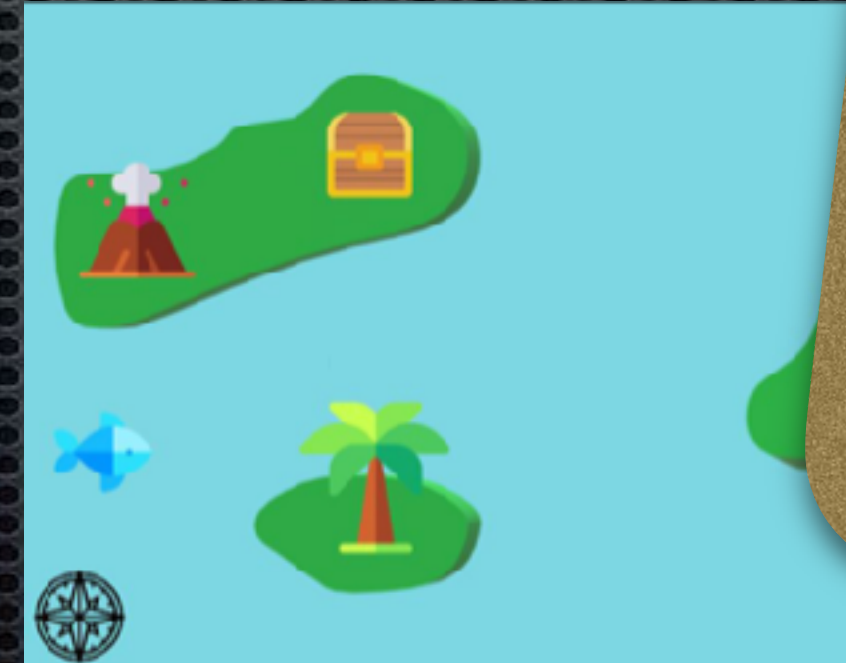
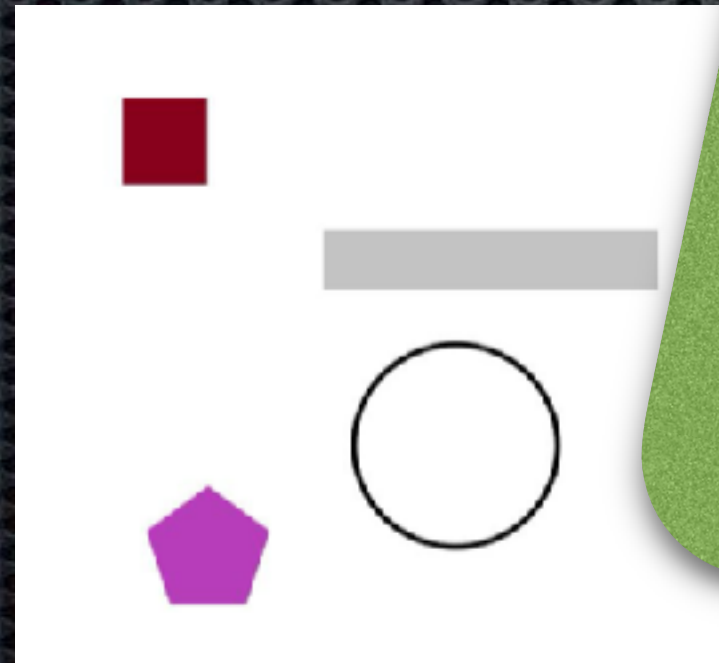
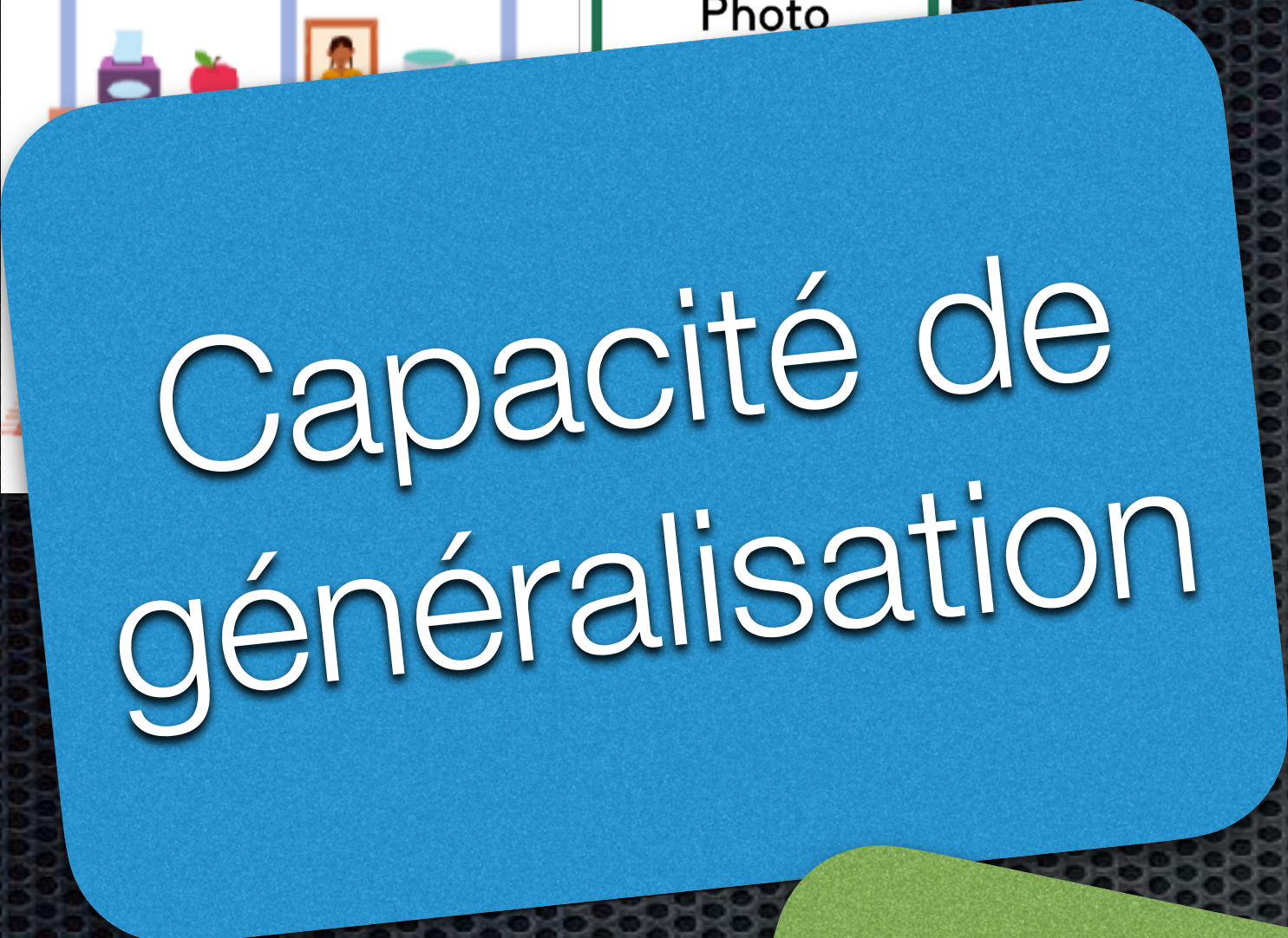
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RESSOURCES PÉDAGOGIQUES ET DE MÉDIATION

La MMI s'engage toute l'année pour un apprentissage des mathématiques et de l'informatique plus ludique, plus participatif et plus décomplexé. Pour accompagner les enseignant-es et en complément des activités proposées dans nos murs, nous vous proposons plusieurs ressources pédagogiques à faire en classe ou chez soi. Vous trouverez aussi nos déroulés d'ateliers et le matériel nécessaire pour vous les approprier.

Tranches d'âge :

Toutes

Cycle 2

Cycle 3

Cycle 4

Lycée

Thématiques :

Toutes

Art

Astronomie

Fractions

Géométrie

Informatique

Jeux

Probabilités



Secrets de cuisine

Nina Gasking, Olivier Druet

Un atelier sans écran pour découvrir la cryptographie.

Cycle 4 Lycée - Informatique - Médiateur-trices



Extension - La marelle de Turing

Nina Gasking

Pour le grand public, une deuxième activité de 30 minutes d'informatique débranchée pour approfondir celle de la marelle de Turing.

Cycle 3 Cycle 4 - Informatique - Médiateur-trices



Optim'izza

Camille Beaudou, Charlotte Avellaneda

Ces deux ateliers permettent de découvrir les problèmes d'optimisation linéaire et de mettre les élèves en situation de recherche.

Cycle 4 - Informatique - Médiateur-trices

