

Sudanimaux

Ce document contient :

- cette page de présentation ;
- en page suivante, un exemple de résolution d'une grille ;
- deux fois un bloc de 42 grilles à résoudre, classés par ordre de difficulté (au vu du temps mis et des démarches entreprises par les enfants) et la planche de jetons correspondant ; les deux blocs ne diffèrent que par les jetons donnés.

Ce document propose une nouvelle version des sudoku, sous la forme des grille imagées 4×4 plus particulièrement destinées et adaptées à des enfants du cycle 1 et du début du cycle 2.

Les grilles et les jetons pourront être collés sur du carton fin, plastifiés puis découpés.

Règles du jeu

La grille de jeu est un carré de 4 cases de côté, subdivisé en 4 carrés identiques (« régions »).

Les pions représentent des animaux : chats, chiens, renards et souris (pour le premier bloc) et éléphants, oiseaux, poissons et vaches (pour le second bloc).

Certains pions sont déjà placés ; il reste à l'enfant de placer les autres en sachant que :

- dans chacune des quatre lignes, il y a quatre animaux différents ;
- dans chacune des quatre colonnes, il y a quatre animaux différents ;
- dans chacune des quatre régions, il y a quatre animaux différents.

Le maître pourra créer d'autres grilles à l'aide des seules douze grilles de base suivantes (on supposera que les animaux sont dessinés « en buste ») :

1	2	3	4
3	4	1	2
4	1	2	3
2	3	4	1

1	2	3	4
3	4	1	2
4	3	2	1
2	1	4	3

1	2	3	4
3	4	1	2
2	3	4	1
4	1	2	3

1	2	3	4
3	4	1	2
2	1	4	3
4	3	2	1

1	2	3	4
4	3	1	2
3	4	2	1
2	1	4	3

1	2	3	4
4	3	1	2
2	1	4	3
4	3	2	1

1	2	3	4
3	4	2	1
2	1	4	3
4	3	1	2

1	2	3	4
3	4	2	1
4	3	1	2
2	1	4	3

1	2	3	4
4	3	2	1
3	4	1	2
2	1	4	3

1	2	3	4
4	3	2	1
2	4	1	3
3	1	4	2

1	2	3	4
4	3	2	1
2	1	4	3
4	3	2	1

1	2	3	4
4	3	2	1
3	1	4	2
2	4	1	3

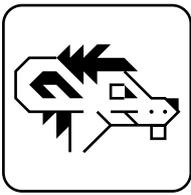
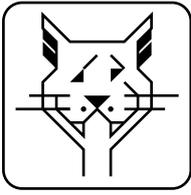
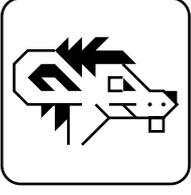
Pour un tableau donné, il y a $4 \times 3 \times 2 \times 1 = 24$ permutations possibles.

Par exemple, on peut faire les associations « 1 = chat, 2 = souris, 3 = renard et 4 = chien » ou encore « 1 = chat, 2 = renard, 3 = souris et 4 = chien ».

Il existe donc $12 \times 24 = 288$ grilles différentes.

La difficulté de résolution dépend du nombre de cases données, de leur disposition et de leur contenu !

Un exemple de résolution

	A	B	C	D
1				
2				
3				
4				

Je dois avoir un chien dans le carré « en haut à gauche » : je place un chien en B2.
De même, je place un chien en C3.

Je dois placer un chien dans le carré « en bas à gauche ». Mais je ne peux pas le placer dans la colonne B (à cause du chien en B2) ni dans la ligne 3 (à cause du chien en C3). Il me reste une seule possibilité : je place le chien en A4.

De même, je place un chien en D1.

Je complète la colonne A en mettant un renard en A3 et je complète la ligne 1 en mettant un chat en C1.

Je complète la ligne 3 en plaçant une souris en B3.

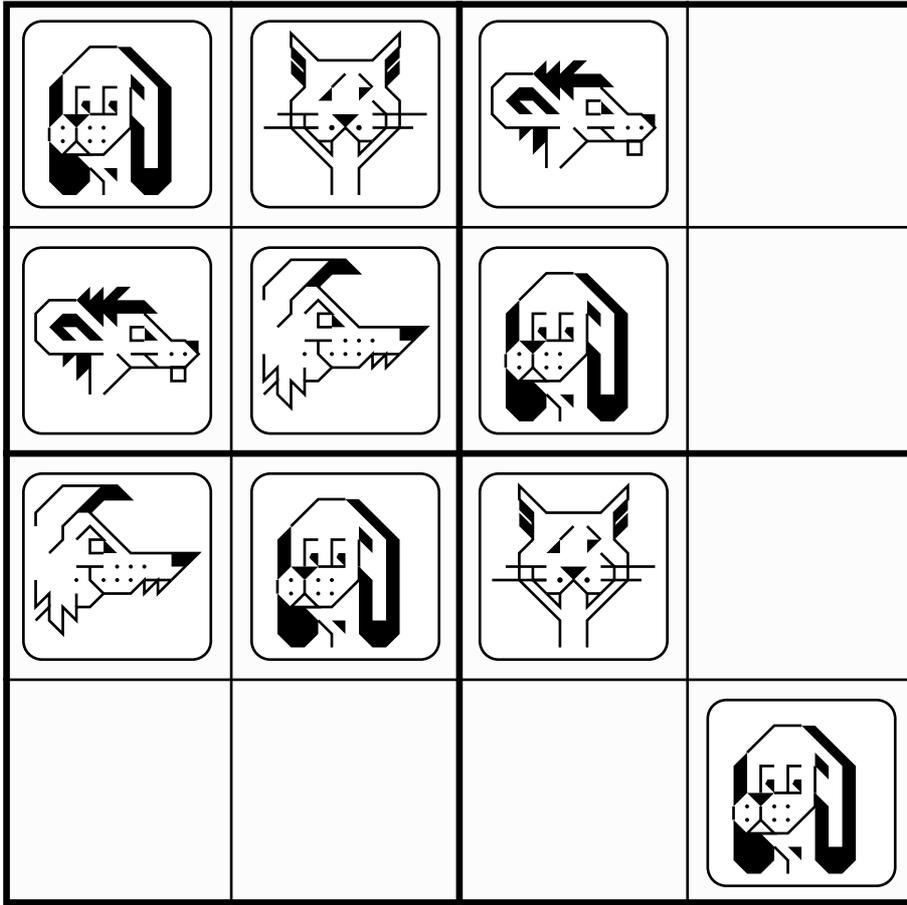
Je complète la ligne 4 en plaçant un chat en B4.

Je complète la colonne C en plaçant un renard en C2.

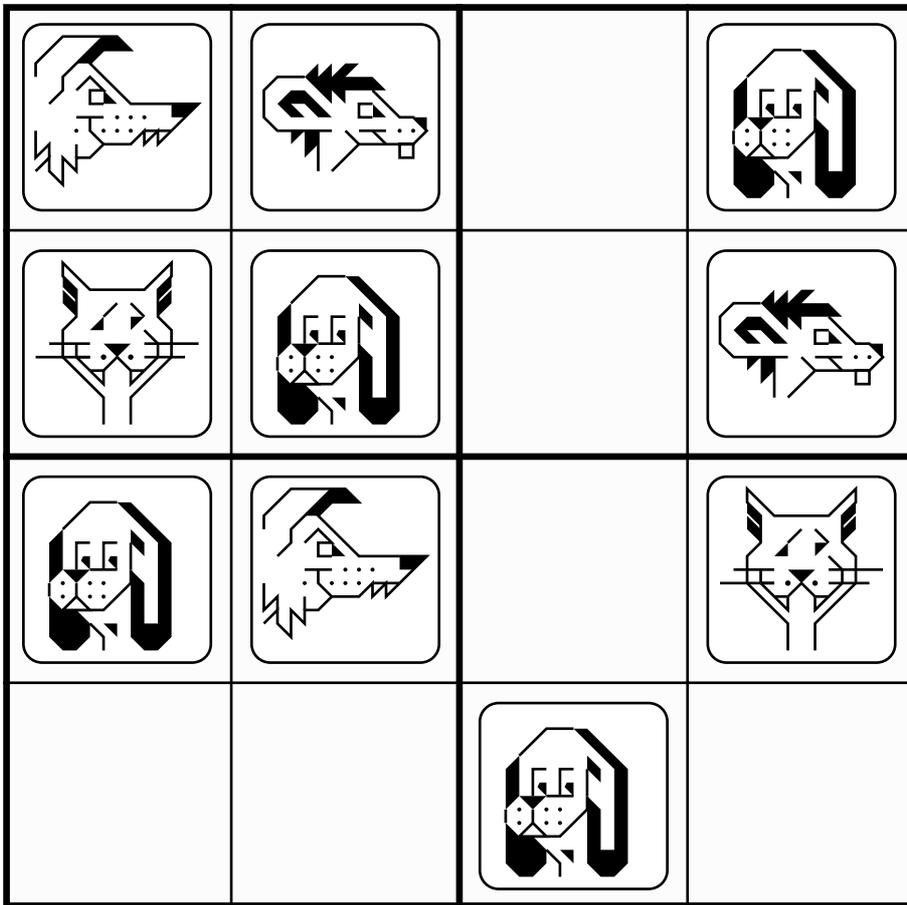
Je complète la colonne D en plaçant une souris en D2.

Et voilà !

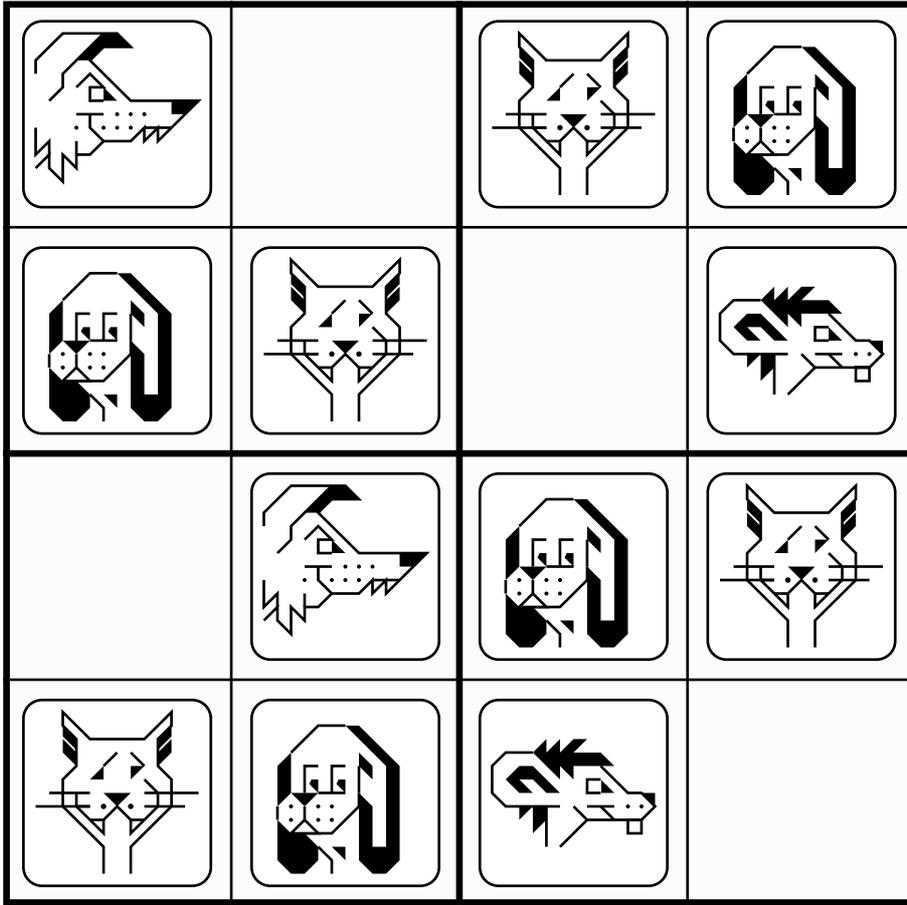
1



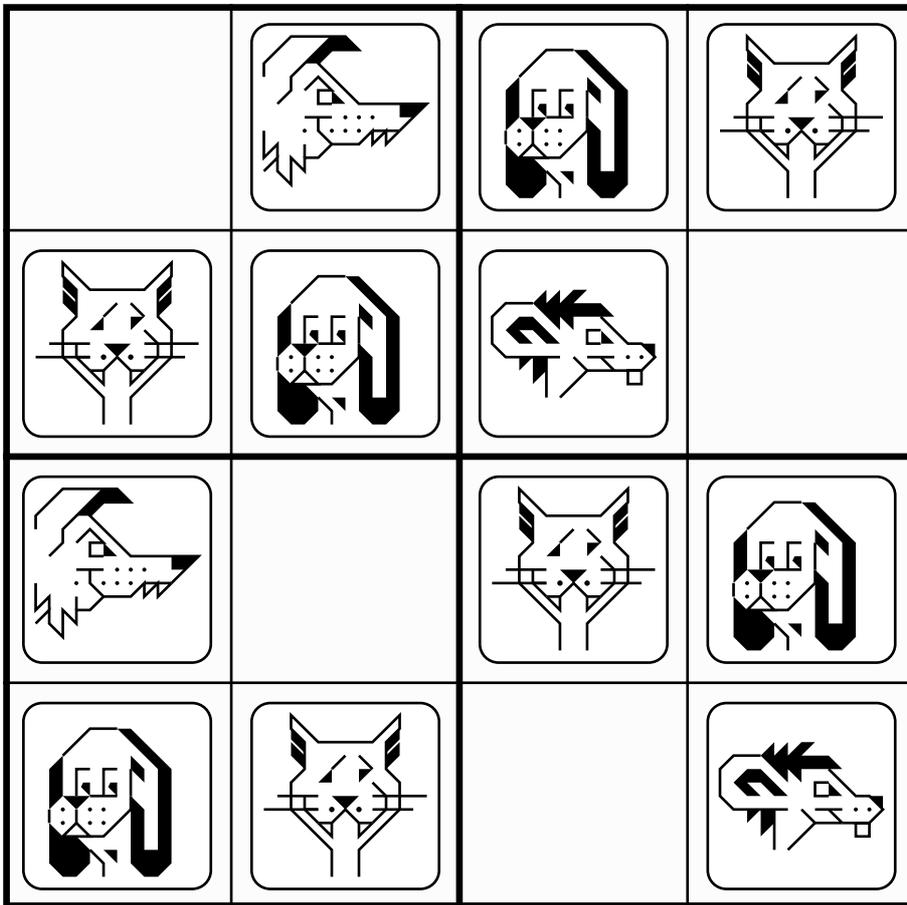
2



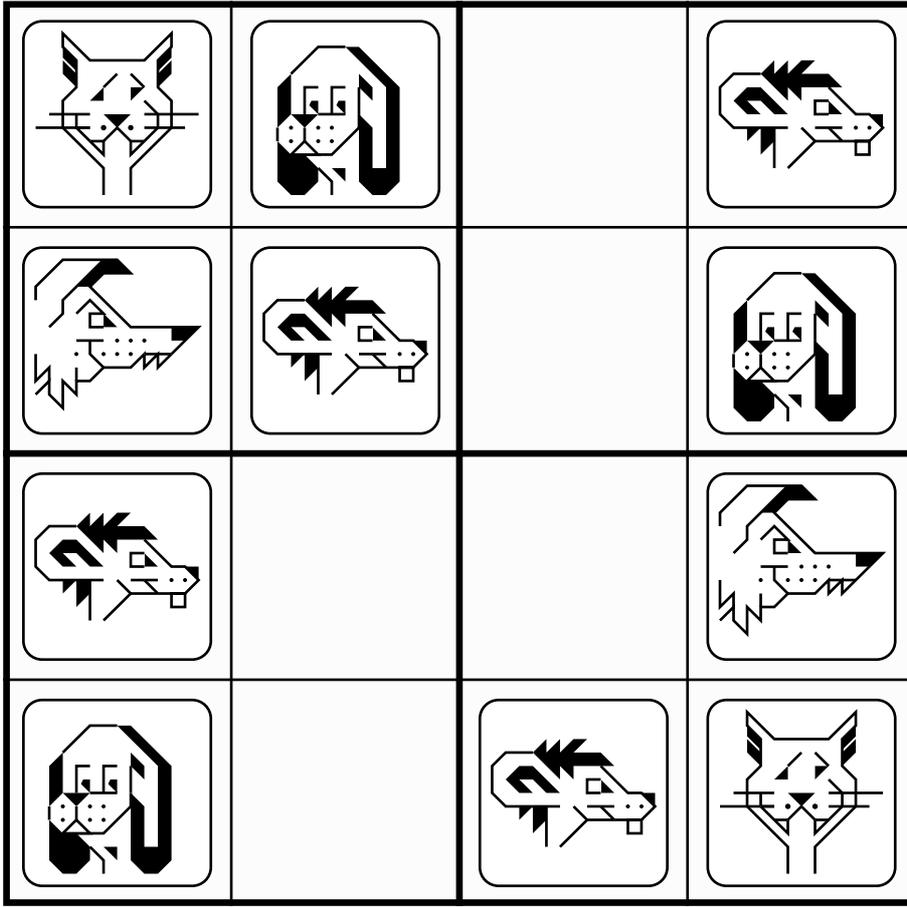
3



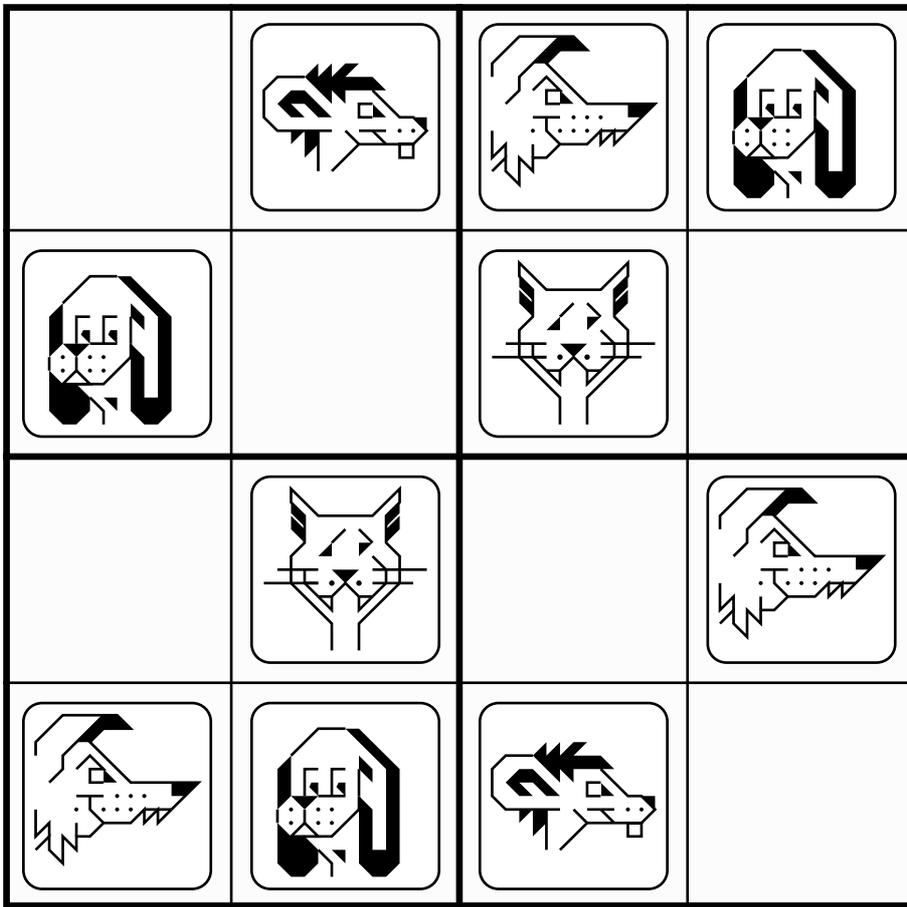
4



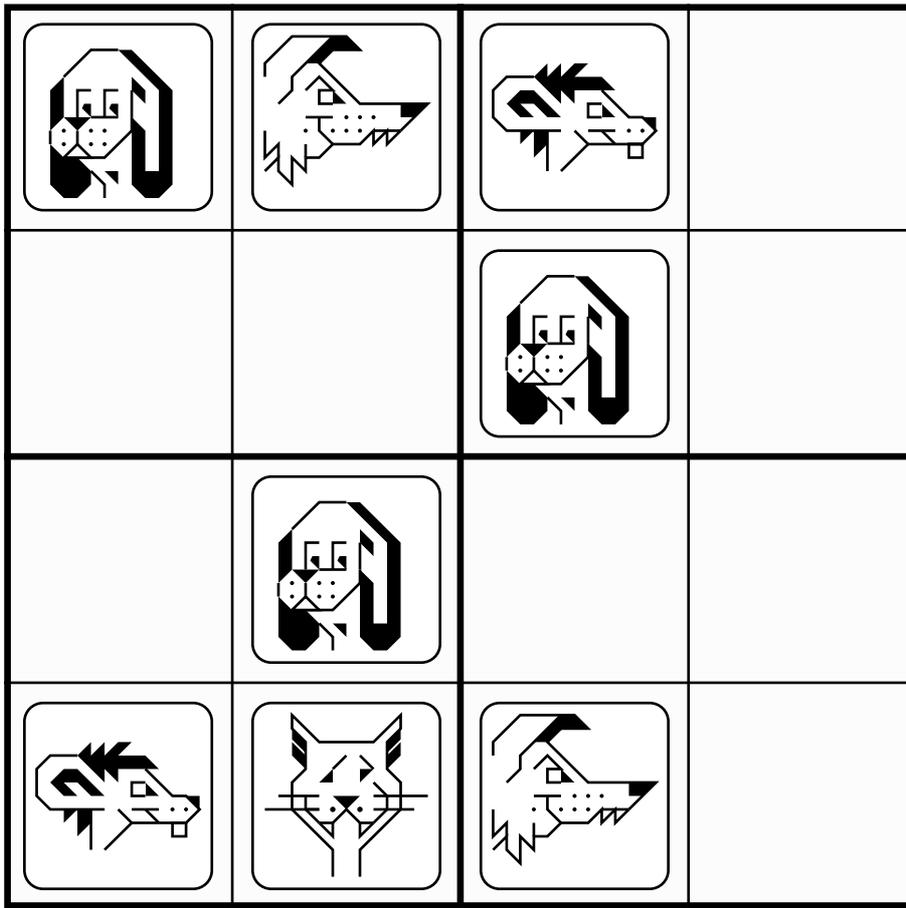
5



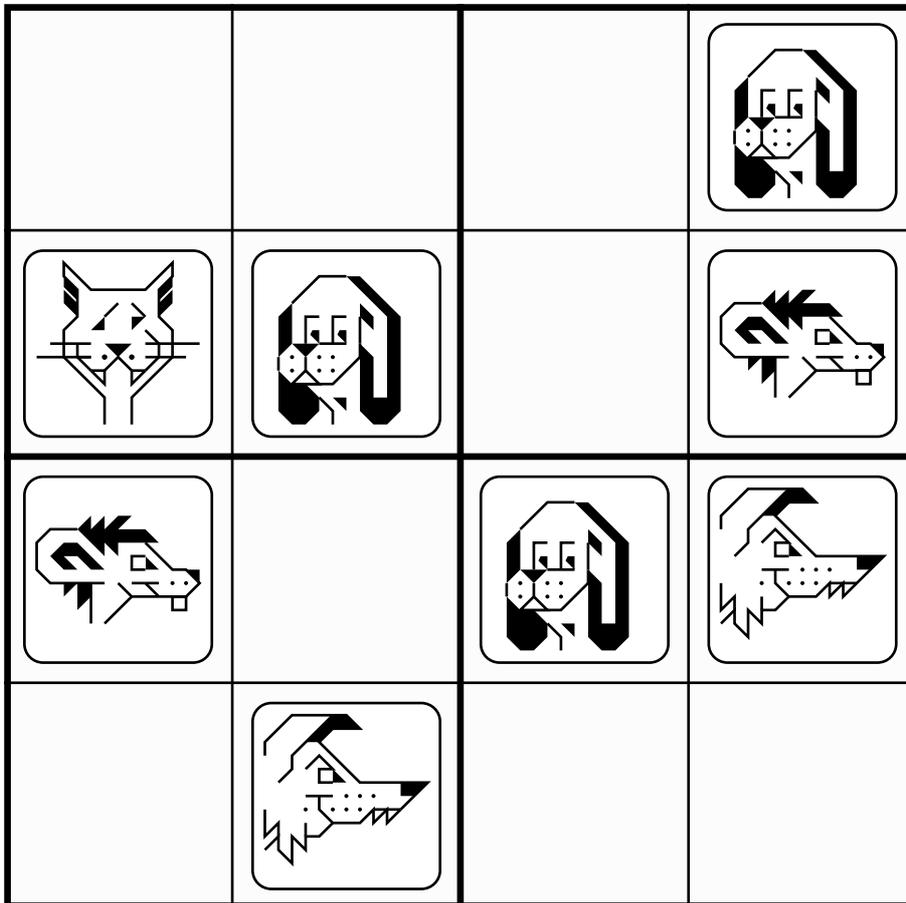
6



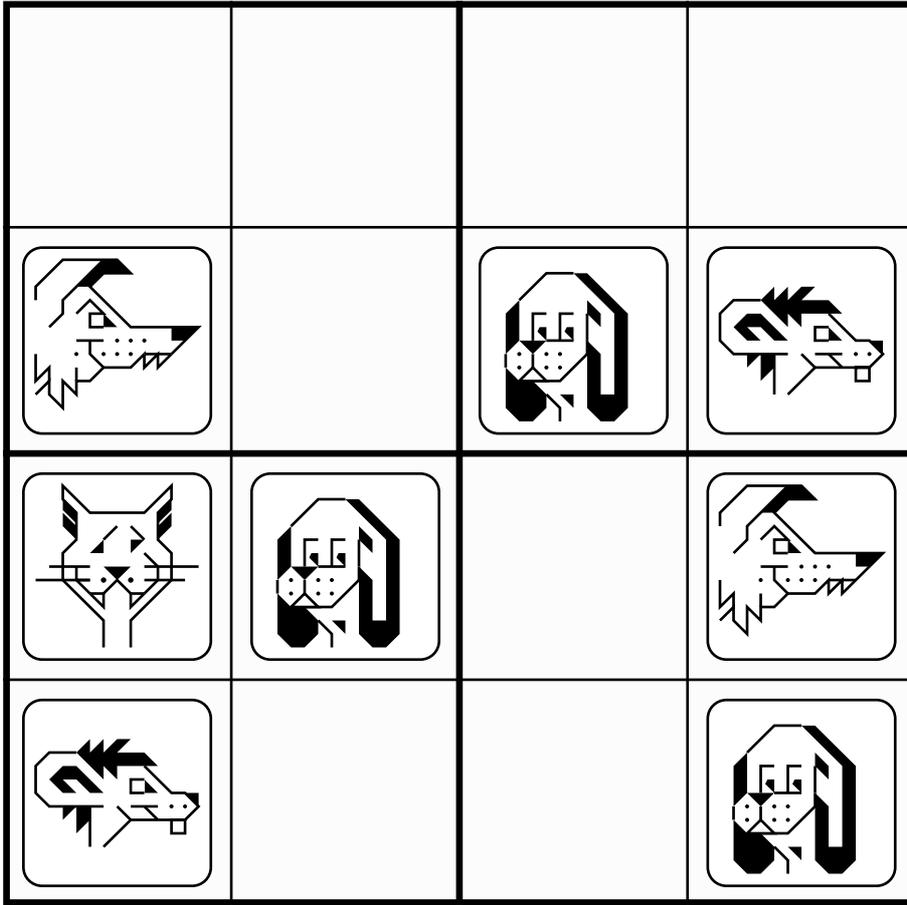
7



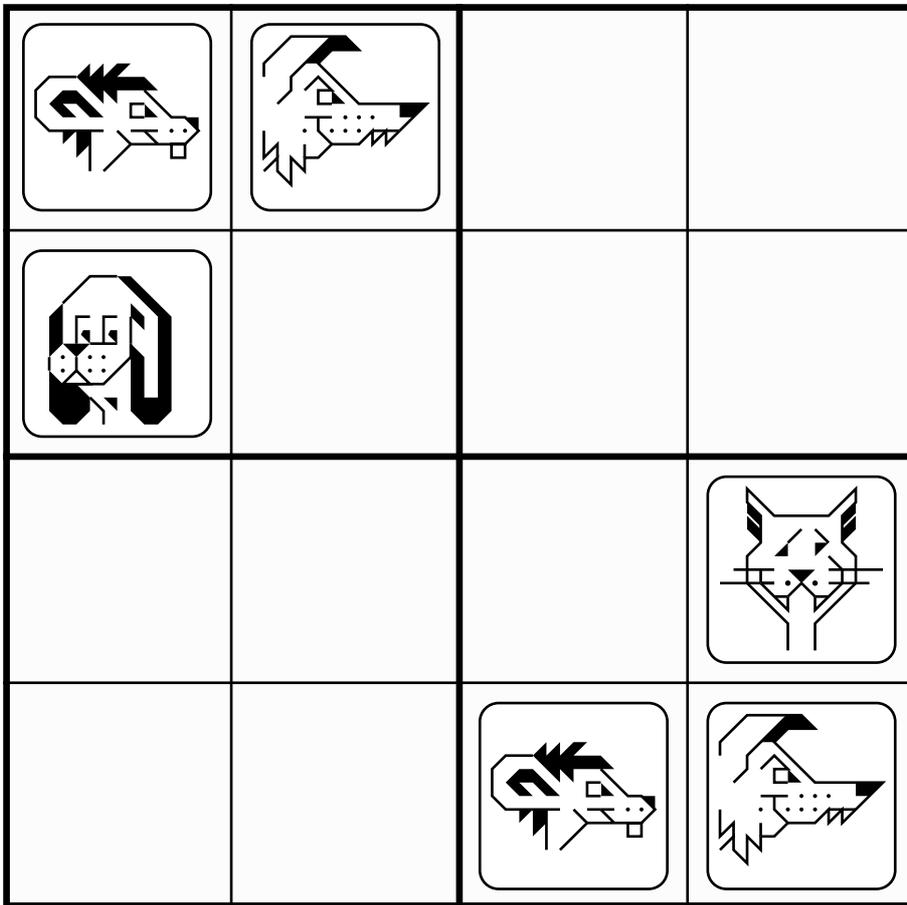
8



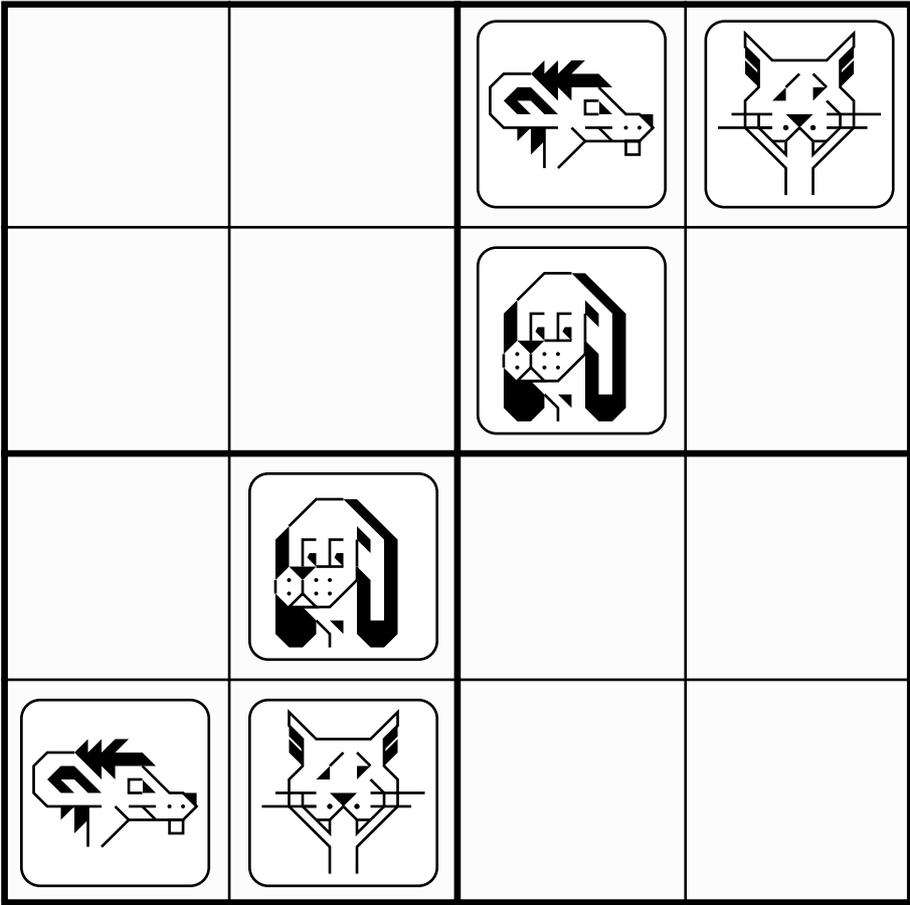
9



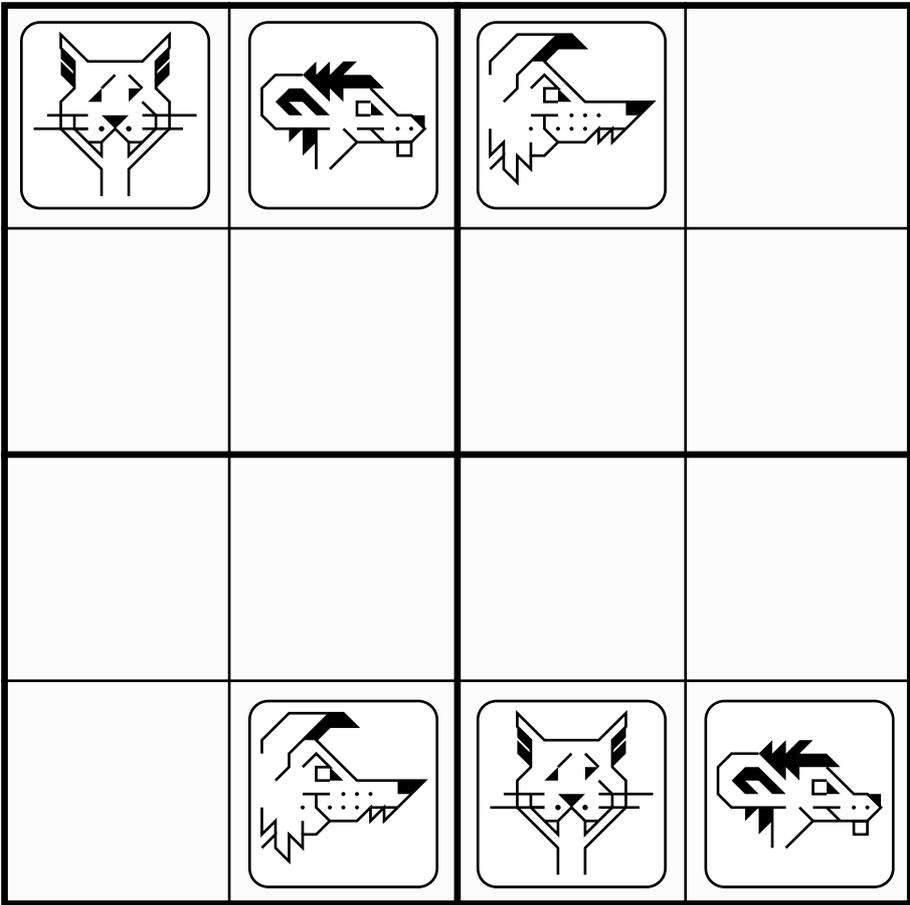
10



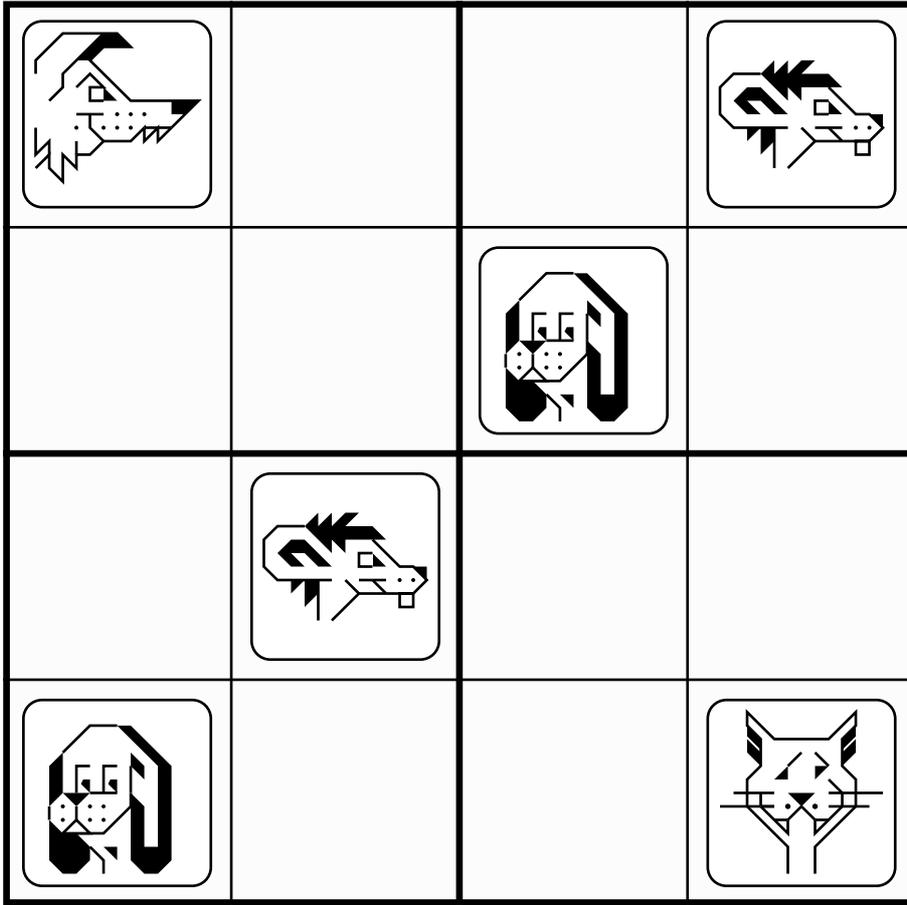
11



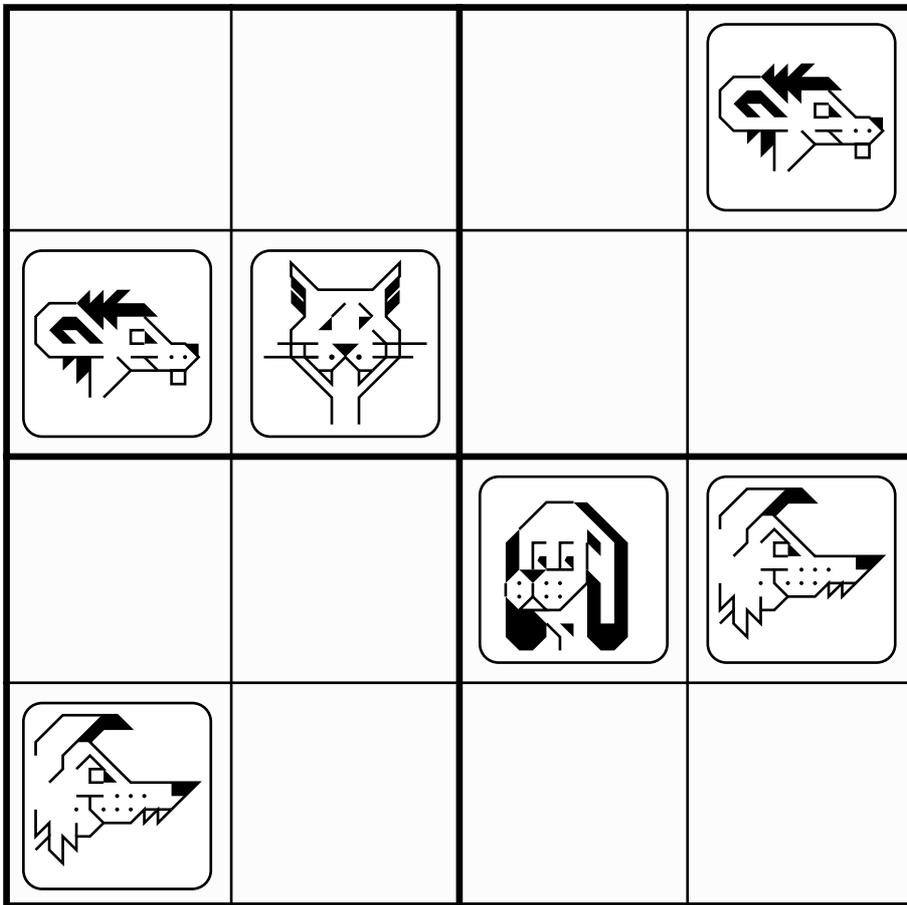
12



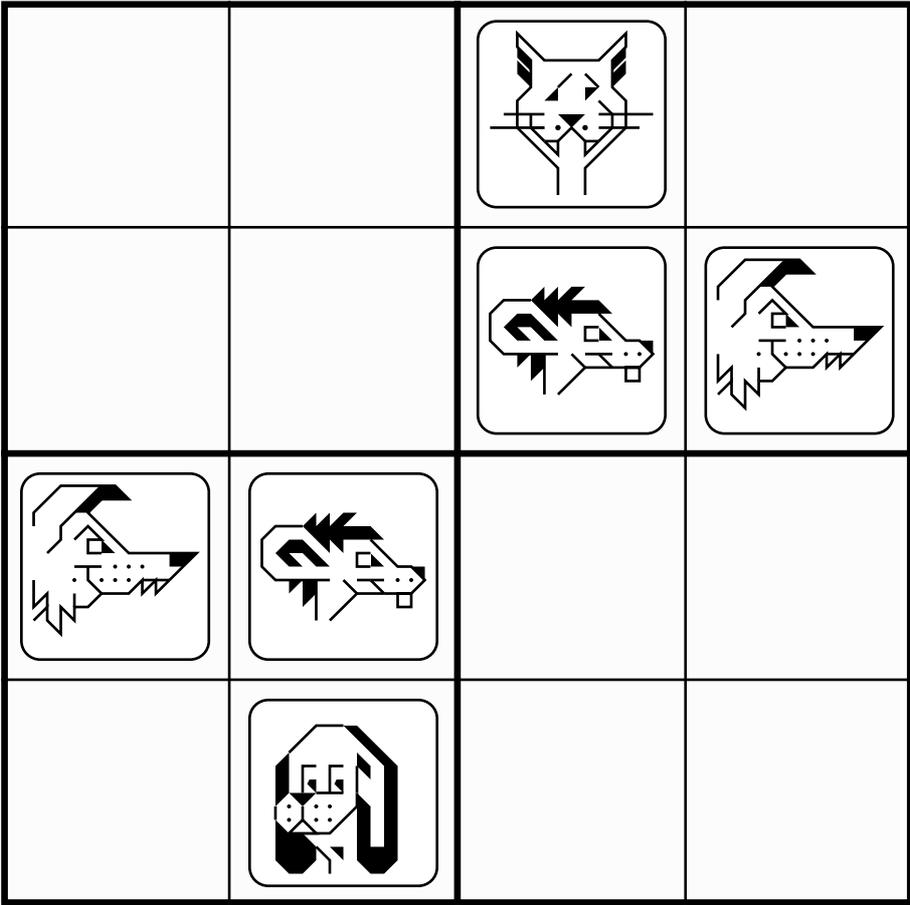
13



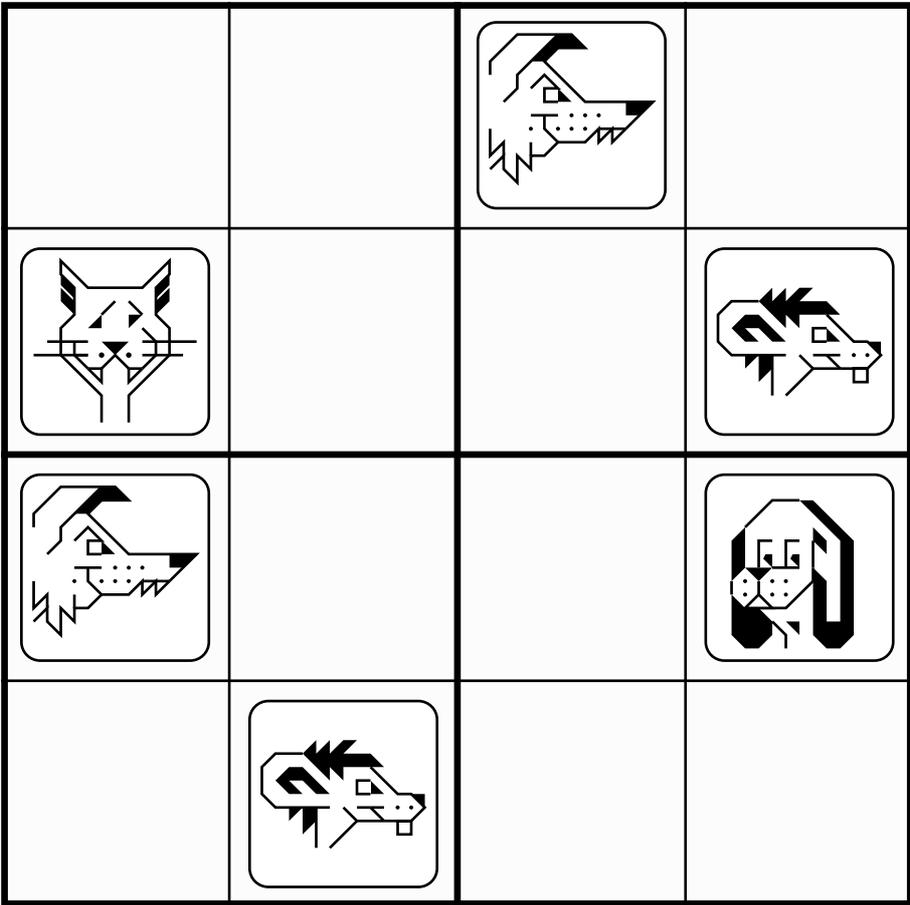
14



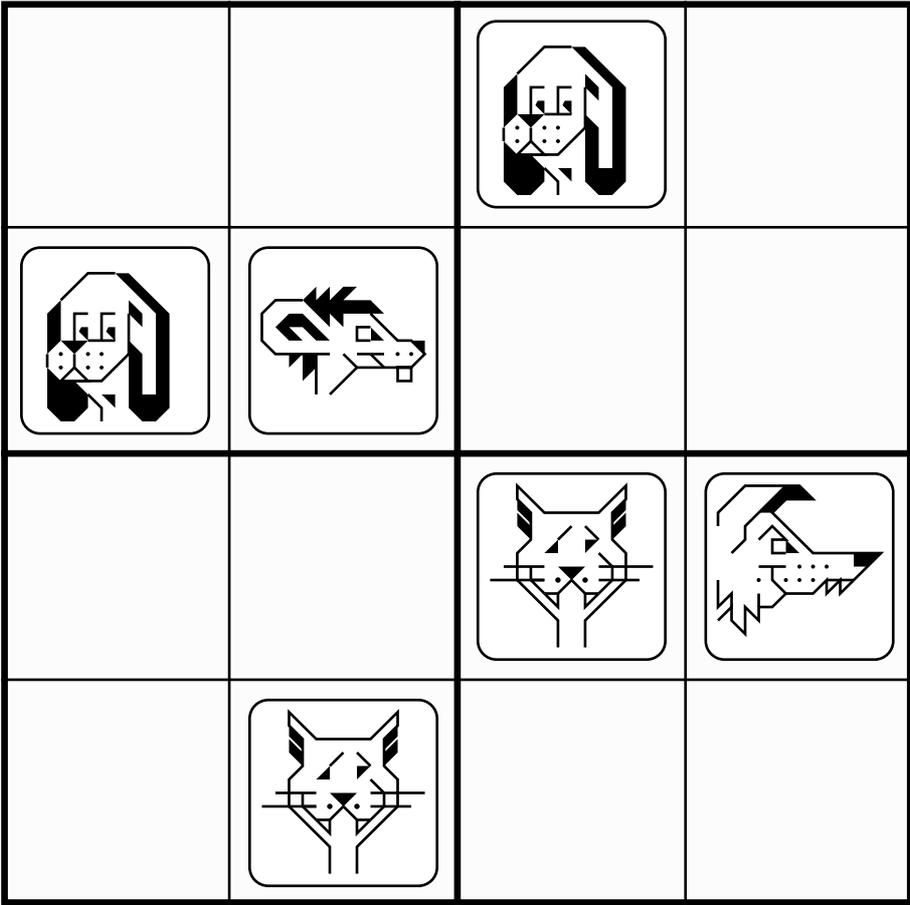
15



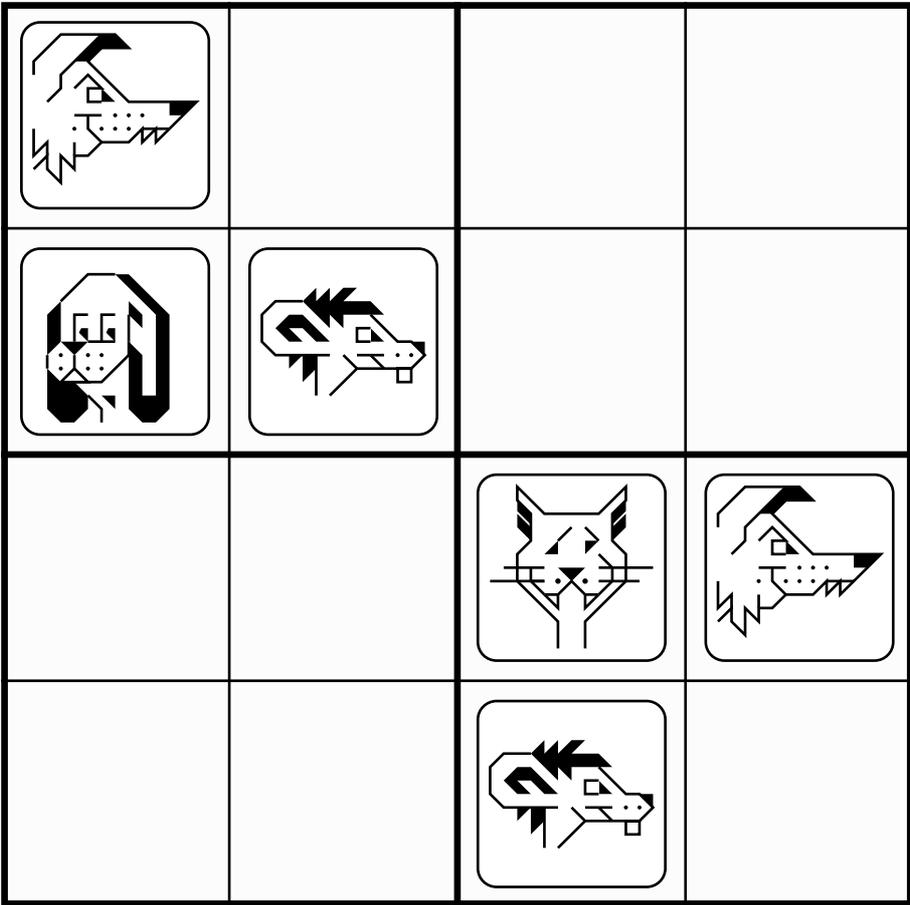
16



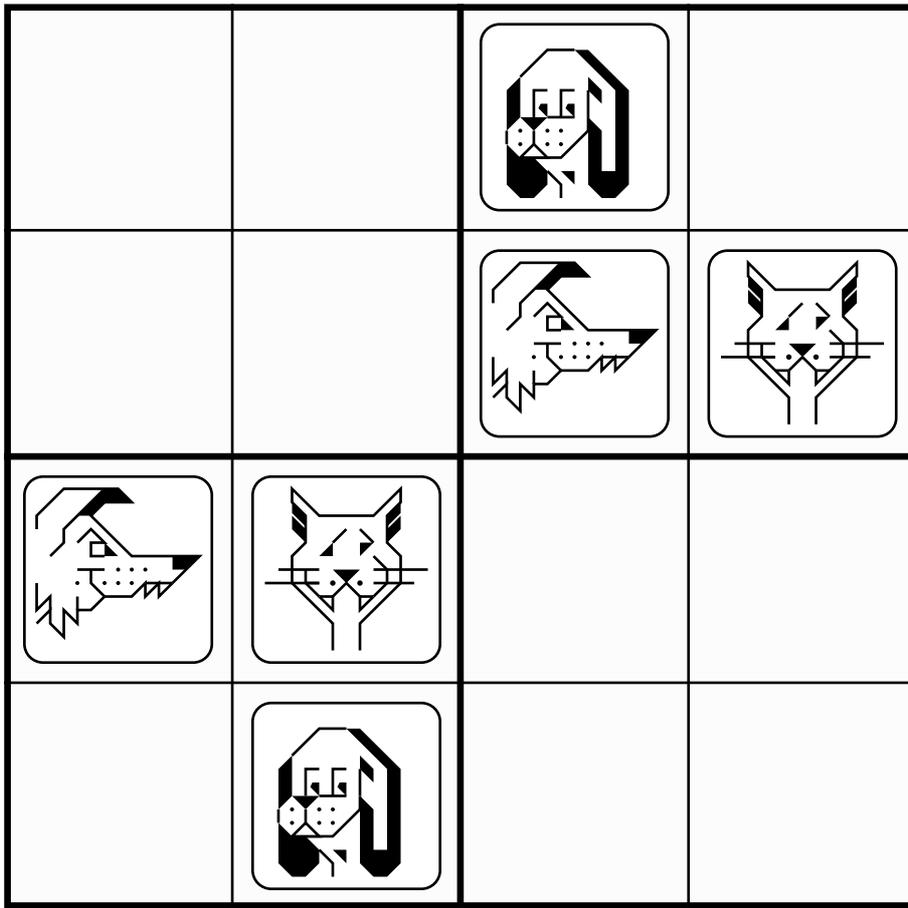
17



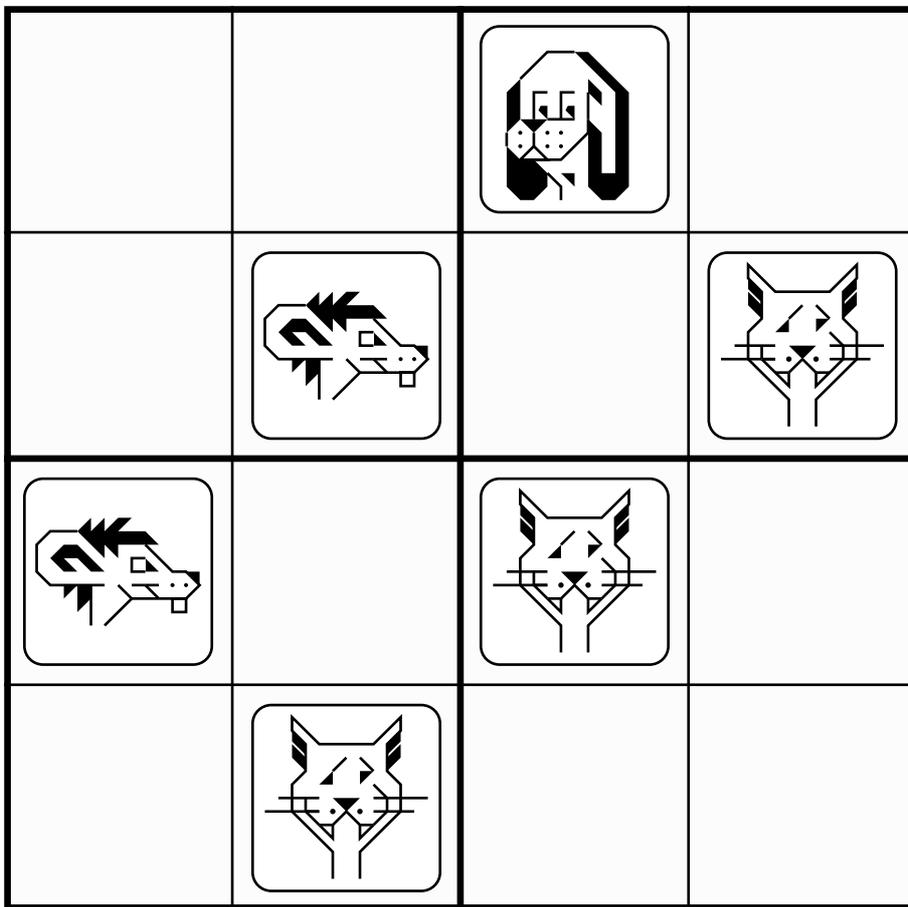
18



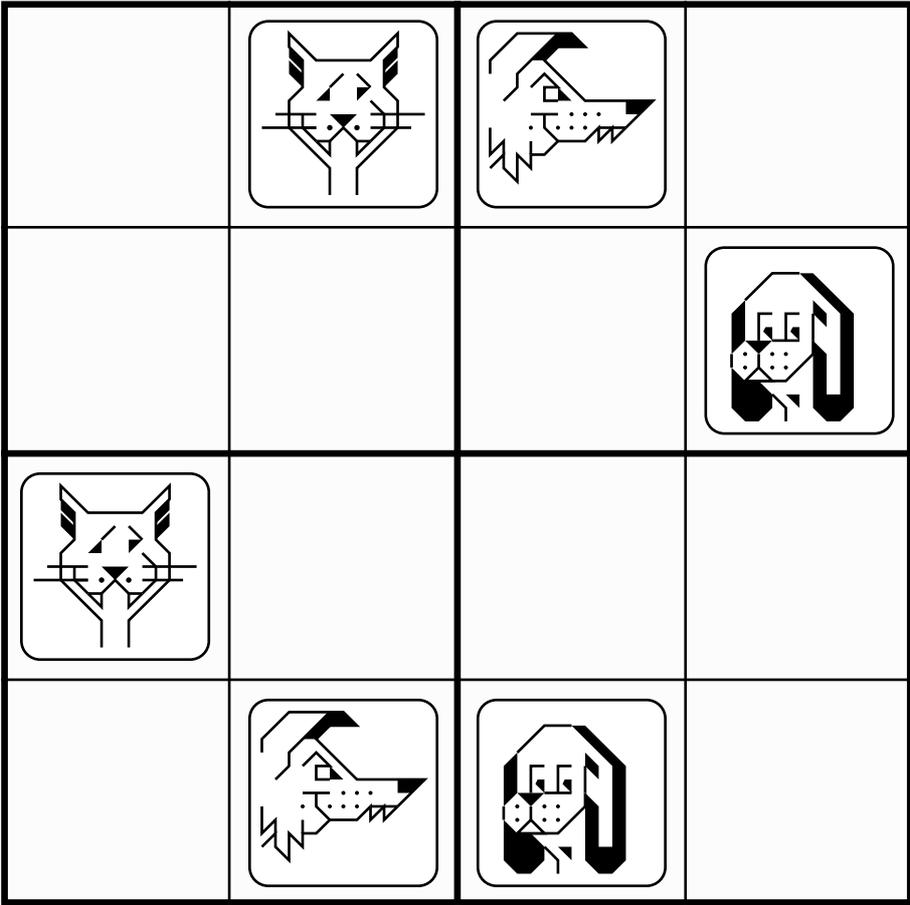
19



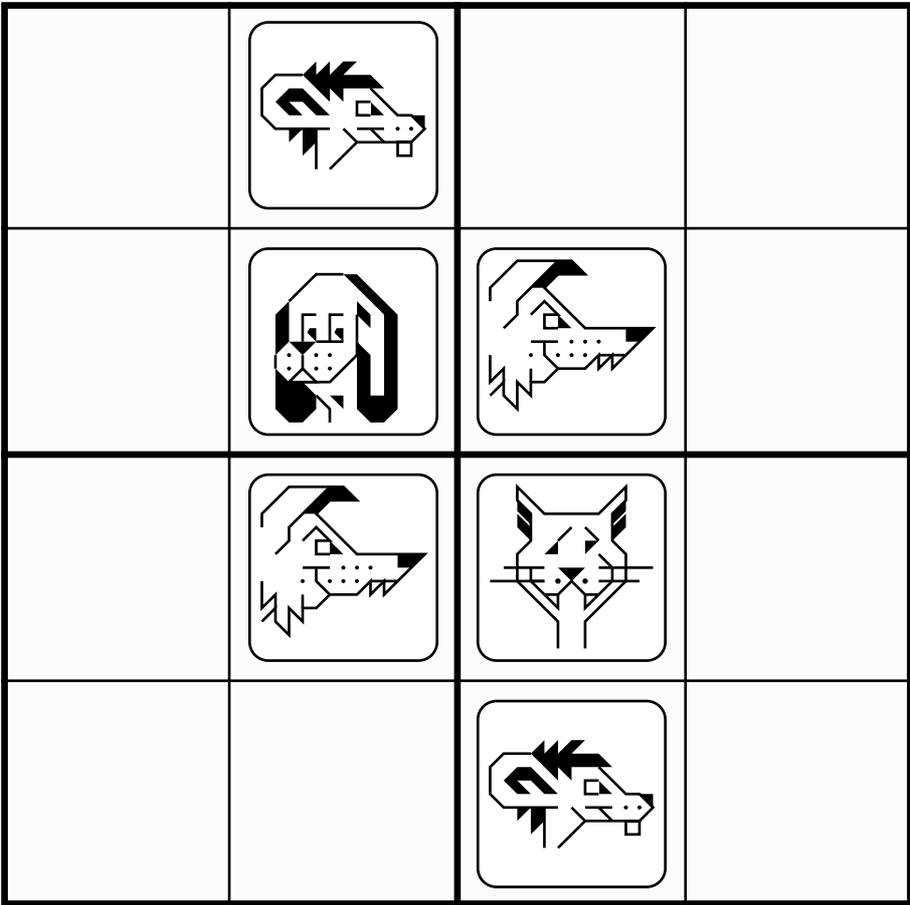
20



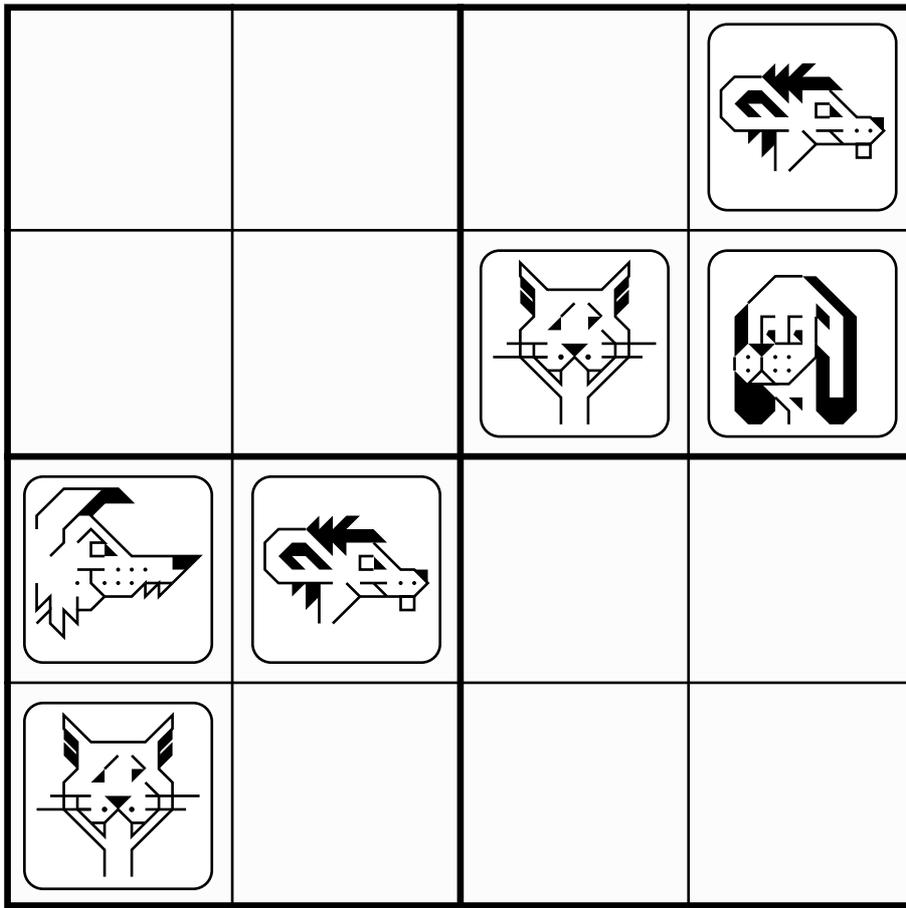
21



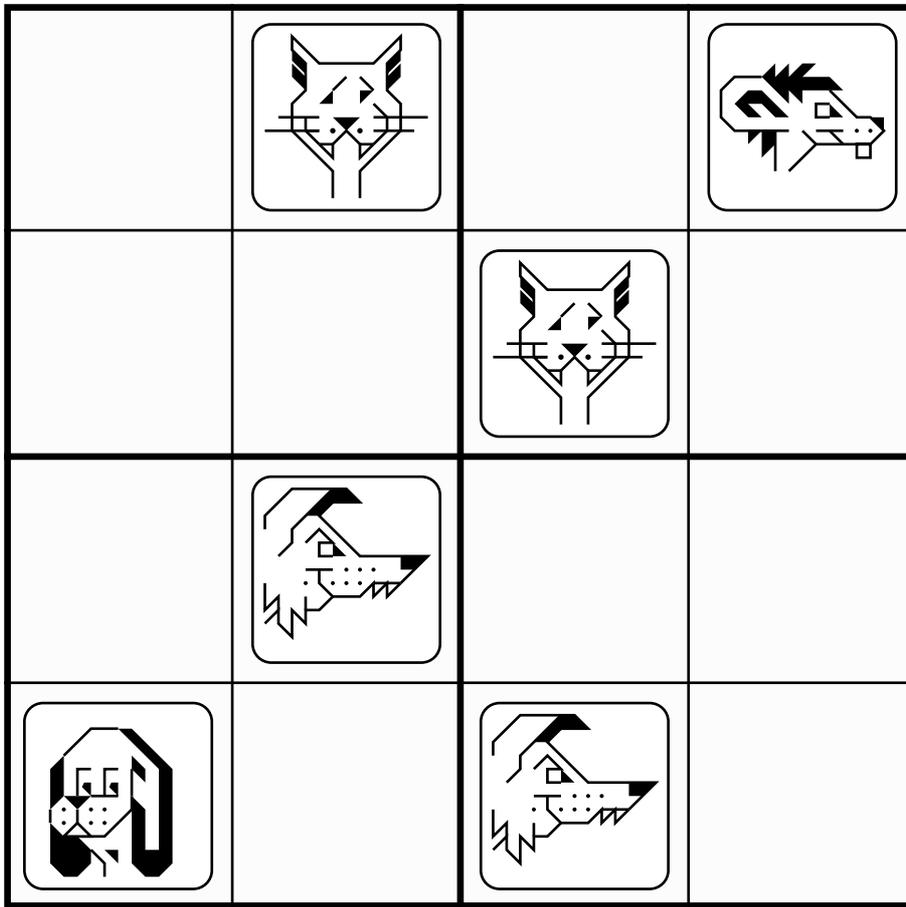
22



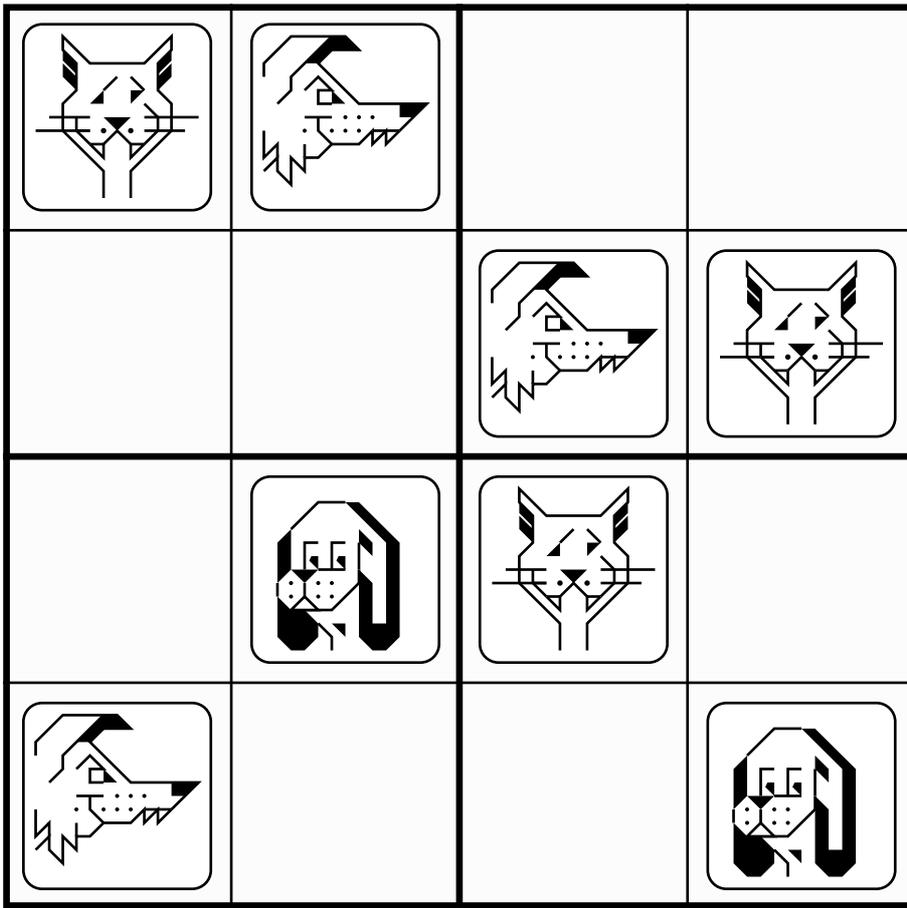
23



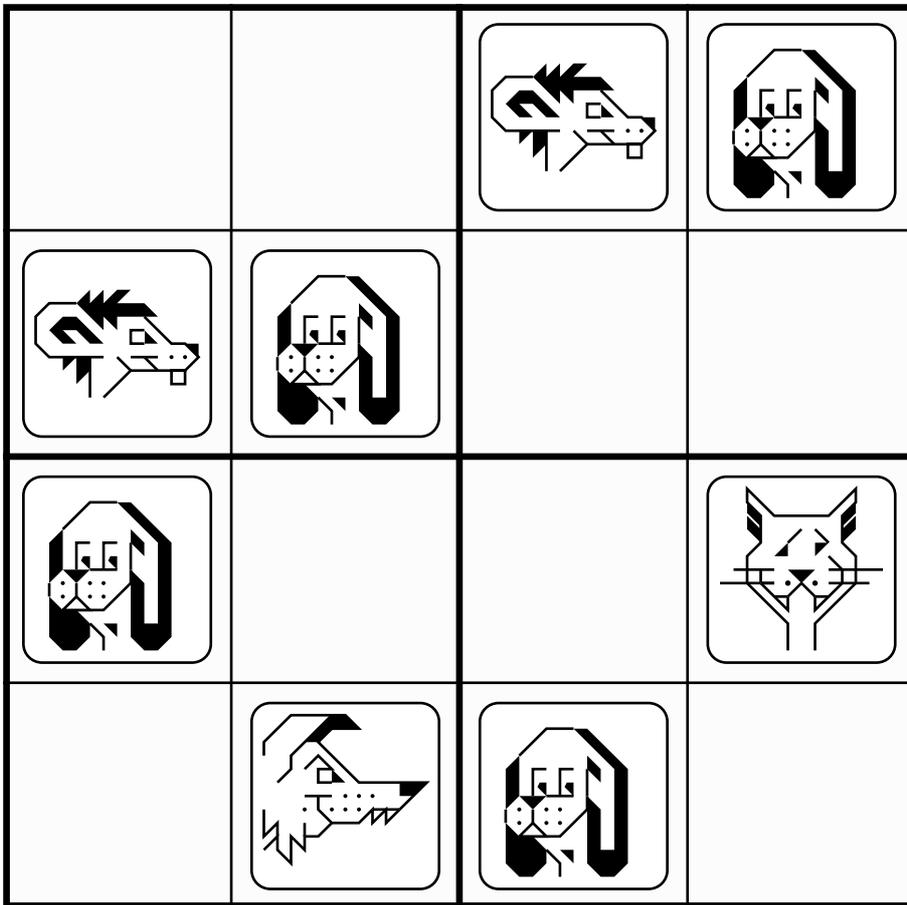
24



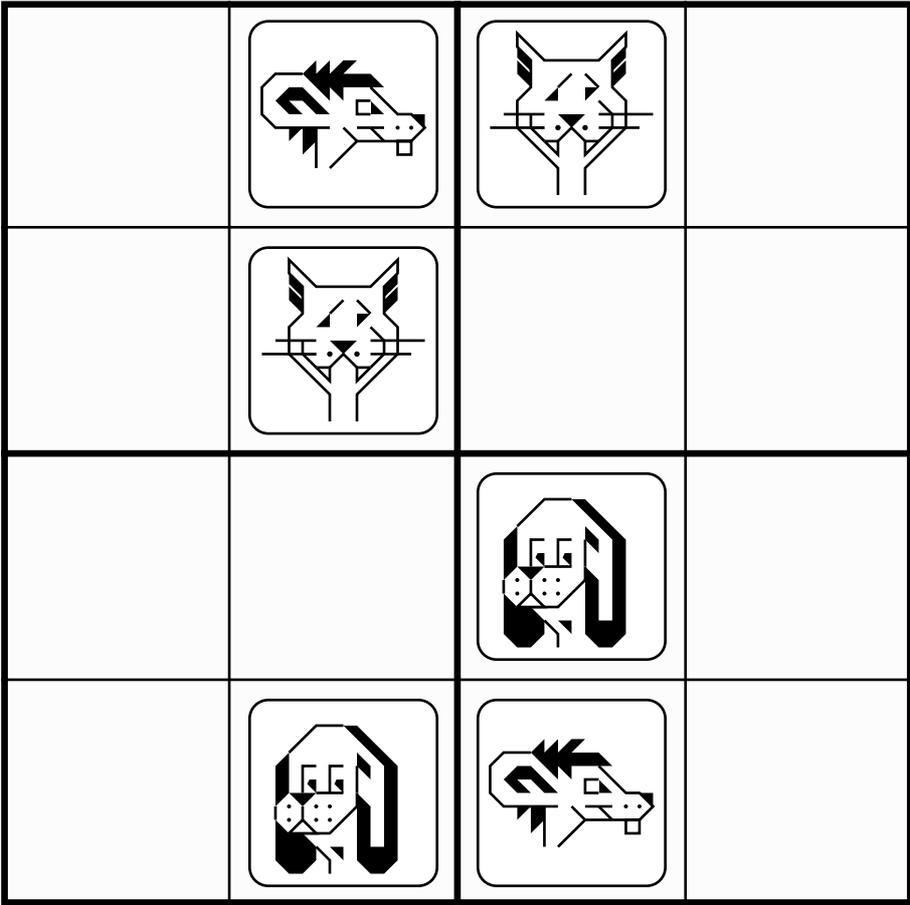
25



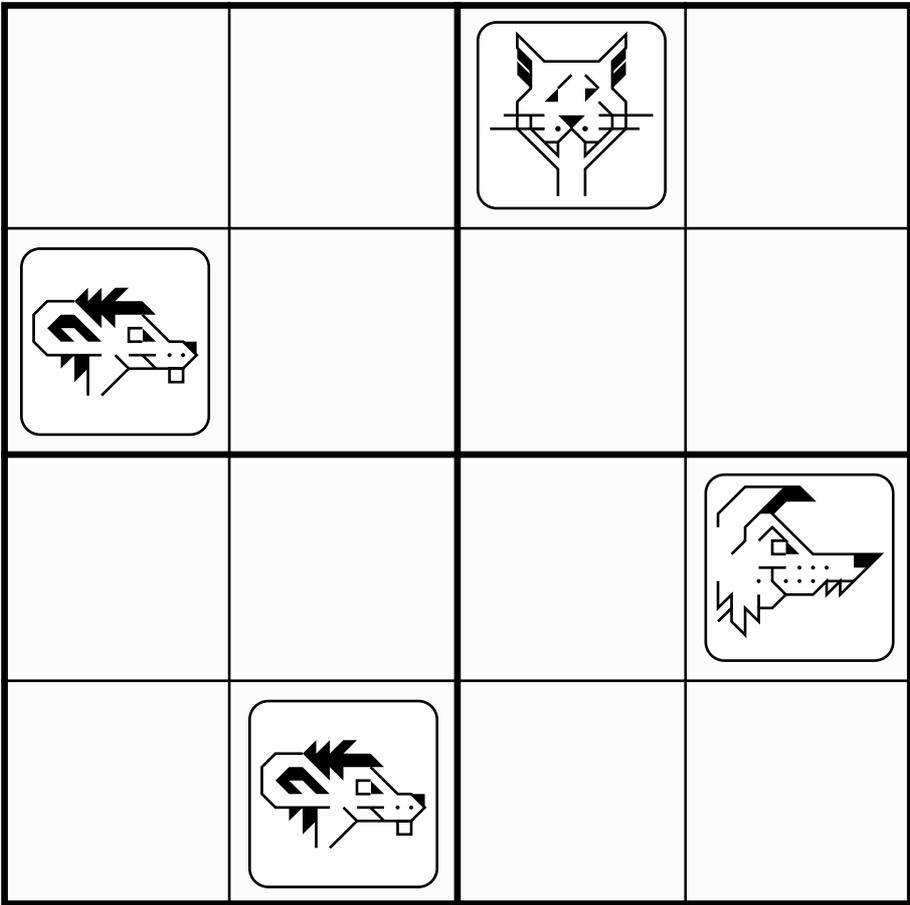
26



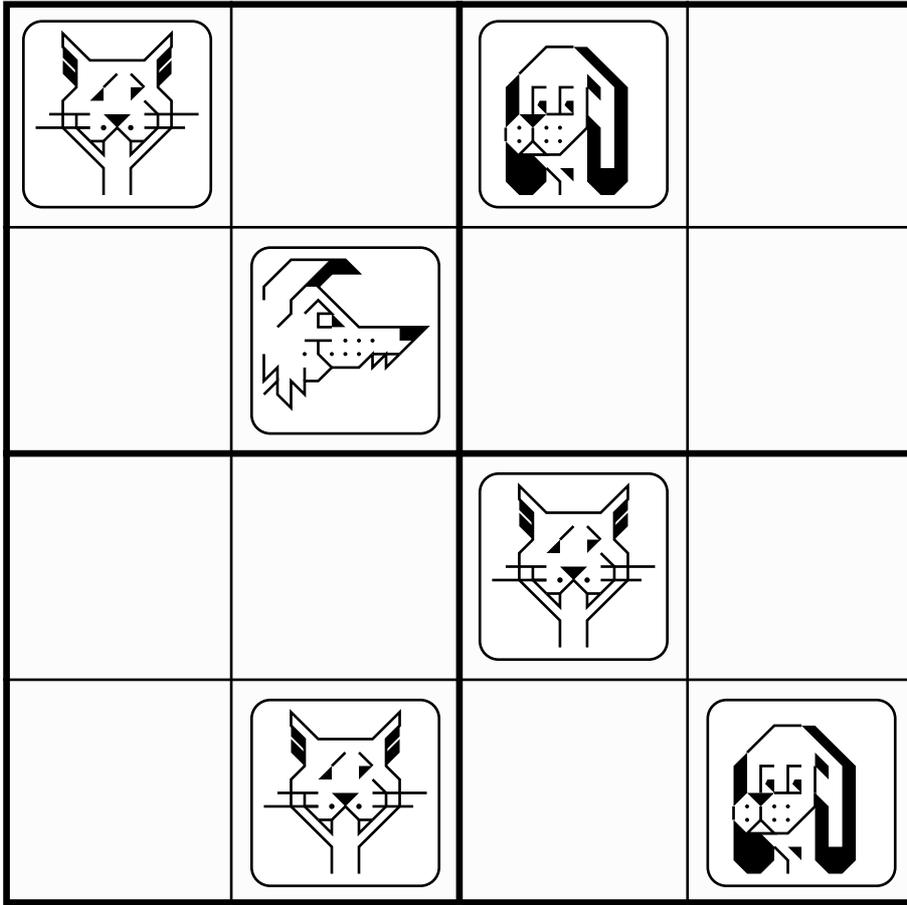
27



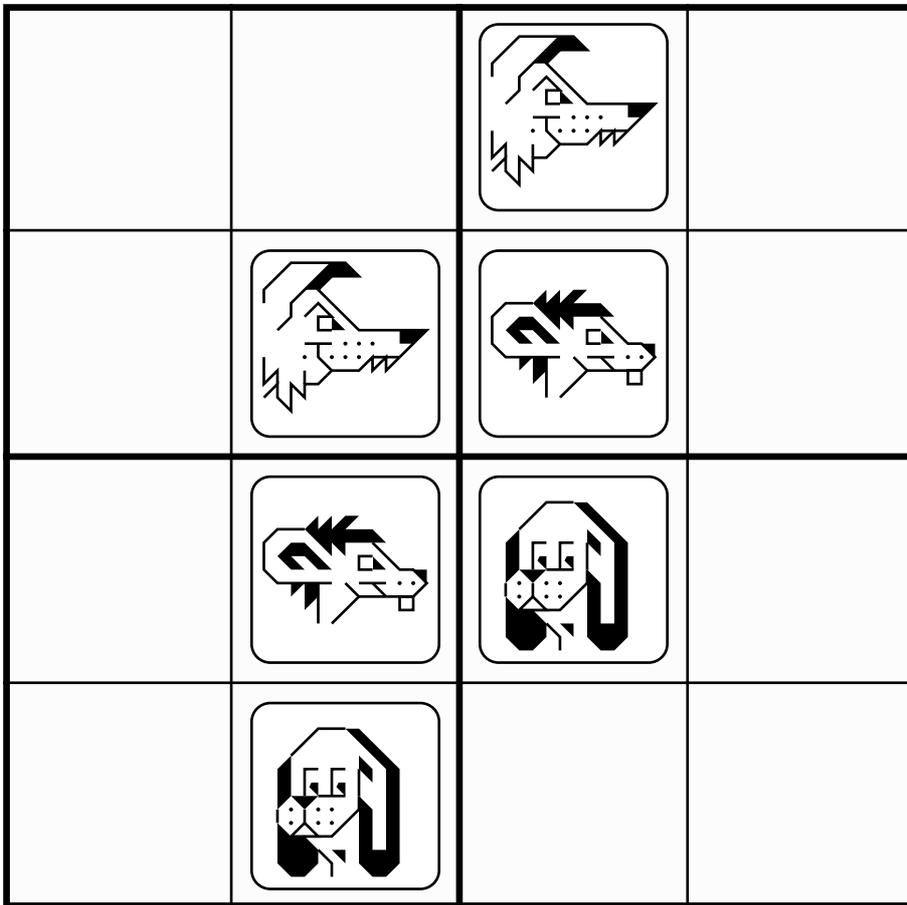
28



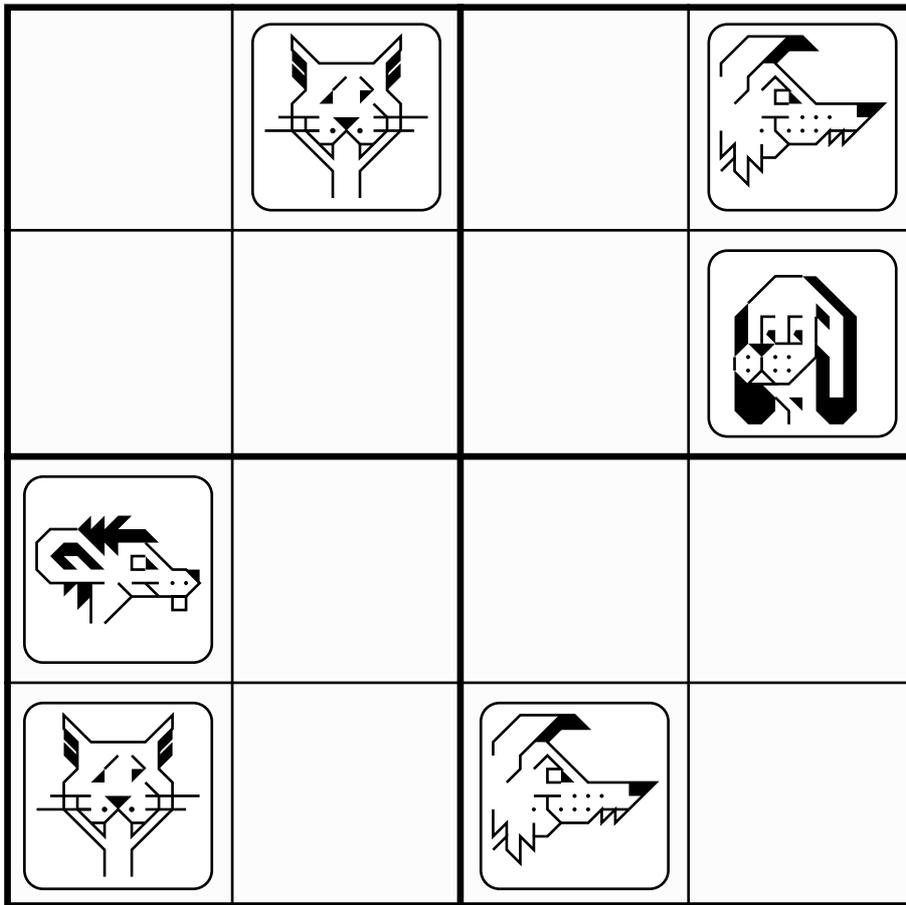
29



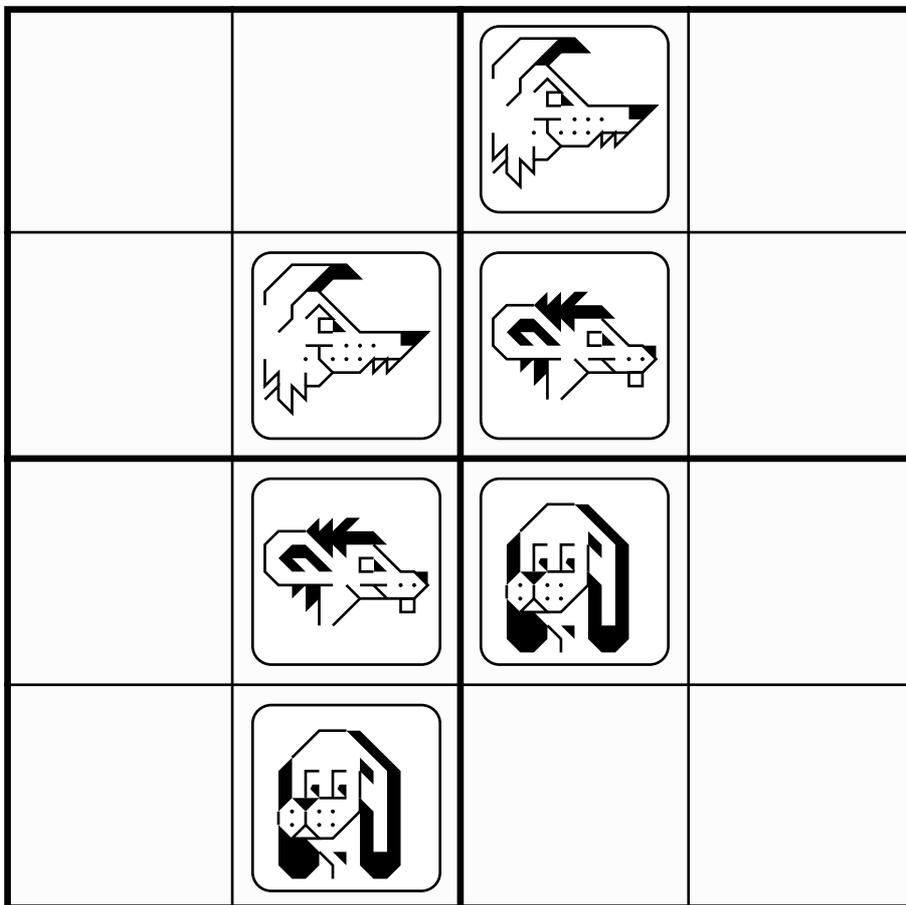
30



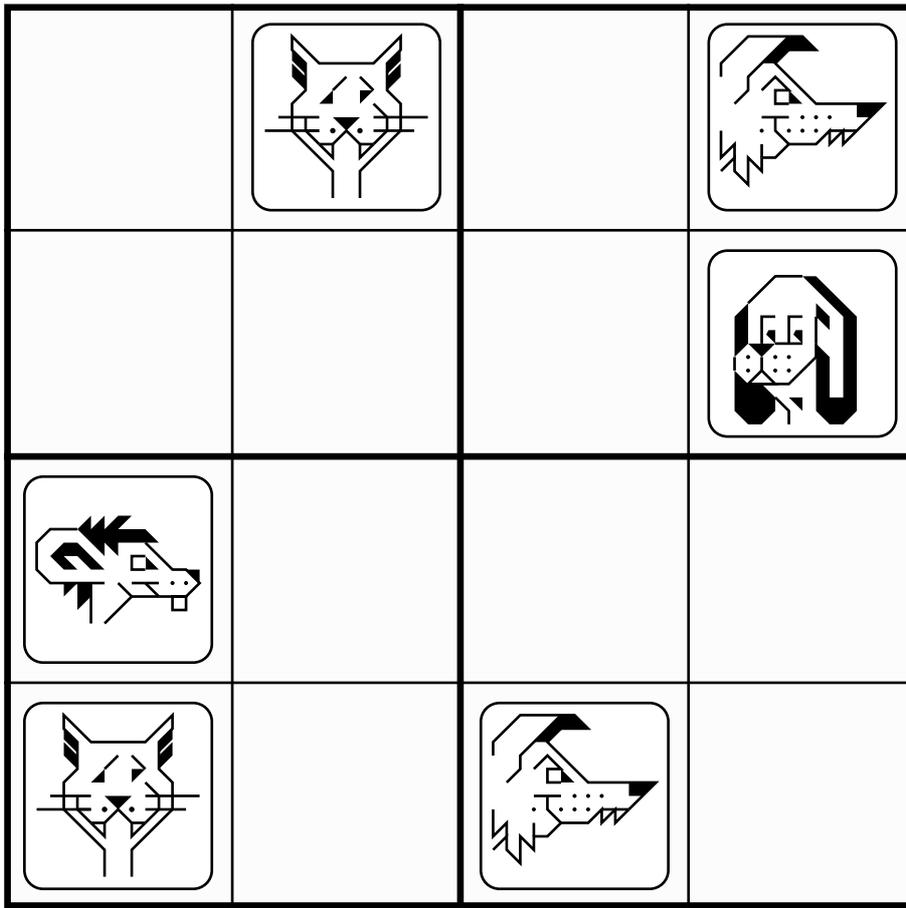
31



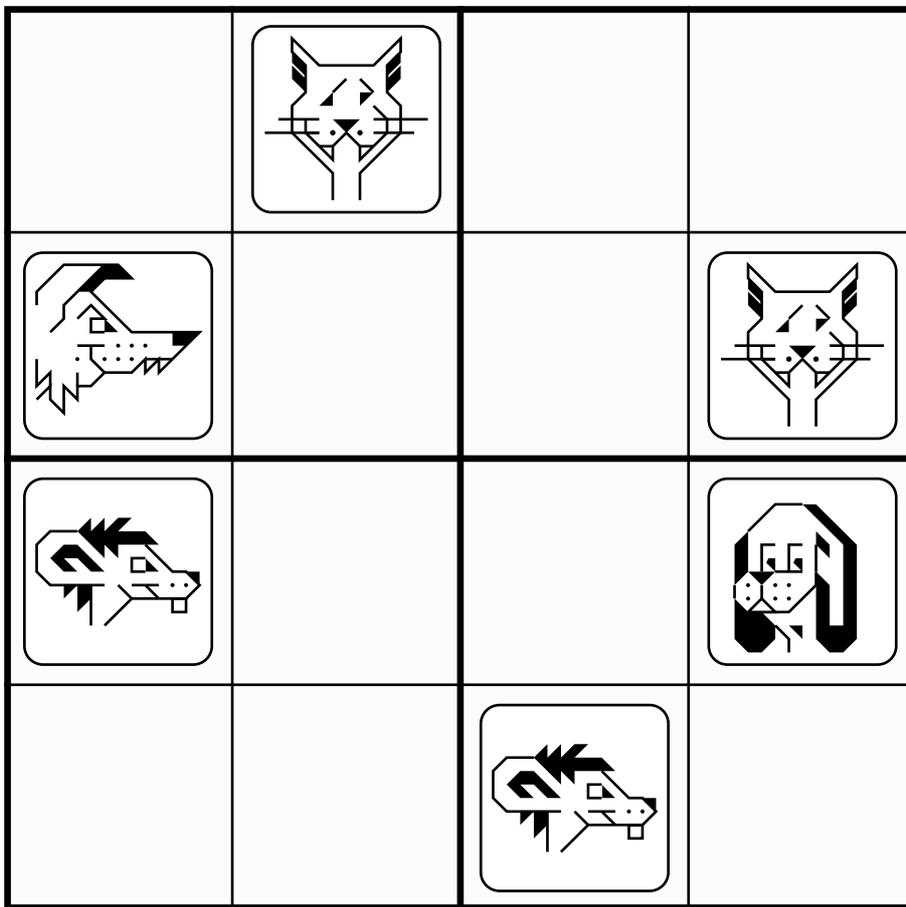
32



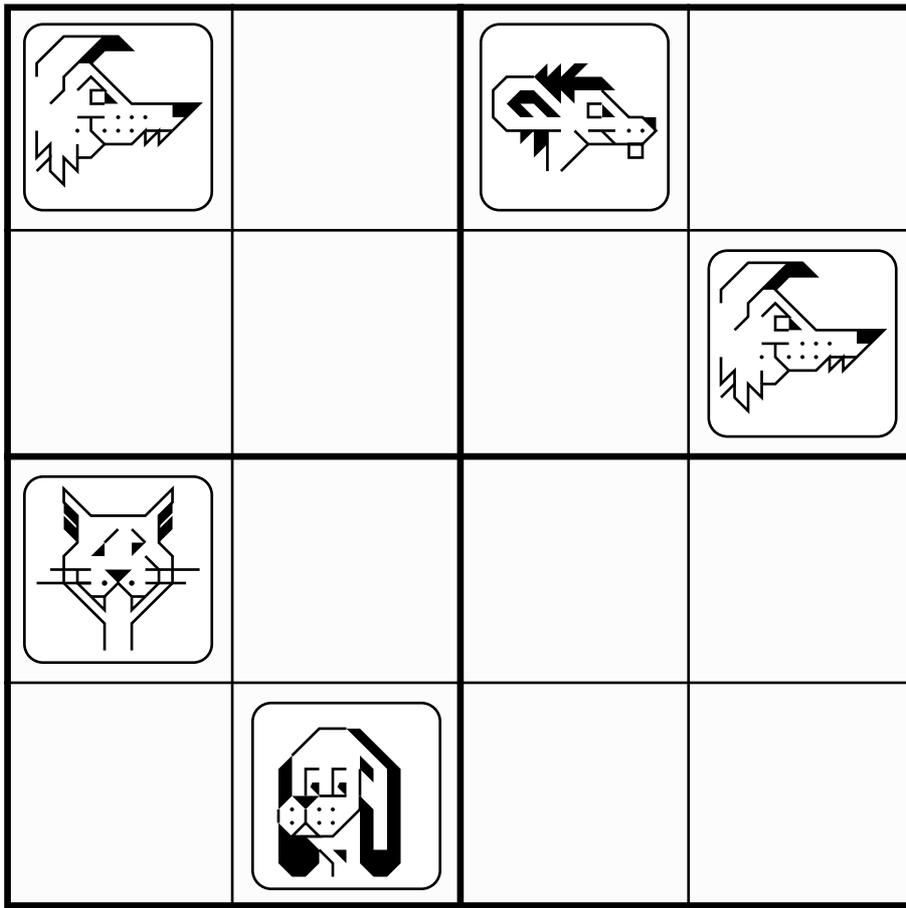
33



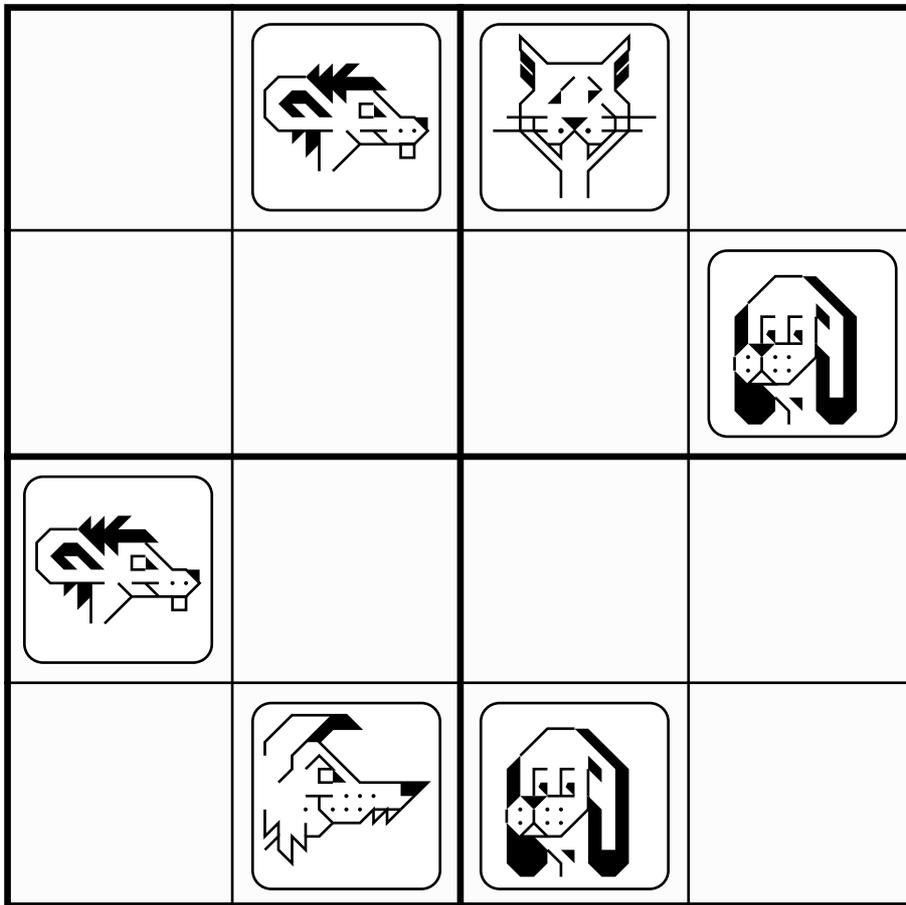
34



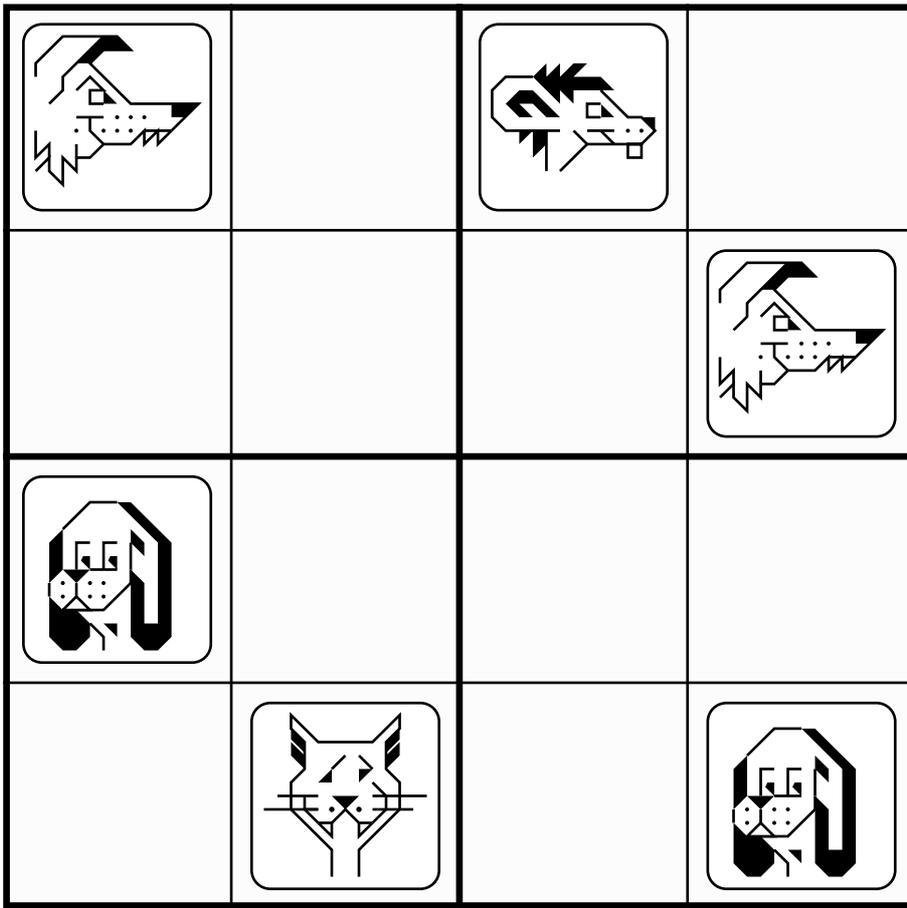
35



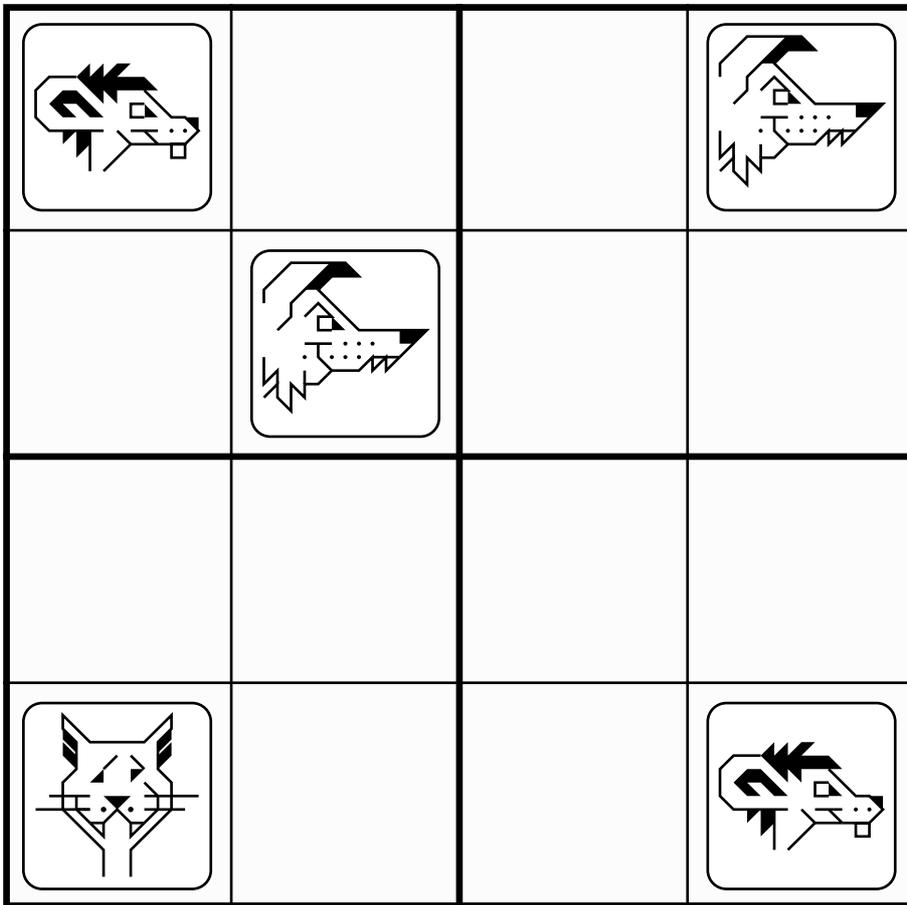
36



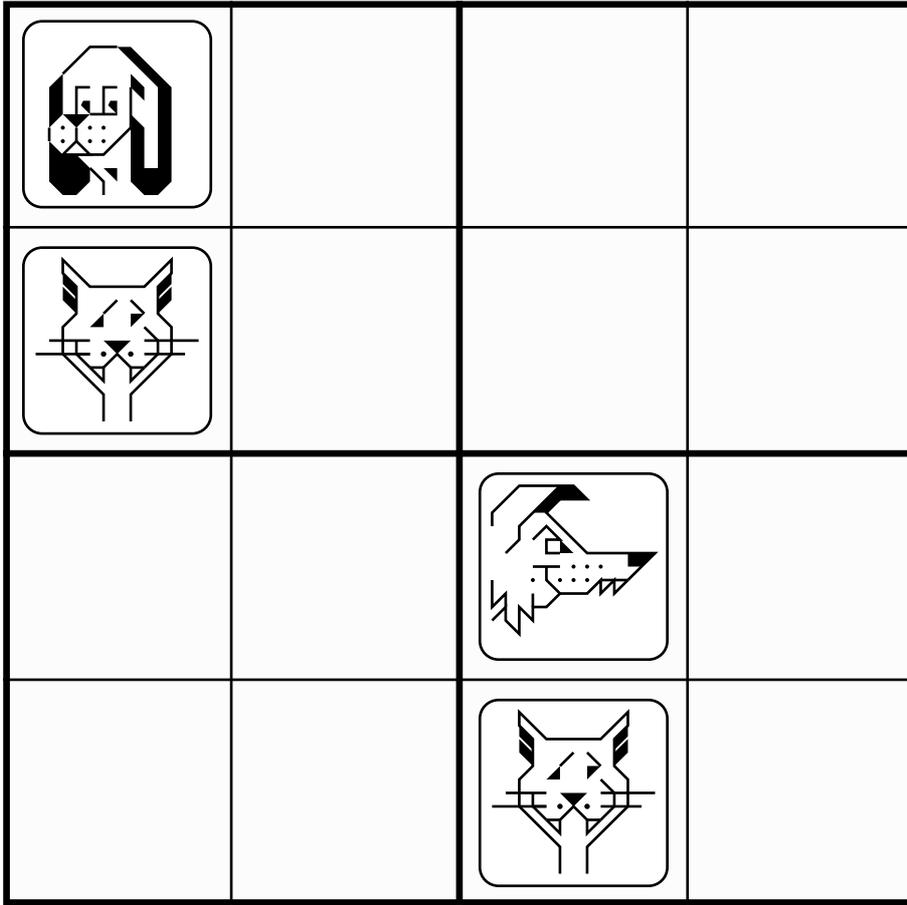
37



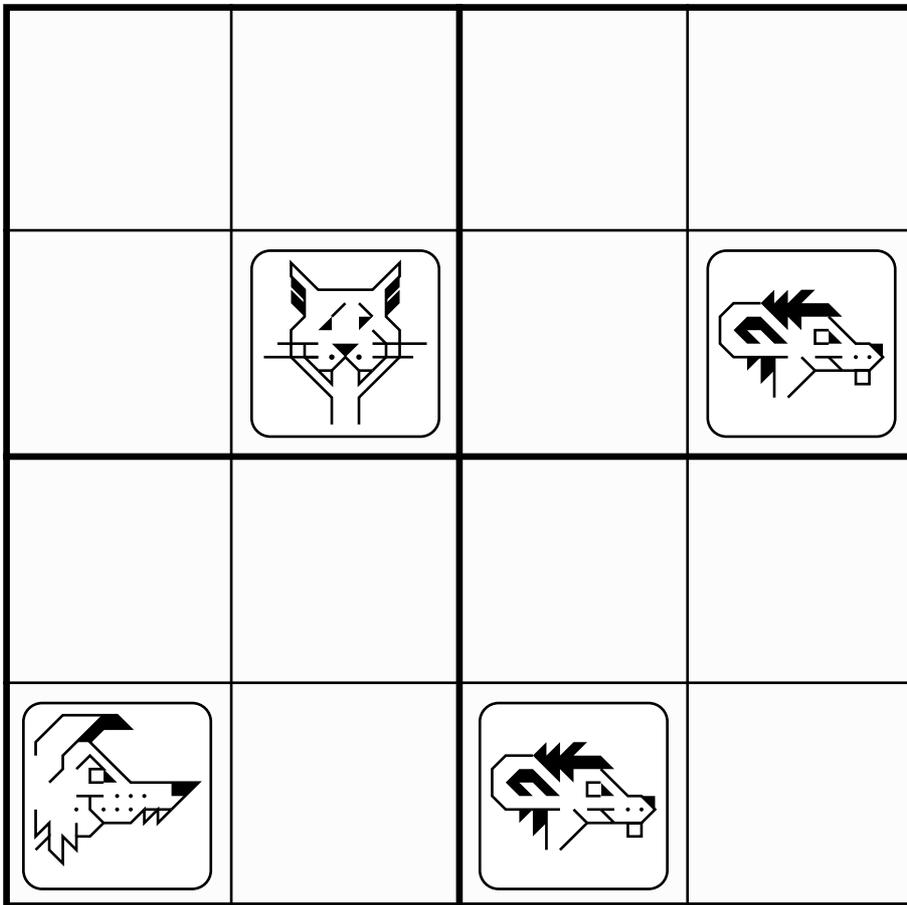
38



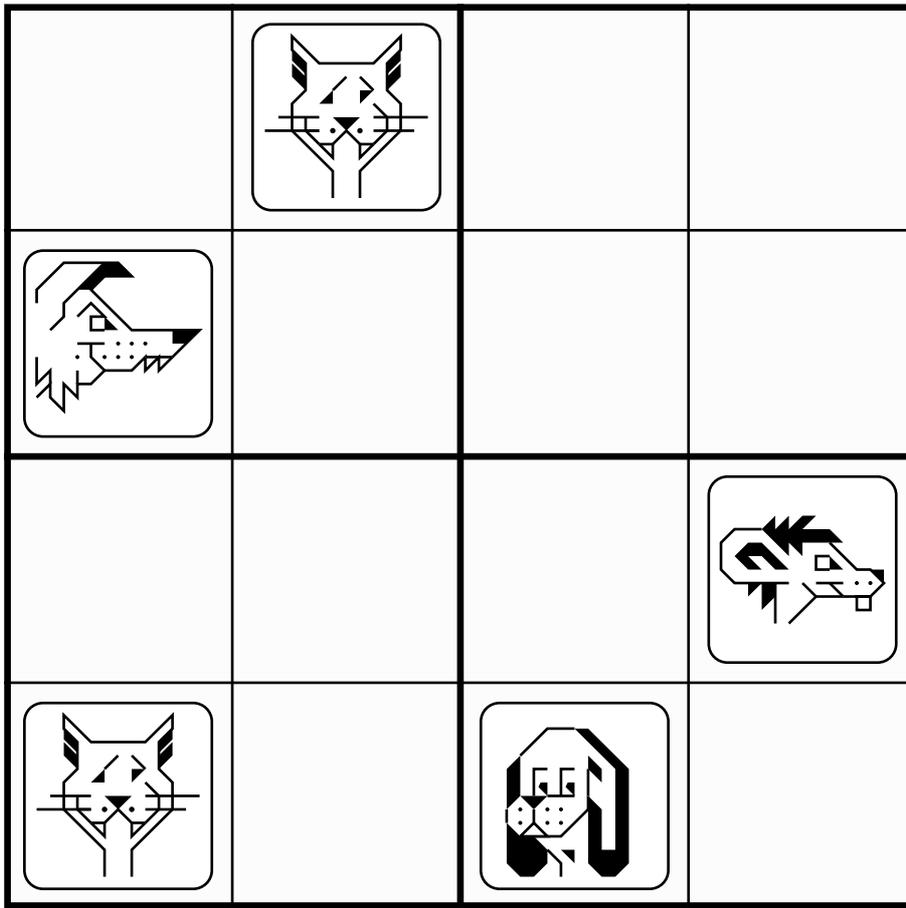
39



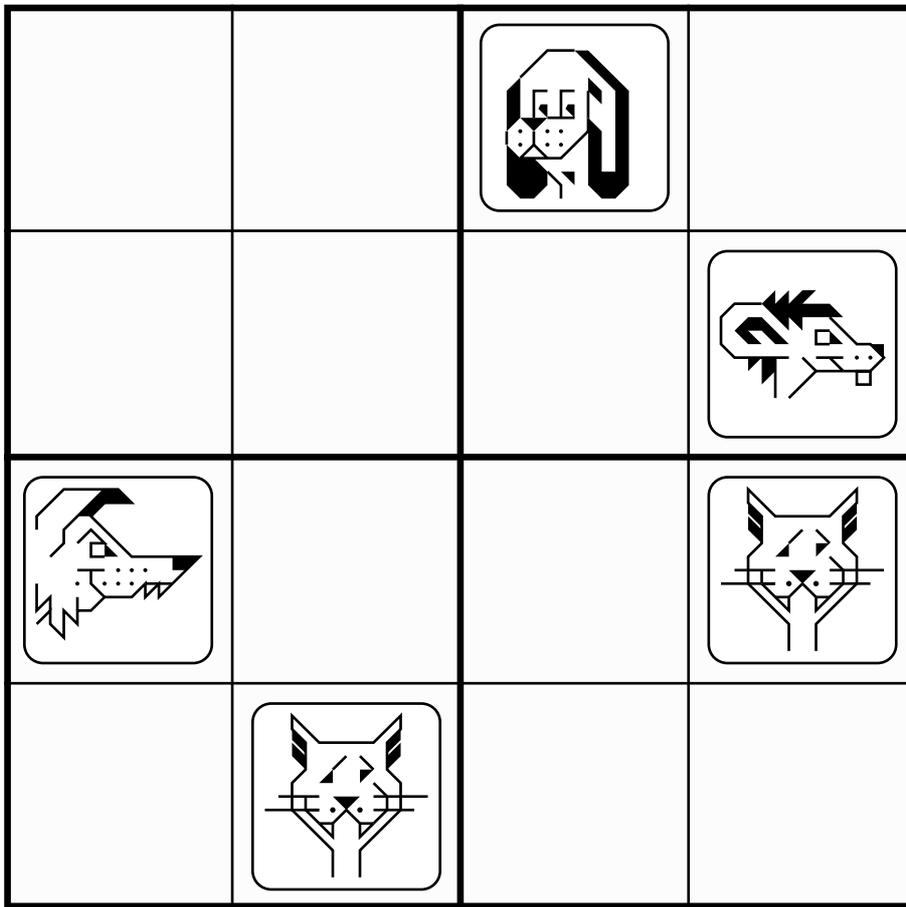
40

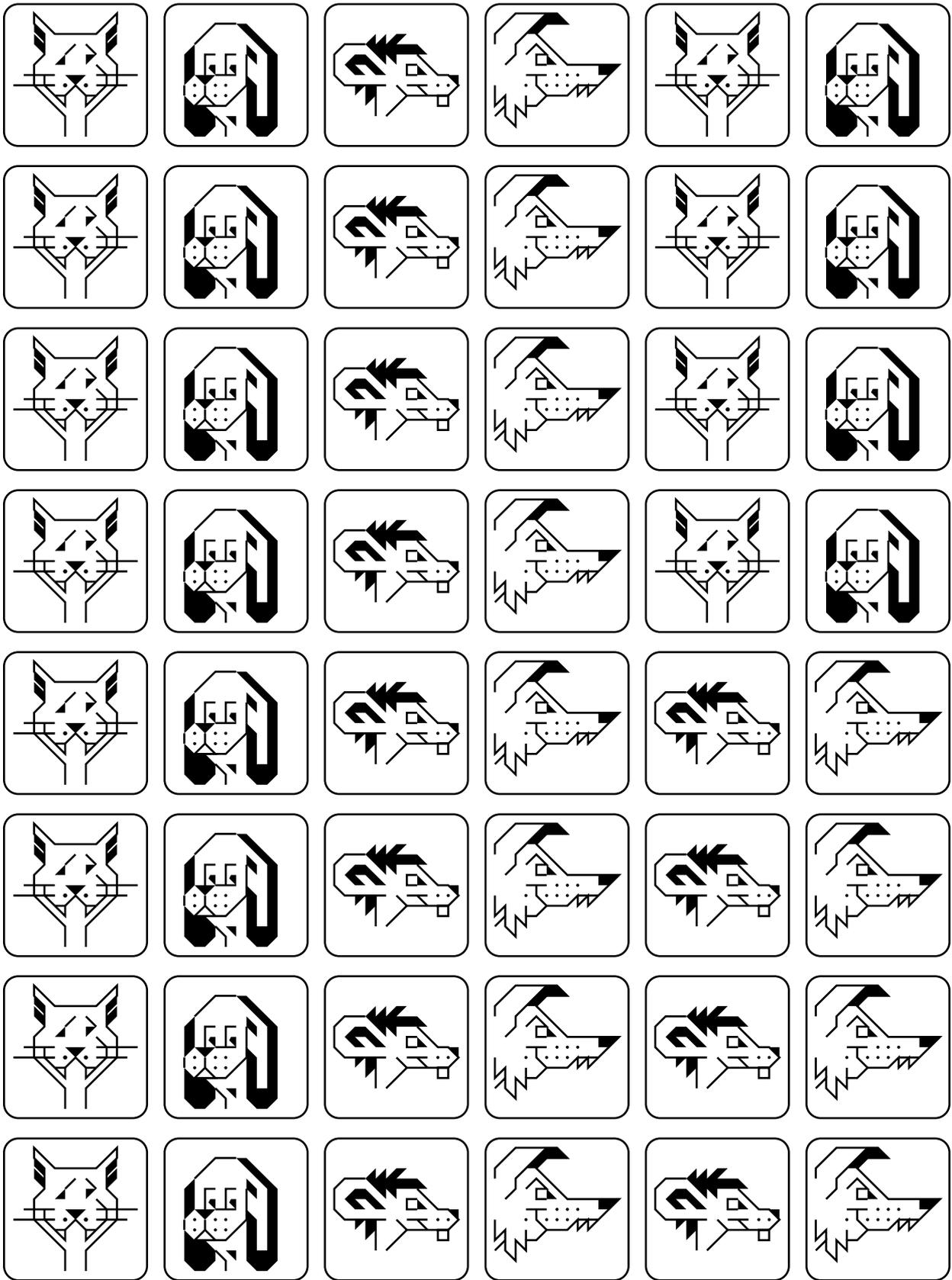


41

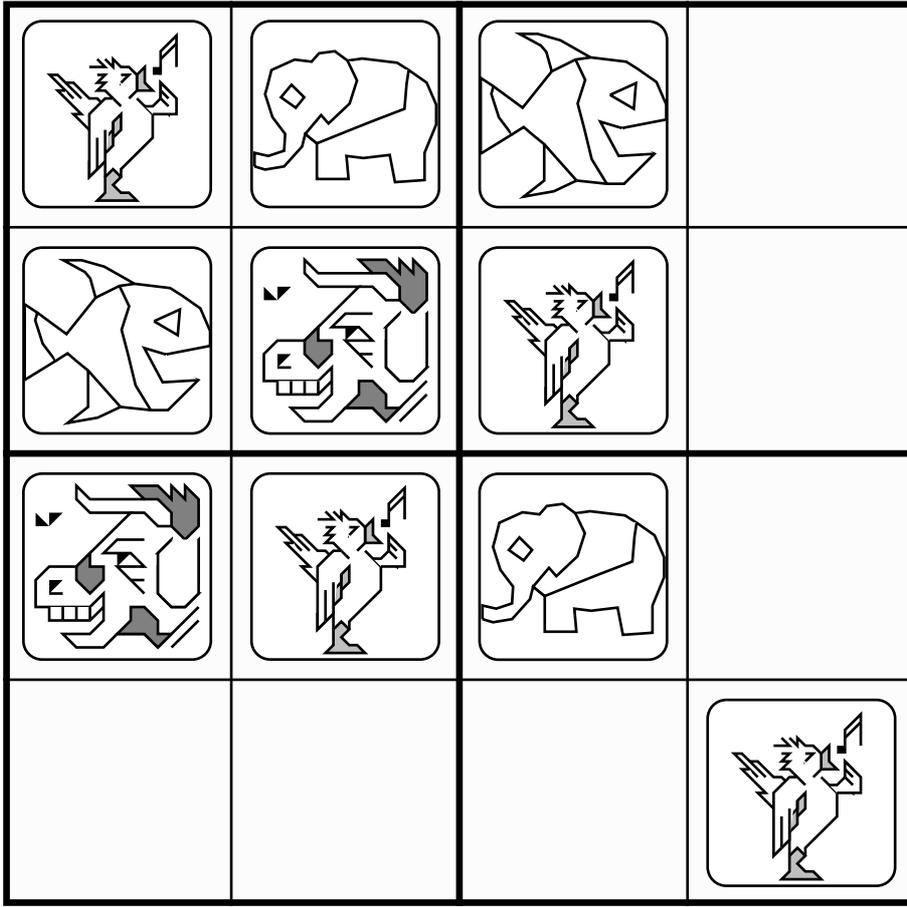


42

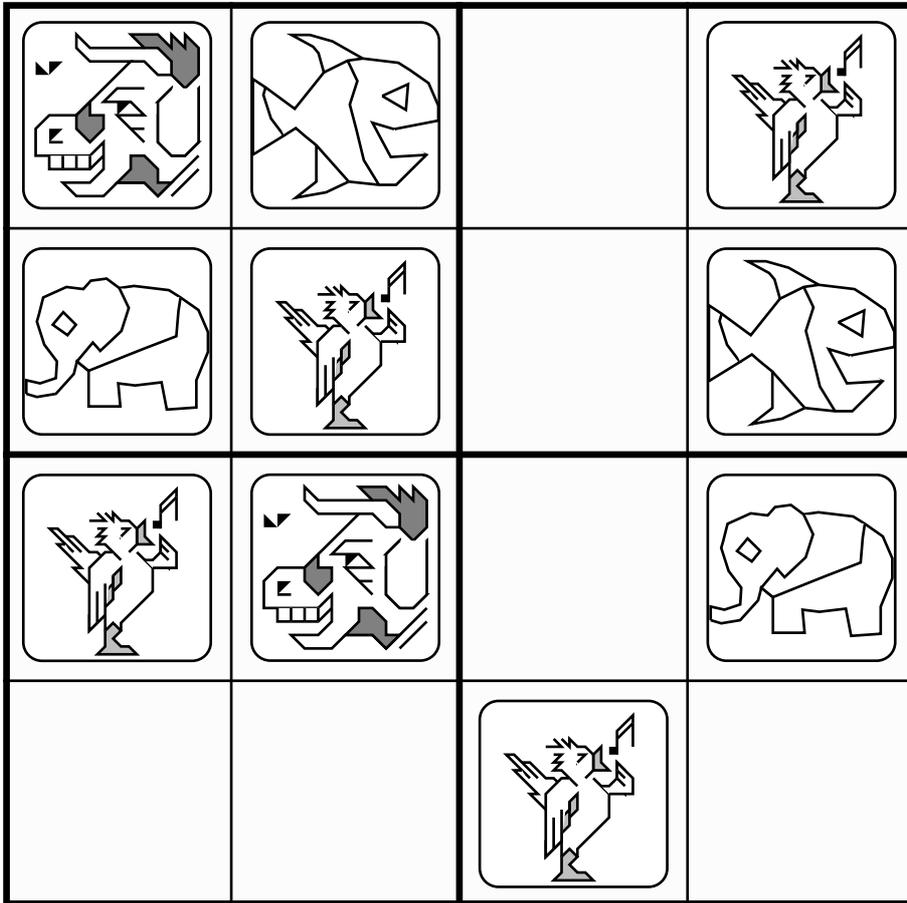




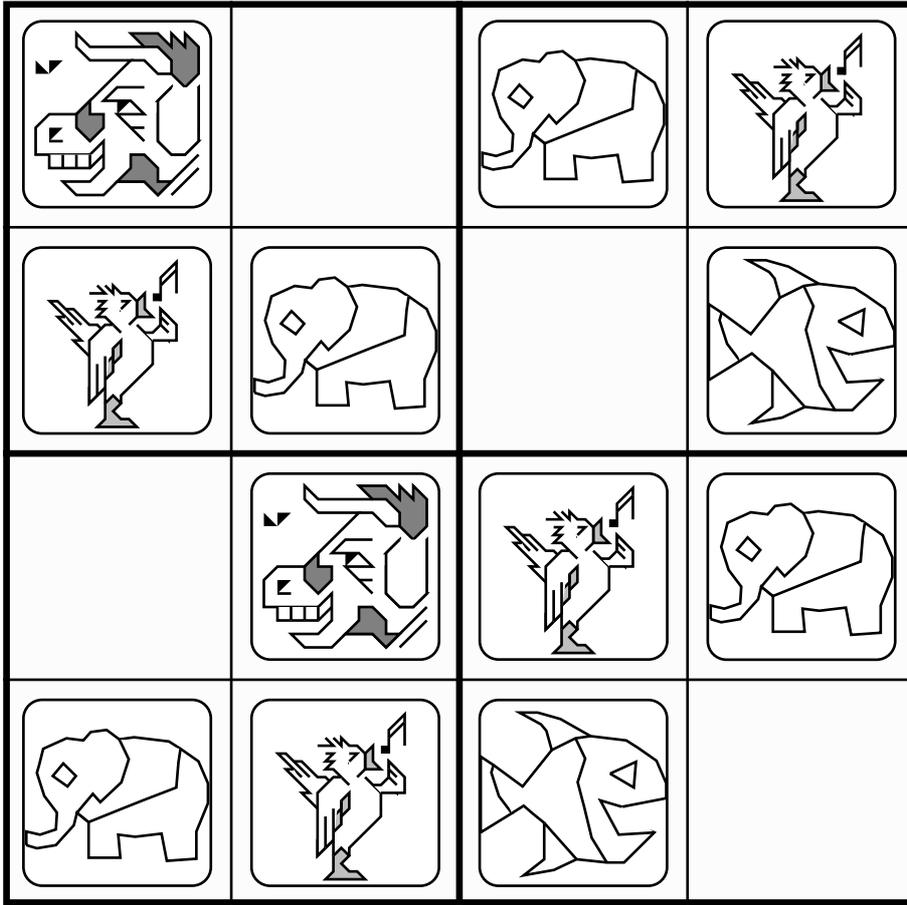
1



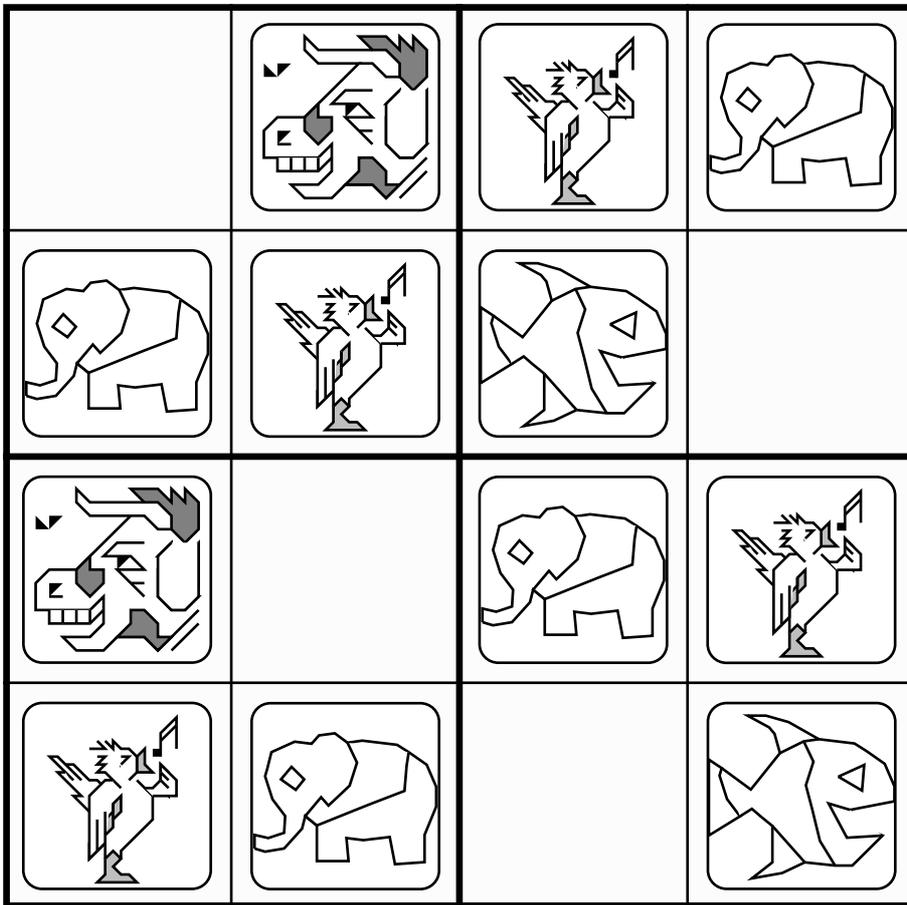
2



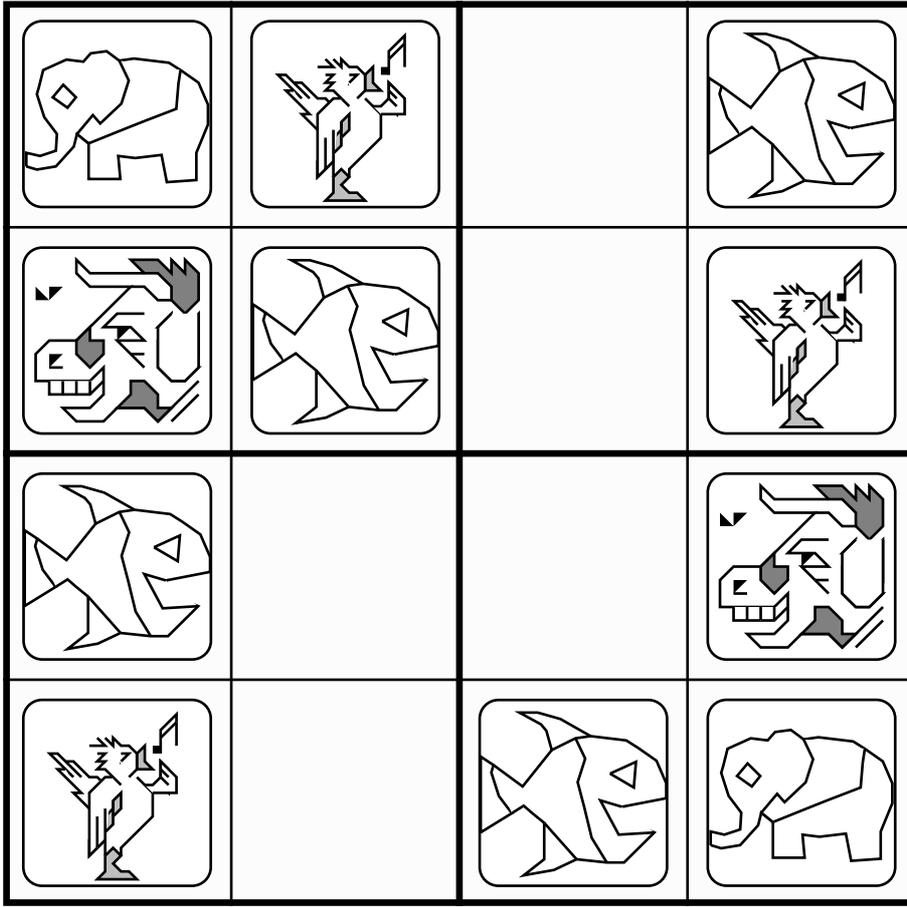
3



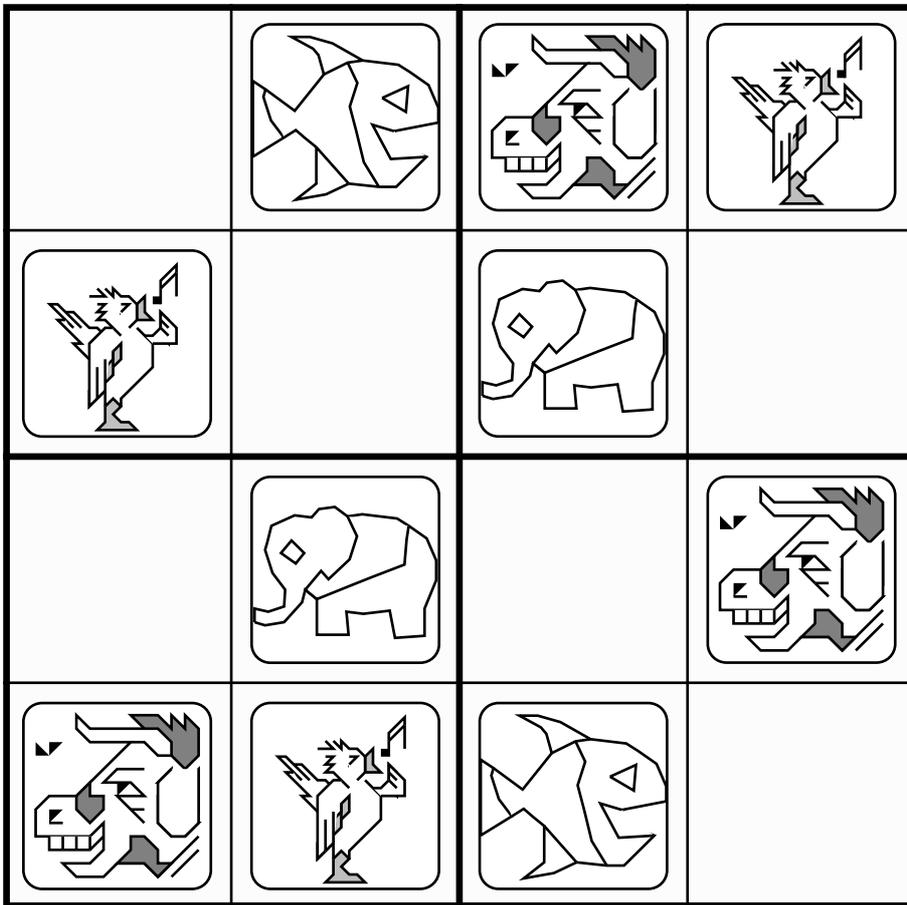
4



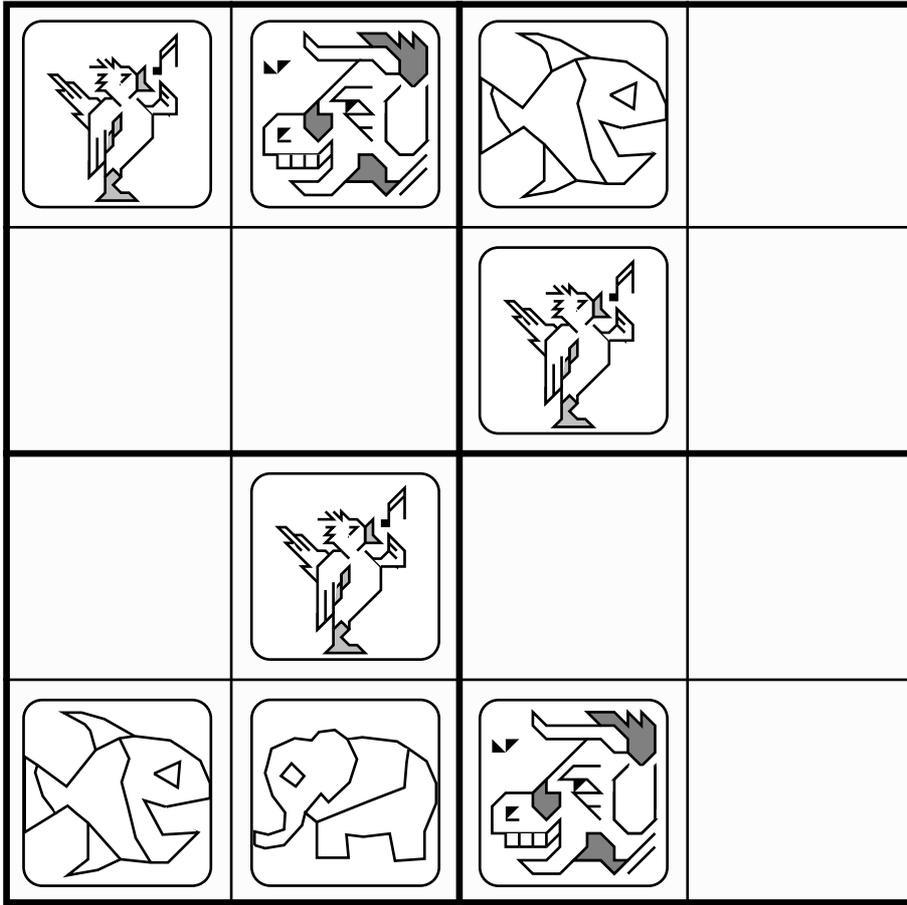
5



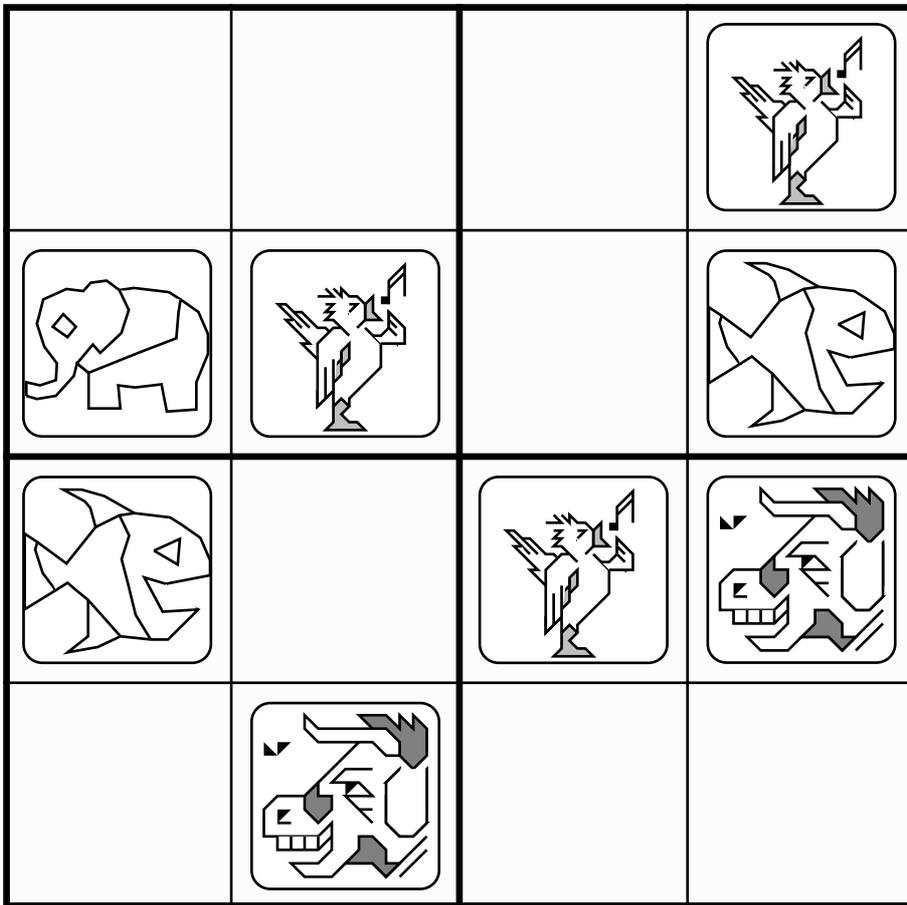
6



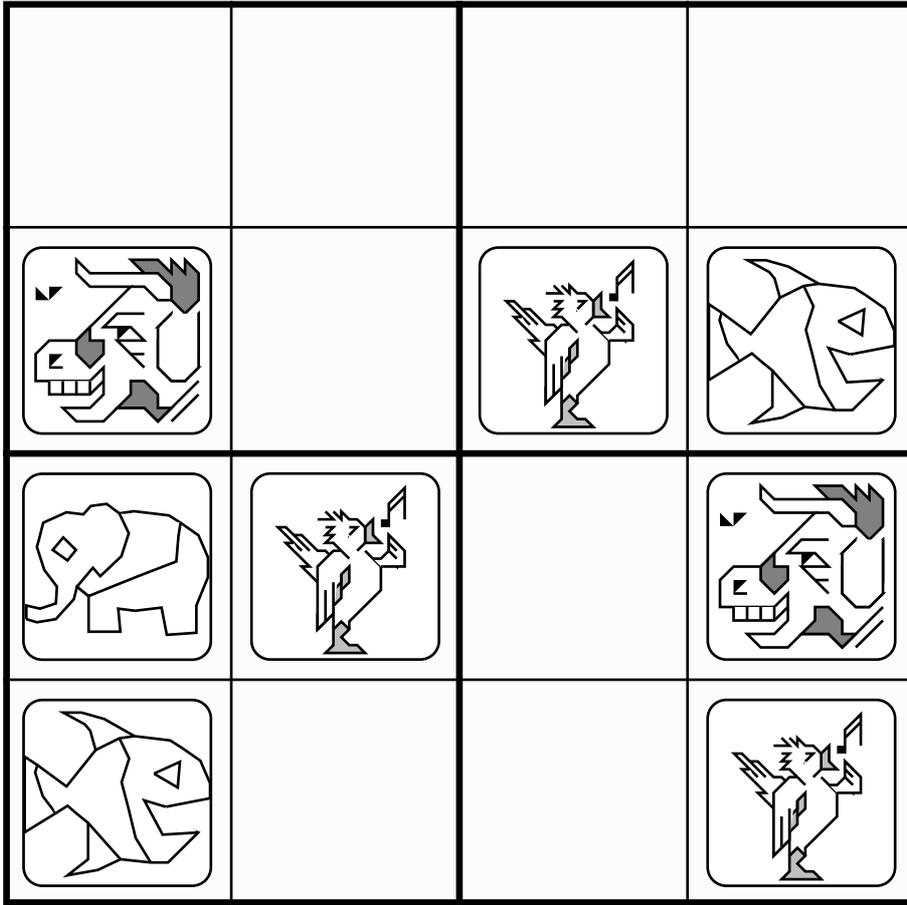
7



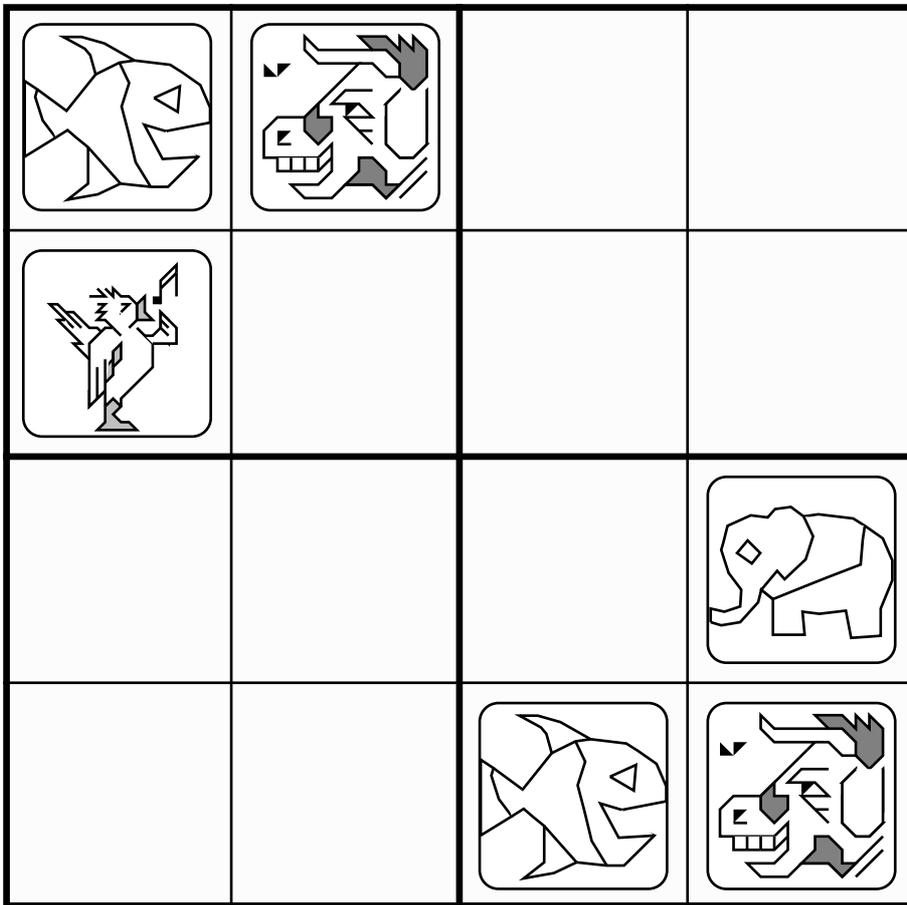
8



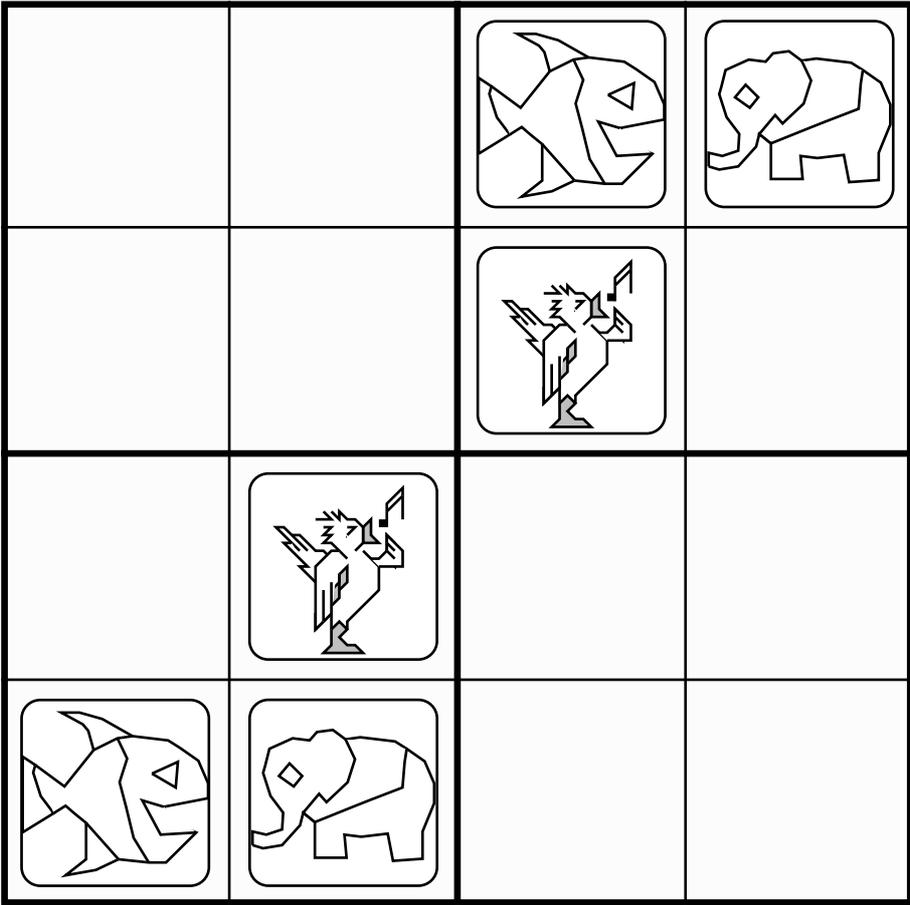
9



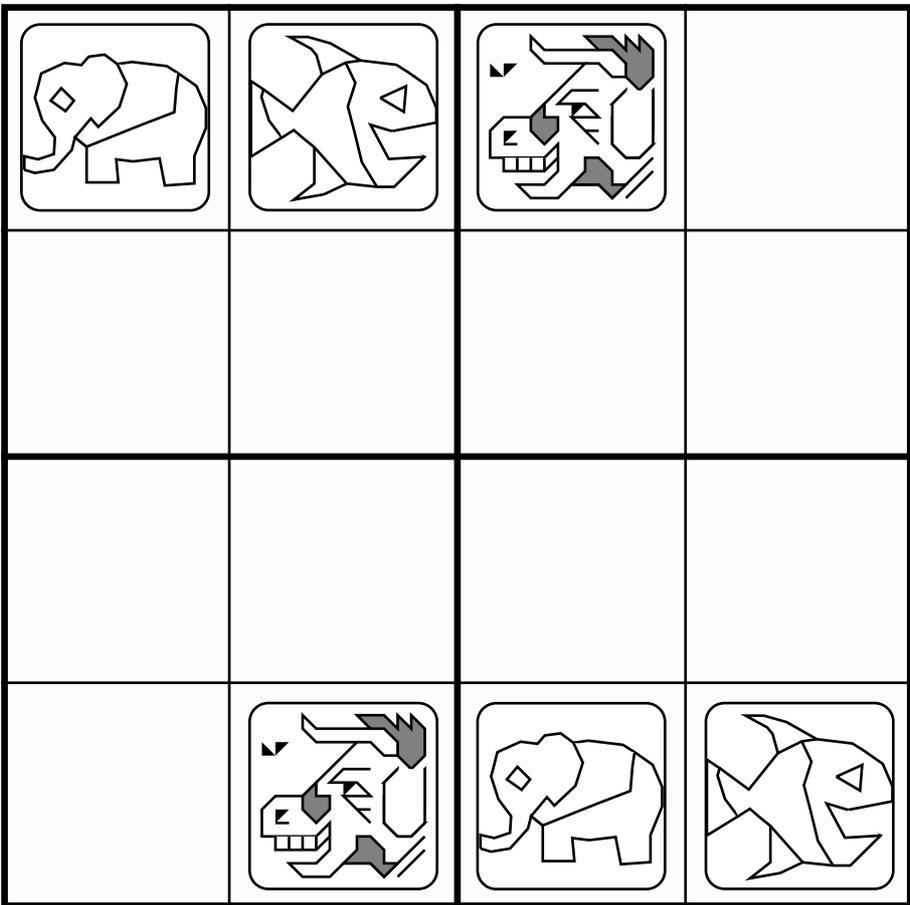
10



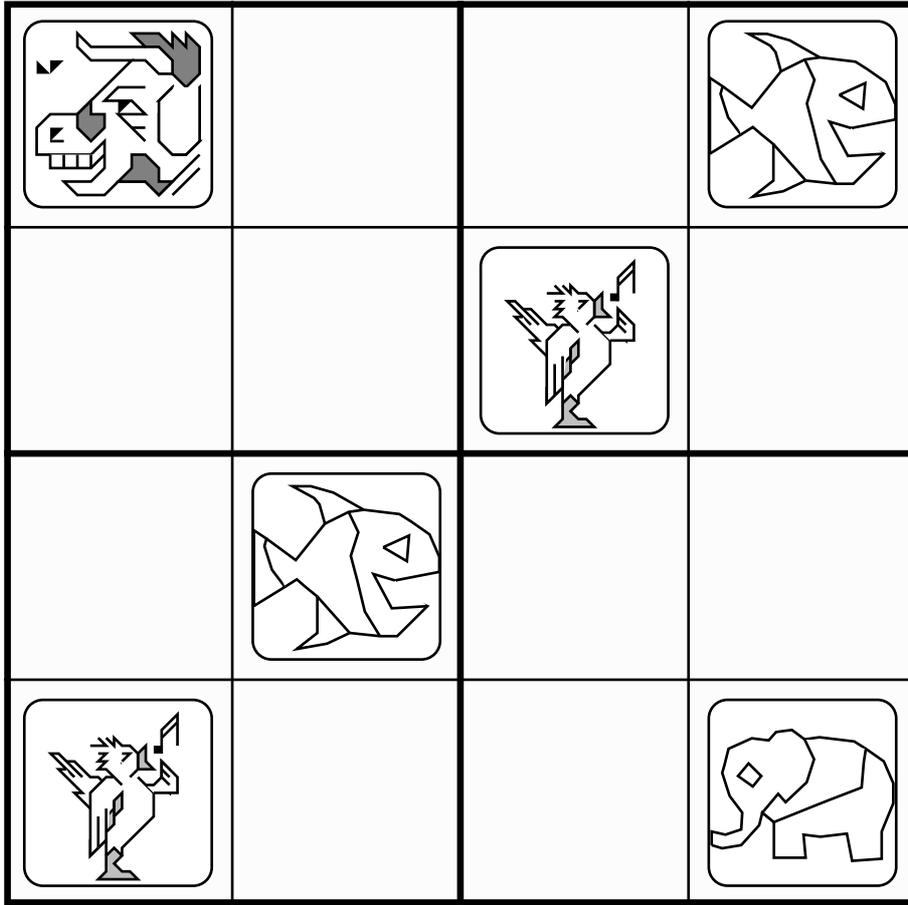
11



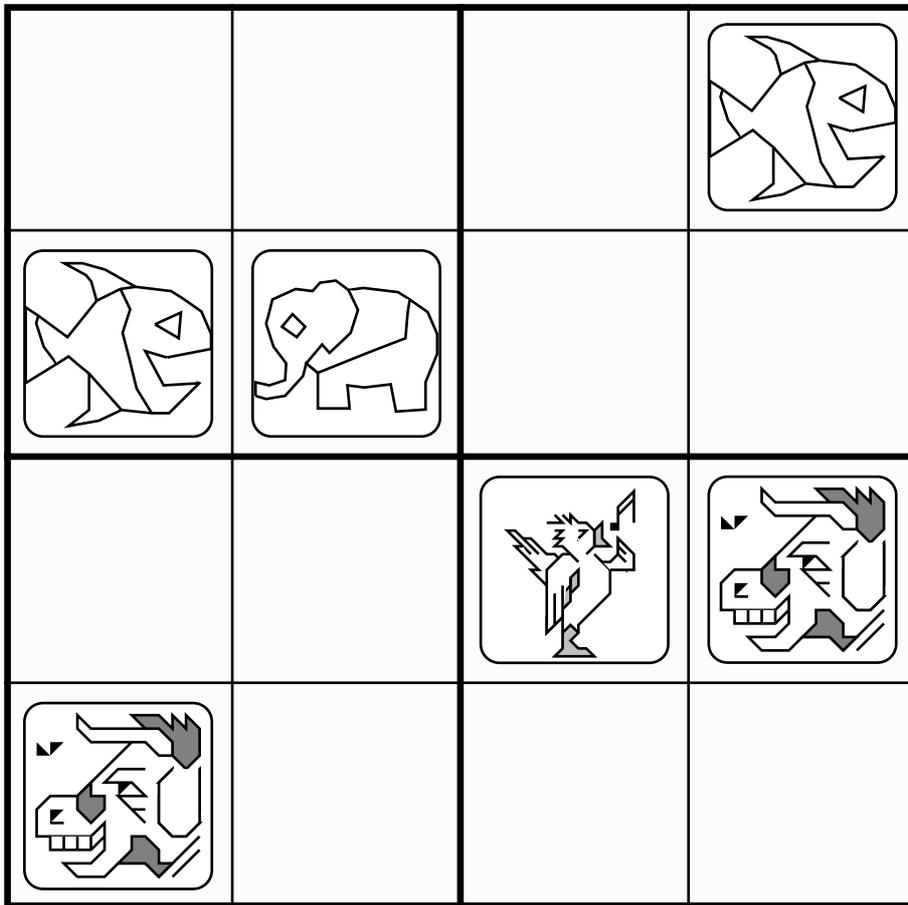
12



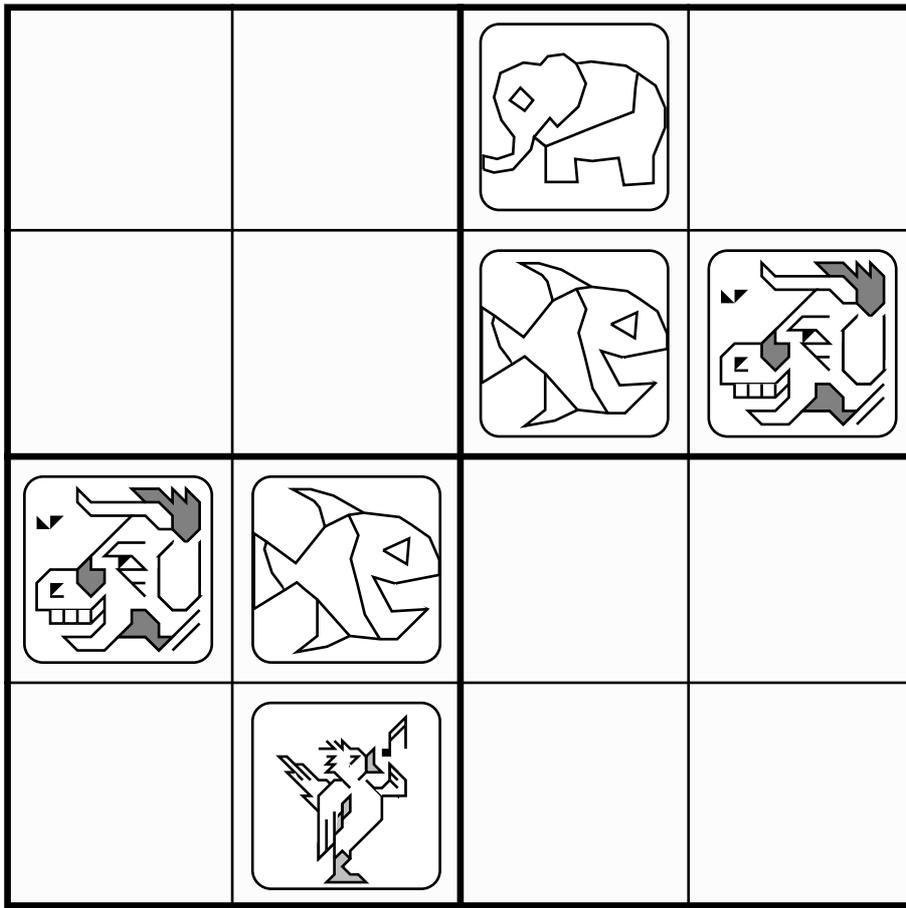
13



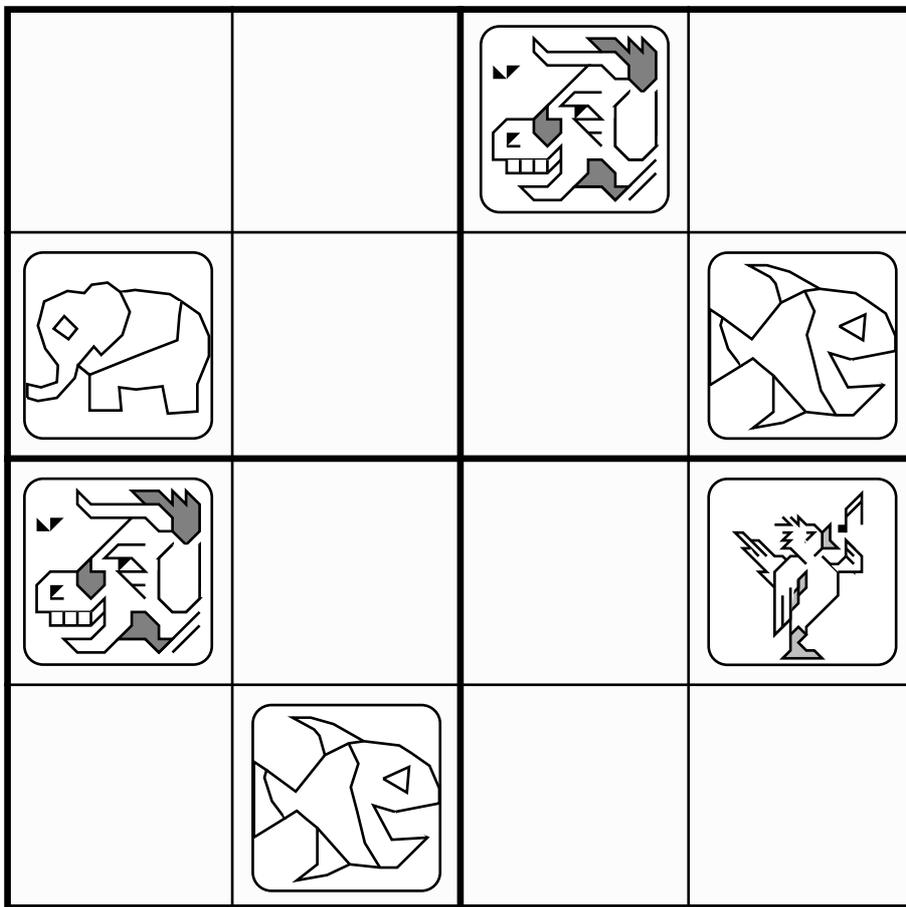
14



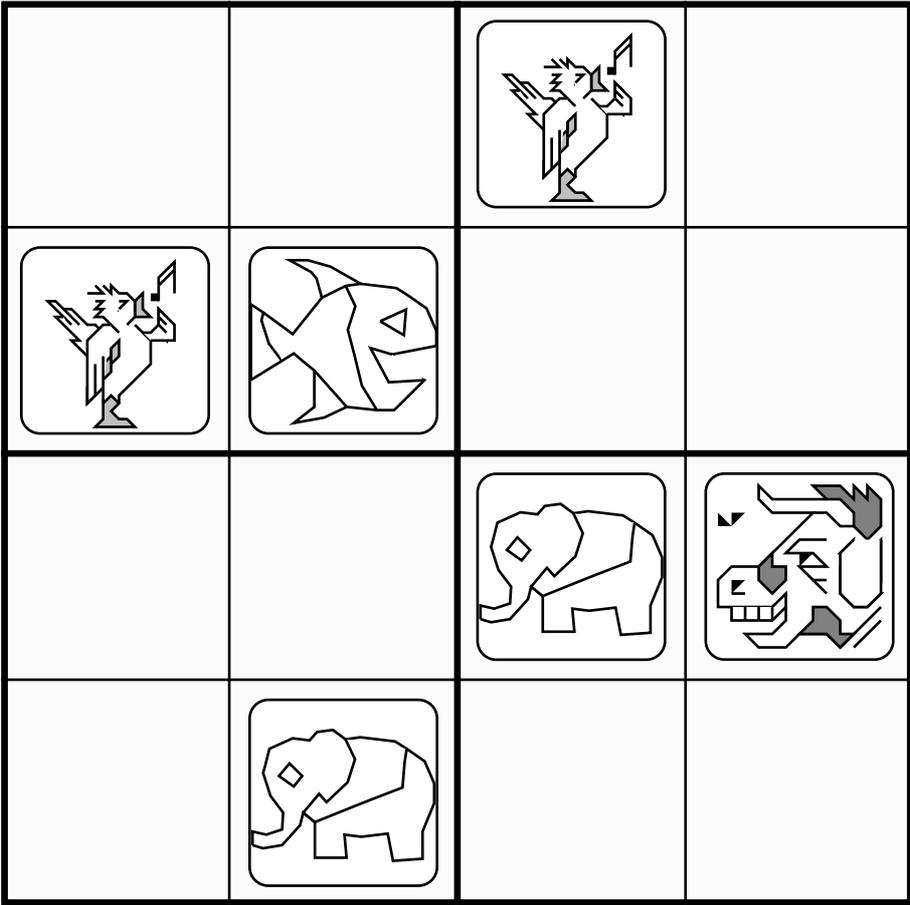
15



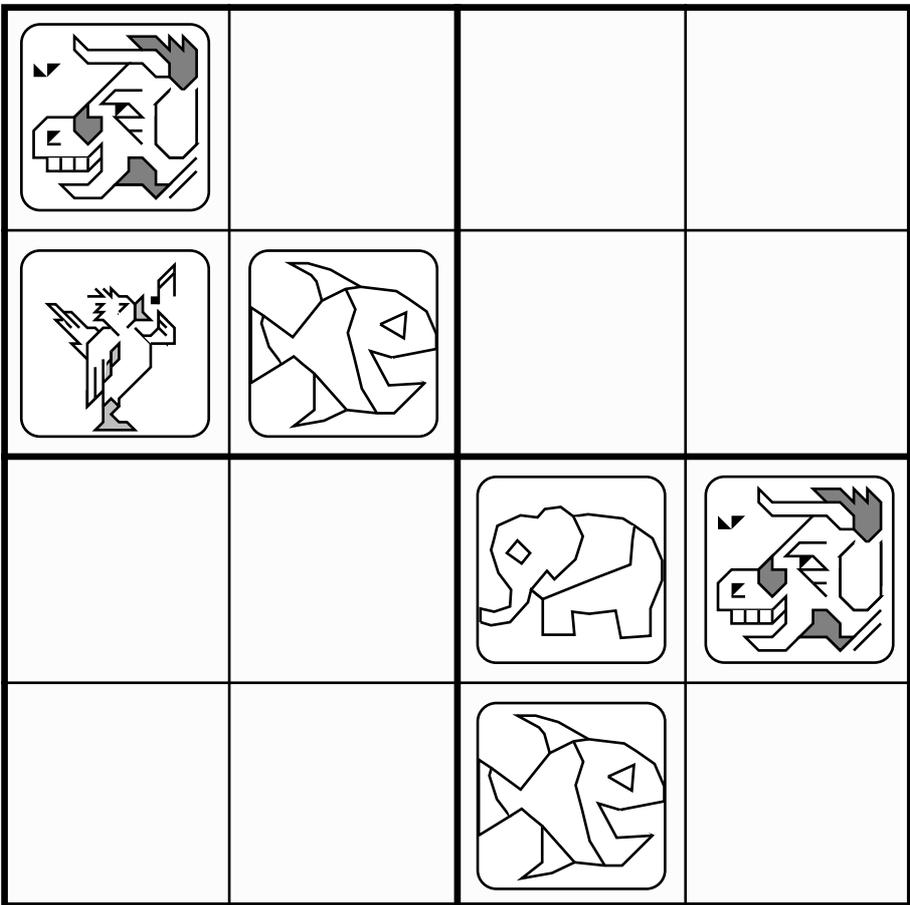
16



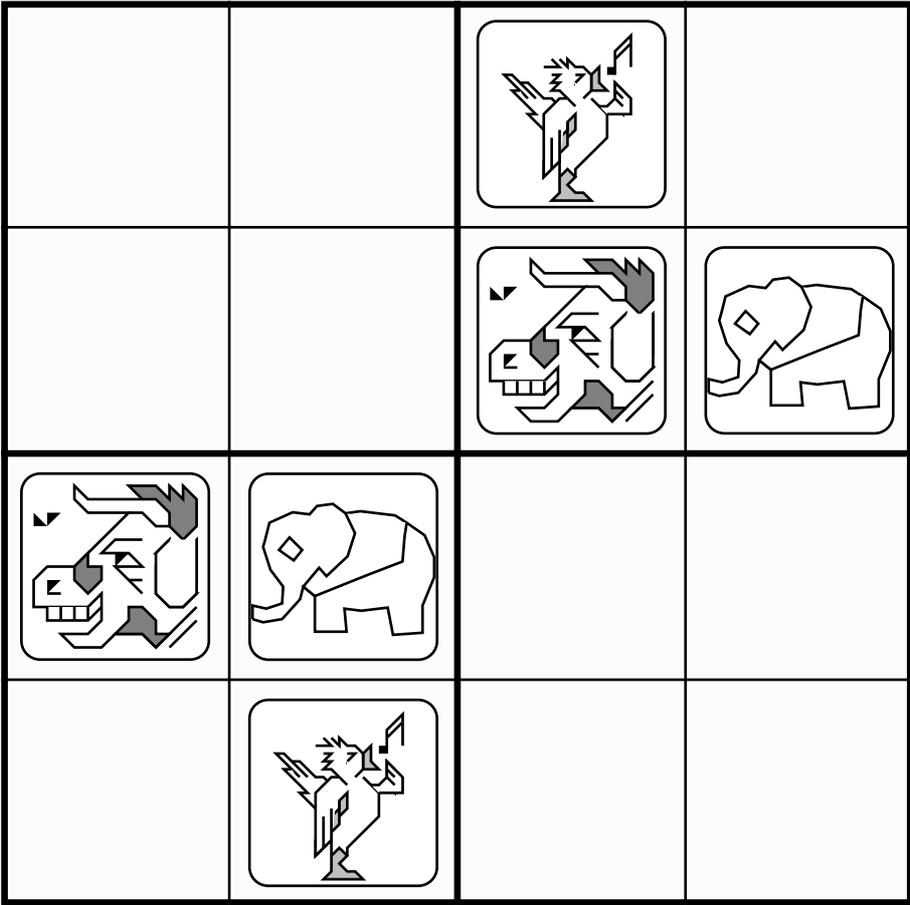
17



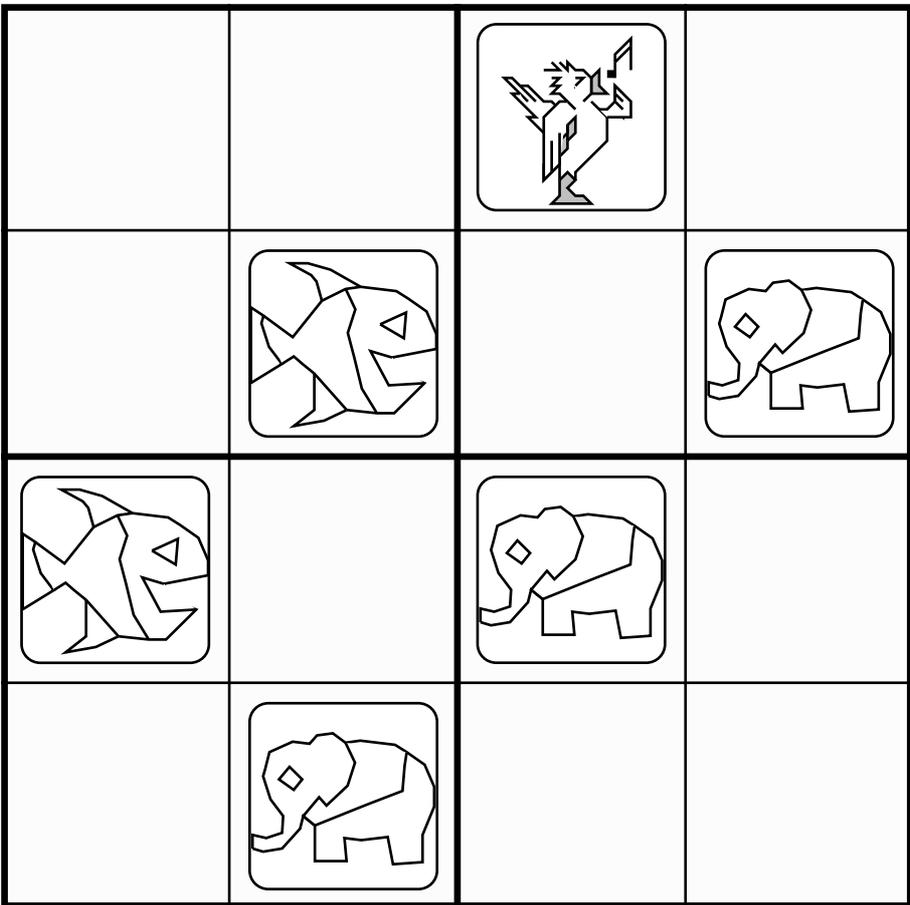
18



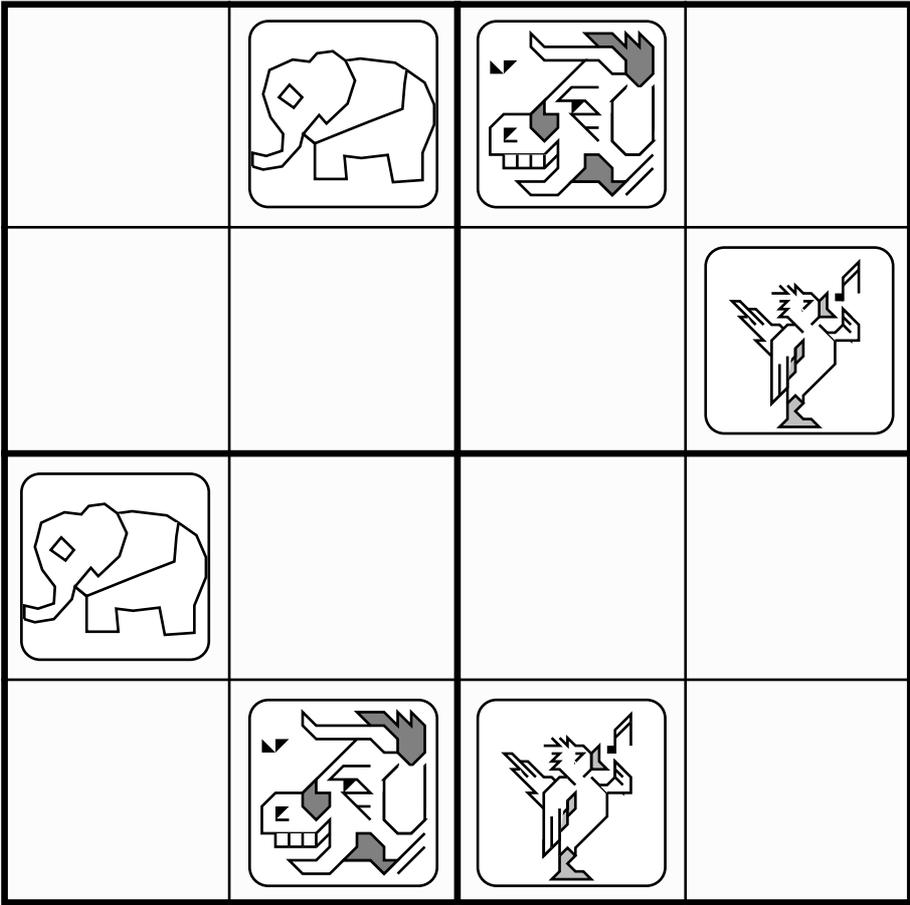
19



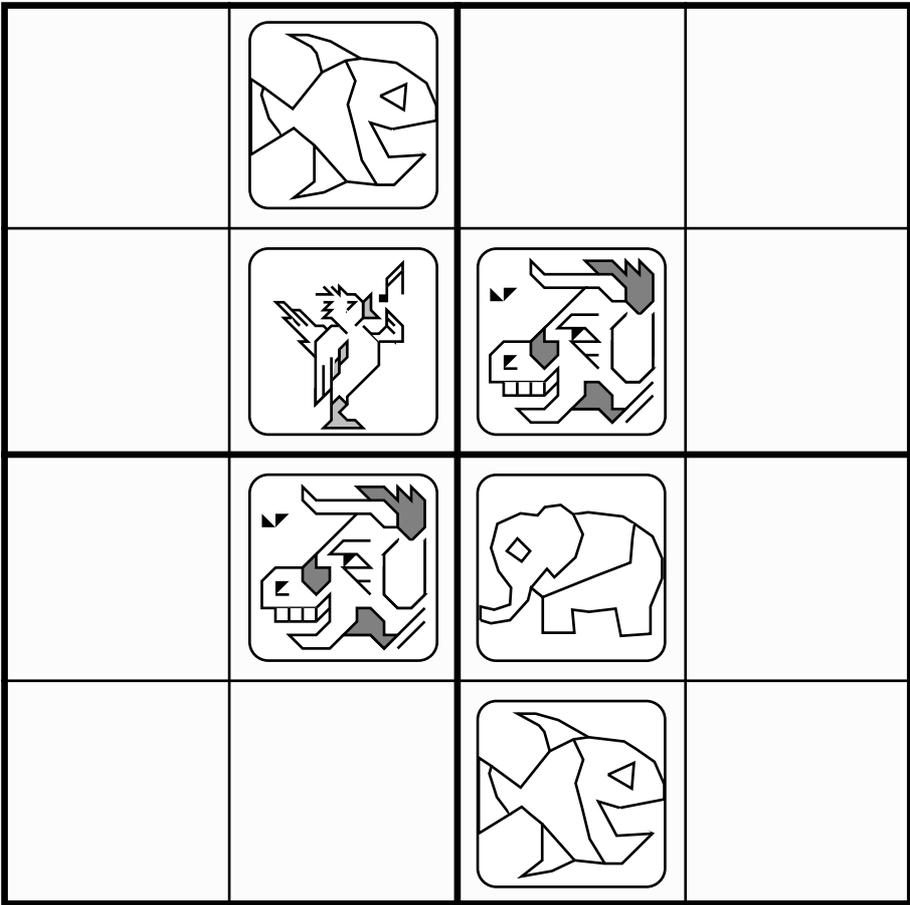
20



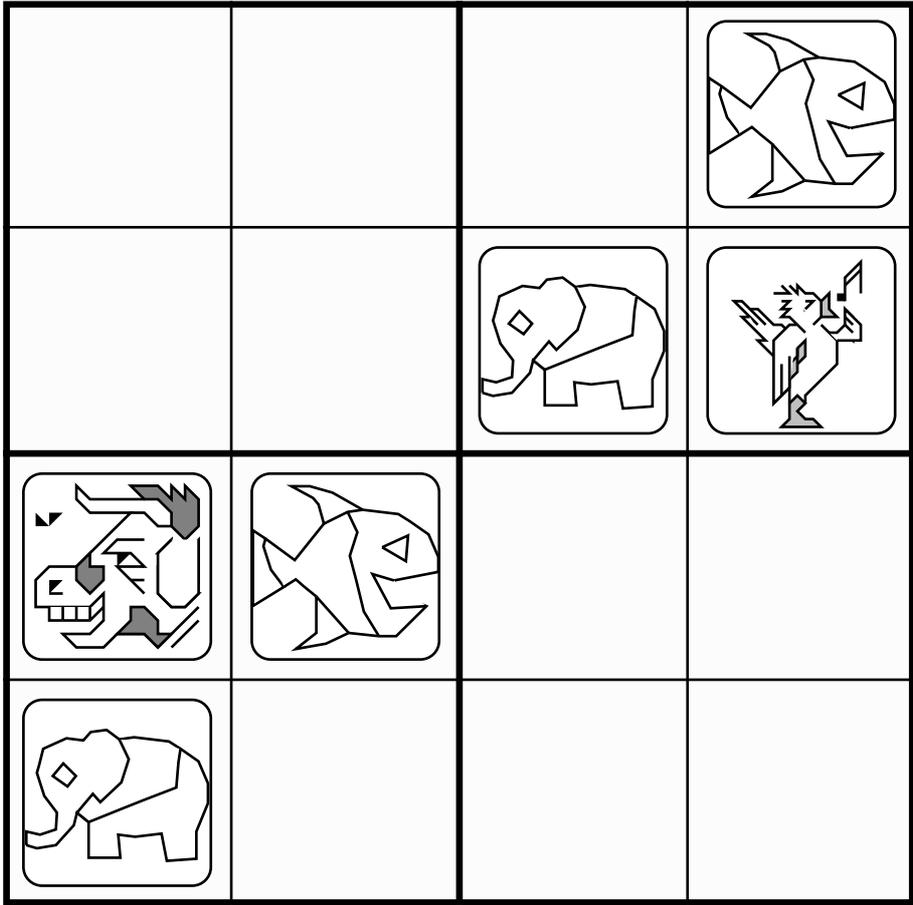
21



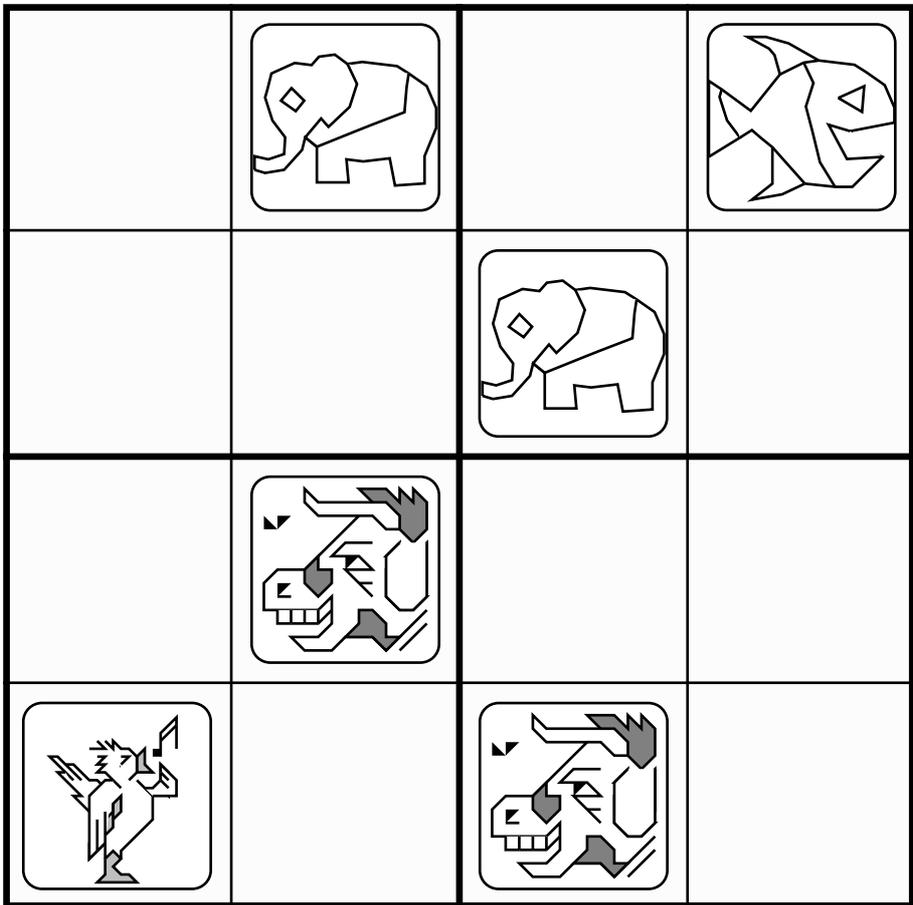
22



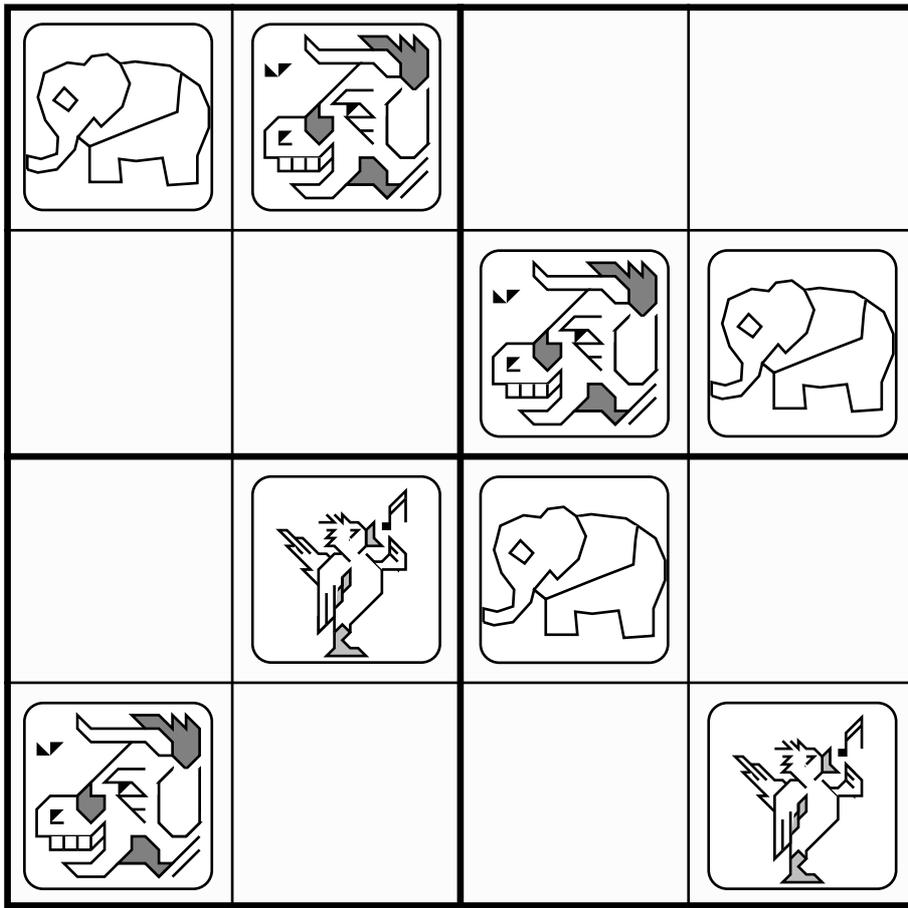
23



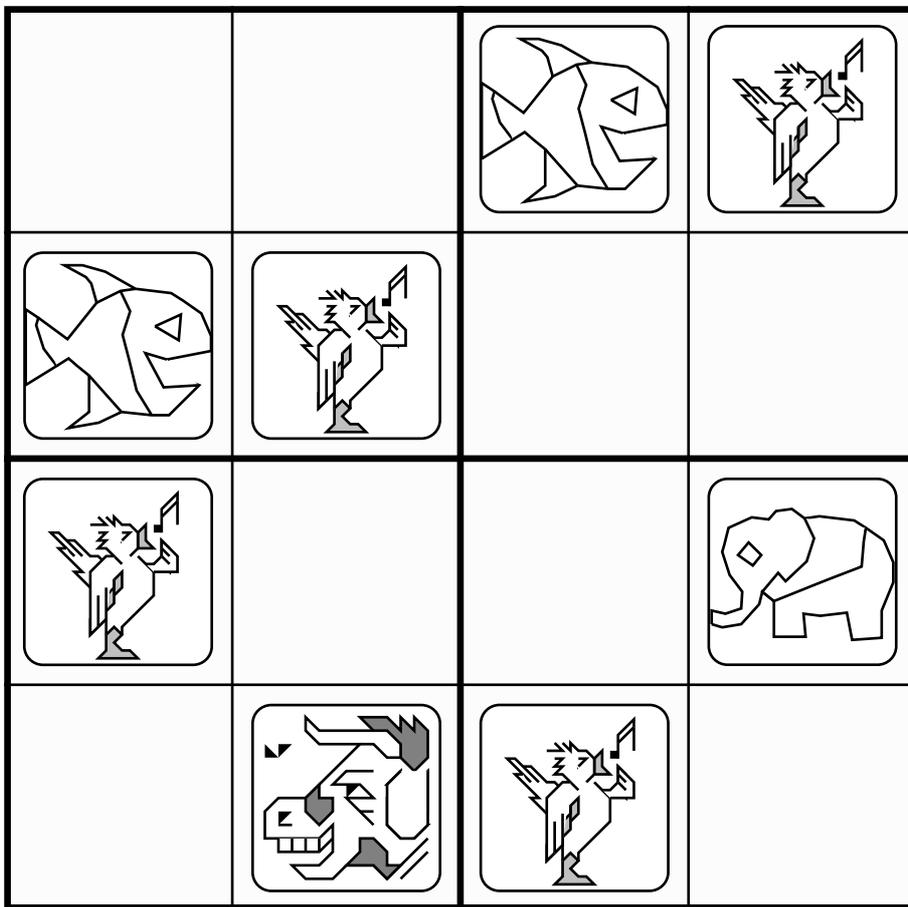
24



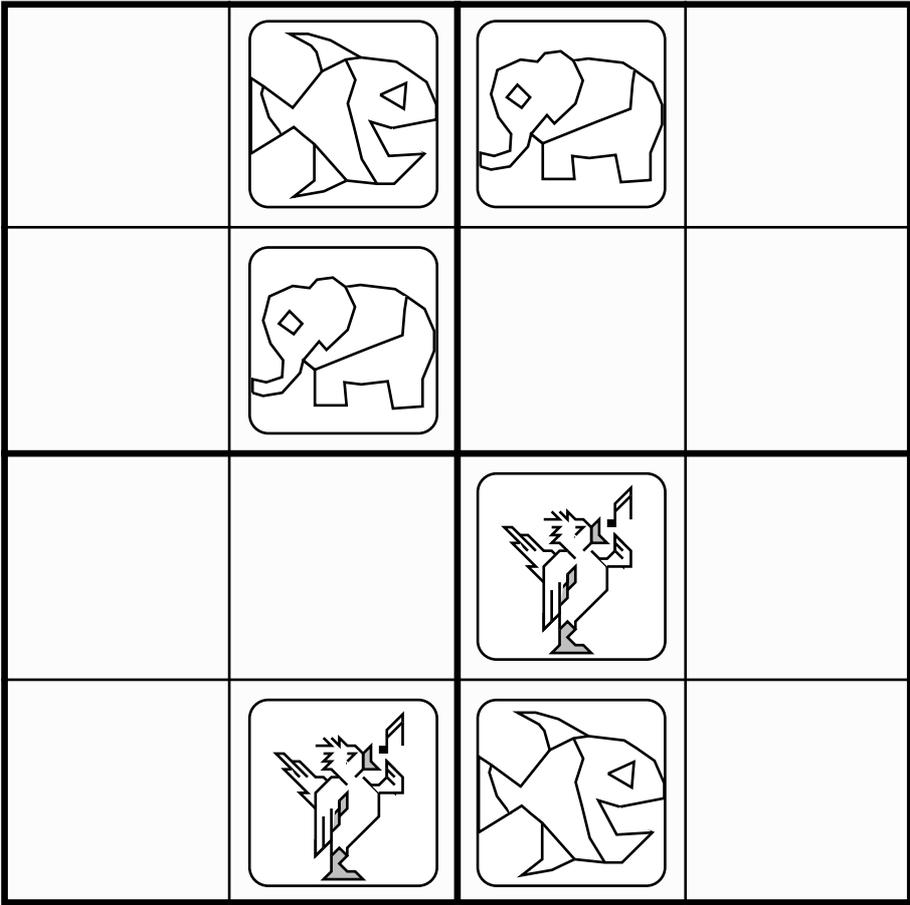
25



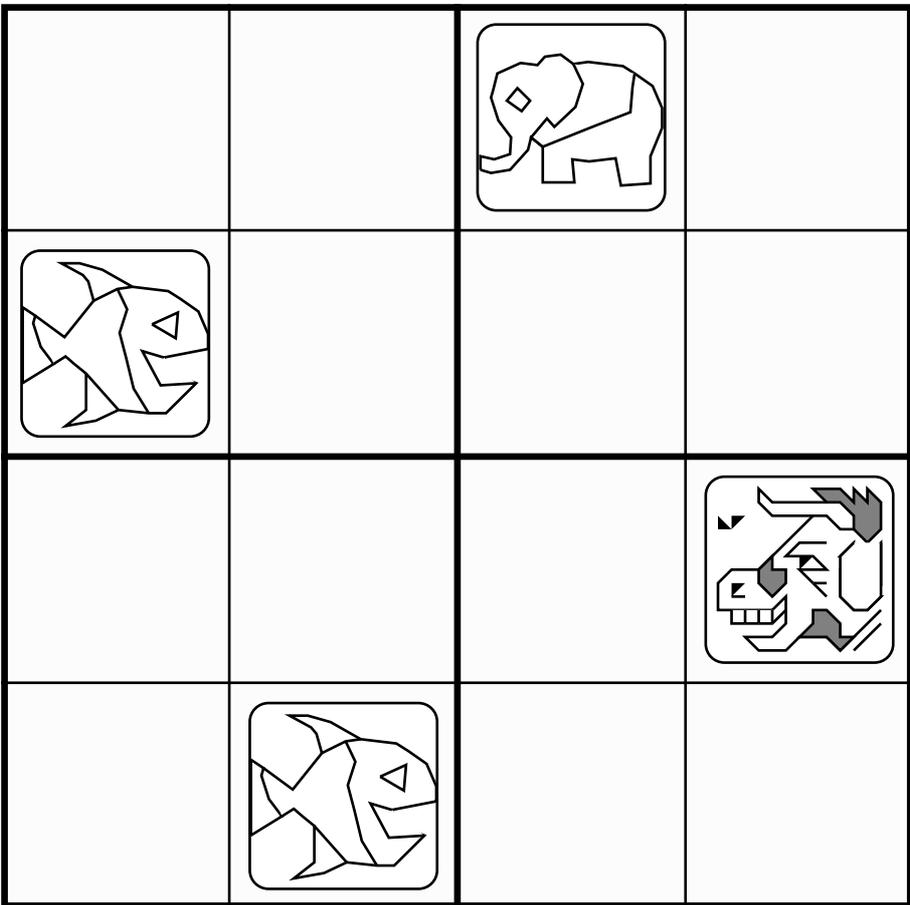
26



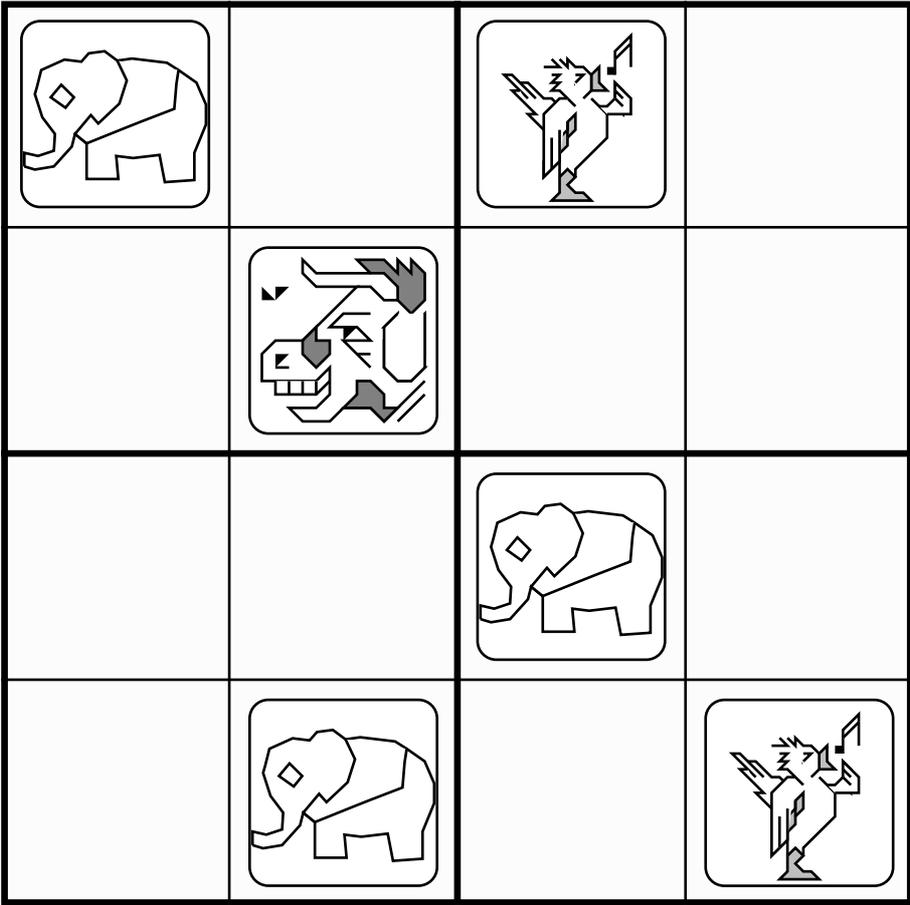
27



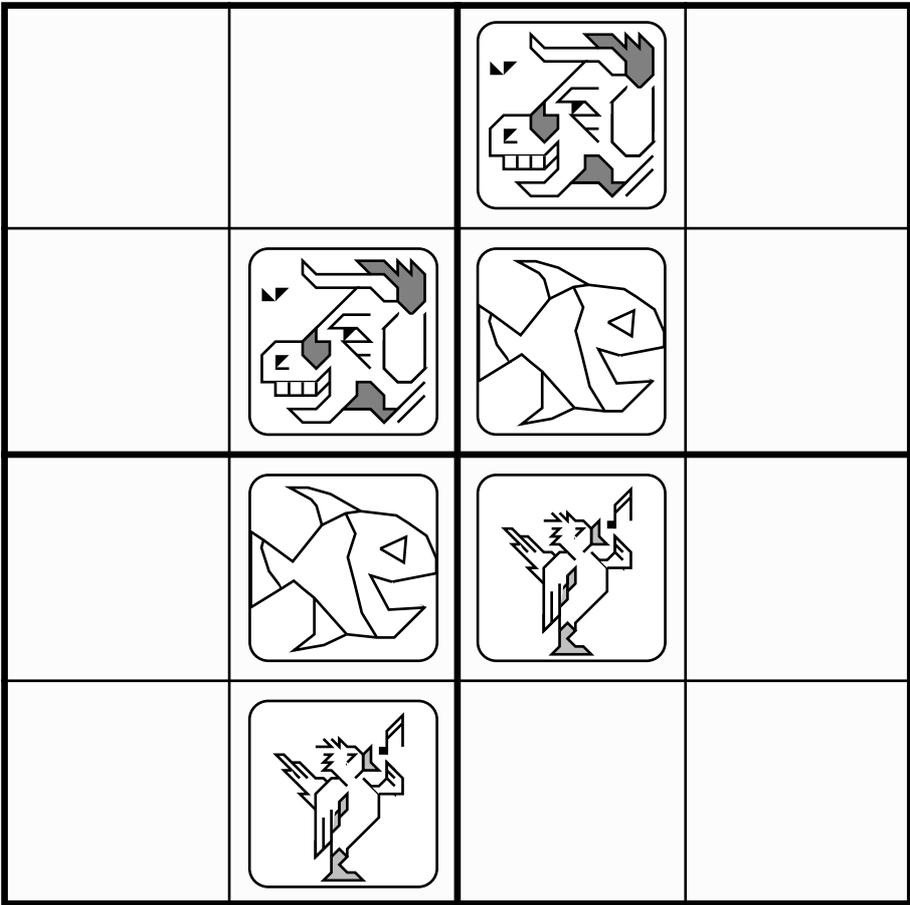
28



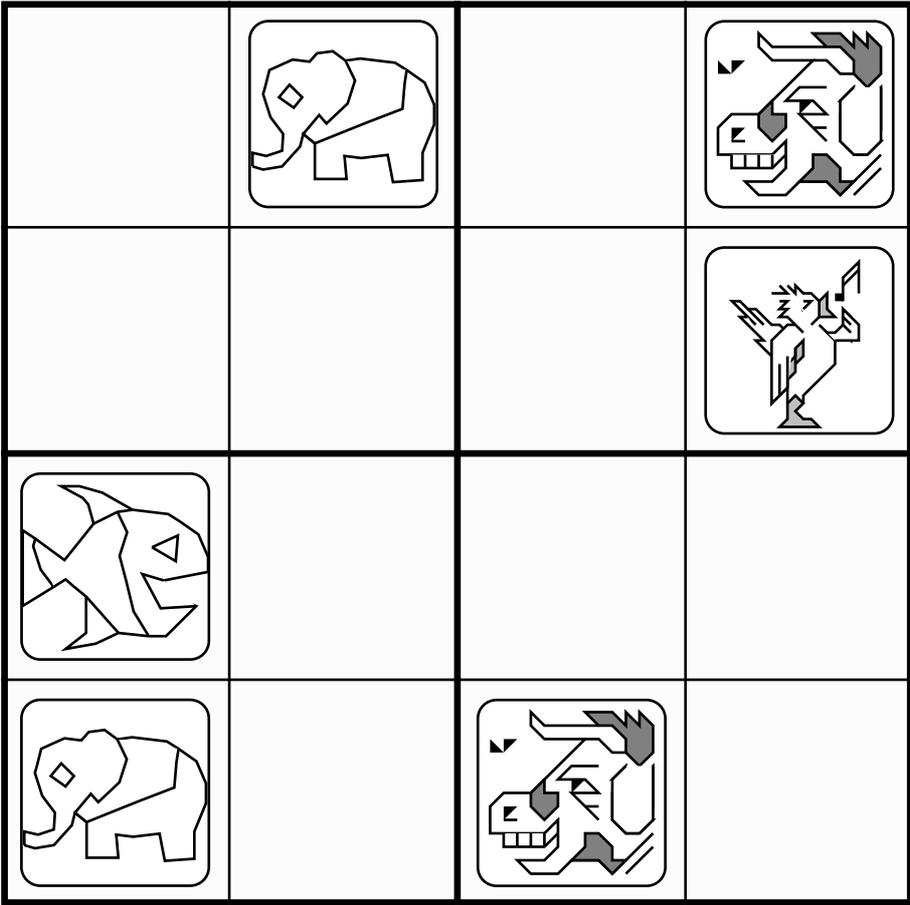
29



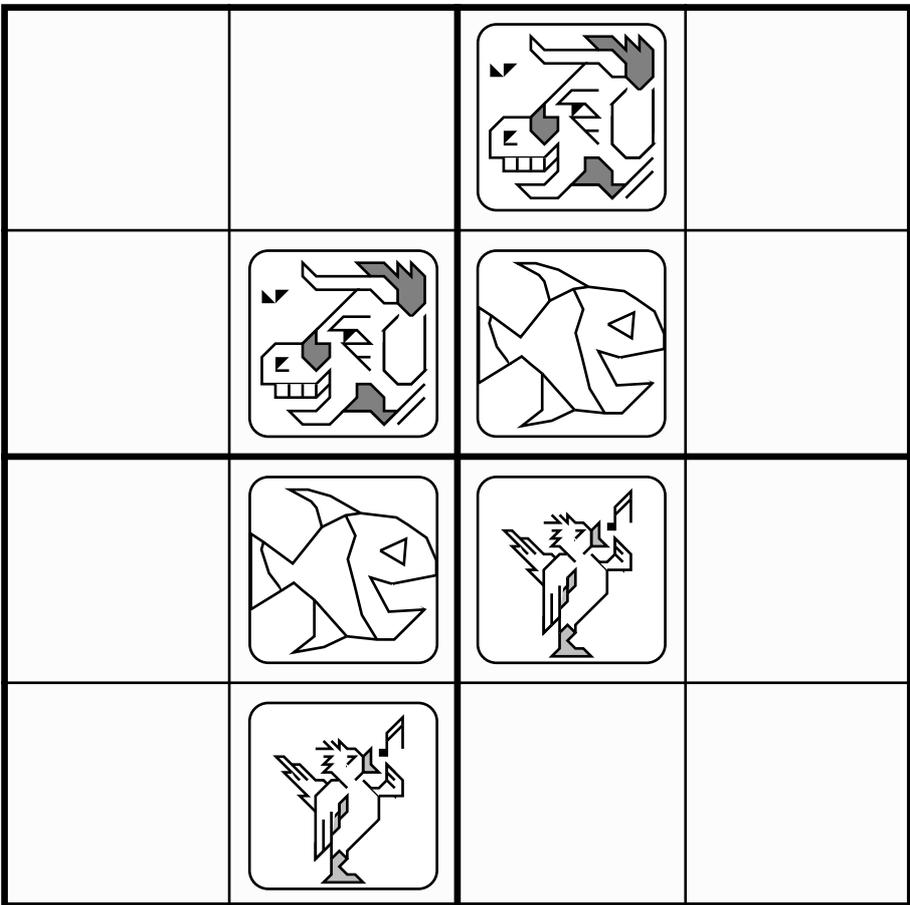
30



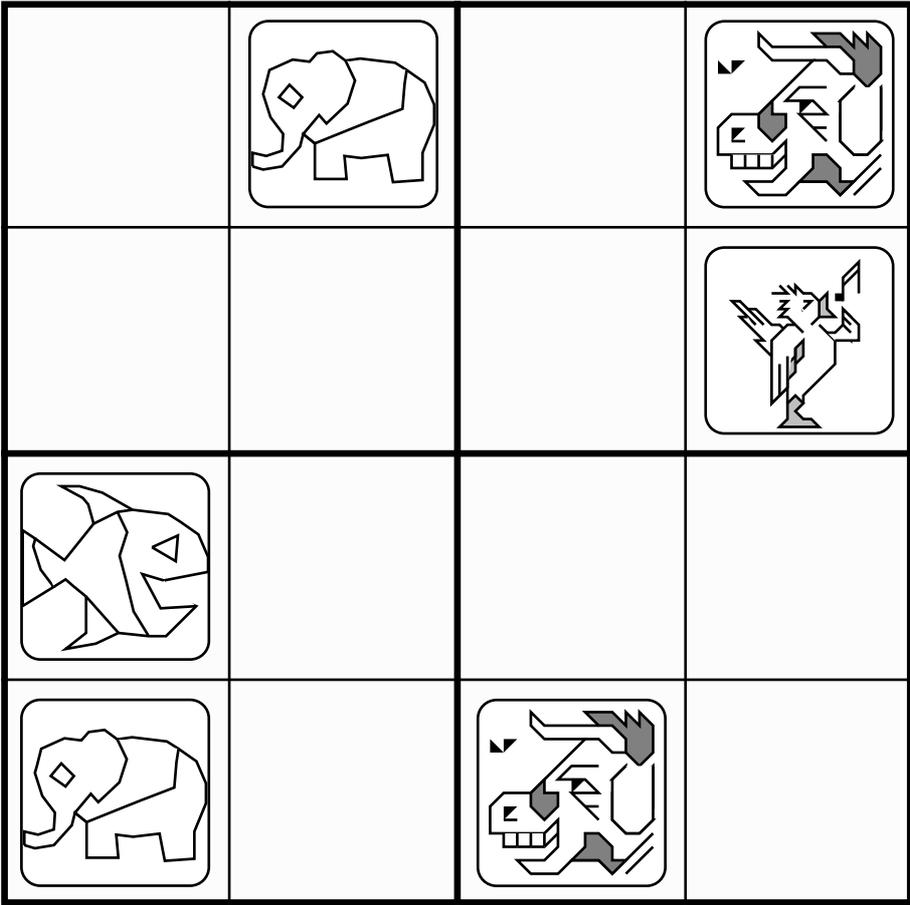
31



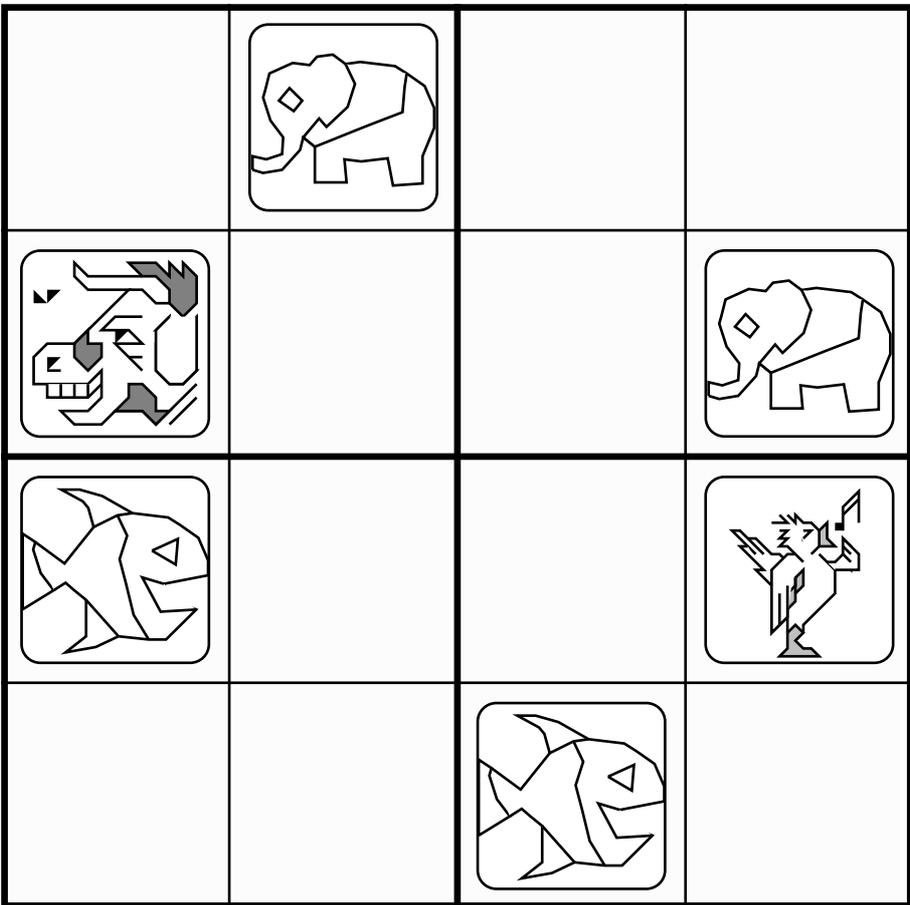
32



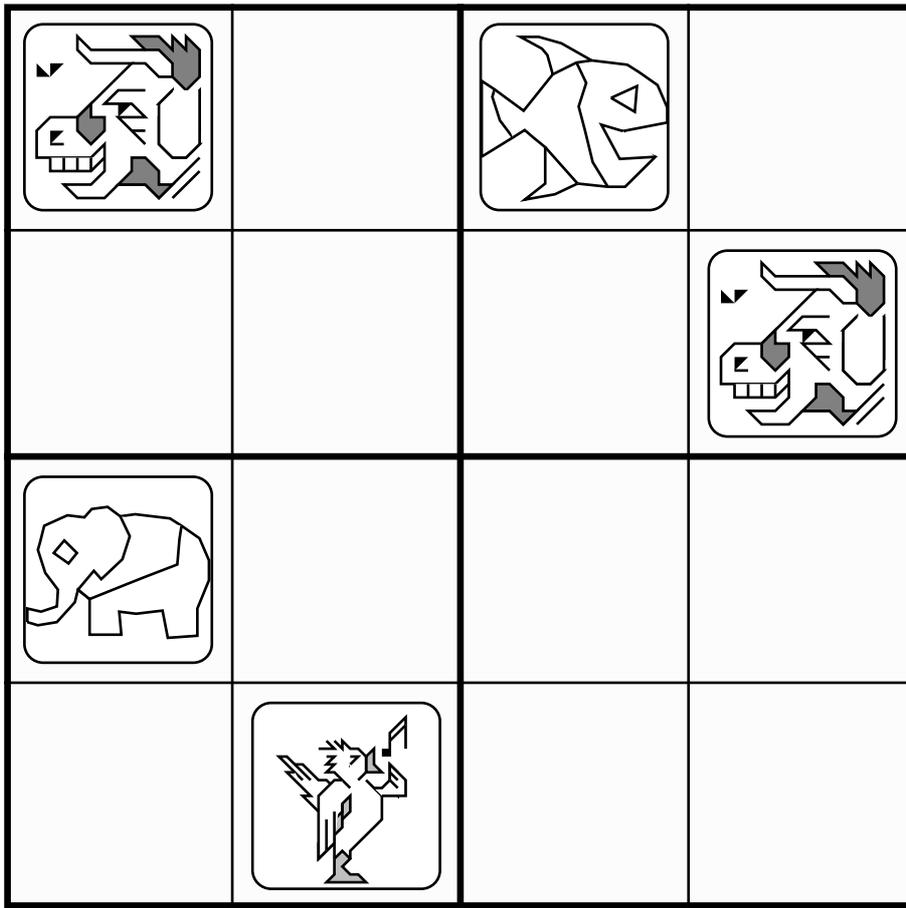
33



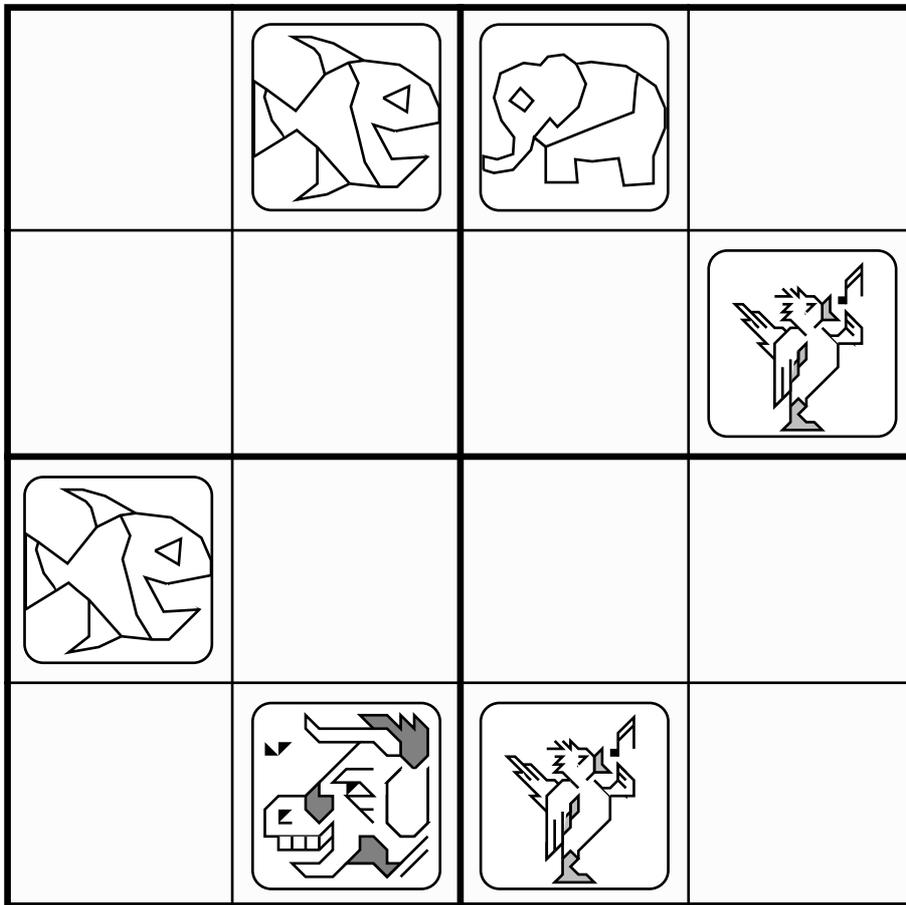
34



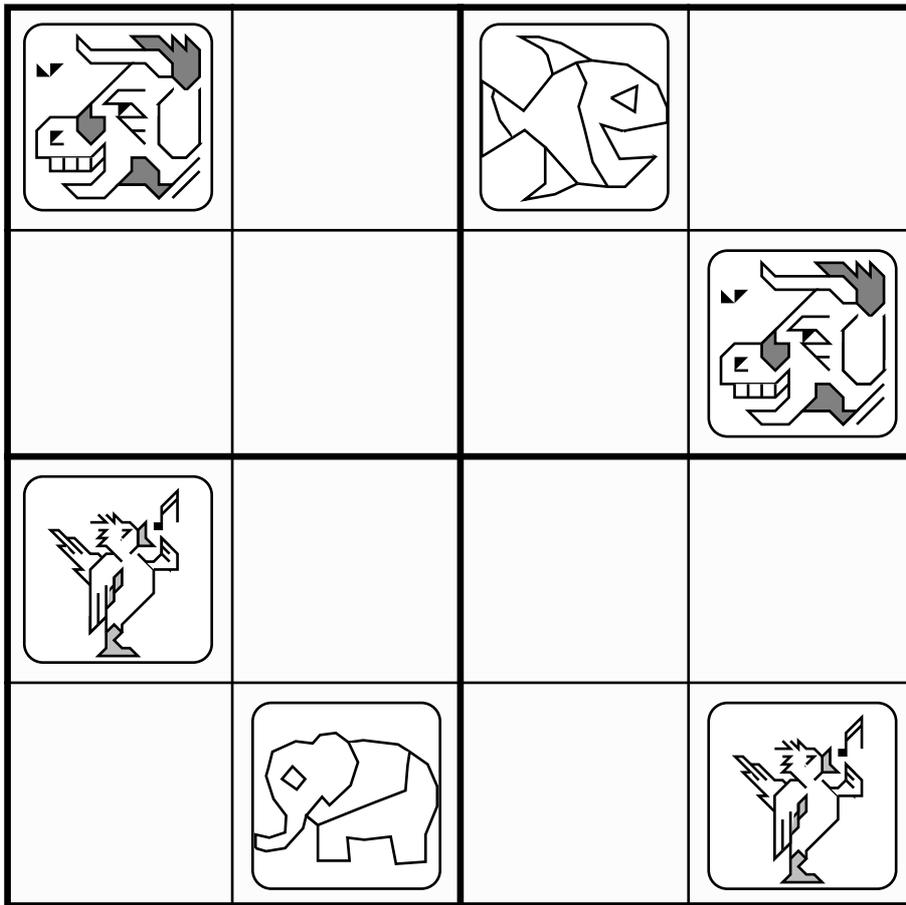
35



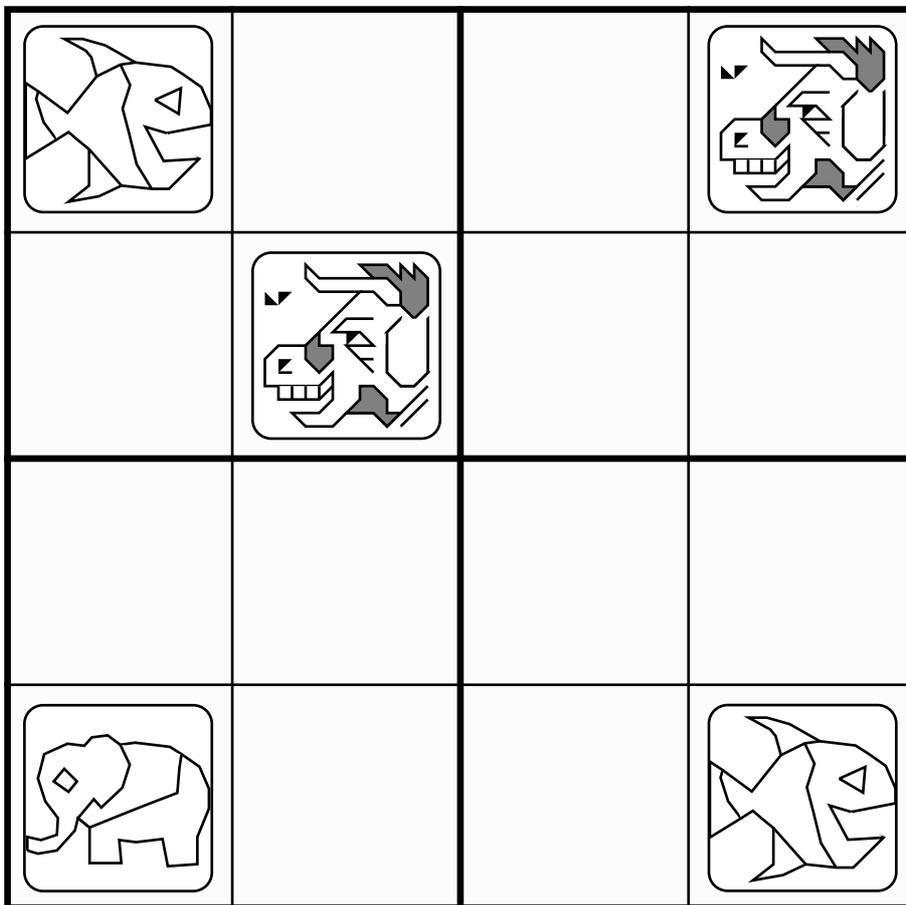
36



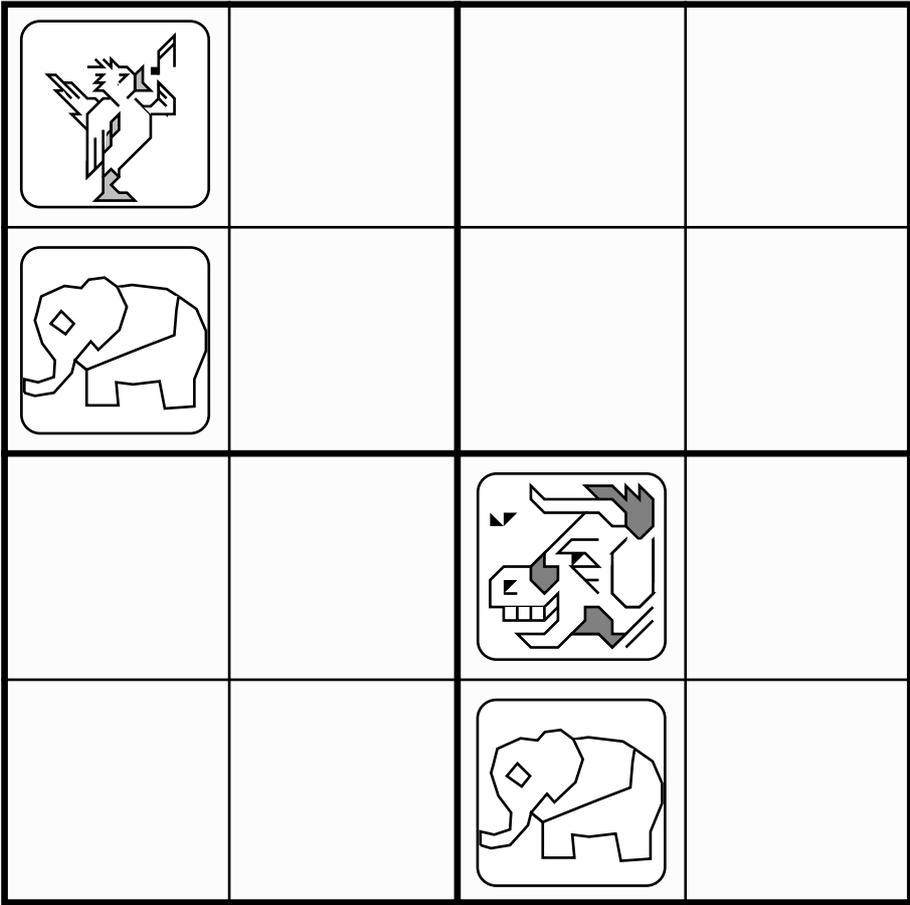
37



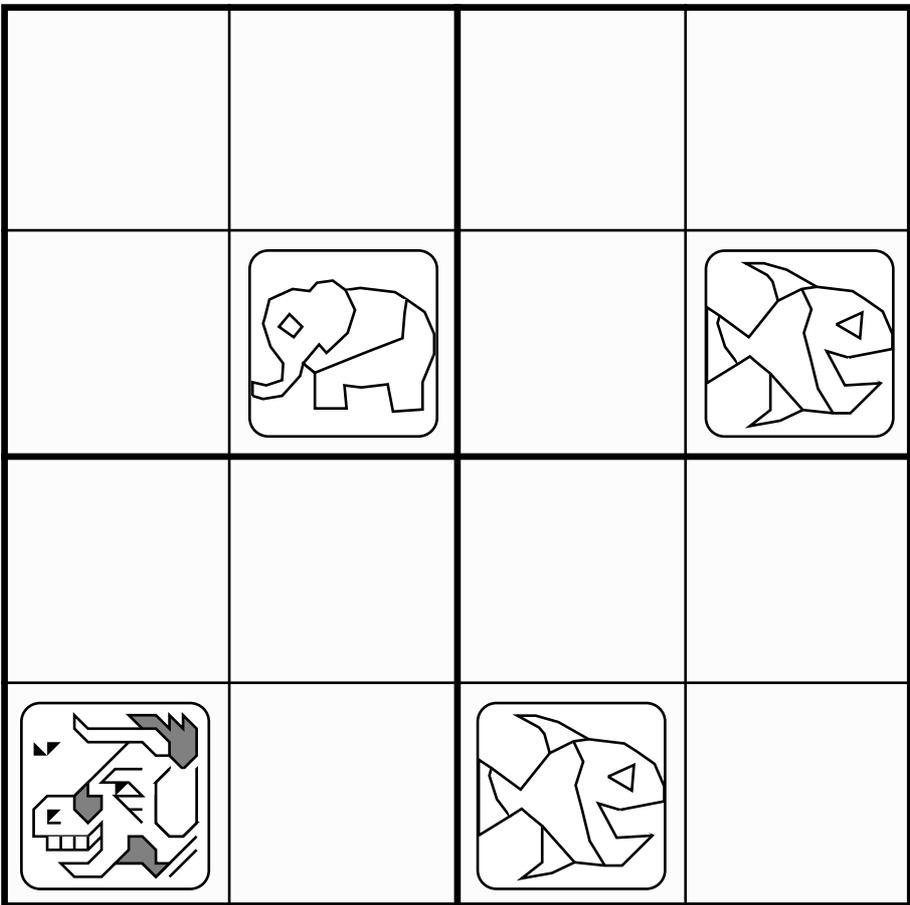
38



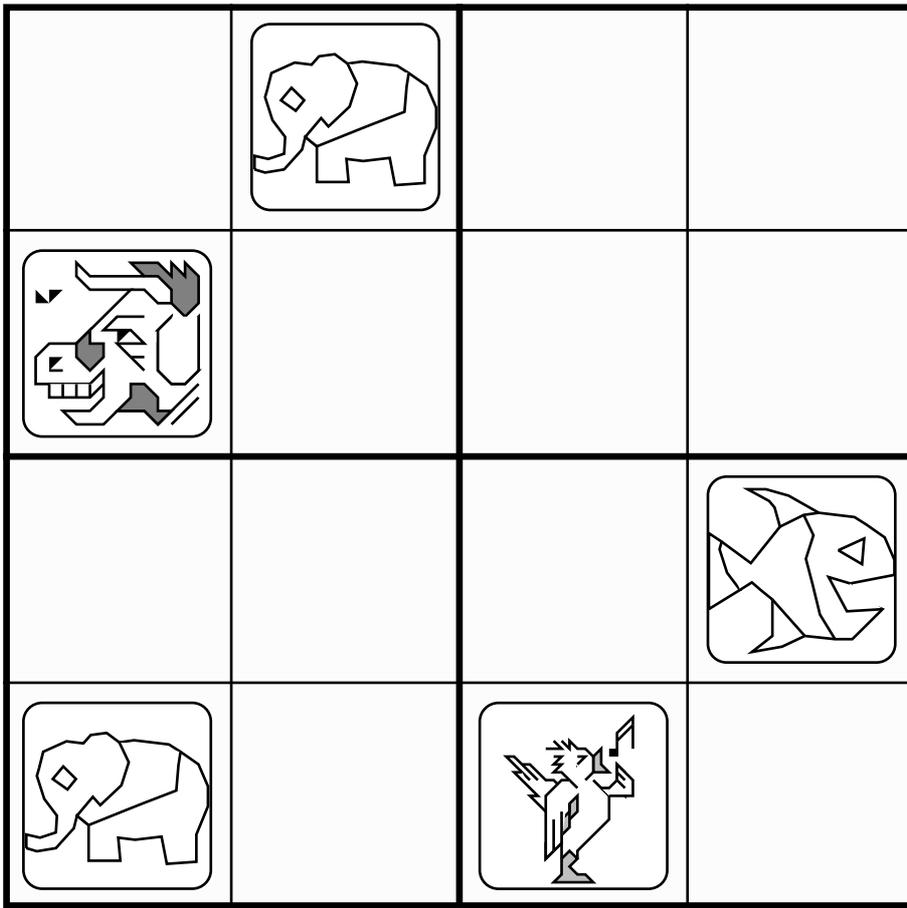
39



40



41



42

