

Histoire des Armoiries

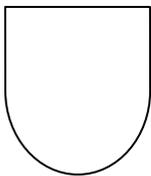
CD – Rom « À la recherche des blasons de Champagne »

- Quand apparaissent les armoiries ?
- Au début, à quoi servent-elles et où les trouve-t-on ?
- Par la suite, les armoiries sont-elles réservées aux seigneurs ?

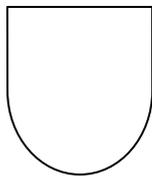
Le langage des blasons

- Qu'appelle-t-on *Champ* ?
- Colorier chaque écu avec la couleur qui convient

Les métaux

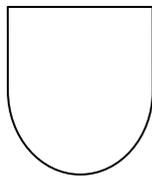


or

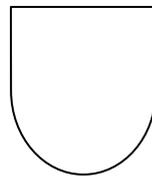


argent

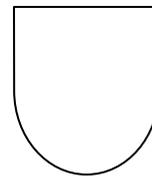
Les émaux



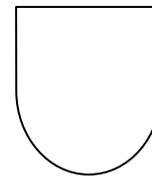
gueules



sinople



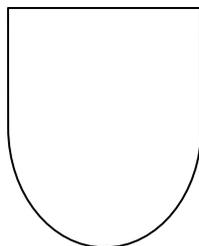
azur



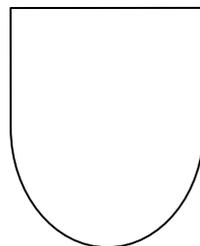
sable

- Les Fourrures : dessiner les deux principaux types de fourrures

hermine

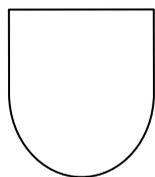


vair

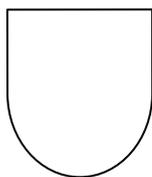


- Quelles sont les règles de base pour associer les couleurs sur un même écu ?

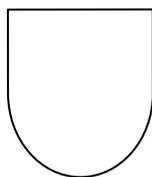
- Dessinez les figures géométriques suivantes



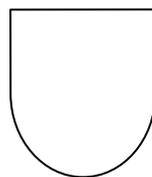
fascie



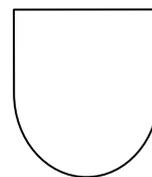
pal



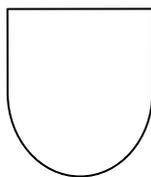
croix



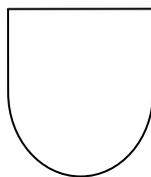
bordure



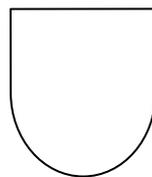
chef



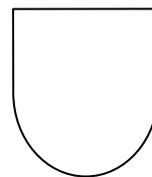
bande



barre

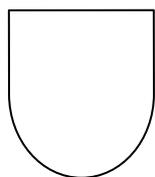


sautoir

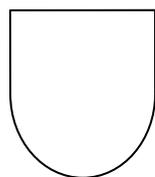


chevron

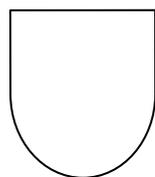
- Dessinez les principales partitions



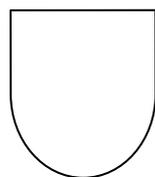
échiqueté



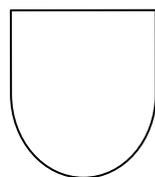
coupé



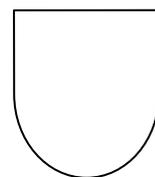
parti



écartelé

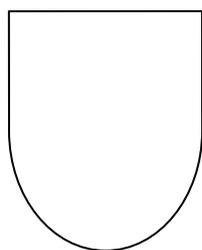


tranché

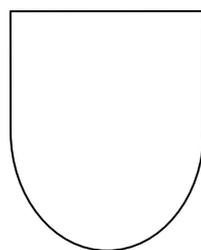


taillé

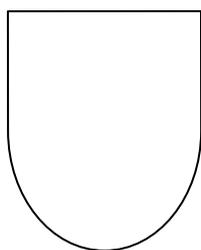
- Après avoir consulté les règles de lecture du blason, compléter les écus suivants :



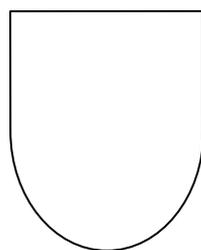
D'azur à la
bande d'argent



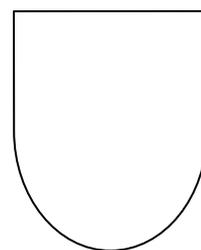
D'or au sautoir
de sable



De sinople au
chevron d'argent



De gueules à la
croix d'or



De gueule au
pal de sinople

- Laquelle de ces cinq armoiries ne répond pas aux règles d'association des couleurs ?