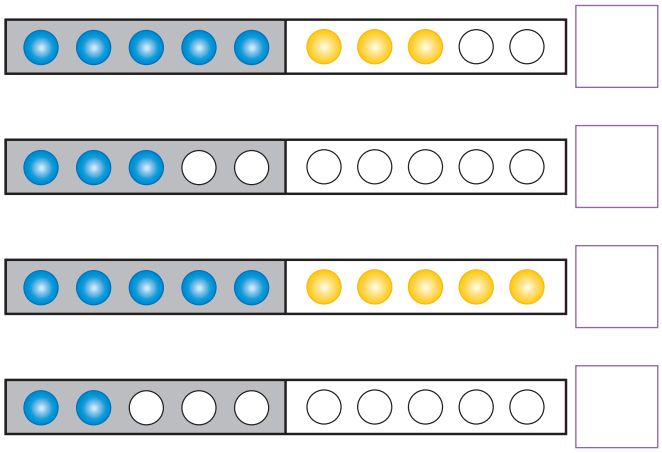
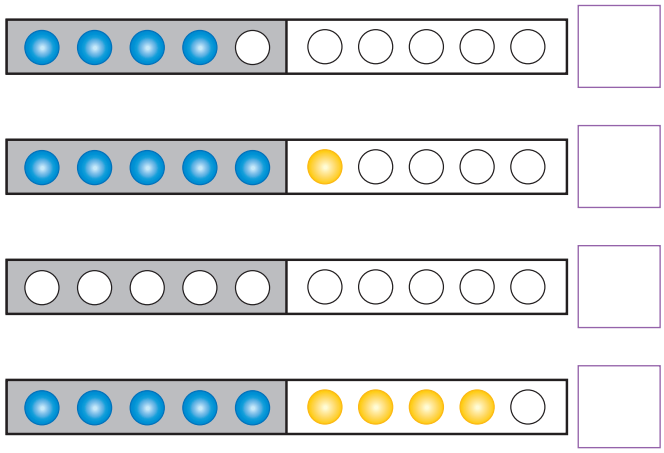
oefen je nog eens mee?

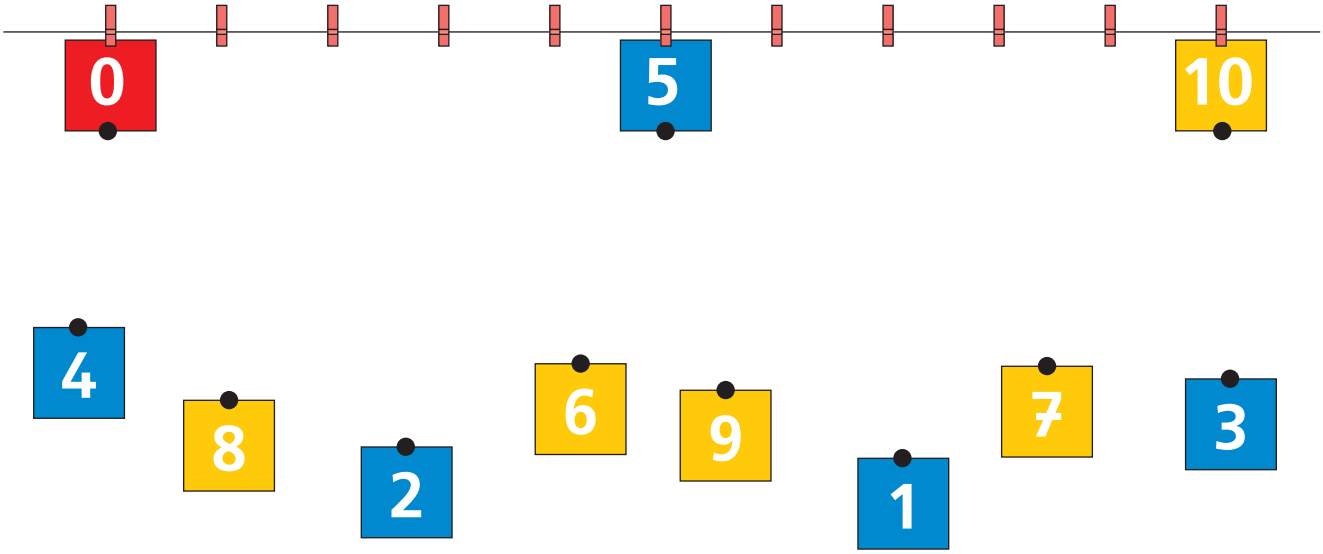
1 hoeveel? schrijf.

2 hoeveel? schrijf.

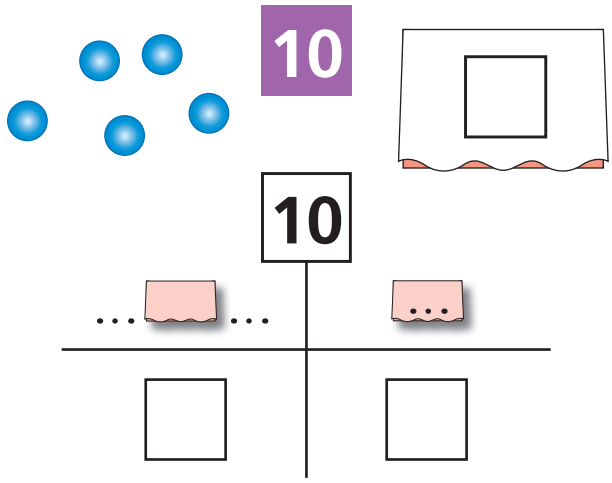


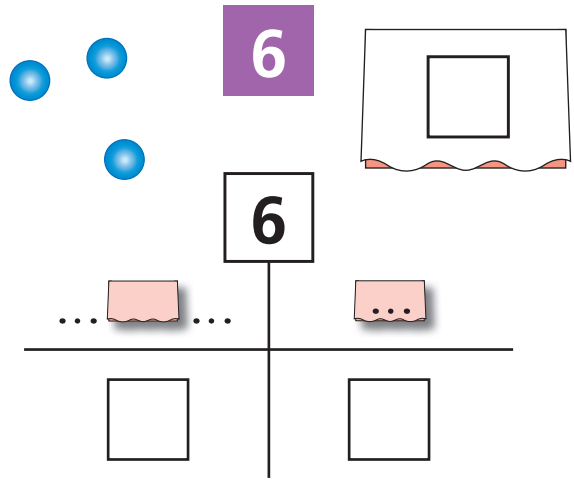


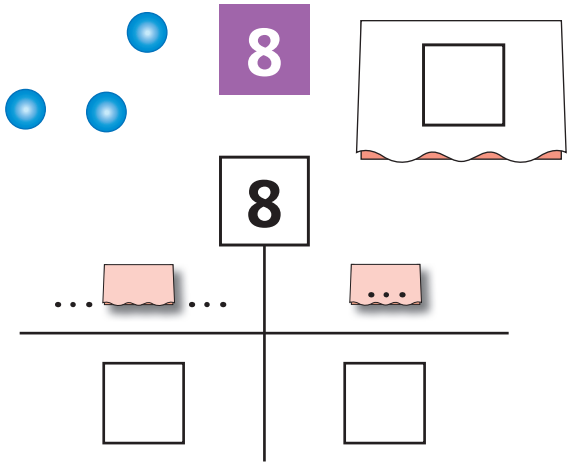
3 maak vast.

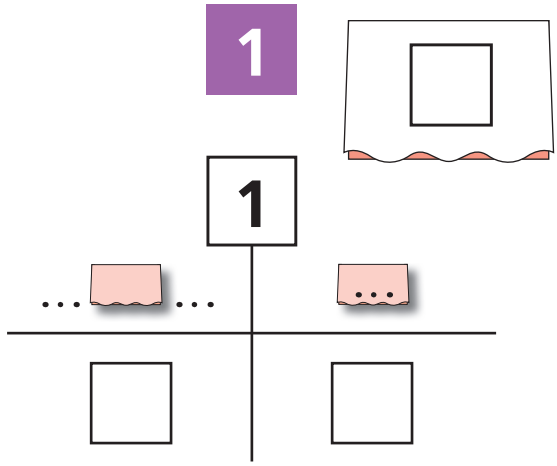


4 hoeveel ballen in de bak? schrijf.







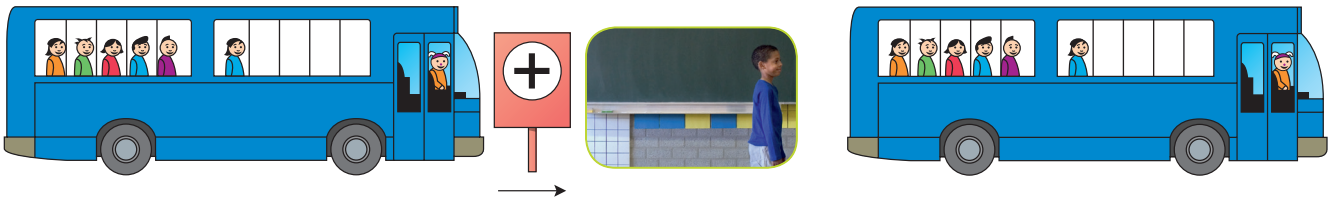


5 vul in.

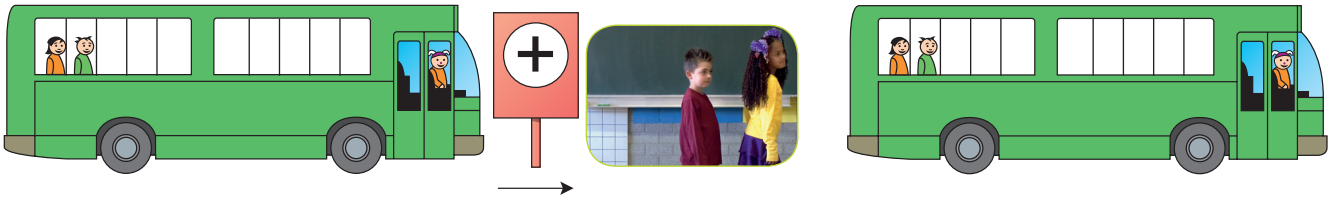
8	☐	9	☐	>	1
1	☐	3	☐	>	4
3	☐	7	10	>	☐
7	☐	2	1	<	☐

oefen je nog eens mee?

1 teken en schrijf.



. + . = .



. + . = .

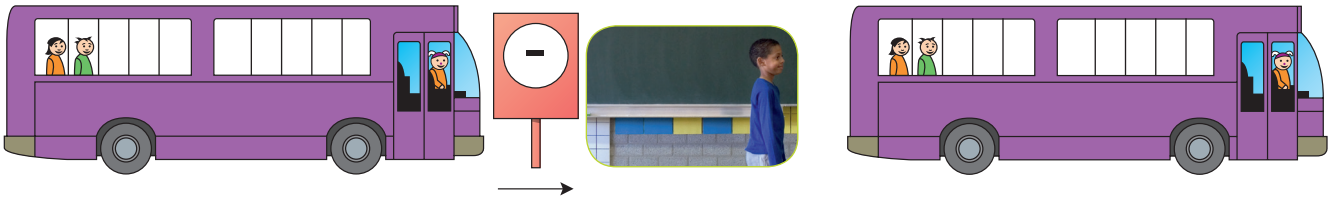
8 + 2 = ☐	7 + 1 = ☐
5 + 2 = ☐	9 + 1 = ☐

2 vul in.

4 + 3 = ☐	
2 + 0 = ☐	0 + 4 = ☐
1 + 5 = ☐	3 + 2 = ☐
	3 + 1 = ☐

3 doe weg en schrijf.

. - . = .



. - . = .

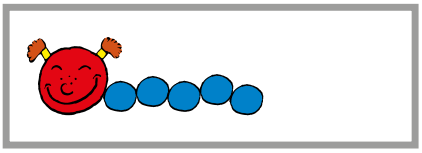
9 - 2 =	8 - 1 =
4 - 1 =	6 - 2 =

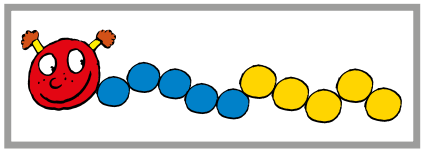
4 vul in.

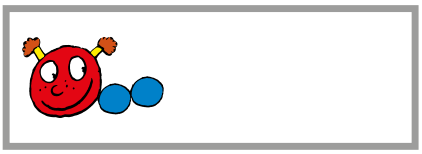
6 - 6 =	
5 - 2 =	6 - 3 =
2 - 1 =	4 - 0 =
	5 - 4 =

minder dan, meer dan, evenveel als

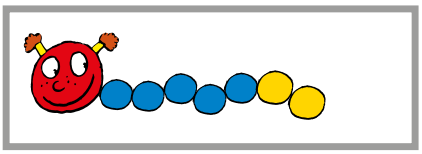
1 **vul > of < in.**

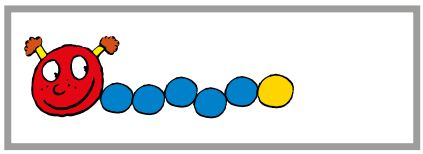


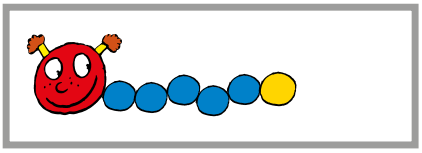
5 <  10

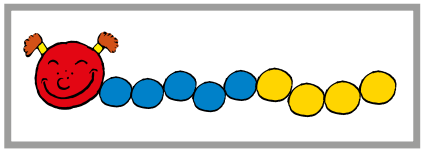


2 [ ] 0

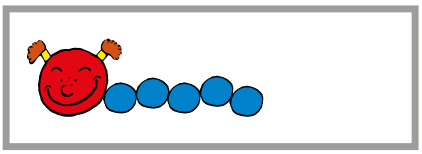


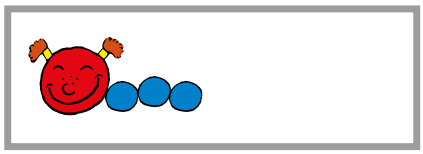
7 [ ]  6

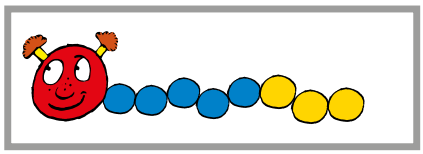


6 [ ]  9

2 **vul de getallen en > of < in.**



[ ] [ ]  [ ]

[ ] [ ]  [ ]

3 vul > of < in.

1	☐	4
7	☐	2
5	☐	0

6	☐	5
8	☐	4
7	☐	3

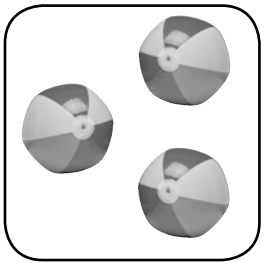
2	☐	6
5	☐	3
0	☐	2

5	☐	7
3	☐	1
7	☐	6

4 meer of minder dan 10? kruis aan.

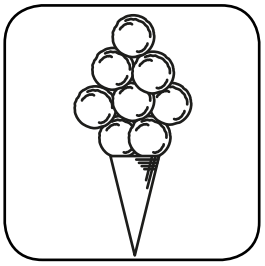
☐ meer dan 10

☐ minder dan 10



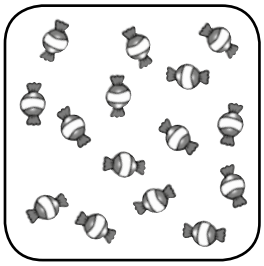
☐ meer dan 10

☐ minder dan 10



☐ meer dan 10

☐ minder dan 10



☐ meer dan 10

☐ minder dan 10

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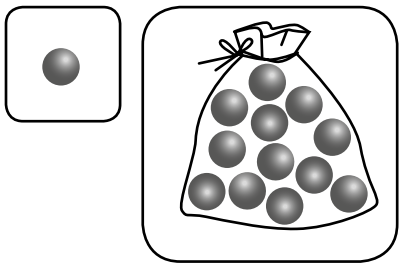
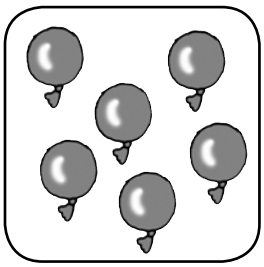


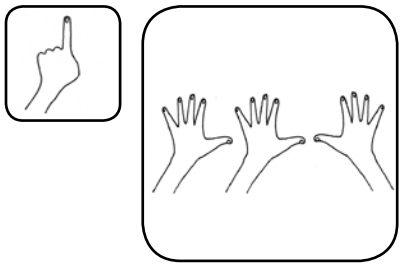
☐ meer dan 10

☐ minder dan 10



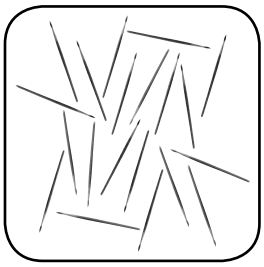
☐ meer dan 10

☐ minder dan 10



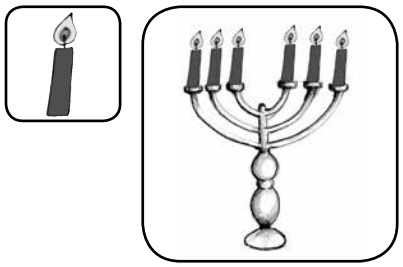
☐ meer dan 10

☐ minder dan 10



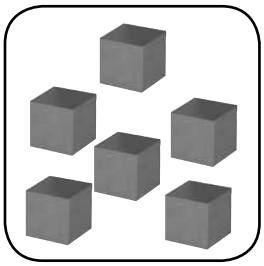
☐ meer dan 10

☐ minder dan 10



☐ meer dan 10

☐ minder dan 10

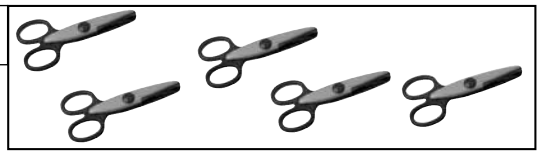


☐ meer dan 10

☐ minder dan 10

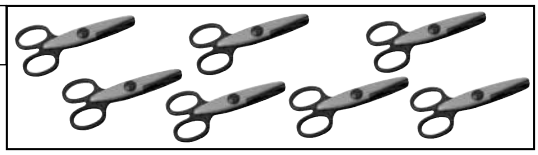
5 ☒ **hoeveel? vul in.**
waar is het meeste? kruis aan.

5



☐

7



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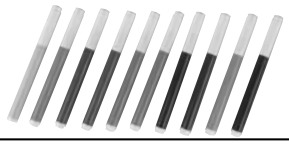

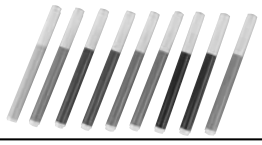

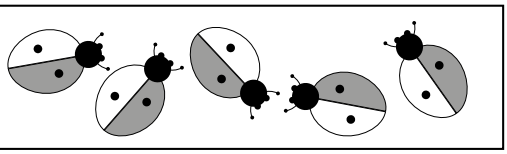

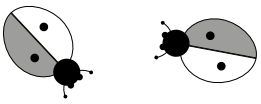

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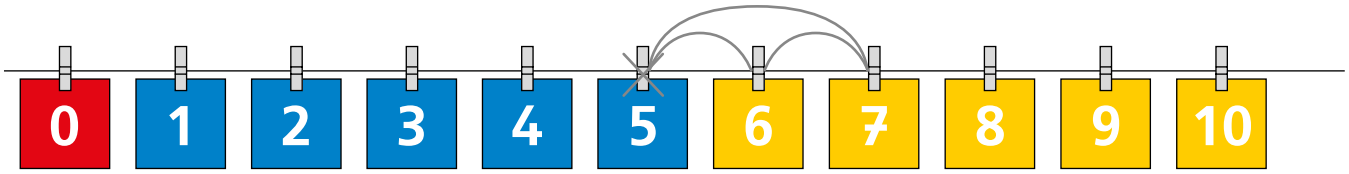
a a a a a a a a

1 1 1 1 1 1

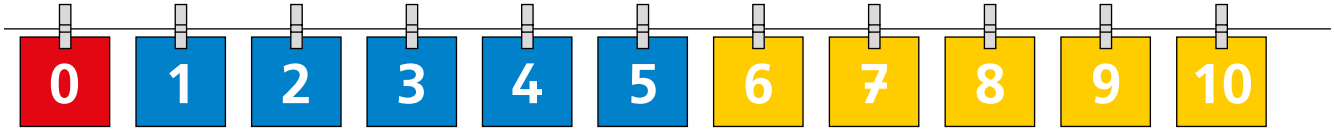
1 1 1 1 1

ik spring!

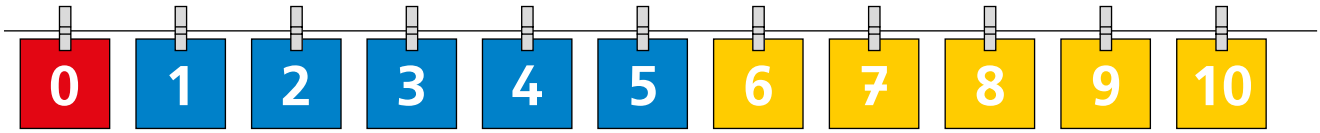
1 **teken en vul in.**



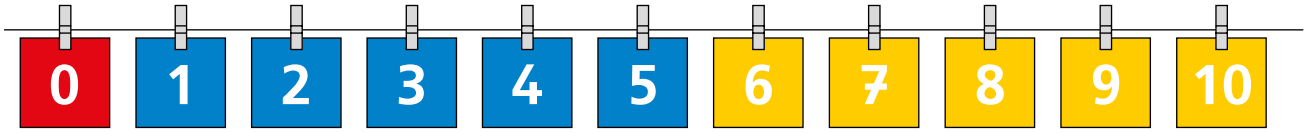
5 + 2 = 7



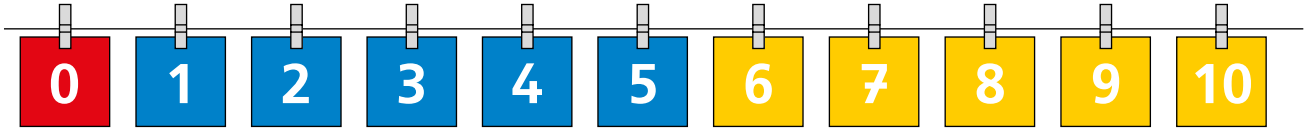
6 + 3 = ☐



3 + 4 = ☐

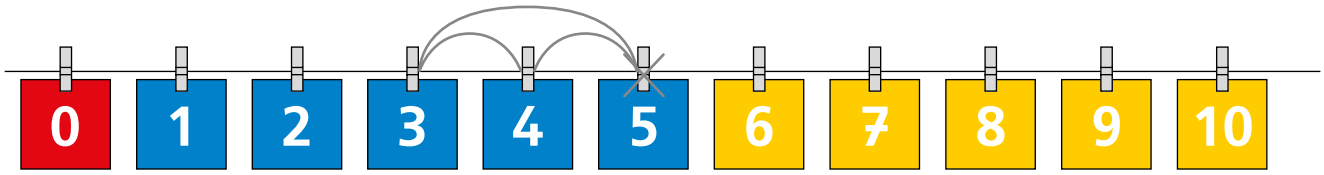


2 + 3 = ☐

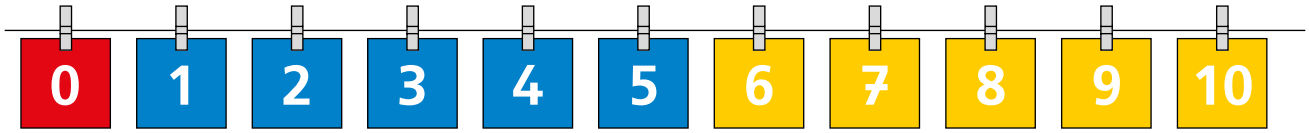


4 + 4 = ☐

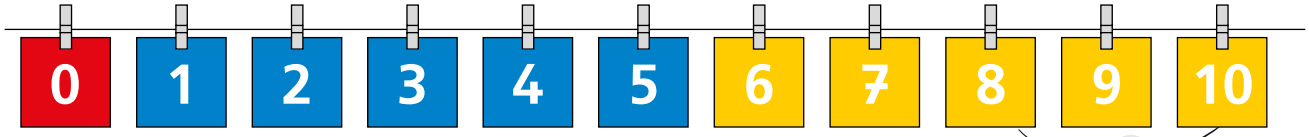
2 teken en vul in.



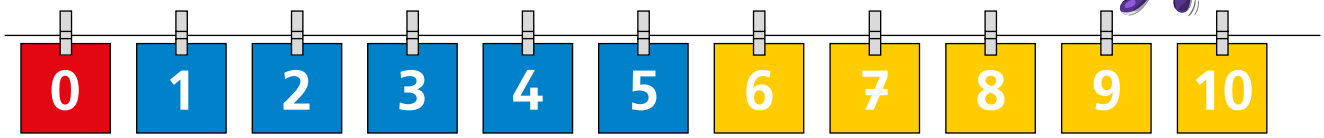
5 - 2 = 3



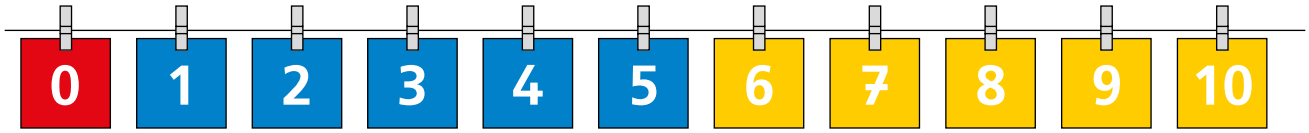
7 - 3 = ☐



8 - 5 = ☐



6 - 3 = ☐



9 - 2 = ☐

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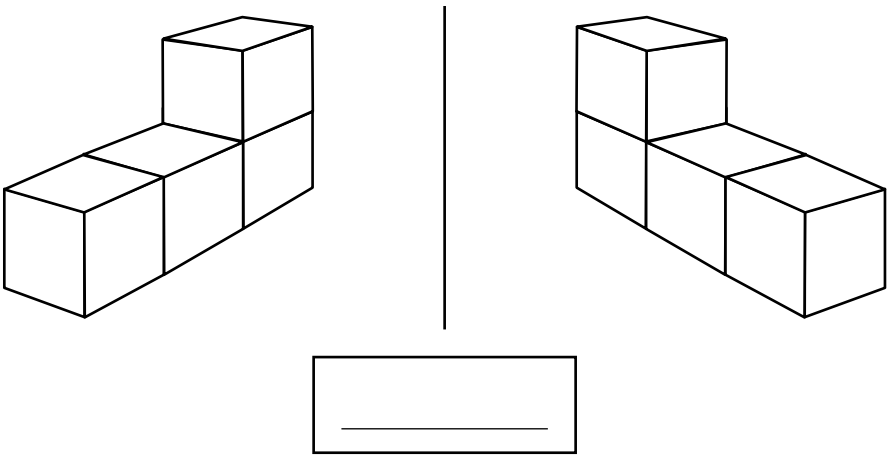
spiegelen

spiegelbeeld? gebruik een spiegel!
vul in: ja of nee.



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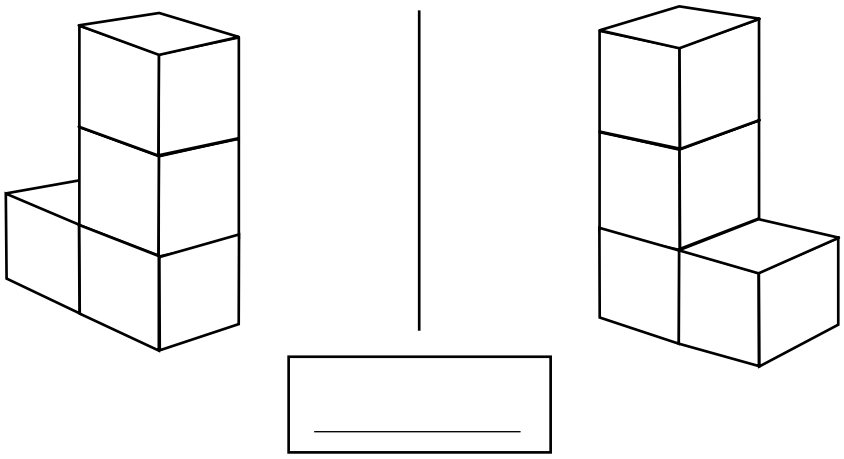

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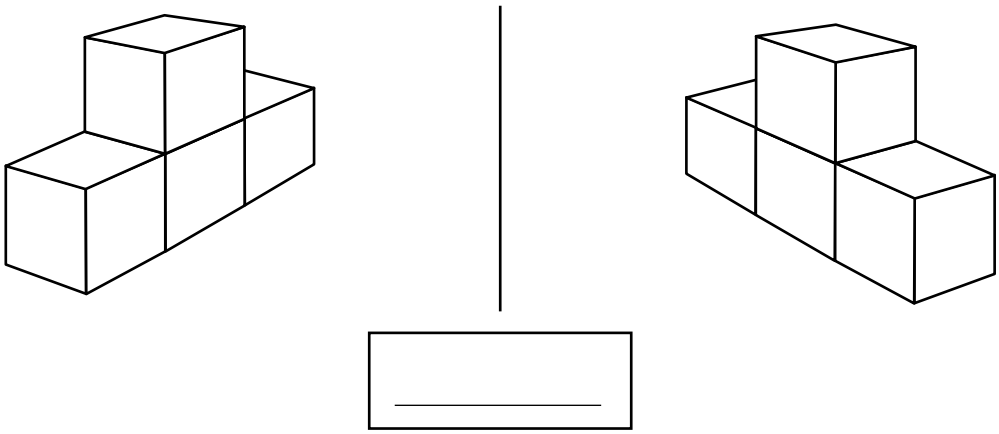

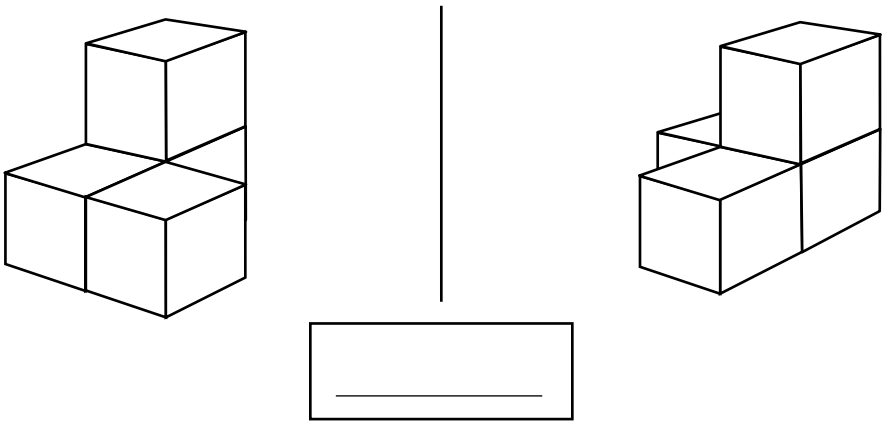

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Domino

Instructie
Er zijn zes jokerkaarten. Die hebben telkens een vakje waarop niets staat. Bedenk daarvoor zelf een getal of een teken (<, >), zodat het past.

Tip

Hou de jokerkaarten zolang mogelijk bij tot je ze echt nodig hebt!

1	<	2	<
2	<	3	<
4	<	4	<
5	<	6	<
6	<	7	<
8	<	8	<
9	<	3	<
4	>	2	>

3	>	3	>
4	>	5	>
5	>	6	>
7	>	7	>
8	>	8	>
9	>	10	>
2	<	5	<
7	<	9	>

Euroganzenbord

Begin
Elke speler kiest een pion en zet die op ‘start’.
Er zijn twee stapels kaartjes: een met bedragen en een met speelgoed met een prijskaartje.
Beide stapels worden omgekeerd op tafel gelegd.
Elke speler krijgt een geldkaart en een potlood/balpen.

Verloop
Gooi met de dobbelsteen. Wie het hoogste aantal ogen gooit, mag beginnen. Daarna wordt er gespeeld met de klok mee.

- Leerling 1 gooit met de dobbelsteen en gaat het aantal ogen dat hij/zij heeft gegooid vooruit.
- De leerling neemt een bedragkaartje. Dat bedrag krijgt hij/zij. Hij/zij kleurt dat bedrag op zijn/haar geldkaart (bv. wanneer de leerling een kaartje met € 2 heeft, kleurt hij/zij een muntstuk van € 2 op zijn/haar geldkaart).
- Wanneer een leerling op een vakje met twee appels belandt, krijgt hij/zij het dubbele van het bedrag op zijn/haar bedragkaartje.
- Wanneer een leerling op een vakje met een halve appel belandt, krijgt hij/zij de helft van het bedrag op zijn/haar bedragkaartje.
- Wanneer een leerling op een vakje met een winkelkarretje belandt, trekt hij/zij een speelgoedkaartje. De leerling kijkt op zijn/haar geldkaart of hij/zij dat speelgoed kan kopen. Hij/zij streept de biljetten/muntstukken die hij/zij daarvoor nodig heeft door. Het speelgoedkaartje blijft nu in zijn/haar bezit.
- De leerling die het eerst bij het spaarvarken is, heeft gewonnen.

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€ 2	€ 2
€ 4	€ 4
€ 6	€ 6
€ 8	€ 8
€ 10	€ 10
€ 2	€ 2
€ 4	€ 4
€ 6	€ 6
€ 8	€ 8
€ 10	€ 10

€ 8

€ 2

€ 5

€ 3

€ 1

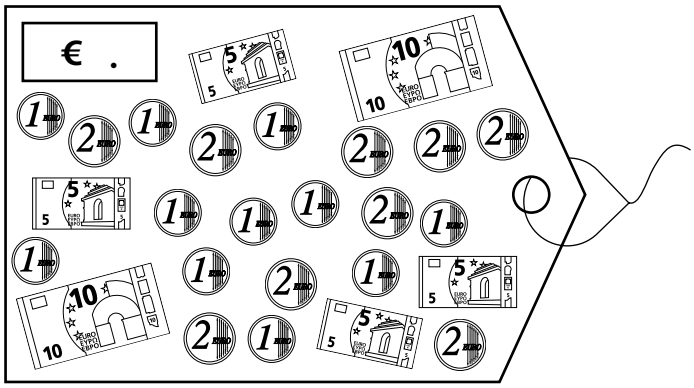
€ 10

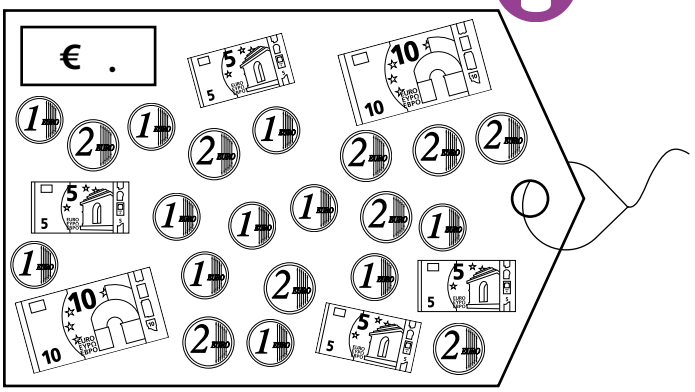
€ 6

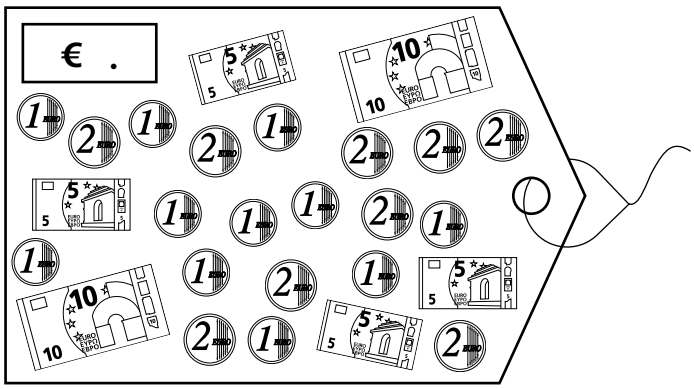
€ 4

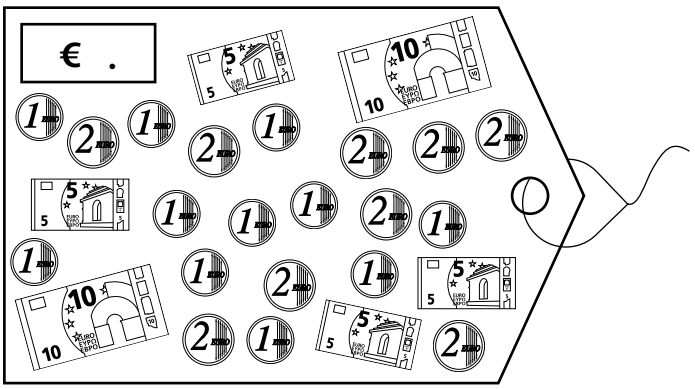
€ 9

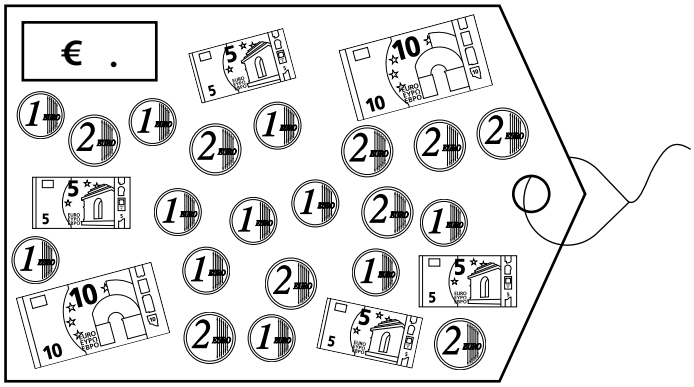
€ 3

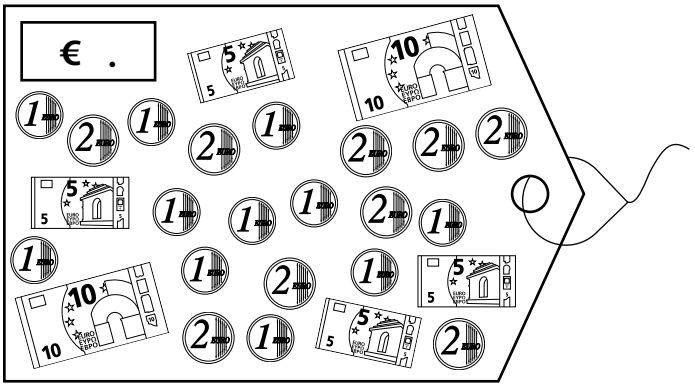


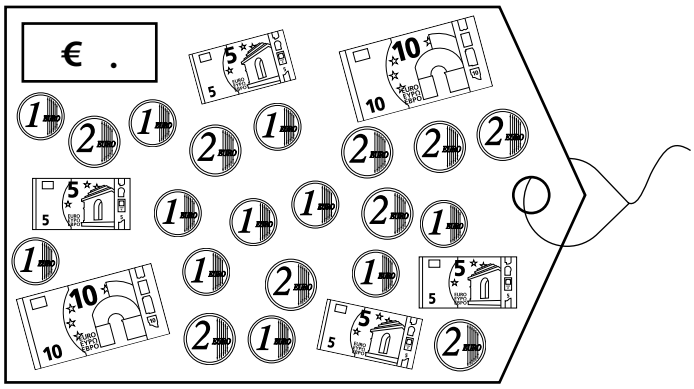


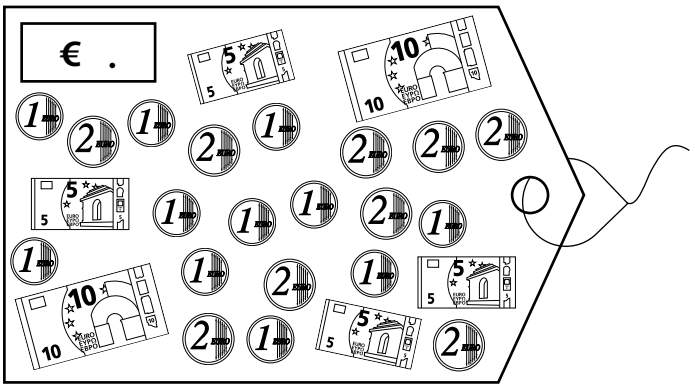


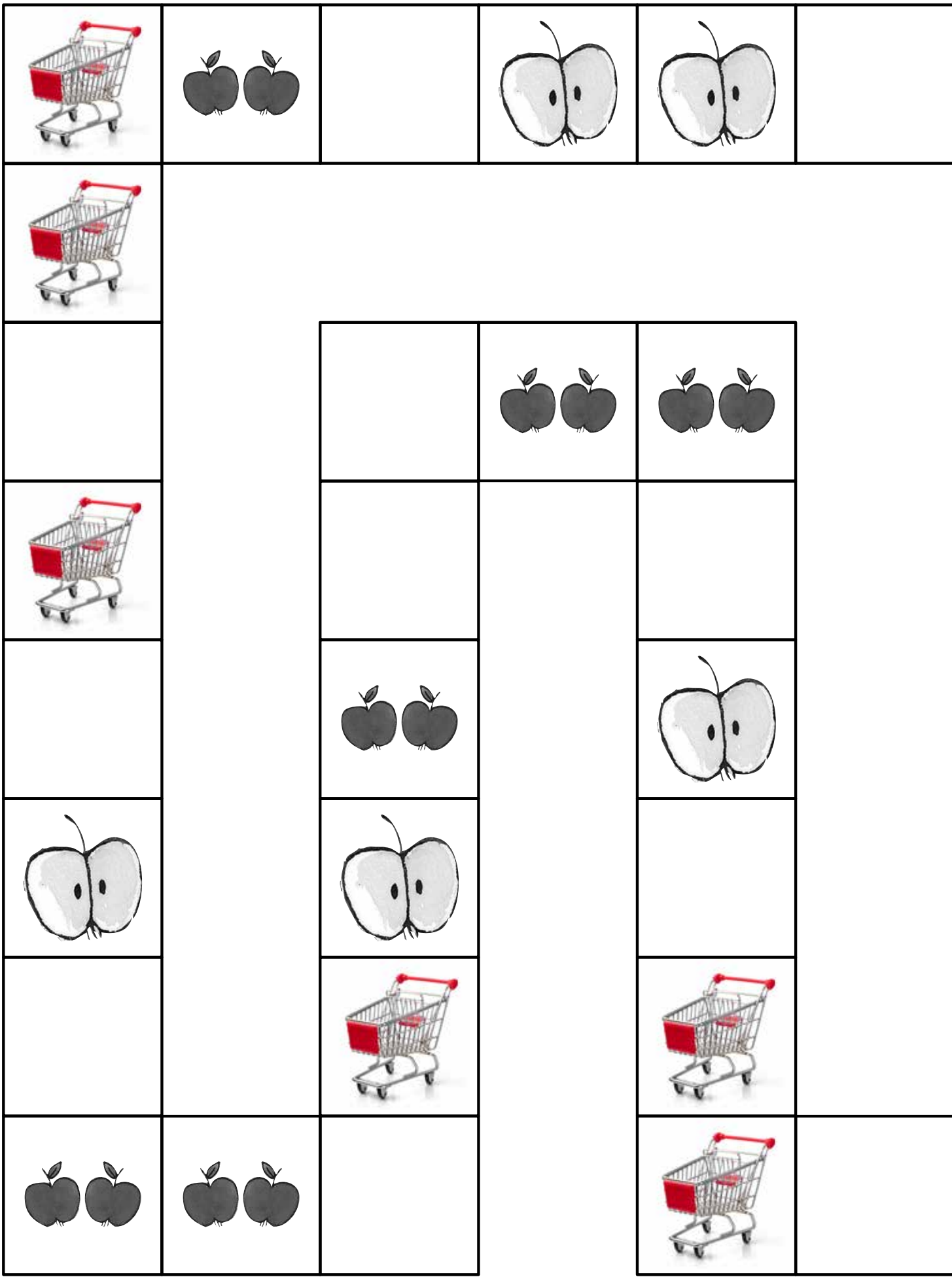












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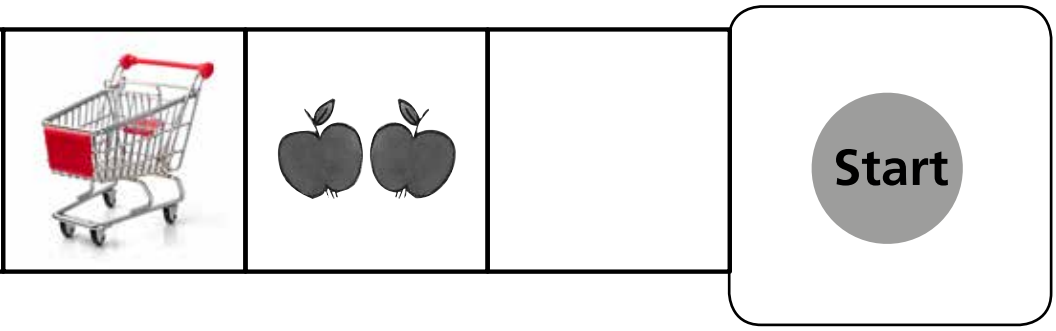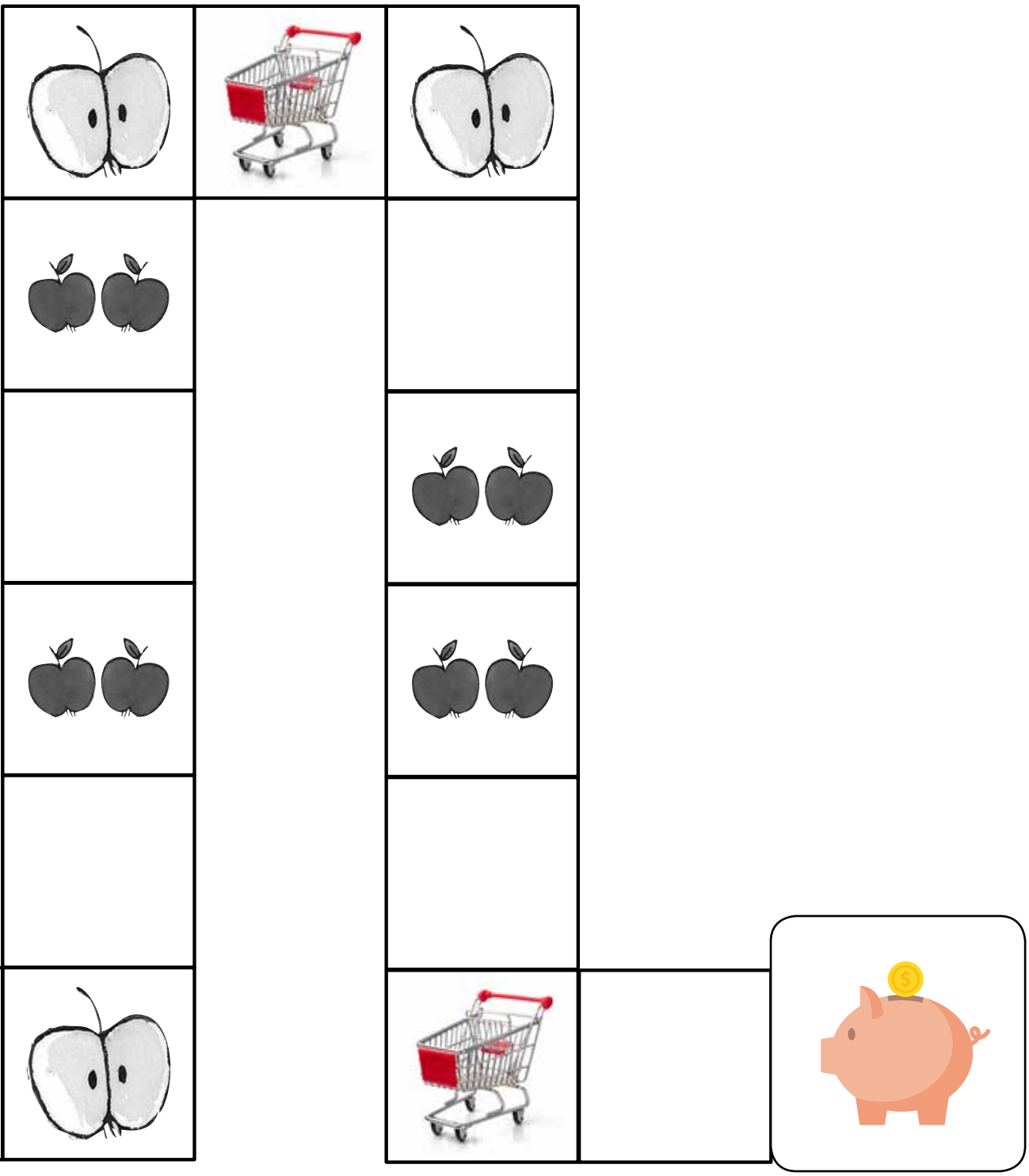
Start