

Thuiswerkboekje



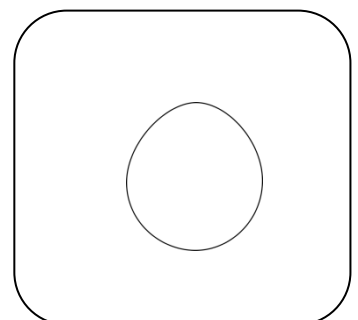
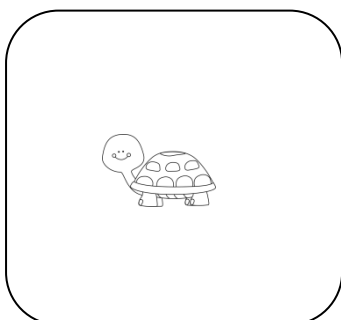
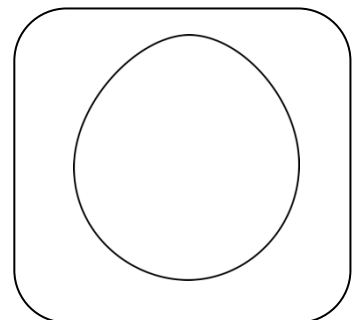
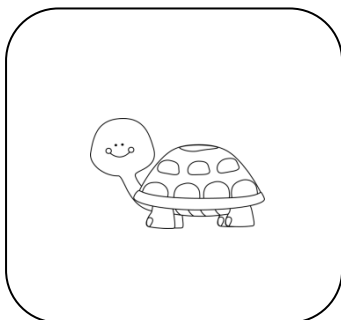
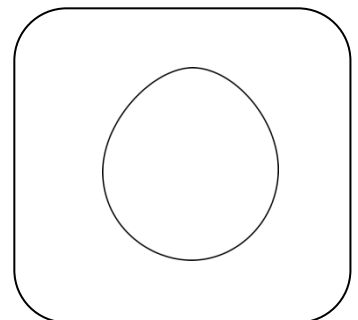
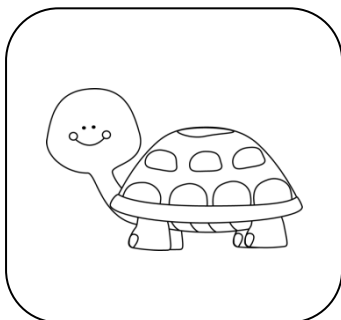
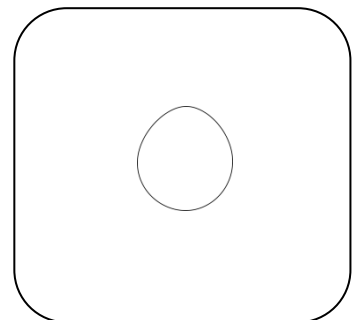
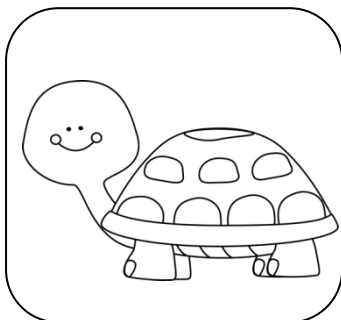
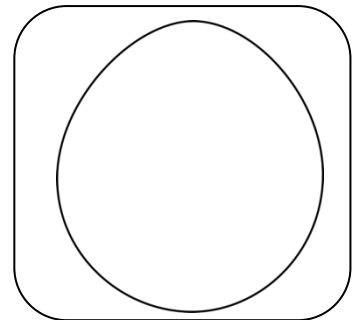
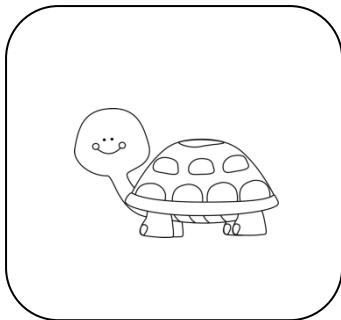
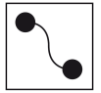
© 2017, Clavis Uitgeverij Hasselt-Amsterdam-New York, illustratie van Eefje Kuijl uit Benji & de gigagrote pompoen van Alan C. Fox & Eefje Kuijl

van: _____

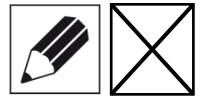


Meten en vergelijken

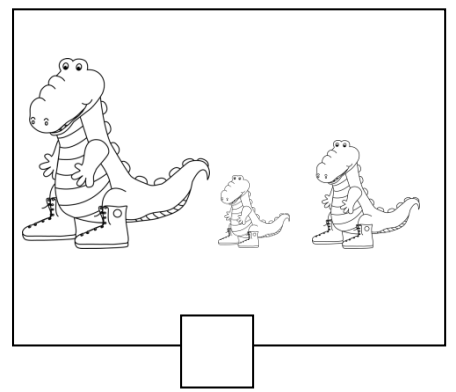
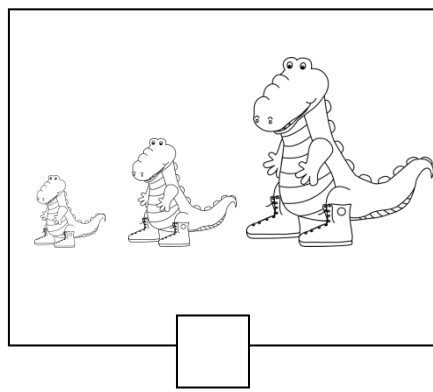
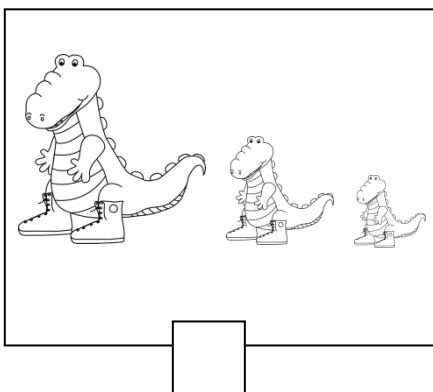
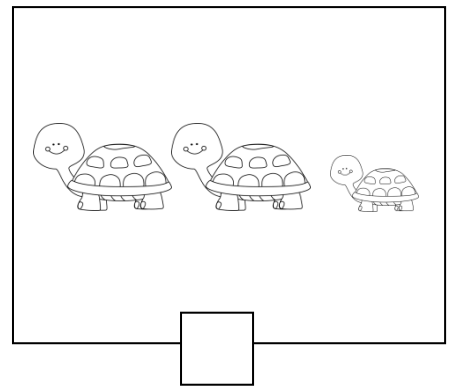
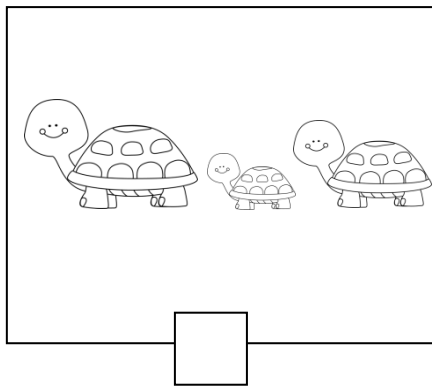
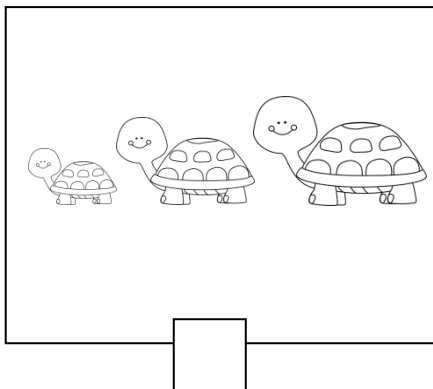
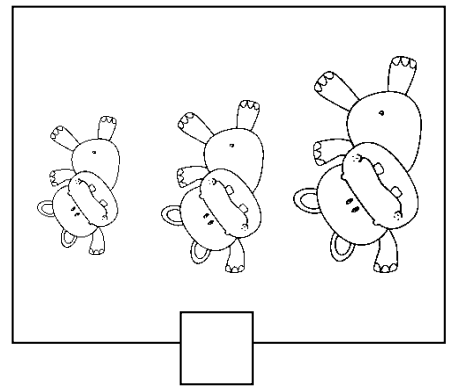
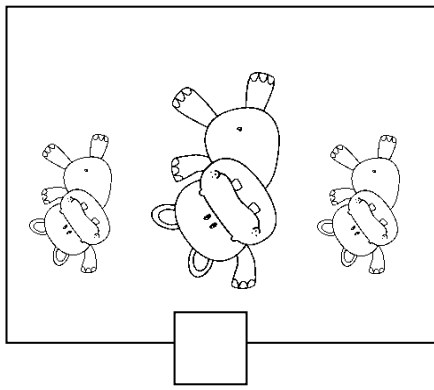
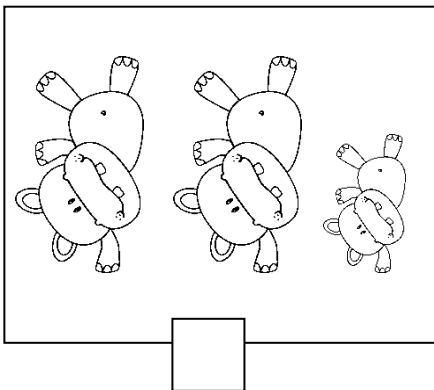
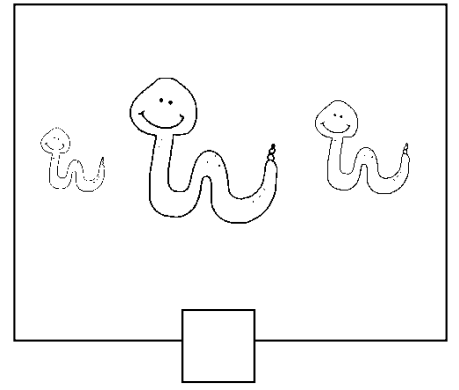
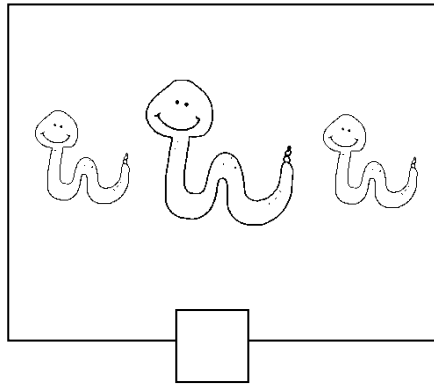
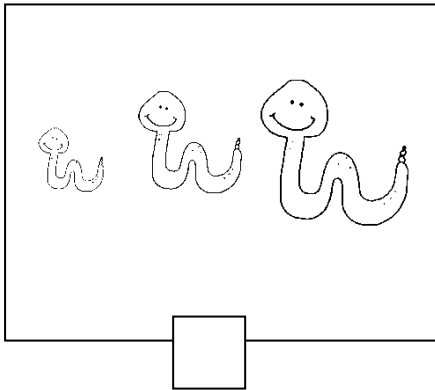
Uit welk ei komt de schildpad?



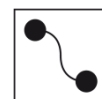
Seriëren



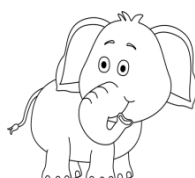
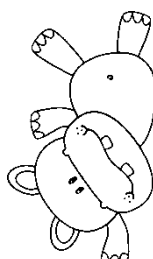
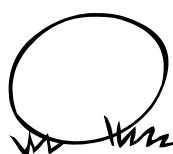
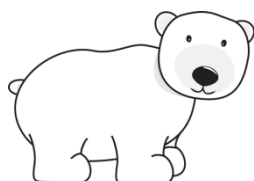
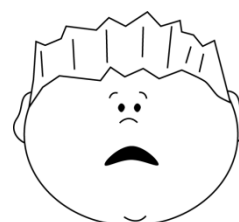
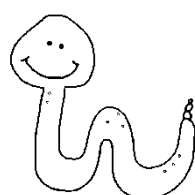
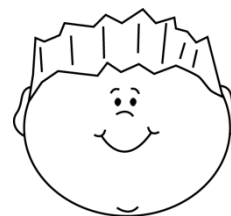
Waar zie je van klein naar groot? Zet een kruisje.



Rijmen



Kijk naar de plaatjes. Er rijmt telkens iets uit de eerste rij op iets uit de tweede rij. Trek een lijn.



Kraak de code! - coderen

Download de app 'Kralenplank Ontwerper' in de App Store of gebruik een kralenplank. Kijk naar de getallen en kleuren in de bovenste rij en leg de kralen op de kralenplank (ook in de bovenste rij).

Een wit vakje betekent: geen kraal, laat dit aantal pinnen leeg. Een gekleurd vakje betekent: leg dit aantal gekleurde kralen naast elkaar op de pinnen.

Bijvoorbeeld:

4	2	7	2	4
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 Deze rij betekent: laat 4 pinnen (of spijkers) leeg, leg dan 2 blauwe kralen, laat 7 pinnen leeg, leg weer 2 blauwe kralen en laat 4 pinnen leeg. Deze rij is klaar. Op deze manier werk je alle rijen af.

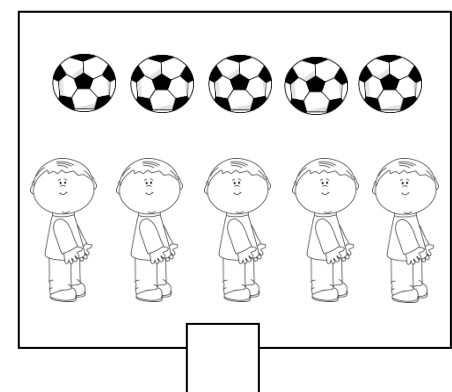
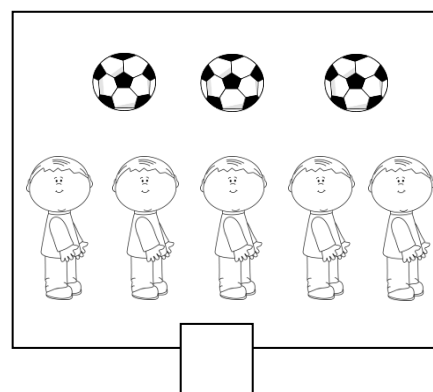
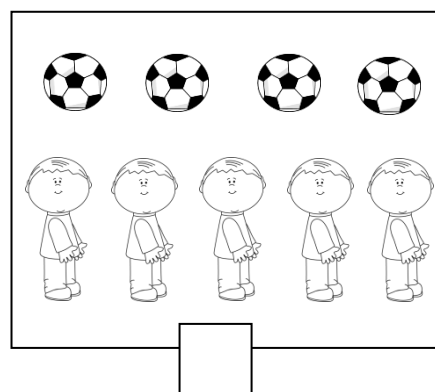
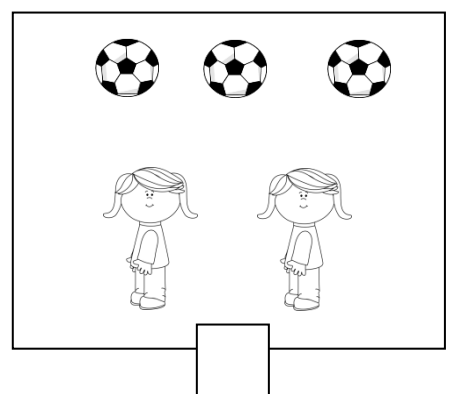
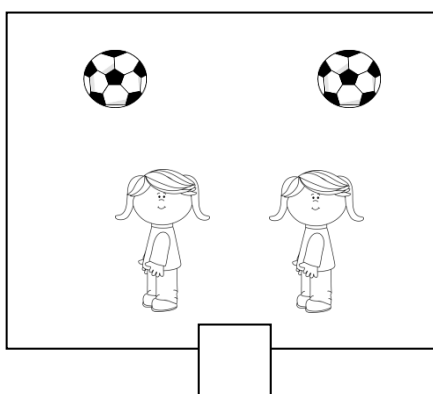
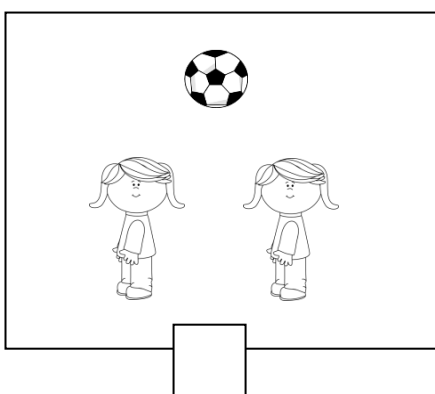
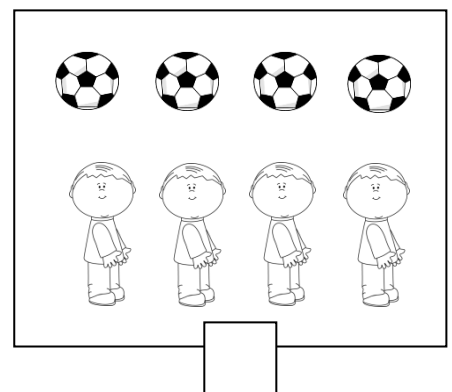
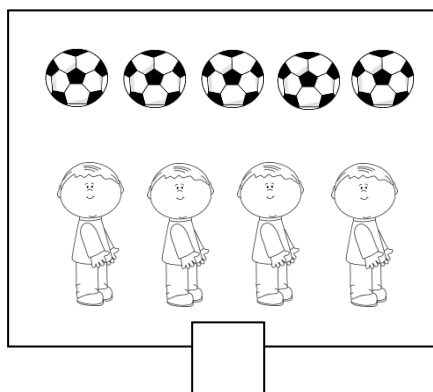
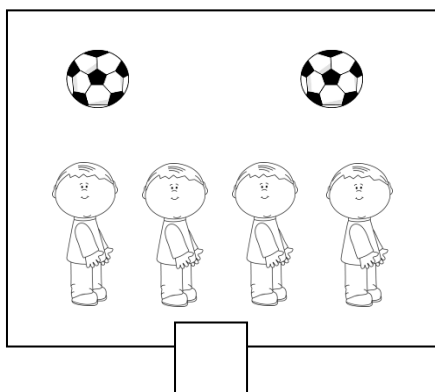
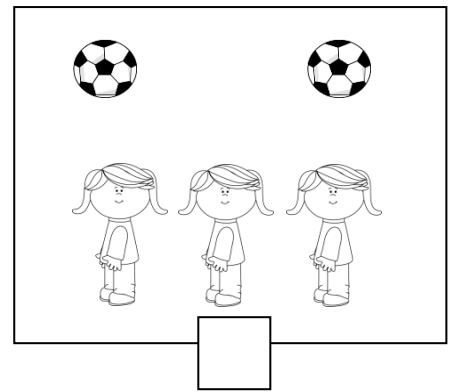
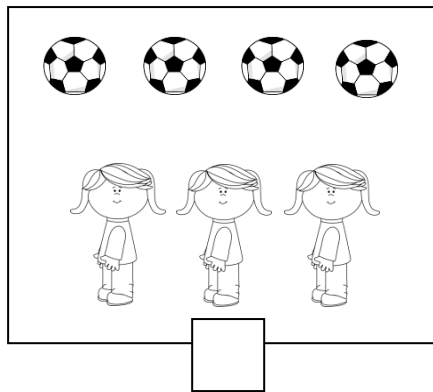
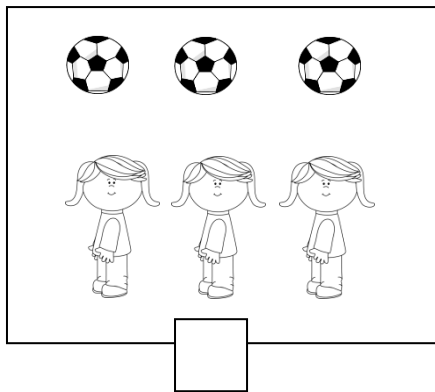
2	1	16																
1	1	2	15															
1	1	1	2	14														
1	2	1	1	1	13													
1	1	5	12															
1	1	1	2	3	11													
1	1	7	10															
1	1	3	1	4	9													
1	1	9	8															
1	2	1	5	1	2	7												
1	1	1	3	2	5	6												
1	1	2	10	5														
2	1	2	1	1	6	1	1	4										
3	1	1	11	3														
3	1	3	1	1	2	1	5	2										
4	2	2	4	1	4	1	1											
6	1	3	5	3	1													
7	2	7	2	1														
9	7	3																

Evenveel, meer en minder

1 2 3



Waar zijn precies genoeg voetballen voor de voetballers? Zet een kruisje.

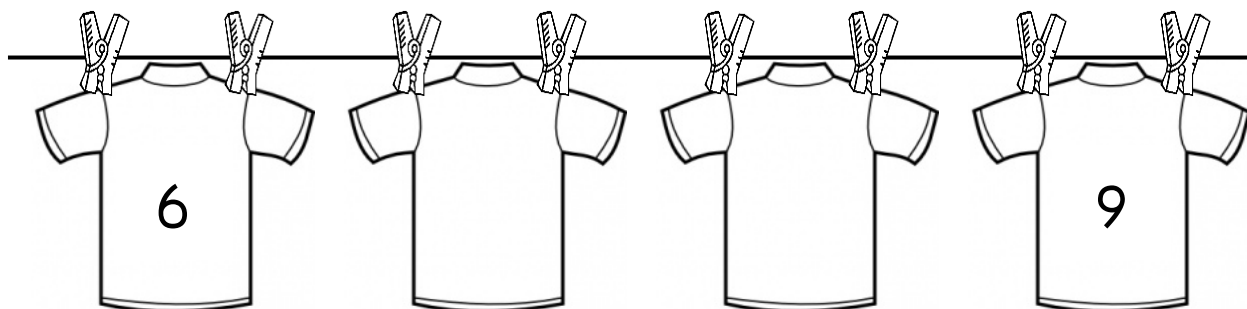
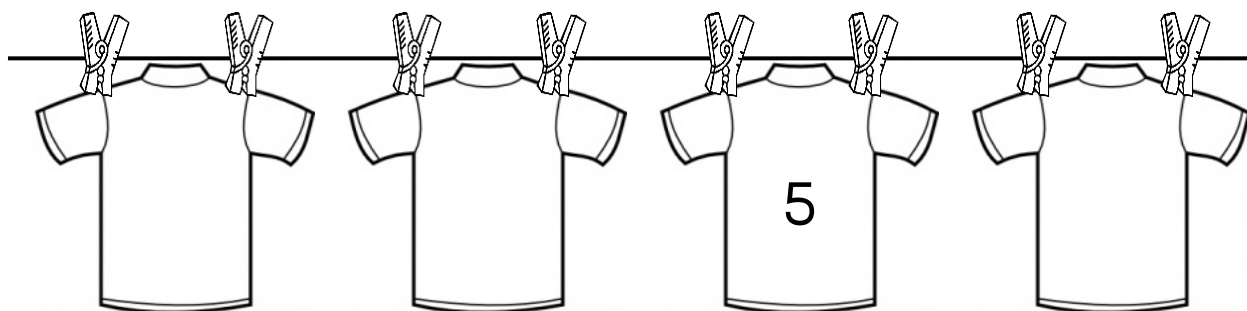
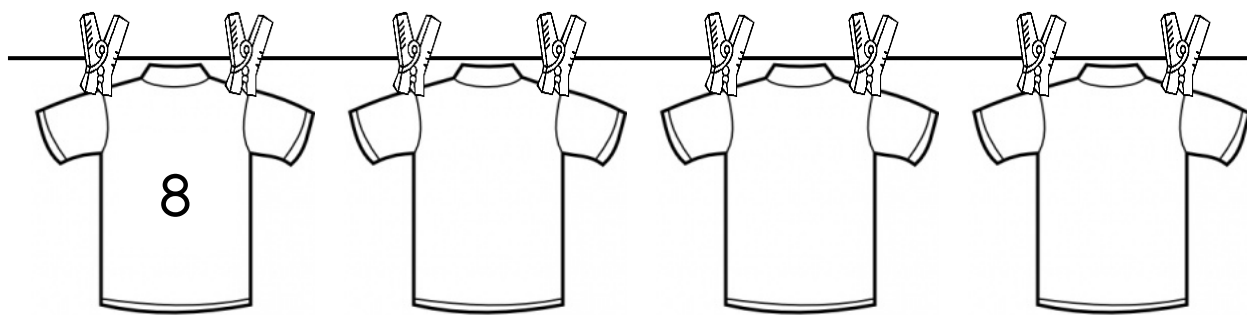
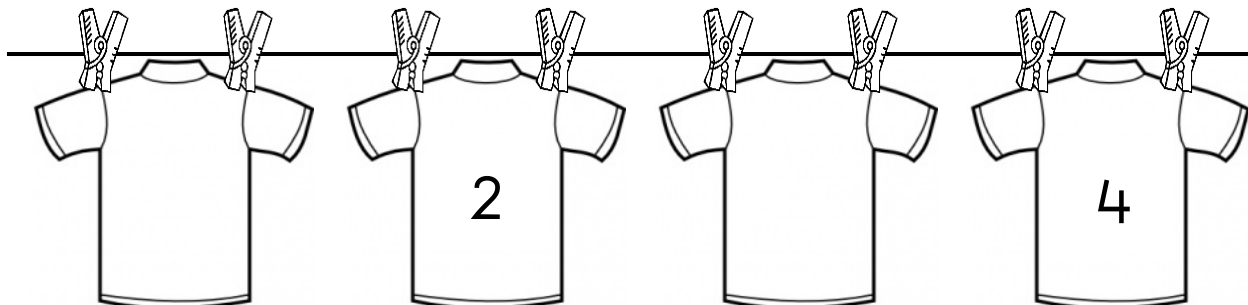


Getallenrij

1 2 3



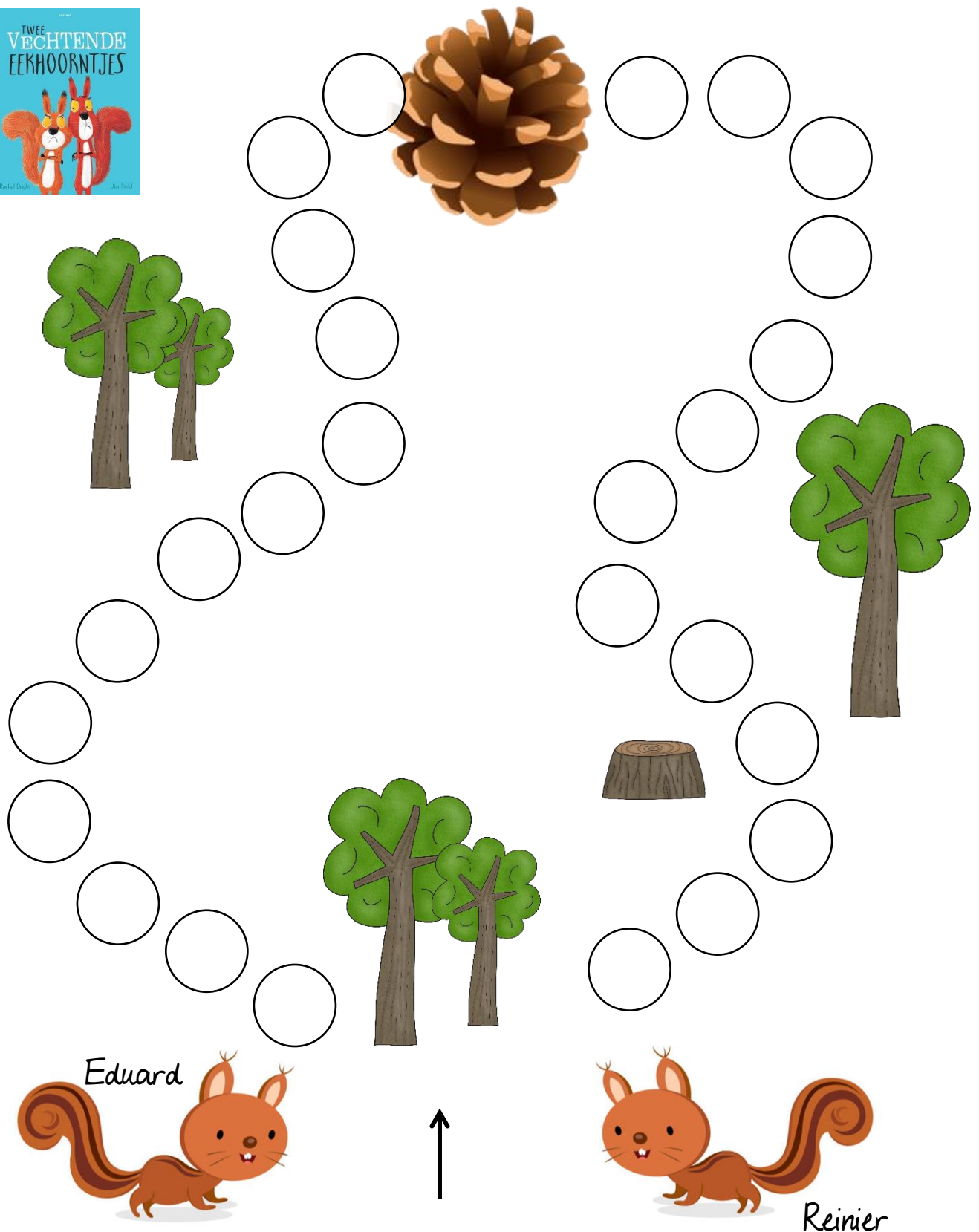
De voetbalshirts hangen aan de waslijn. Een aantal rugnummers zijn verdwenen. Kun jij ze weer opschrijven? Elke rij is een nieuwe opdracht.



Twee vechtende eekhoorntjes - dobbelspel



Pak de dobbelsteen en gooi om de beurt voor Eduard en Reinier. Tel het aantal gegooide ogen en kleur dit aantal cirkels boven de eekhoorn die aan de beurt is. Wie is het eerst bij de dennenappel?



Twee vechtende eekhoorntjes



Gooi met de dobbelsteen. Tel het aantal gegooide ogen en kleur het bijbehorende getal of leg er een nootje op. Gooi je een getal dat al ingekleurd is, dan ga je verder. Bij wie zijn het eerst alle getallen gekleurd?

Variatie: Gooi net zolang tot je vier of zes gooit. Hierna ga je verder met twee of drie. Zo dobbel je alle getallen van de rijen in de juiste volgorde. Er zijn elke keer twee getallen die je kunt gooien. Welke eekhoorn is het eerst bij de dennenappel?



Reinier

1
4
2
1
2
4

6
3
5
5
3
6

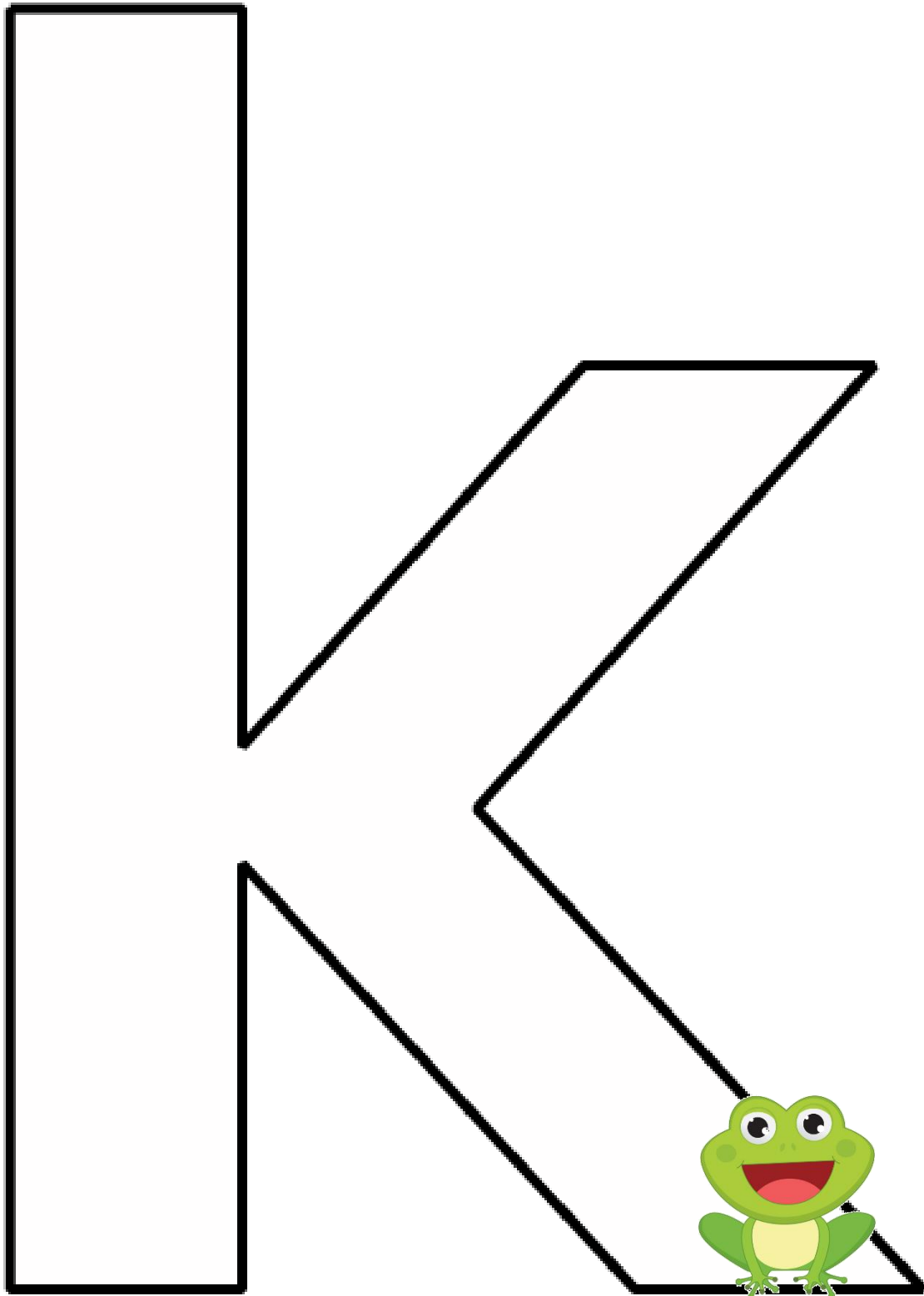
Eduard



Klanken en letters - de k van kikker



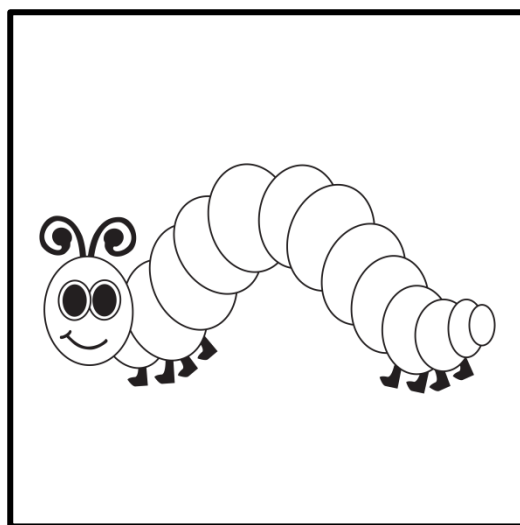
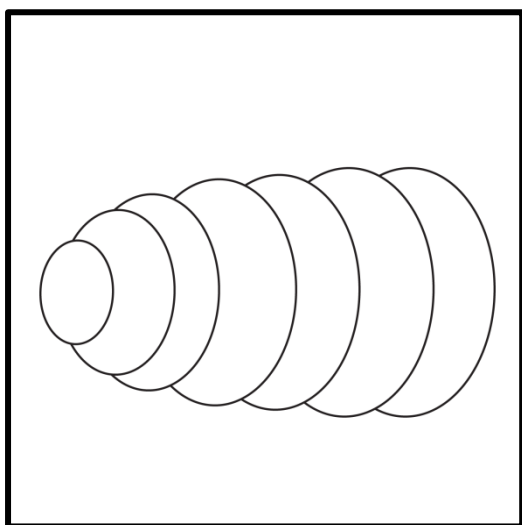
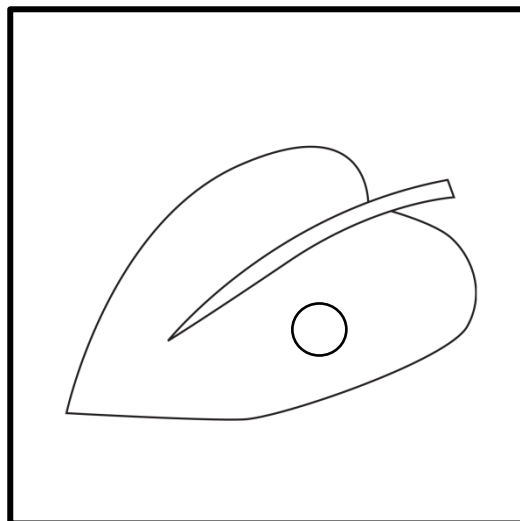
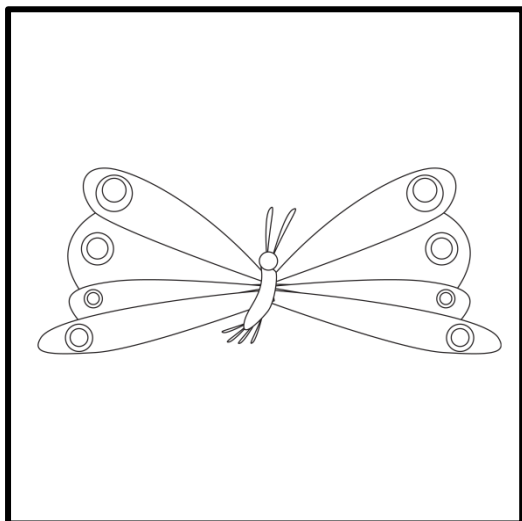
Ga in kranten, tijdschriften en reclamefolders op zoek naar de letter k. Plak de grote k vol met kleine k's. Je kunt ook op zoek gaan naar plaatjes van dingen met de k-klank vooraan zoals een koe, kat, koffie, koffer of krokodil. Plak ze bij de letter.



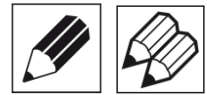
Logische volgorde



✂ Hoe wordt een rups een vlinder? Knip alle afbeeldingen uit en plak ze in de juiste volgorde op een strook papier.



Van rups tot vlinder

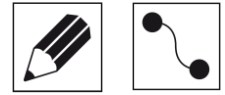


Teken met zwart kleurpotlood of stift hoe een rups een vlinder wordt.

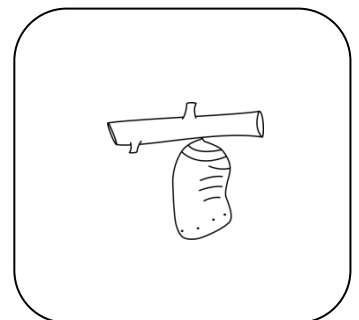
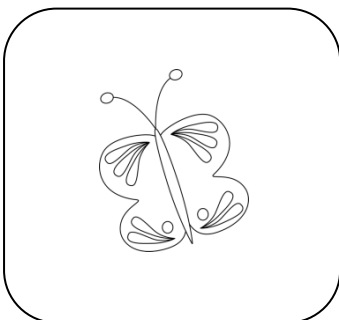
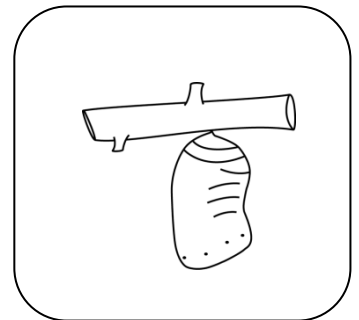
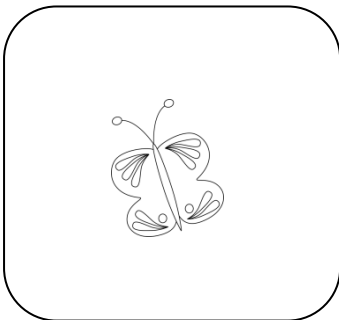
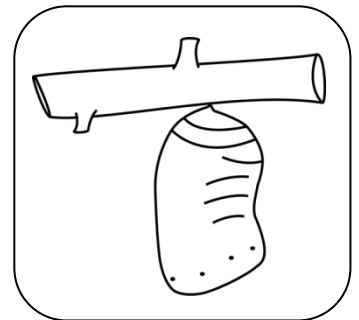
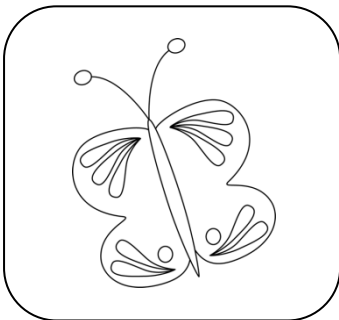
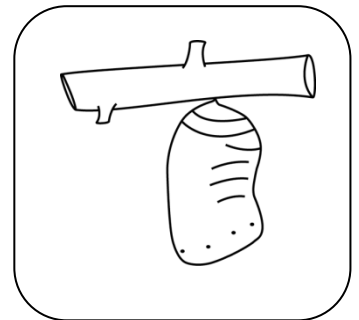
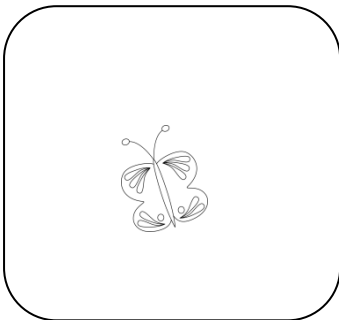
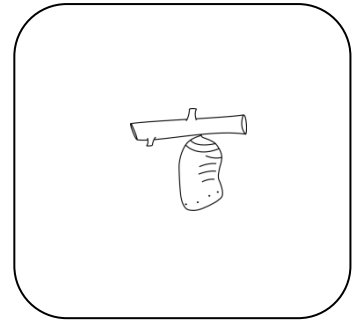
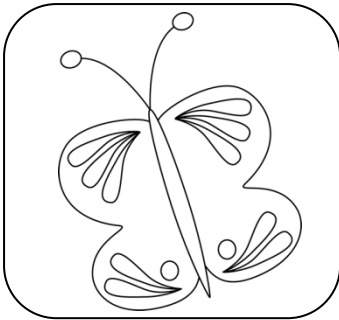
Kleur de tekeningen met kleurpotlood in.

ei	rups
cocon	vlinder

Meten en vergelijken



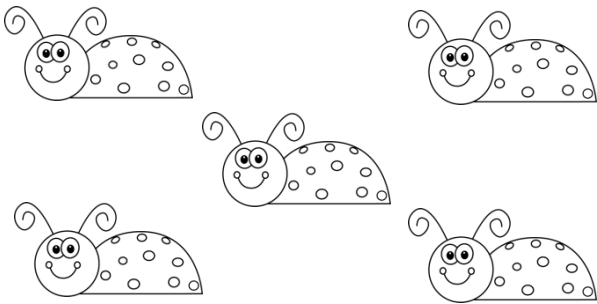
Uit welke cocon is de vlinder gekropen? Trek een lijn.



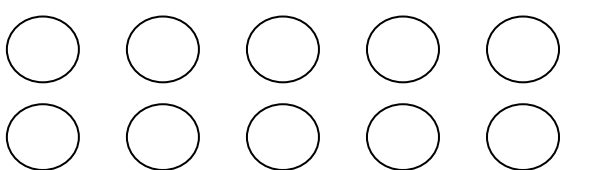
Werkblad tellen



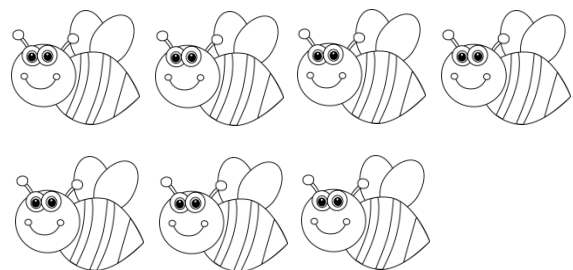
Tel en kleur net zoveel rondjes.



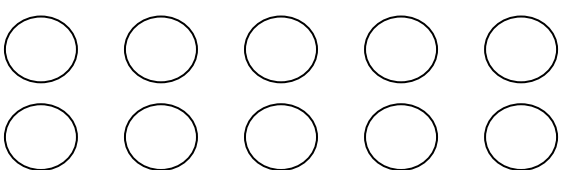
Five ladybugs are arranged in two rows: three in the top row and two in the bottom row.



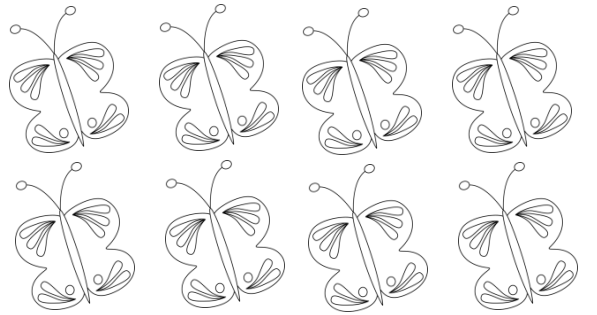
Two rows of five empty circles each, for counting and coloring.



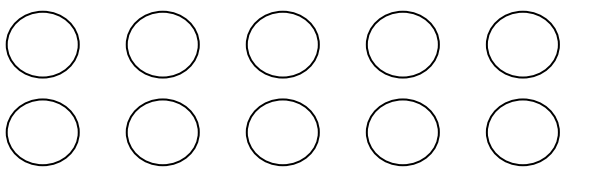
Seven bees are arranged in two rows: four in the top row and three in the bottom row.



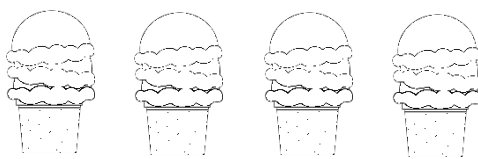
Two rows of five empty circles each, for counting and coloring.



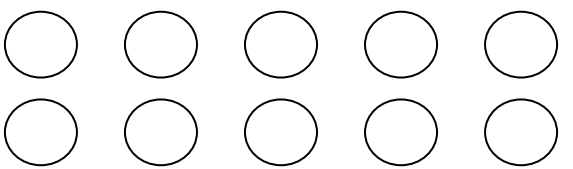
Eight butterflies are arranged in two rows of four.



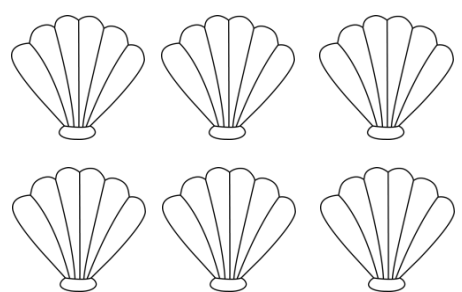
Two rows of five empty circles each, for counting and coloring.



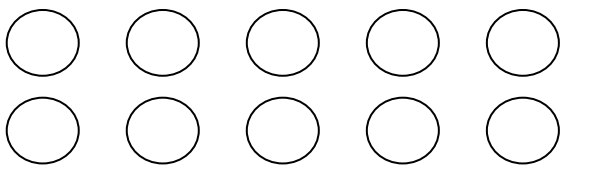
Four ice cream cones are arranged in a single row.



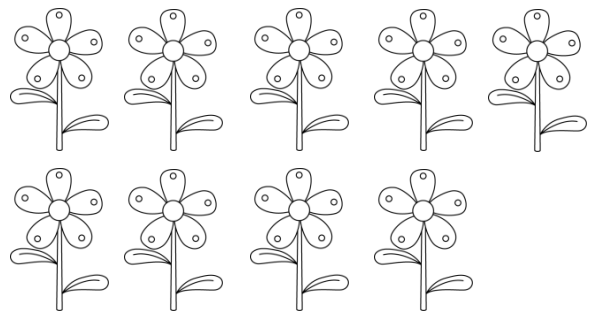
Two rows of five empty circles each, for counting and coloring.



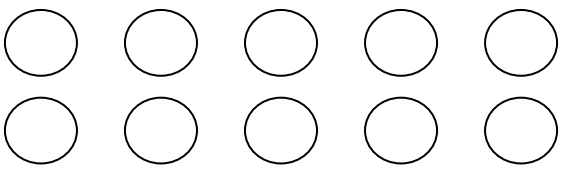
Six seashells are arranged in two rows of three.



Two rows of five empty circles each, for counting and coloring.



Nine flowers are arranged in two rows: five in the top row and four in the bottom row.



Two rows of five empty circles each, for counting and coloring.

Cijferkleurplaat 5 t/m 9



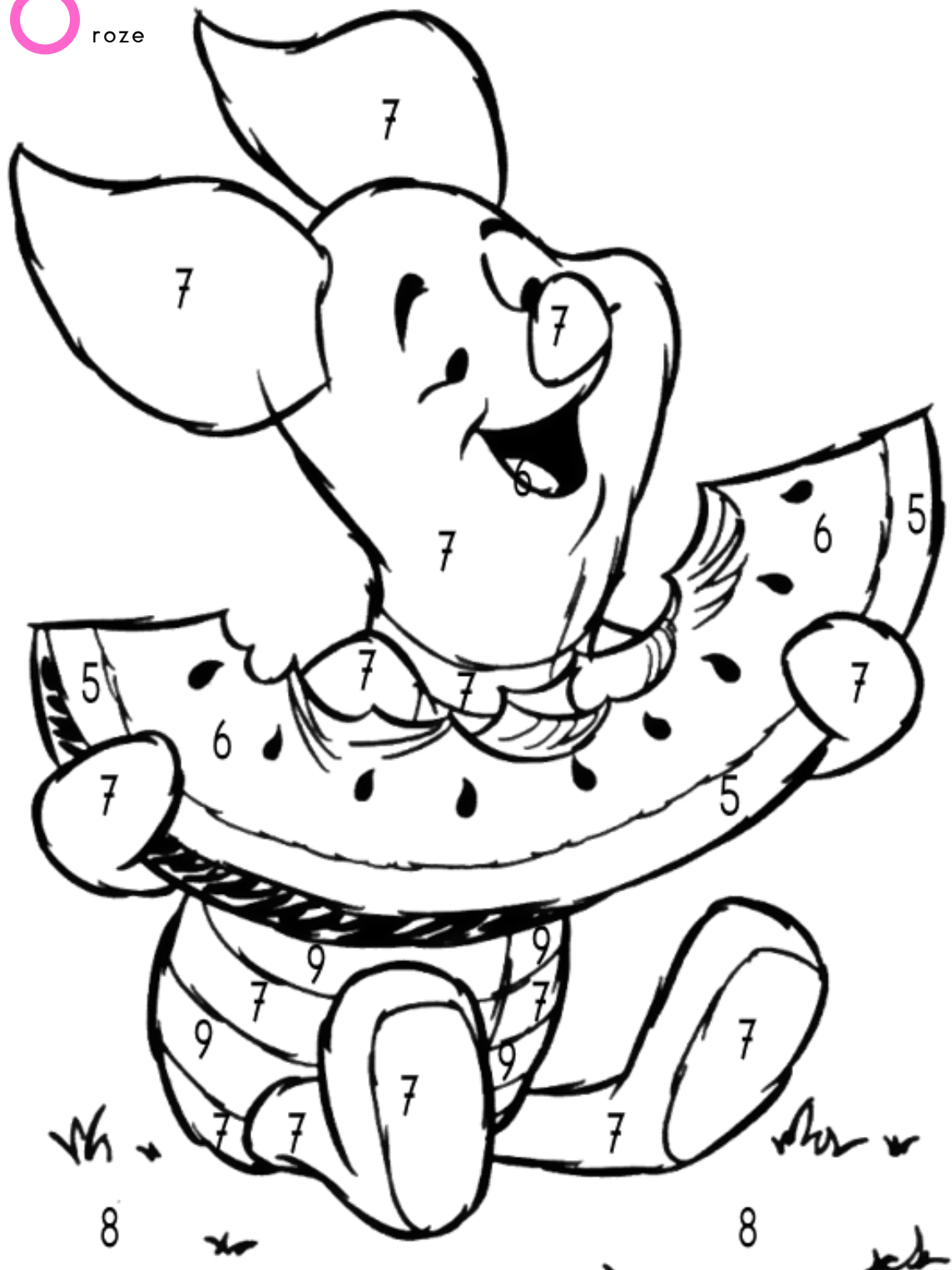
5 =  donkergroen

8 =  lichtgroen

6 =  rood

9 =  lichtblauw

7 =  roze

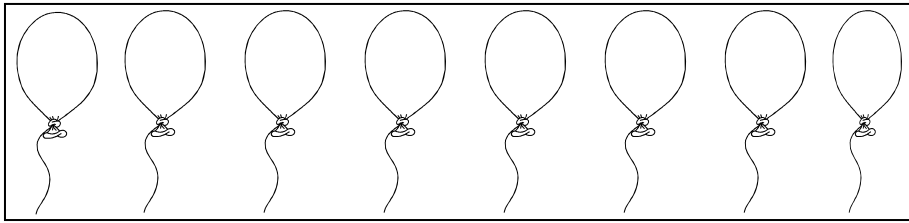


Werkblad tellen

1 2 3



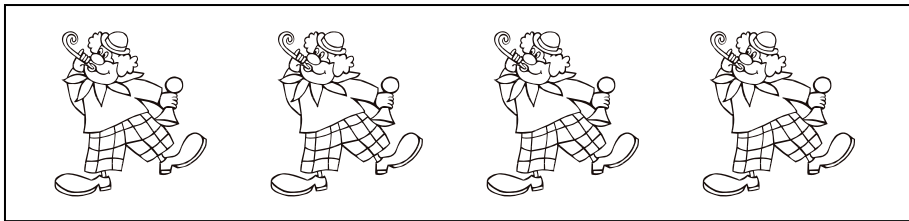
Hoeveel zijn er? Tel maar en trek een lijn.



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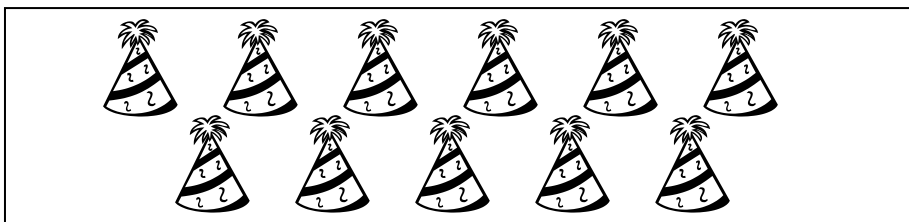
4



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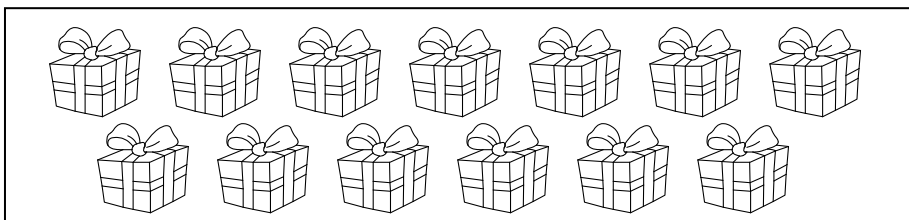
8



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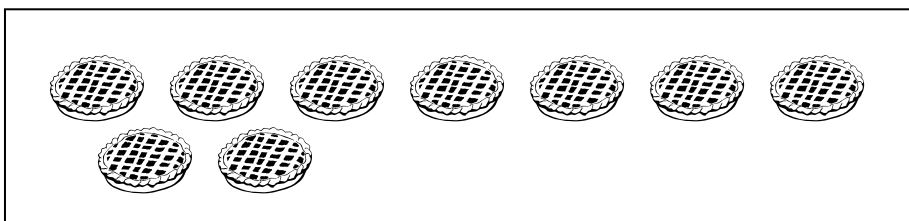
11



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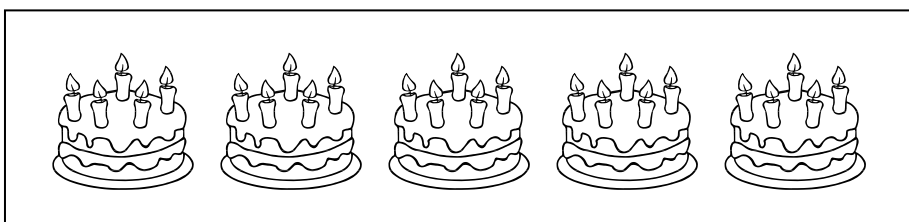
9



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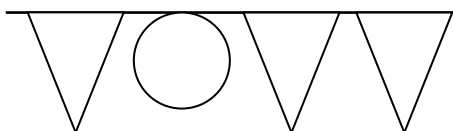
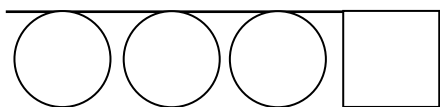
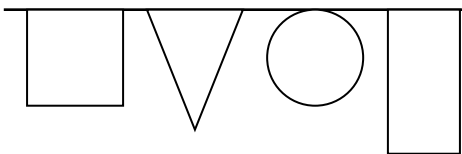
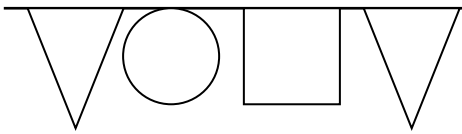
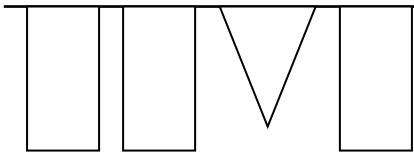
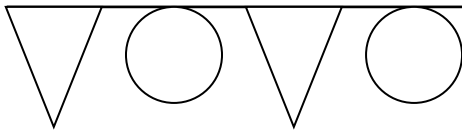
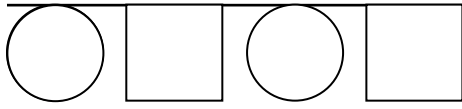
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13

Patronen ontdekken en voortzetten



Ontdek het patroon in elke rij. Maak de slinger af.



Cijferkleurplaat 10 t/m 15



10 = roze 

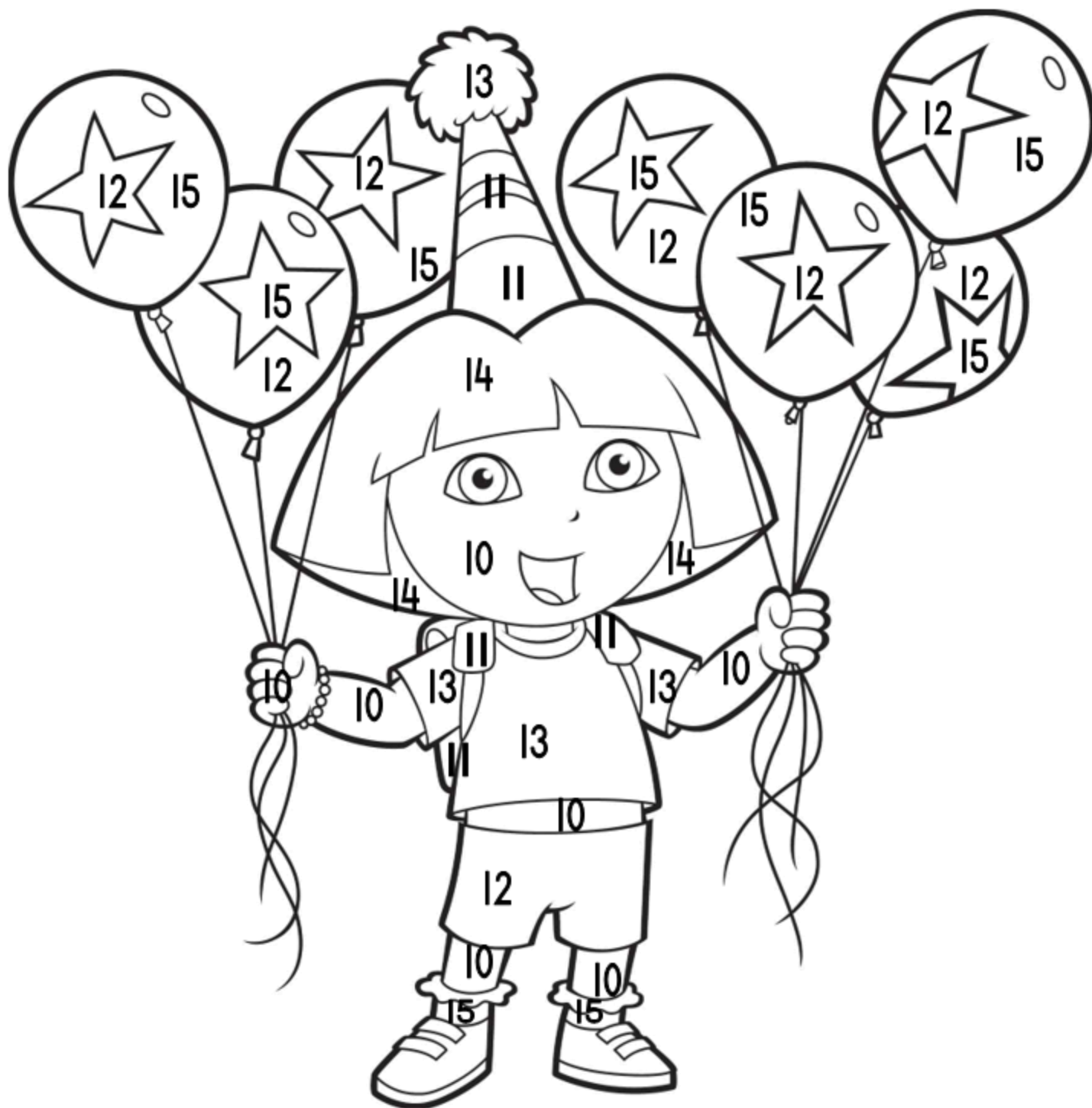
12 = oranje 

14 = bruin 

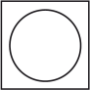
11 = blauw 

13 = rood 

15 = geel 



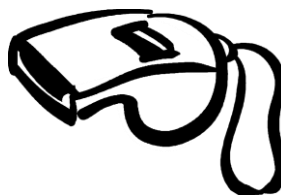
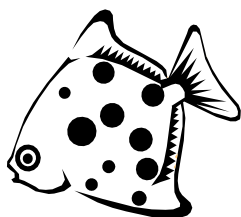
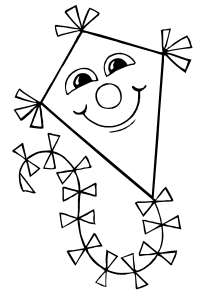
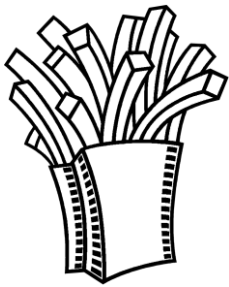
Letterkennis - De f van feest



De f is van feest, maar ook van....

Zoek de woorden met een f.

Kleur ze of omcirkel ze.

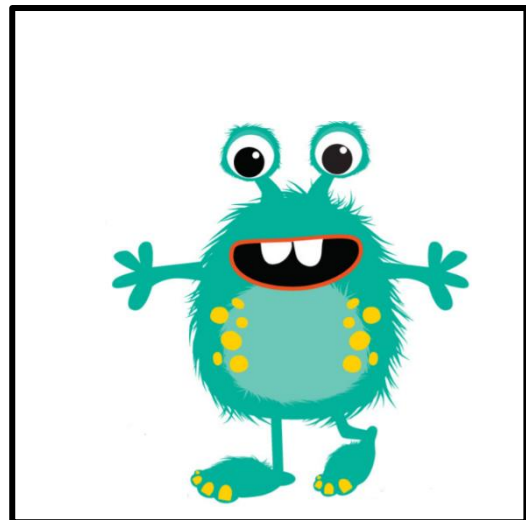
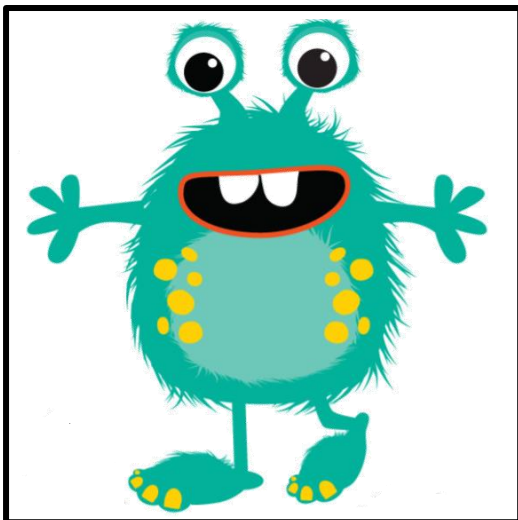
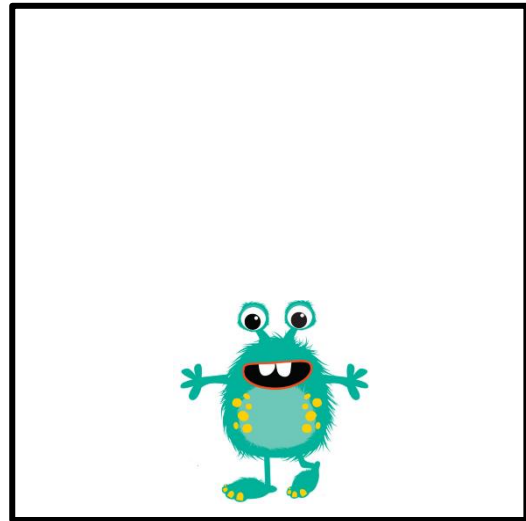
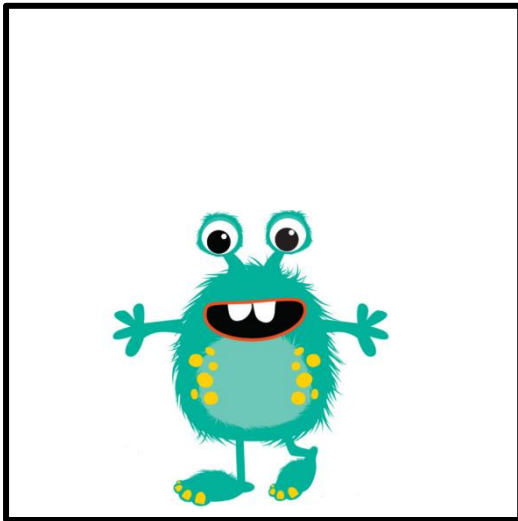
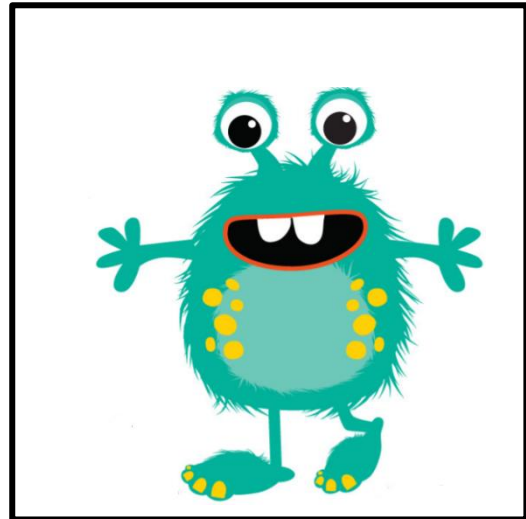
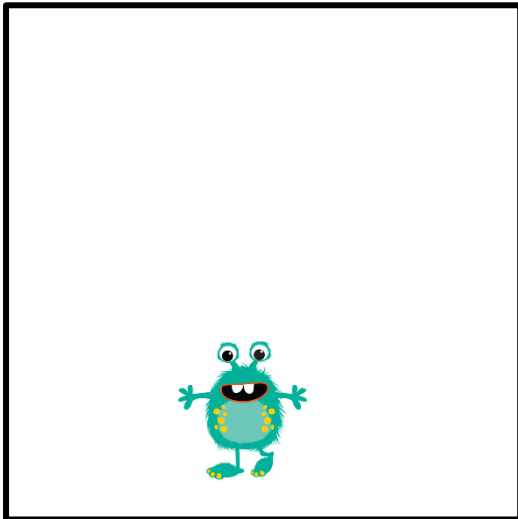


hond - fruit - vlieger - taart - fluit - fles - vis - friet - fiets

Het monster groeit - van klein naar groot



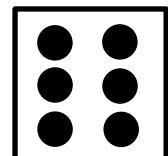
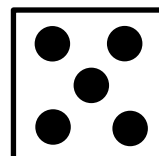
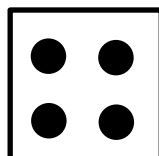
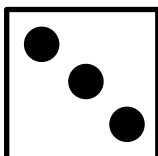
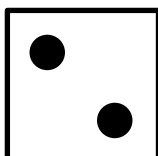
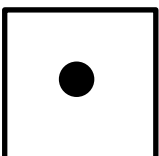
Kijk naar het monster. Waar is hij nog klein en waar is hij groot? Knip de monsters uit en plak ze op een strook, van klein naar groot.



Onderweg - dobbelspel

Gooi met de dobbelsteen. Tel het aantal gegooide ogen en kleur één vakje boven het vervoermiddel waar dit aantal bij staat. Ga zo verder. Bij welk vervoermiddel heb je het eerst alle vakjes gekleurd?

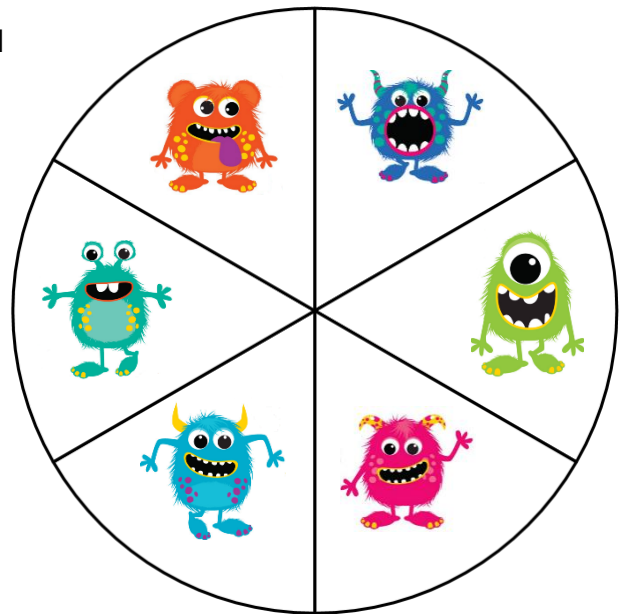




Monstermolen - staafdiagram



Leg een fidget spinner op het wiel. Bepaal welke wijk van de spinner de aanwijswijk wordt. Plak hier een kleine sticker op of haal de lager eruit. Draai de spinner. Welk monster wijst de wijk aan? Zet een kruisje in het staafdiagram.



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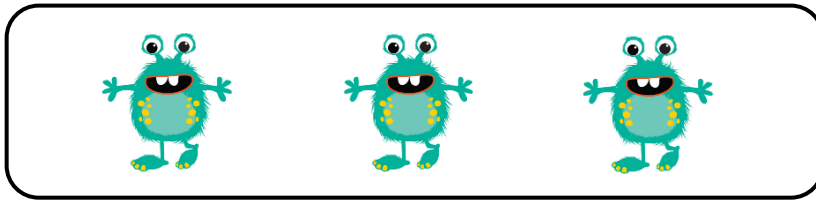
2

1



Monsters tellen

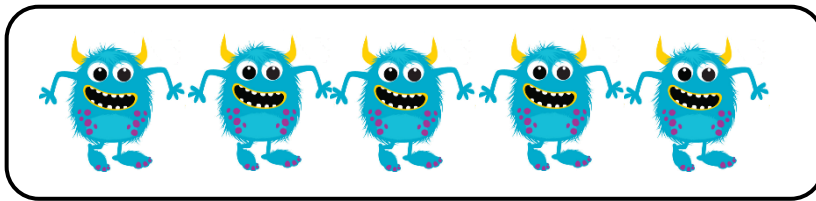
Hoeveel monsters zie je? Tel en trek een lijn.



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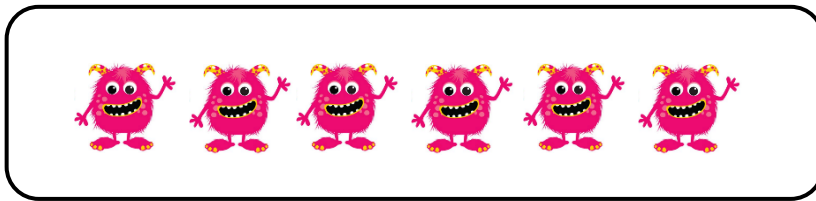
6



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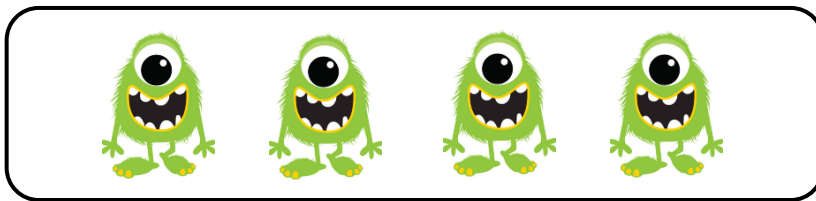
7



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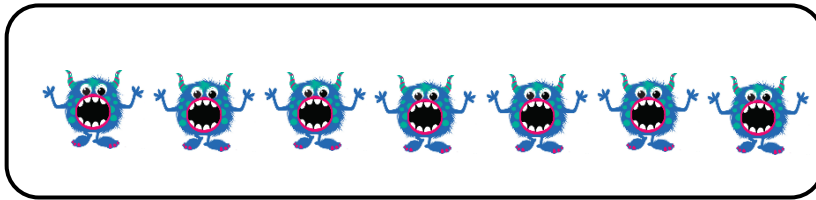
3



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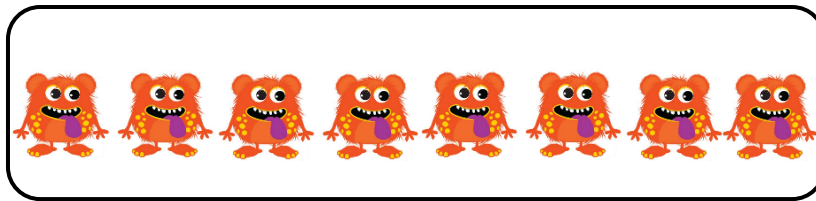
5



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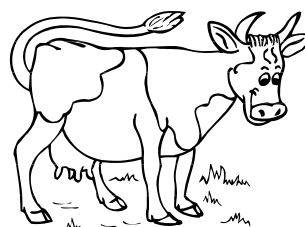
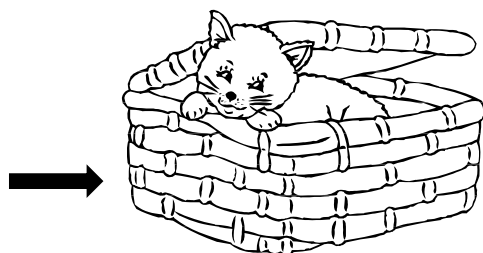
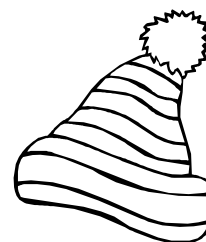
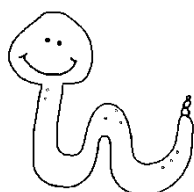
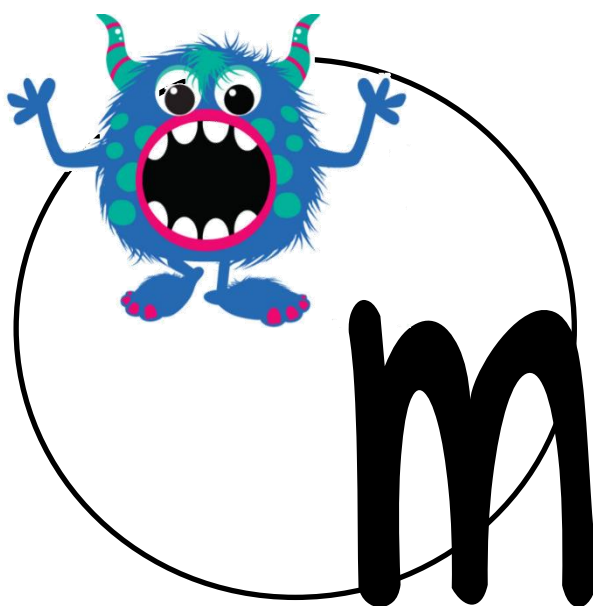
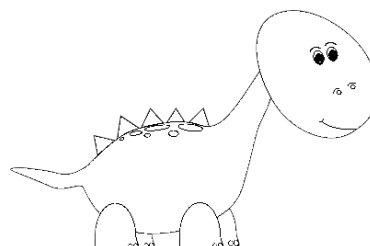
4

De m van monster - letterkennis



Welke woorden beginnen met de 'm' van monster?

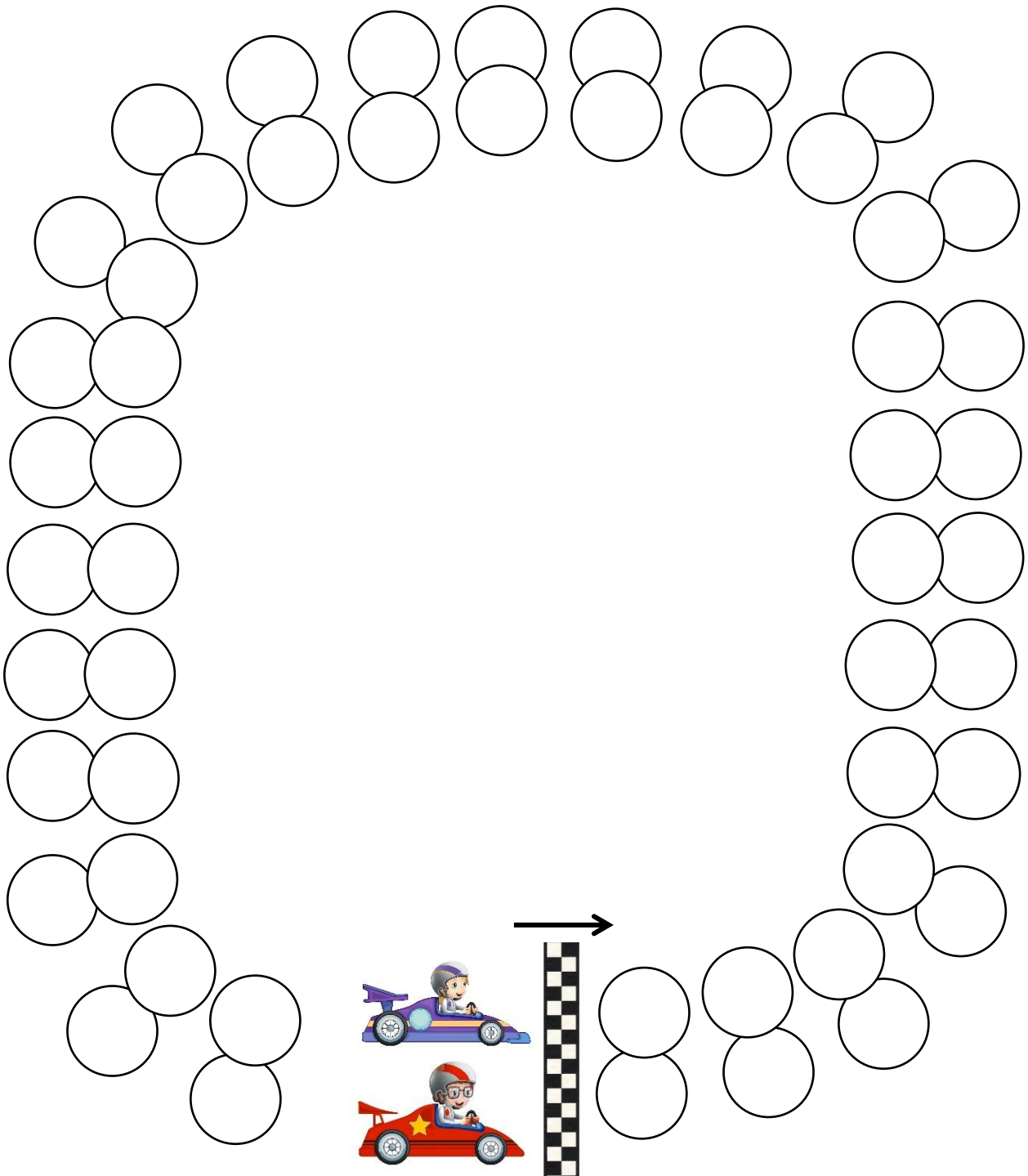
Kleur de plaatjes in.



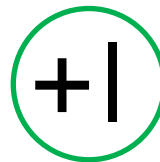
Racen maar! - tellen



Pak de dobbelsteen en gooi om de beurt voor de rode en de paarse racewagen. Tel het aantal gegooide ogen en kleur dit aantal cirkels behorend bij de racewagen die aan de beurt is. Wie komt het eerst over de finish?



Klaar voor de start! - optellen



Gooi met de dobbelsteen. Tel het aantal gegooide ogen en doe er één bij. Kleur één vakje boven de racewagen waar dit getal bij staat. (Let op, de getallen staan door elkaar). Ga zo verder. Bij welke racewagen heb je het eerst alle vakjes gekleurd? Wie wint de race?





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Op het circuit - getalbeelden op de dobbelsteen



Zet een speelgoedauto bij 'start'. Gooi met de dobbelsteen. Wanneer je het eerste getal voorbij de startstreep gooit, verplaats je de auto. Nu probeer je het volgende getal te gooien. Zo race je het circuit rond.

Variatie: Speel het spel met meerdere spelers. Ieder zet zijn auto bij start. Wie is het eerst rond?

