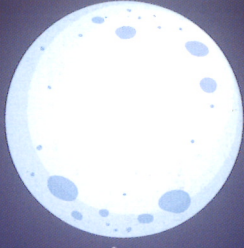


NAAM

GROEP 3

SPRINTERS



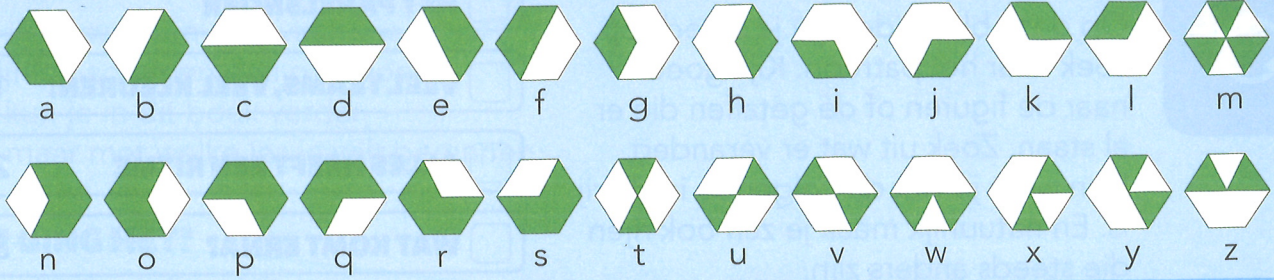
# PLUS PUNT



MALMBERG

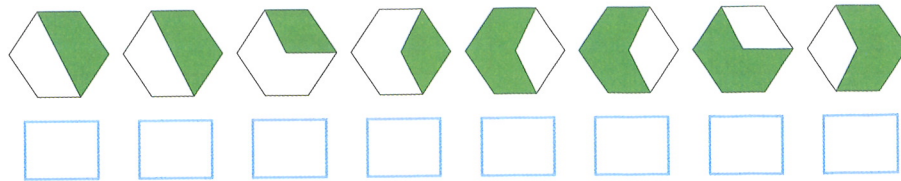
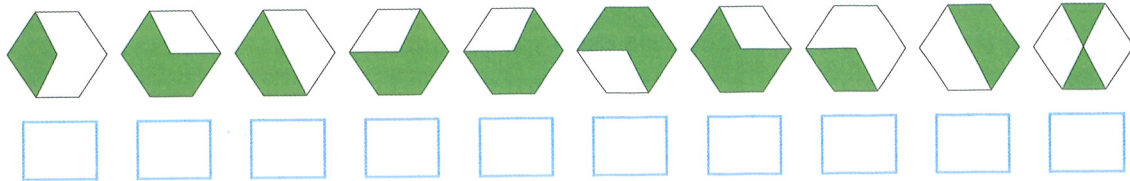
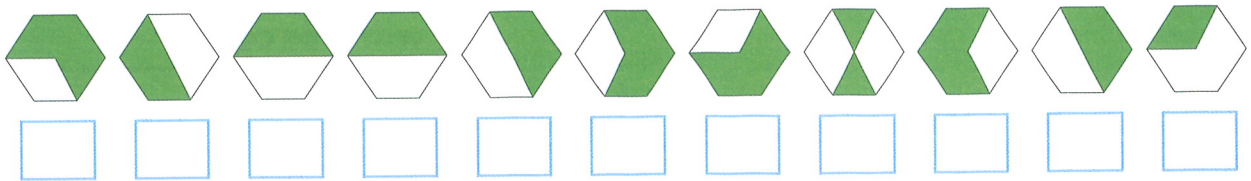


# GEHEIM IN HET BOS



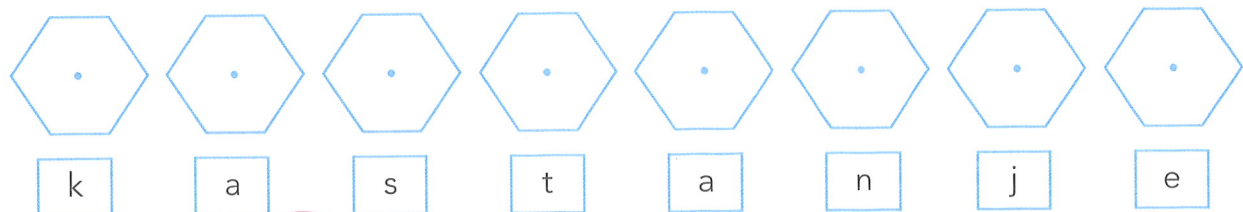
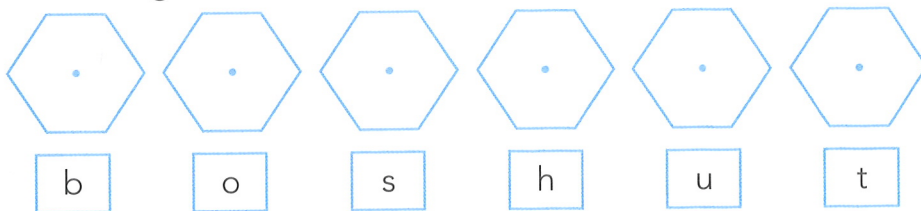
1

wat staat er?



2

maak de goede tekens.





3

bedenk woorden.



•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•

4

wat staat er?




5

bedenk een zin in geheimgtaal.

laat lezen aan een ander.



•	•	•	•	•	•	•	•	•	•	•	•
•	•	•	•	•	•	•	•	•	•	•	•





# PUNTEN TELLEN




1 welk getal staat er achter de  ?




teken de stippen op de stenen.  
niet meer dan 6 stippen op 1 steen.

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



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




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




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




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



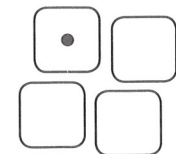
1 2 3 4 5 6 7 8 9 10 11 12 13 14  16



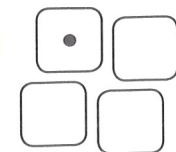
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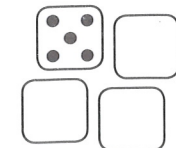
1 2 3 4 5 6 7  9 10 11 12 13 14 15 16



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



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

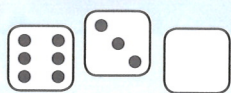


## 2

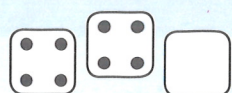
teken de stippen.



samen 12



samen 12



samen 12



samen 12



samen 16



samen 18



samen 20



samen 14



samen 20

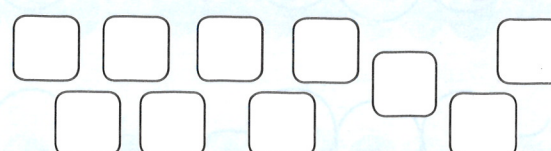
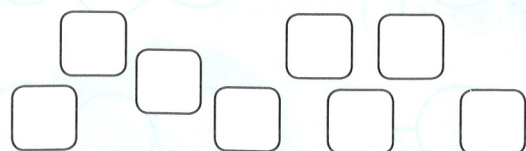
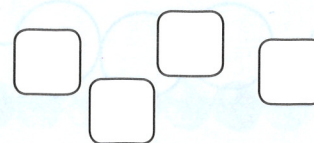
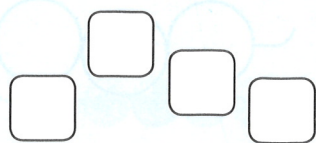
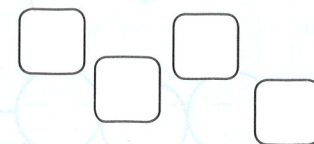
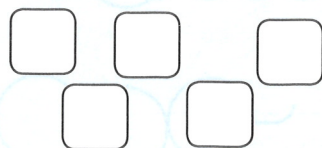


## 3

samen 12.

teken de stippen.

maak het steeds anders.





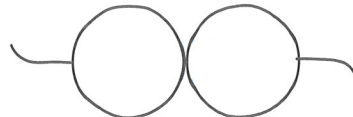
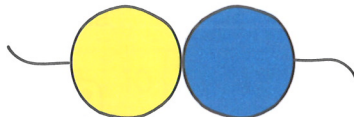
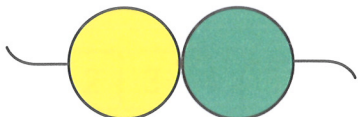
# HET PARELSNOER

1

kleur de kralen geel, groen of blauw.



maak de rij steeds anders.

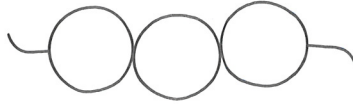
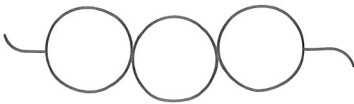
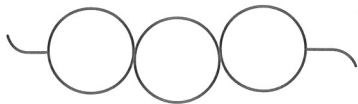
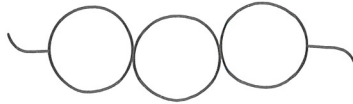
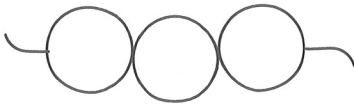
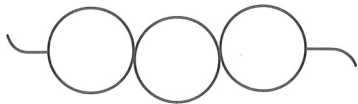
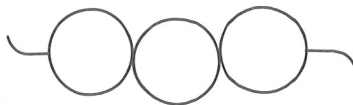
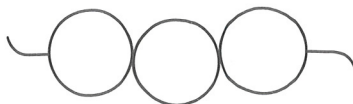
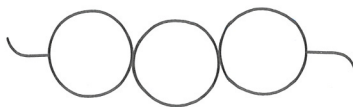
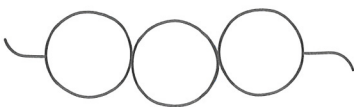


2

kleur de kralen geel, groen, blauw of rood.



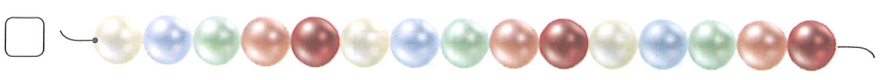
maak de rij steeds anders.



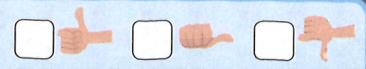


3

welke rijen zijn hetzelfde als de armband?



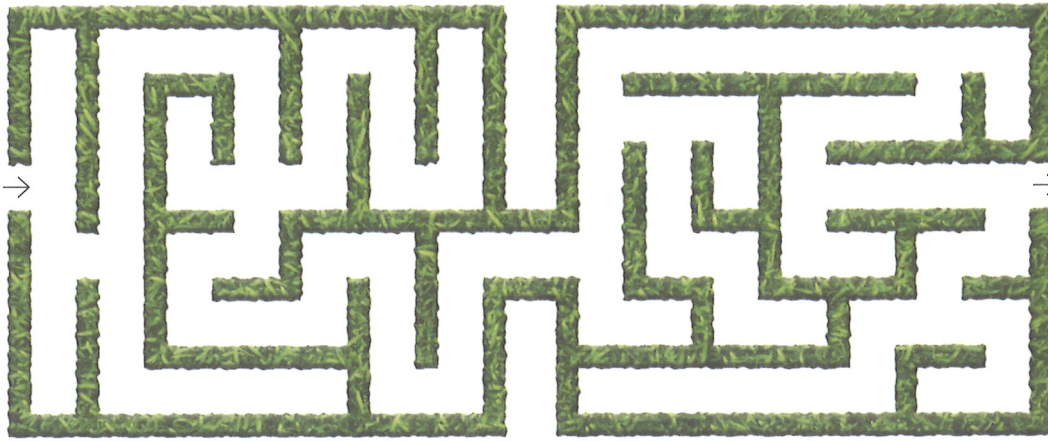
KIJK TERUG



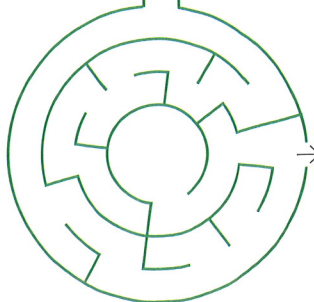
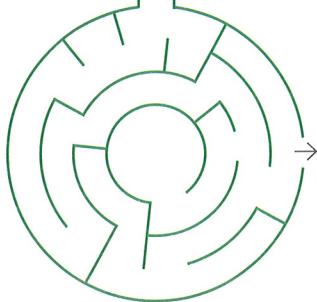
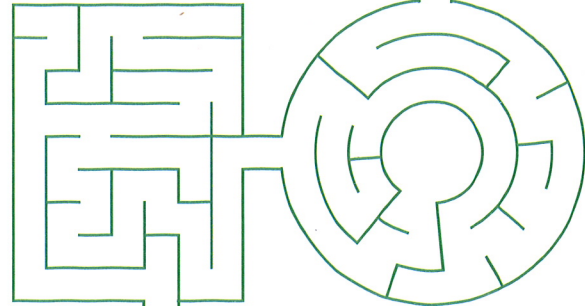
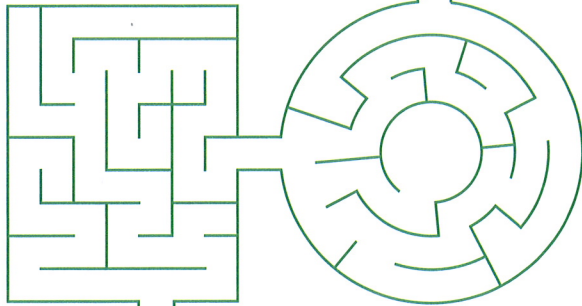
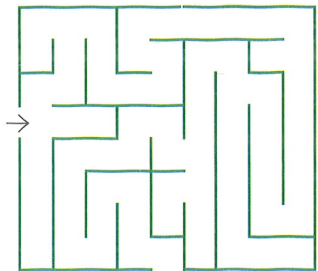
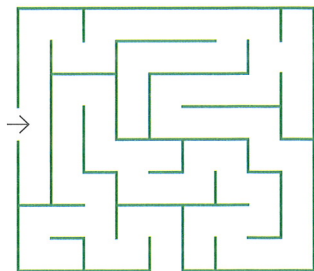


# DOOLHOF

1 zoek de weg naar het kasteel.



2 zoek de weg.

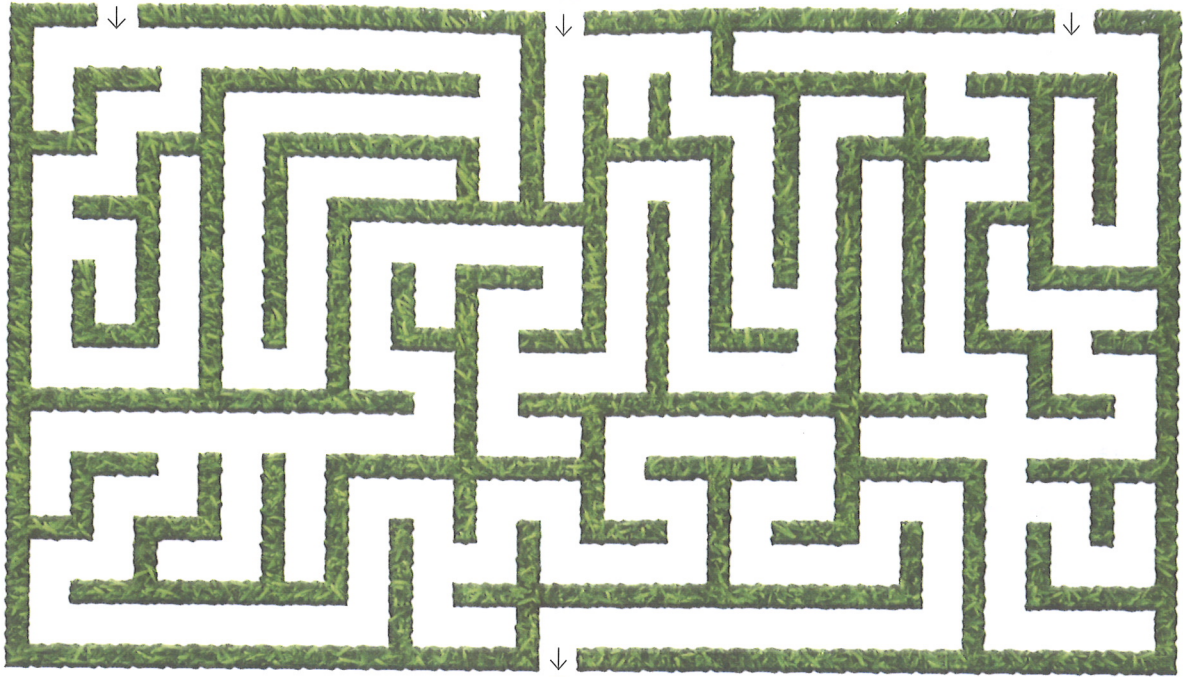






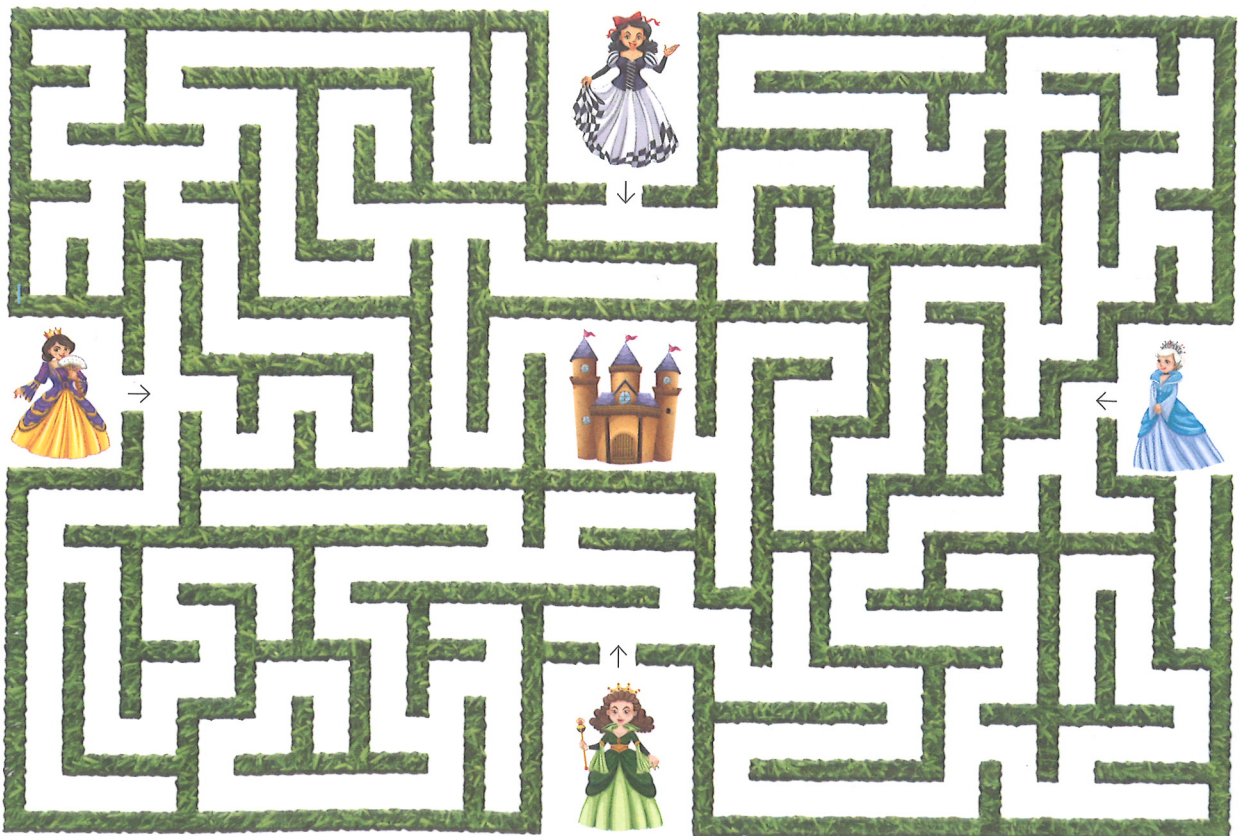
3

wie vindt de kroon?



4

wie komen bij het kasteel?



KIJK TERUG





# IN DE WINKEL

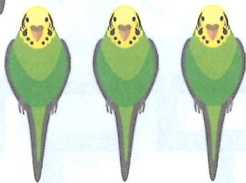
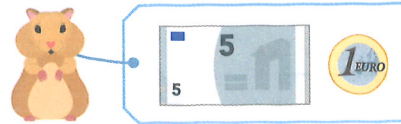
1



hoeveel kost het?

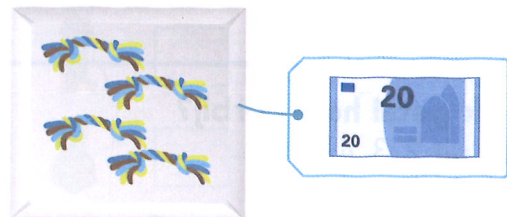
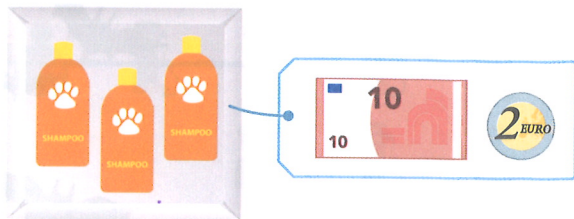
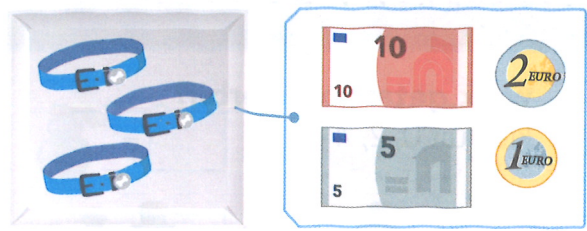
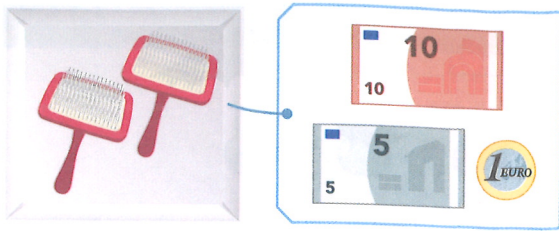
teken het geld.

gebruik zo min mogelijk munten en biljetten.



## 2

hoeveel kost het?



## 3

hoeveel koop je?

