

R 5. Rol en zoek.

Doel:

- het herkennen van kleine hoeveelheden tot 3 en doortellen tot 6
- het herkennen van structuren bij het rekenen zoals de dobbelsteenstructuur, de eierdoosstructuur en de turfstructuur.

Nodig:

- 1 kaart per tweetal van het spel "rol en zoek".
- 6 fiches per speler in één kleur
- Dobbelstenen voor elke speler 1.
- Evt. een blaadje waarop je schrijft of afvinkt welk cijfer je al gegooit hebt (elke speler mag de cijfers 1 t/m 6 slechts 1 keer gebruiken.)

Per 2 deelnemers krijg je 1 kaart van het spel "rol en zoek". Elke speler krijgt 1 dobbelsteen en 6 fiches.

Om de beurt wordt er met de dobbelsteen gegooit. Zoek op de kaart het symbool met het gegooide aantal en leg daar je fiche op.

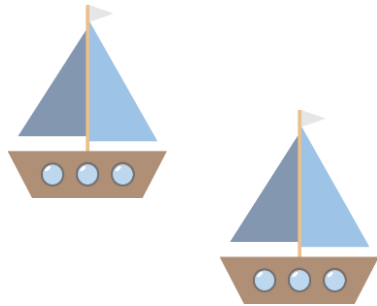
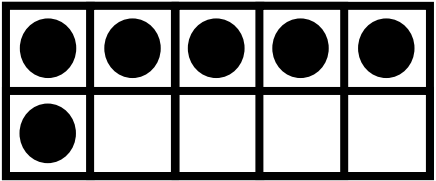
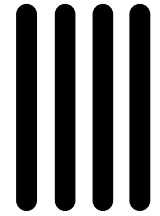
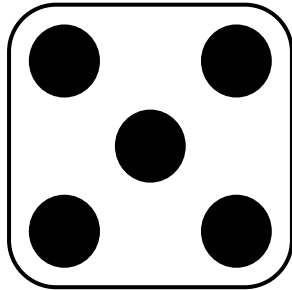
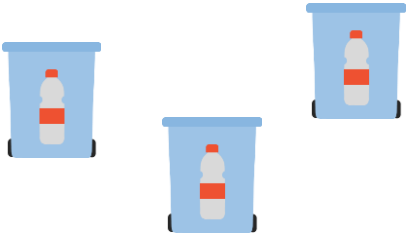
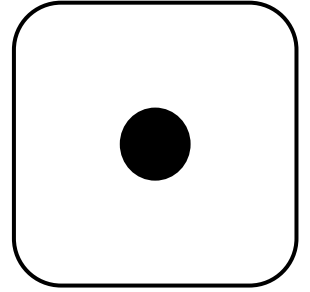
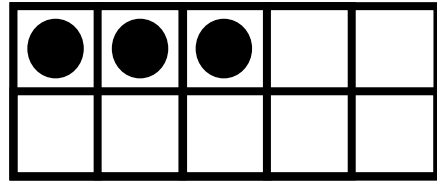
Pas op! Je mag je fiche maar één keer leggen op de aantallen 1 t/m 6.

Wie is het snelst zijn fiches kwijt?

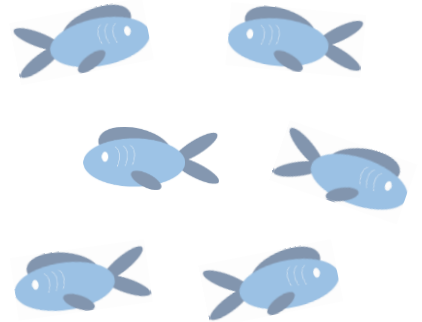
Bijlage: R 5

rol en zoek!

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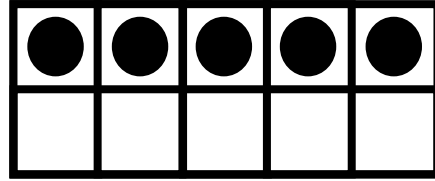


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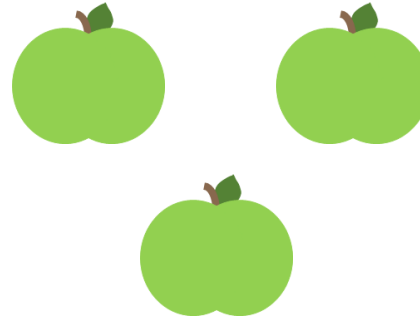
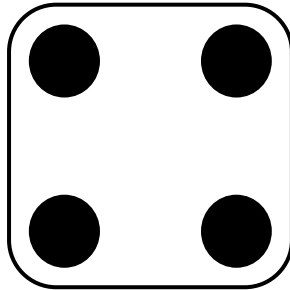
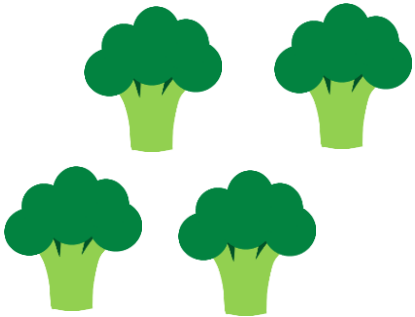
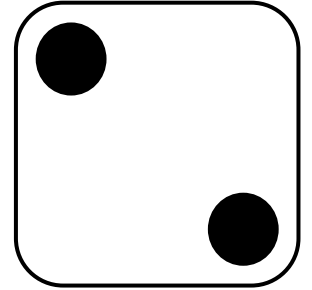


rol en zoek!

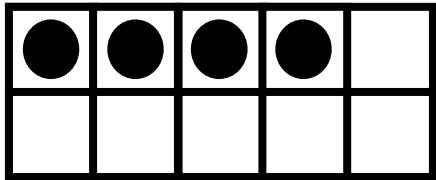
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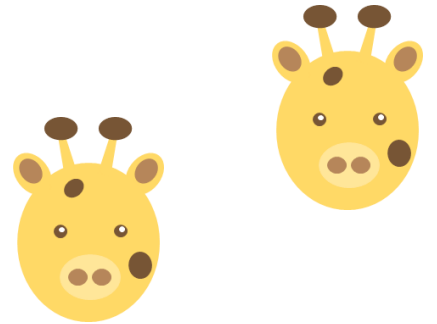
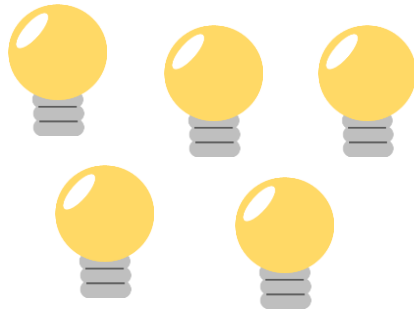
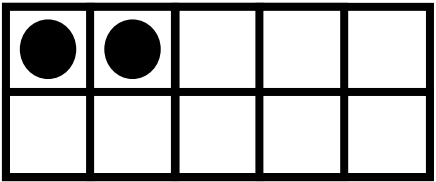
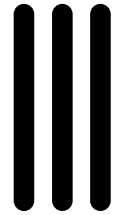
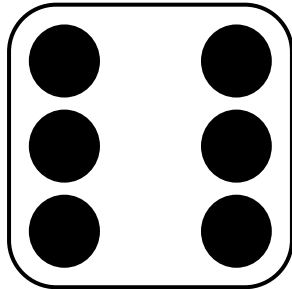
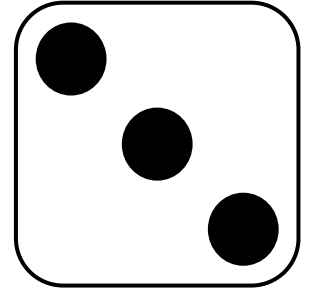
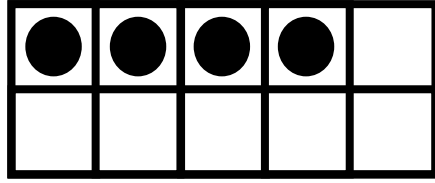


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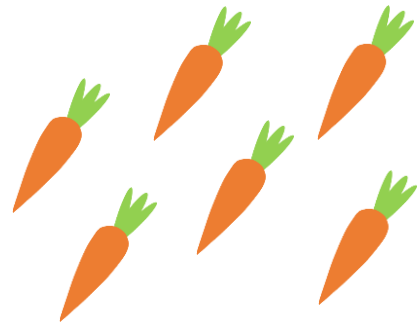
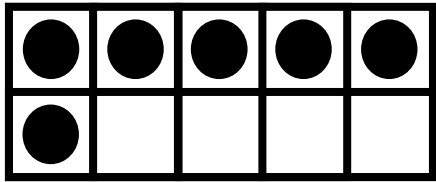
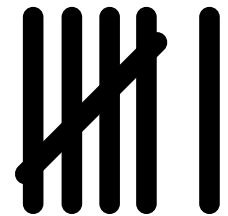
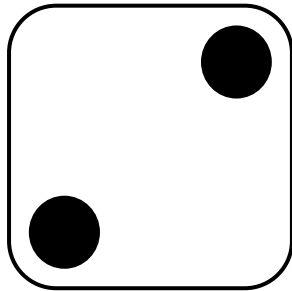
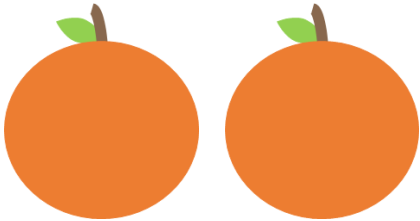
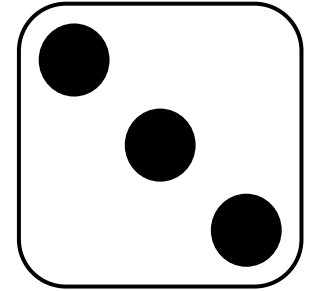
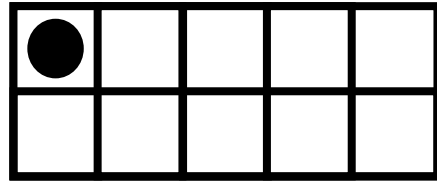
rol en zoek!

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rol en zoek!

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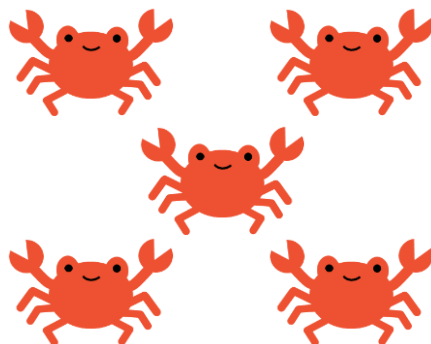
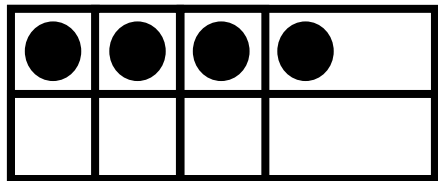
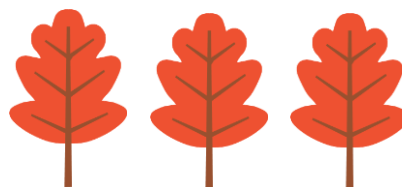
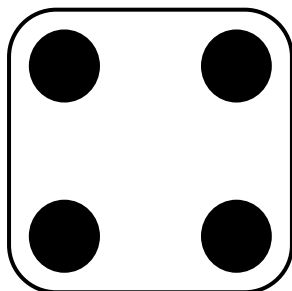
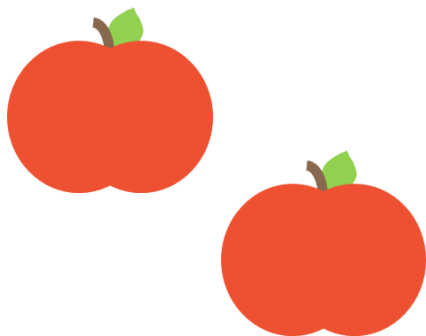
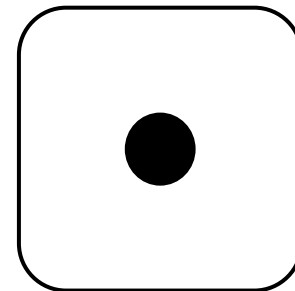
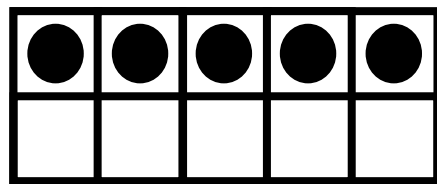


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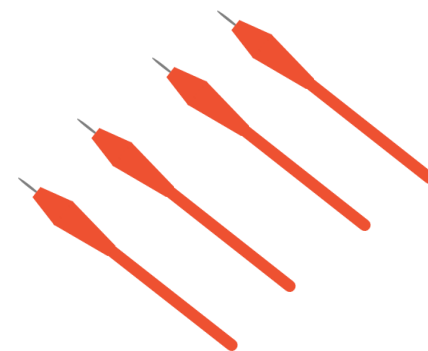


rol en zoek!

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rol en zoek!

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