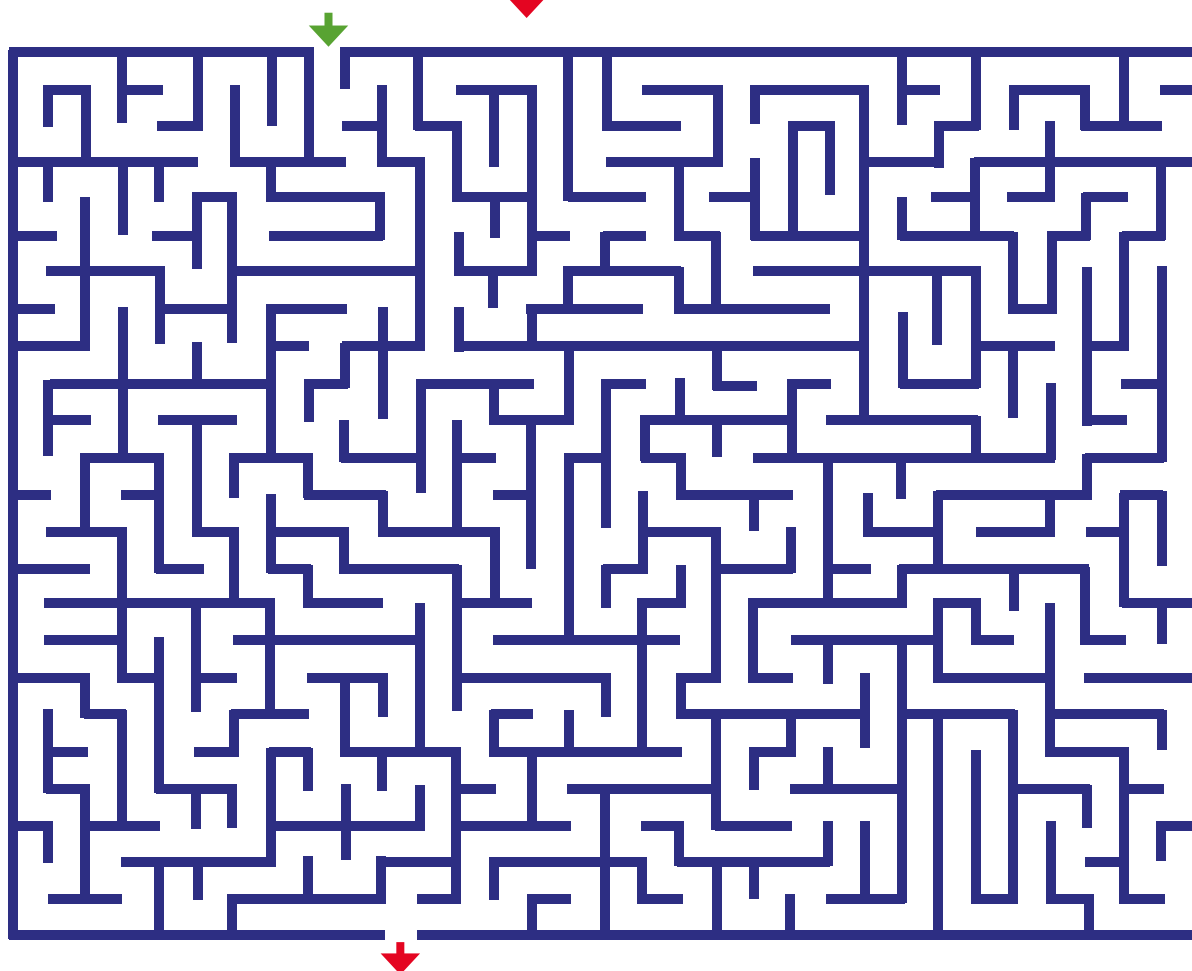
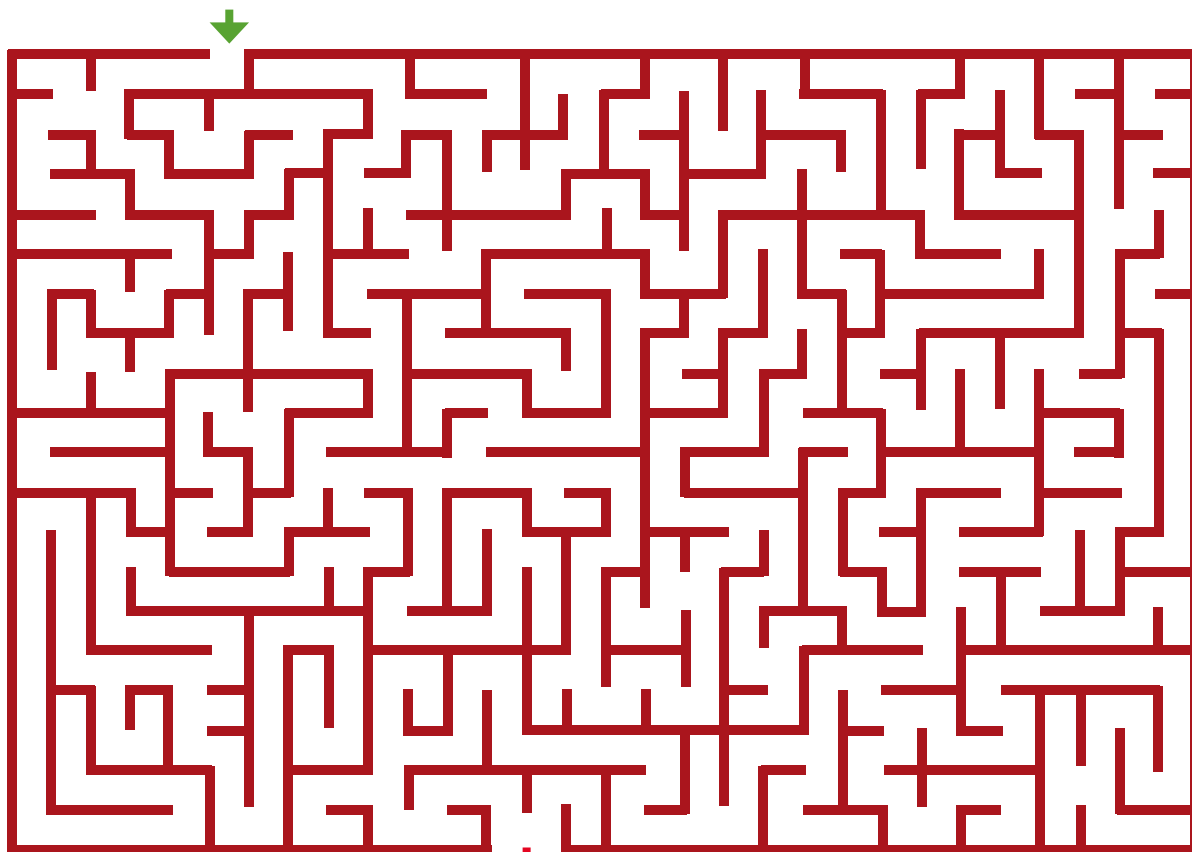


Find vej 1

ELEVBOG 1 B · SIDE 1

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1



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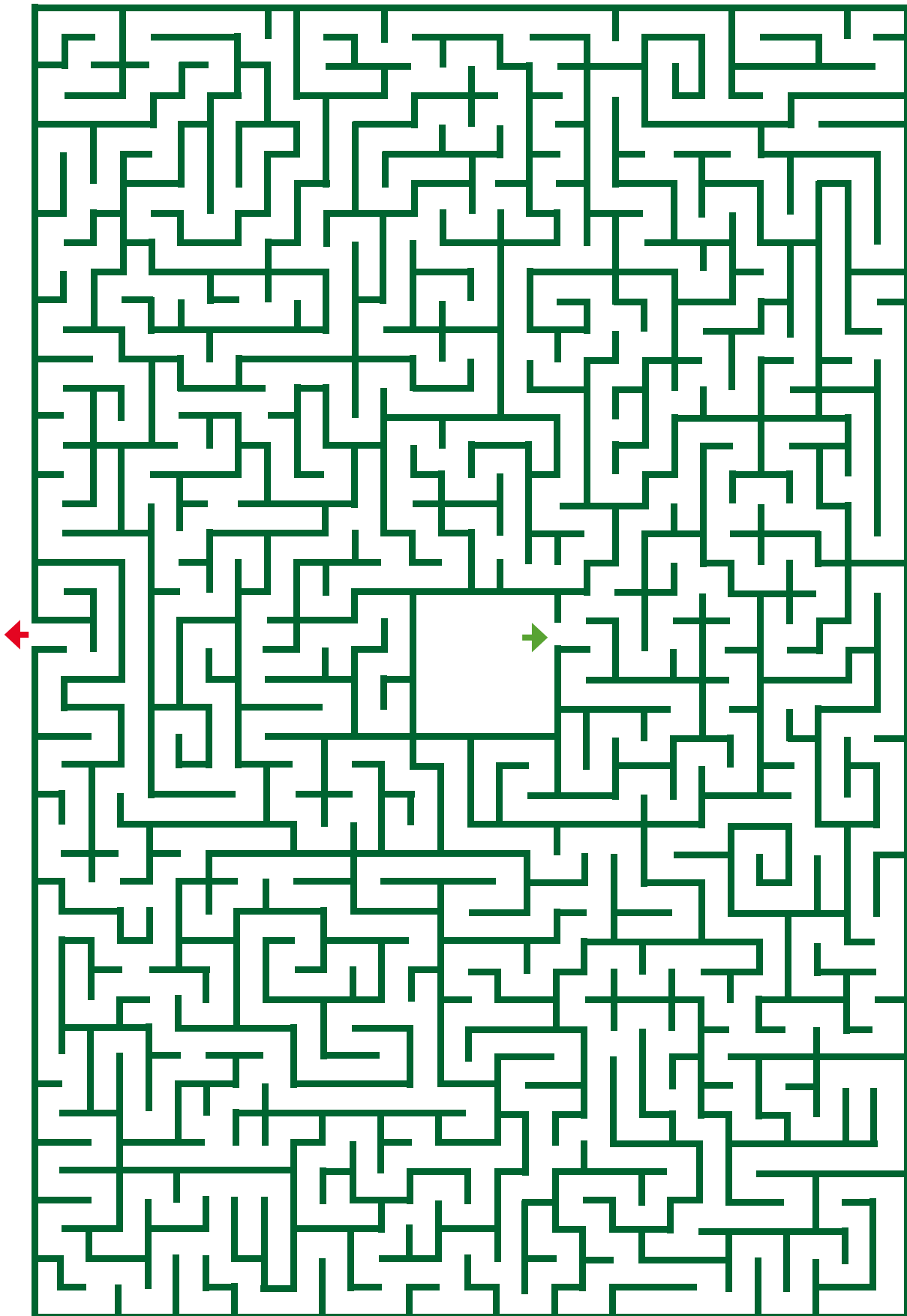
NAVN _____

Find vej 2

ELEVBOG 1 B · SIDE 1

ARBEJDSARK **2**

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NAVN _____

Tal



Er rækkefølgen rigtig?

Hvor mange penge?

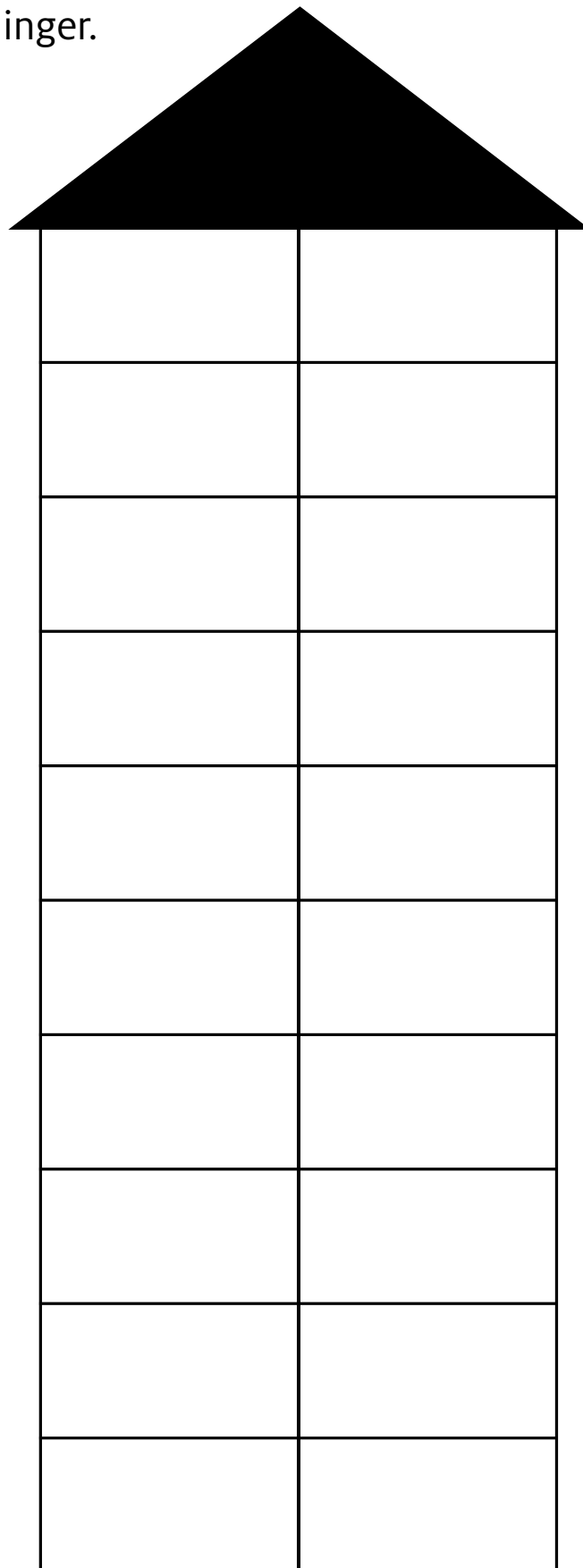
2 Spil Højhuset

ELEVBOG 1 B · SIDE 3

ARBEJDSARK

3

Slå med to terninger.



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2 Spil Højhuset

ELEVBOG 1 B · SIDE 3

ARBEJDSARK

4

Slå med tre terninger.

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NAVN _____

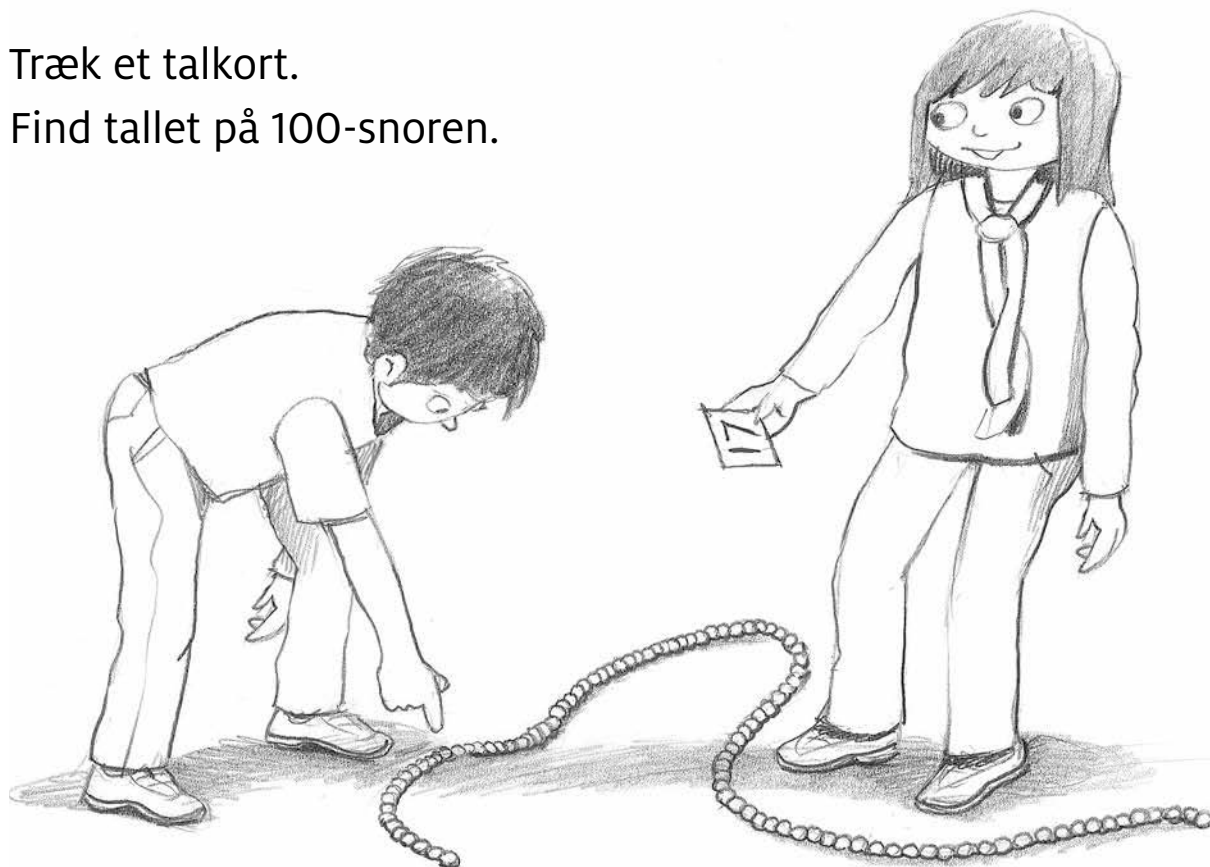
3 Byg en 100-snor

ARBEJDSARK

5

Træk et talkort.

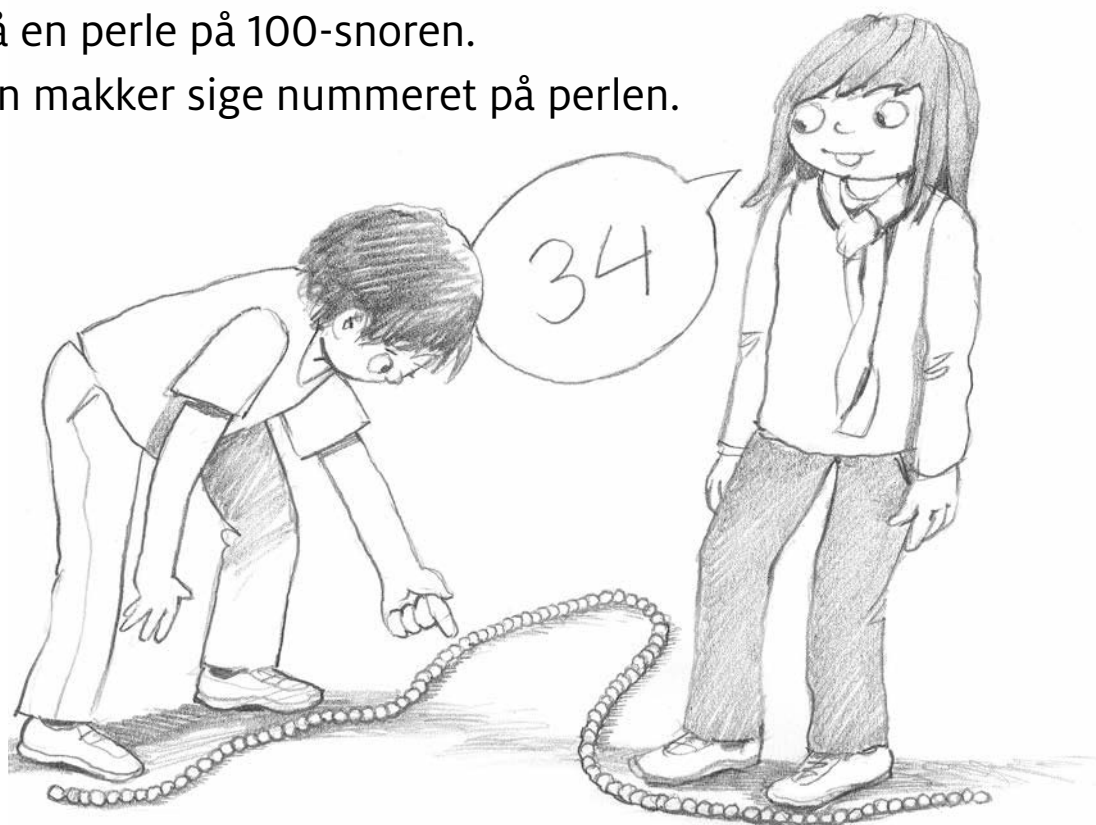
Find tallet på 100-snoren.



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Peg på en perle på 100-snoren.

Lad din makker sige nummeret på perlen.



NAVN _____

3 Byg en 100-snor

ELEVBOG 1 B · SIDE 3

ARBEJDSARK

6

Spil Først til midten.



ANTAL SPILLERE: 2

MATERIALER: 100-snor og en terning

SPILLEREGLER:

Alle perler skal være på midten af 100-snoen.
Slå på skift med en terning og træk perler til dig.
Hvem har flest perler efter 5 minutter?

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Spil Først til 100.



ANTAL SPILLERE: 2

MATERIALER: 100-snor, to klemmer og en terning

SPILLEREGLER:

Spillerne begynder ved første perle.
Slå på skift med en terning, og ryk frem på 100-snoen. Brug en klemme til at vise, hvor langt du er nået.
Hvem kommer først til 100?

NAVN _____

ELEVBOG 1 B · SIDE 3

7



KONTEXT⁺

4 Spil i taltavlen

Fire på stribe i taltavlen

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

© ALINEA

ANTAL SPILLERE: 2

MATERIALER: To tisedede terninger og en farve til hver spiller

SPILLEREGLER:

Kast på skift med de to terninger. Vælg hvilken terning, der er ener, og hvilken terning, der er

tier. Farv tallet i taltavlen.

Eksempel: Slår du 4 og 7, kan du enten farve 47 eller 74. Er begge felter farvet, er turen spildt.

Vinderen er den, der først får fire på stribe lodret, vandret eller diagonalt.

NAVN _____

Kaninerne efter gulerødderne

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

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ANTAL SPILLERE: 2

MATERIALER: To tisedede terninger og otte kuber (seks som gulerødder og to som kaniner)

SPILLEREGLER:

Placer hver tre gulerødder på taltavlen. Sæt også jeres kanin på taltavlen. Slå med de to terninger. Slaget bestemmer, hvor du må hoppe hen med

din kanin. Den ene terning viser, hvor mange felter du må flytte vandret. Den anden terning viser, hvor mange du må flytte lodret. Du vælger selv, hvilken terning der viser hvad. Det gælder om at lande på felterne med gulerødderne.

Vinderen er den, der får flest gulerødder.

NAVN _____

4 Spil i taltavlen

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10

Ram kuberne på taltavlen

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

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ANTAL SPILLERE: 2-3

MATERIALER: To tisedede terninger og 17 kuber

SPILLEREGLER:

Placer de 17 kuber på tilfældige tal på taltavlen.
Slå med to terninger. Vælg hvilken terning, der er

ener, og hvilken terning, der er tier. Slår du fx 4 og 7, kan du danne tallet 47 eller 74. Hvis der er en kube på det tal, du danner, må du tage kuben.

Vinderen er den, der først får 6 kuber fra taltavlen.

NAVN _____

4 Spil i taltavlen

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11

Find tallet i taltavlen

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

ANTAL SPILLERE: 2

MATERIALER: Blyant og taltavle til hver deltager

SPILLEREGLER:

Din makker skal tænke på et tal i taltavlen. Du skal gætte tallet.

Du må stille spørgsmål, man kan svare ja eller nej til, fx "Er dit tal større end 80?"

Streg de tal, det ikke kan være, ud undervejs i taltavlen.

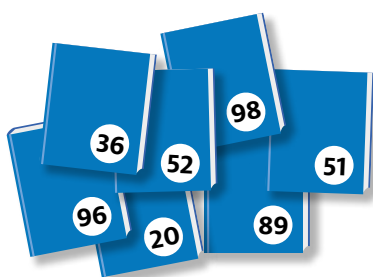
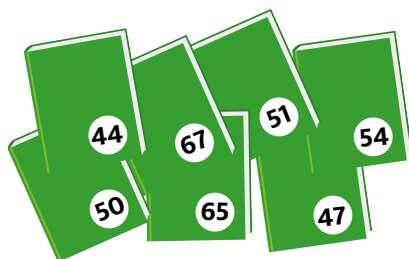
Hvor mange spørgsmål stillede du, før du gættede rigtigt?

Byt roller, så du tænker på et tal, og din makker gætter.

Prøv fire gange hver.

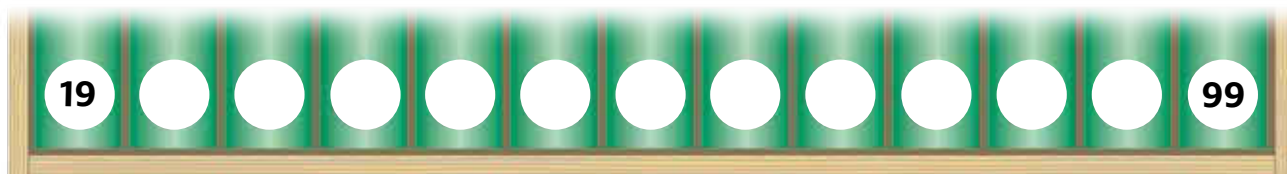
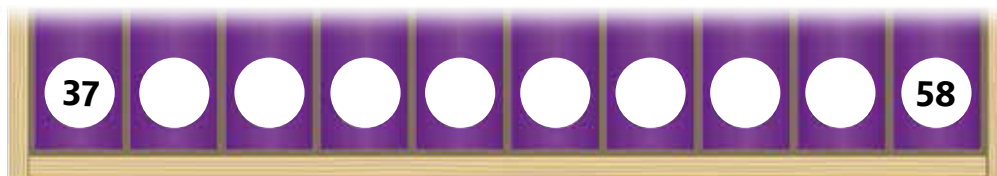
NAVN _____

1 Sæt bøgerne i rigtig rækkefølge.



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2 Hvilke numre kan bøgerne have?



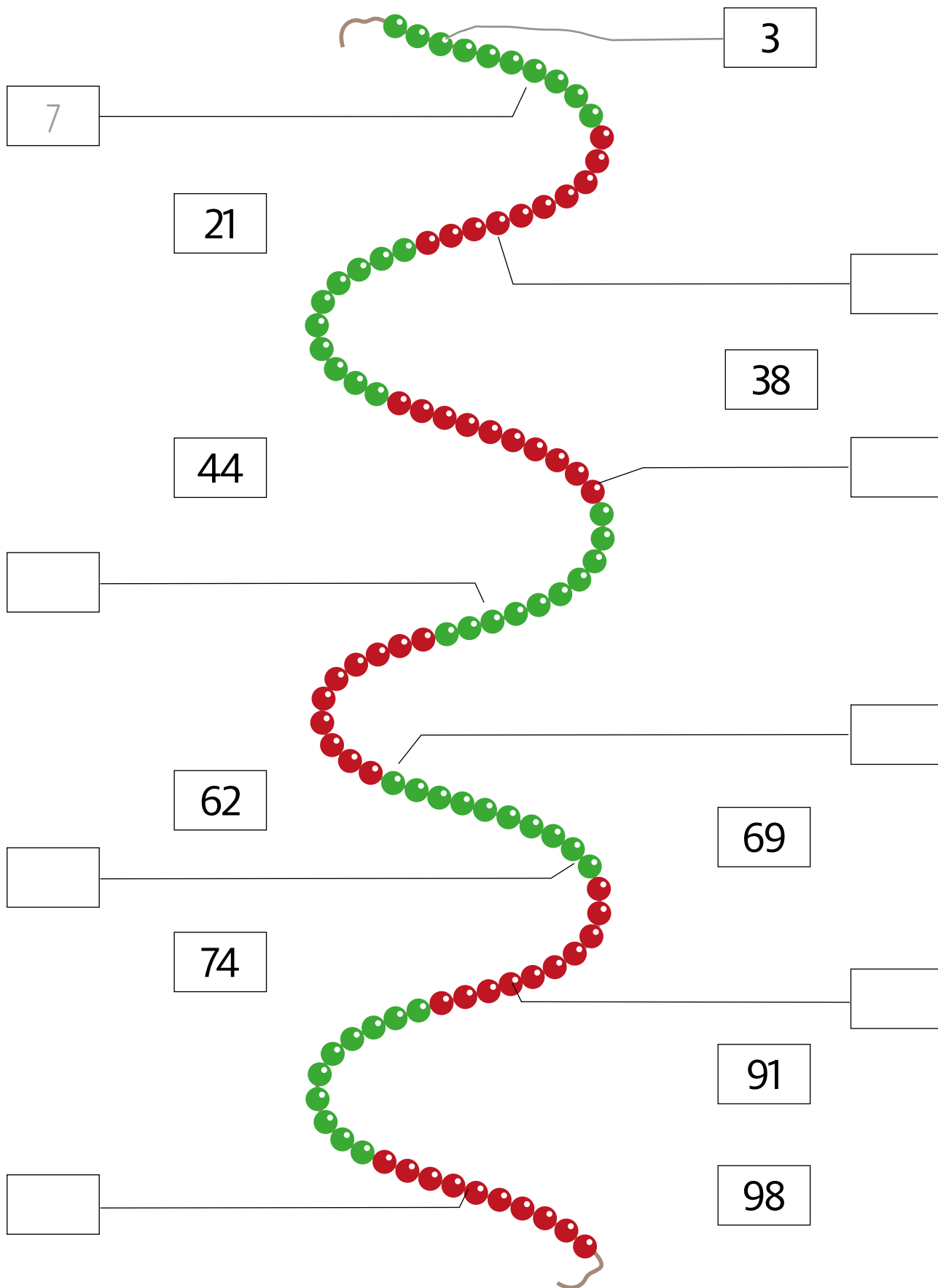
NAVN _____

Fra tal til perle

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13



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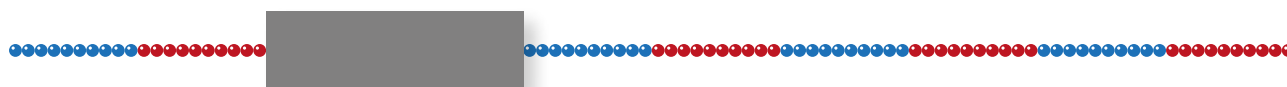
NAVN _____

Hvor mange perler er skjult?

ELEVBOG 1 B · SIDE 4-9

ARBEJDSARK

14







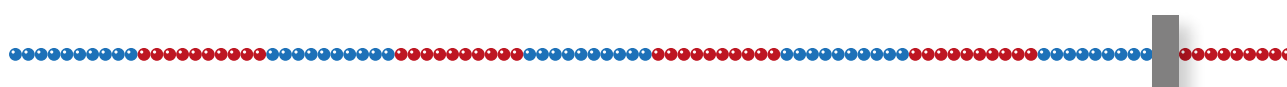












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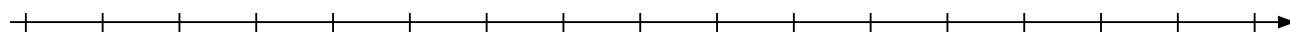
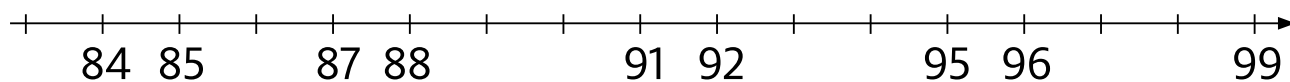
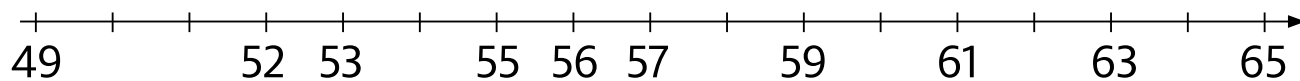
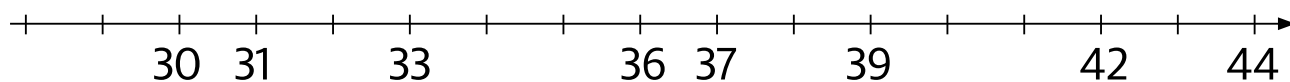
NAVN _____

Skriv de tal der mangler

ELEVBOG 1 B · SIDE 4-9

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15



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	39		41	
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		76		
--	--	----	--	--

				82
--	--	--	--	----

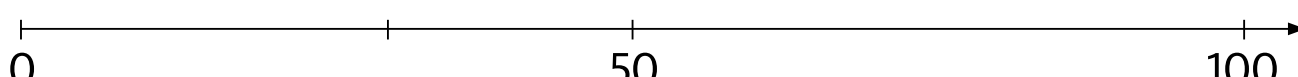
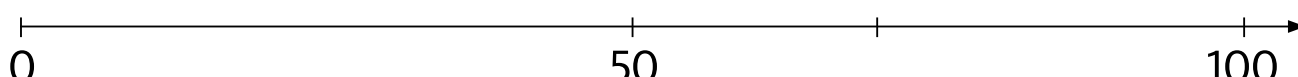
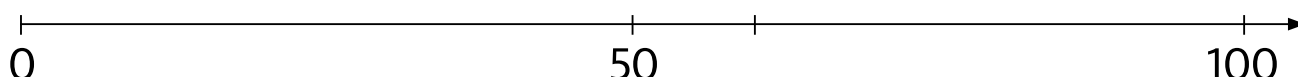
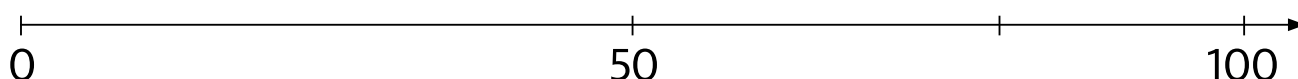
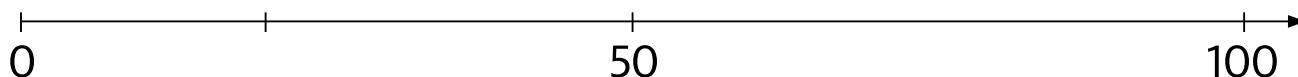
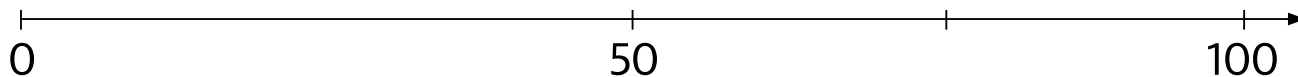
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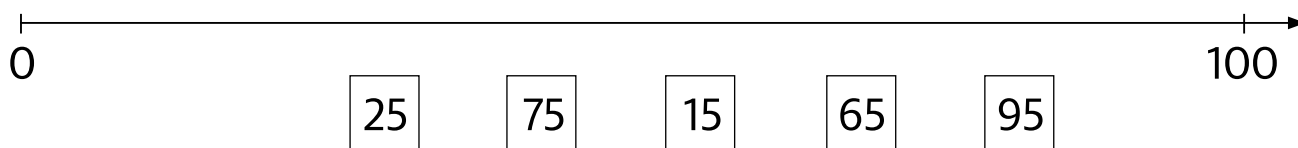
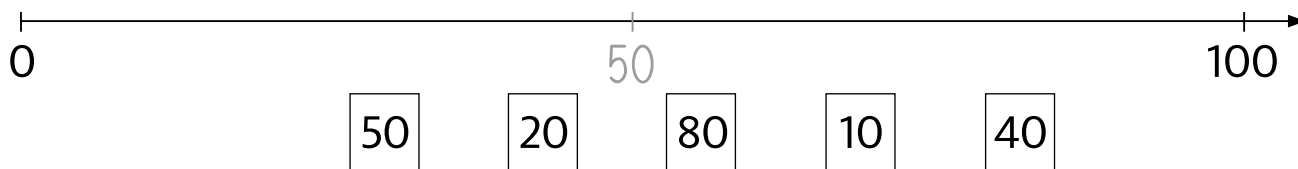


NAVN _____

1 Hvilket tal kan der stå her?



2 Sæt tallene på tallinjen.



NAVN _____

1 Skriv tallet før og efter.

2 Skriv tallet 2 før og 2 efter.

3 Skriv tallet 10 før og efter.

Hop i taltavlen

ELEVBOG 1 B · SIDE 4-9

ARBEJDSARK

18

110	111	112	113	114	115	116	117	118	119
100	101	102	103	104	105	106	107	108	109
90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

23

Hop ↑→

66

Hop ↑↑→→

37

Hop ↑↑↑↑

51

Hop ↑↑→

70

Hop ↑↑↑→

86

Hop →↑→↑

Hop ↑→→→

27

25

Hop _____

67

Hop ↑→→

22

12

Hop _____

52

Hop →→↑

54

71

Hop _____

83

Hop →→↑↑

88

46

Hop _____

67

Hop ↑→→→

73

18

Hop _____

49

Hop ↑↑↑↑

42

8

Hop _____

98

NAVN _____

Hvilke tal mangler?

ELEVBOG 1 B · SIDE 4-9

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19

33

81

76

88

98

55

99

88

53

3

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NAVN _____

Fra prik til prik 1

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ARBEJDSARK **20**

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NAVN _____

Række 1

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Række 2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Række 3

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

ANTAL SPILLERE: 2-3

MATERIALER: Spilleplade, blyant og et sæt tal-kort 0-100 til hver spiller

SPILLEREGLER:

Hver spiller har en bunke med talkort fra 0 til 100 foran sig.

Træk på skift et kort fra egen bunke. Skriv tallet et sted i række 1. Tallene i rækken skal stå

i stigende rækkefølge. Når et tal først er skrevet, kan det ikke flyttes igen. Læg talkortet væk.

Næste gang du trækker et kort, skal dette også skrives i række 1. Efter nogle runder vil det ske, at du ikke kan skrive et kort i række 1. Så må du skrive i række 2. Du kan nu ikke længere skrive i række 1. Senere må du skrive i række 3, og så må du ikke længere skrive i række 1 og 2. Den, der til sidst ikke kan skrive et talkort i række 3, har tabt.



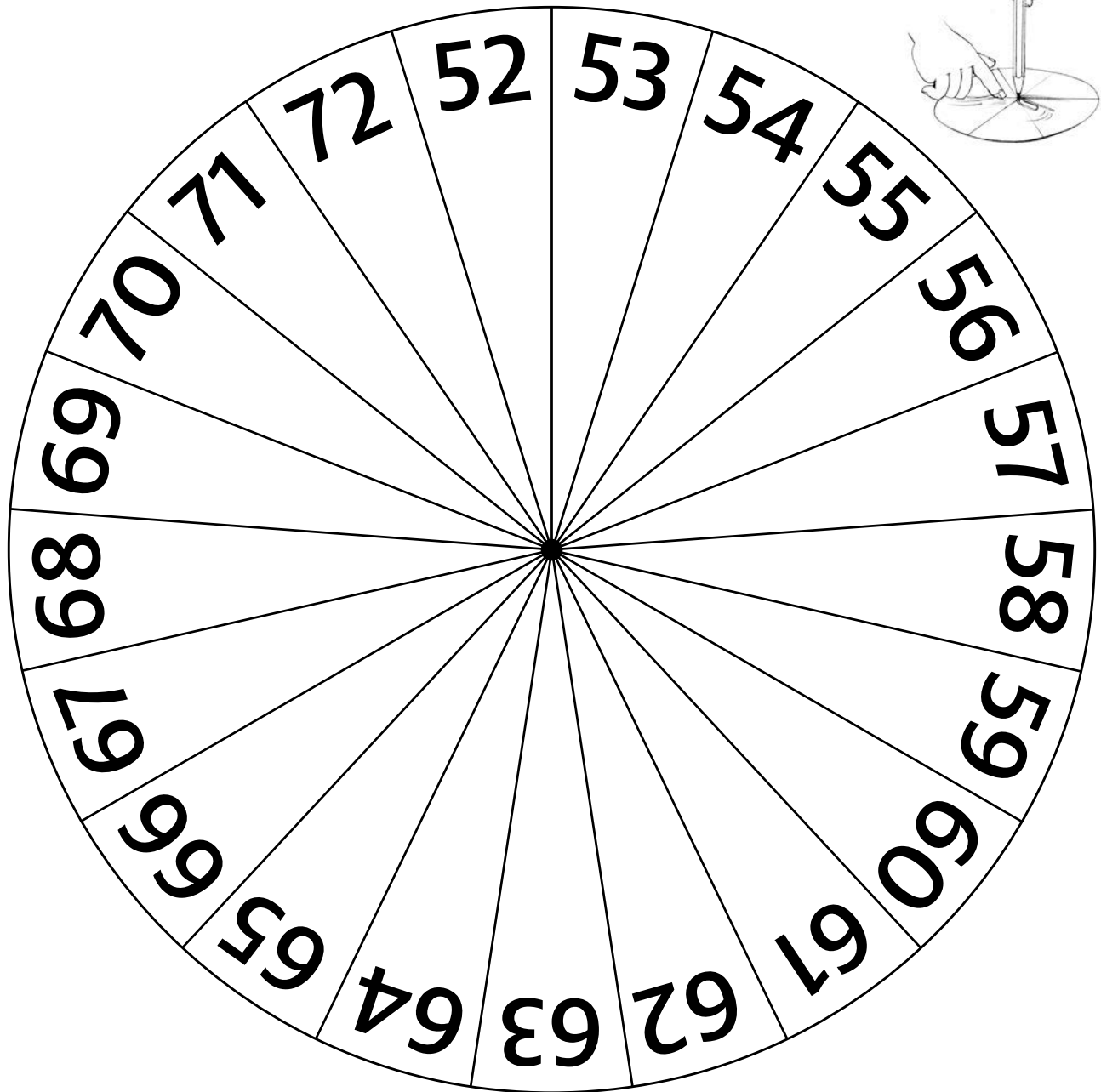
Spilleplade

56	65	72	53	50
73	55	61	63	71
64	60	52	70	58
51	68	66	57	74
69	62	54	67	59

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NAVN _____

Lykkehjul



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ANTAL SPILLERE: 2

MATERIALER: Kuber i to forskellige farver samt clips til lykkehjulet

SPILLEREGLER:

Hver spiller har sin egen farve kuber. Drej på lyk-

kehjulet. Læg en kube på et tal, der er en eller to højere eller en eller to lavere end det tal, du landede på. Lander du på fx 64, må du altså lægge en kube på 62, 63, 65 eller 66.

Vinderen er den, der først får fire på række lodret, vandret eller diagonalt.

NAVN _____

- 1** Tallene er forsvundet fra bøgerne.
Skriv tal på bøgerne, så rækkefølgen passer.

__ 0	1 __	__ 7	__ __	2 __	__ __	4 __	__ 2	__ 9	5 __
3 __	__ 4	4 __	__ 5	__ 6	5 __	__ __	7 __	__ 3	8 __
2 __	__ 7	__ 9	3 __	__ 8	5 __	__ 3	__ 6	6 __	6 __
1	2	3	4	6	7	8	9	6	0

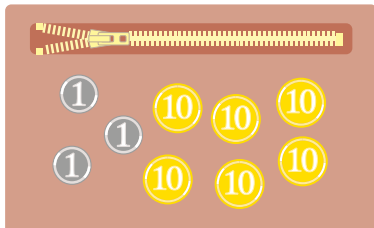
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- 2** Find selv på en opgave, og lad din makker løse den.

__ __	__ __	__ __	__ __	__ __	__ __	__ __	__ __	__ __	__ __
-------	-------	-------	-------	-------	-------	-------	-------	-------	-------

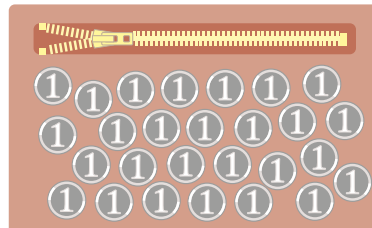
NAVN _____

1 Hvor mange penge i alt?



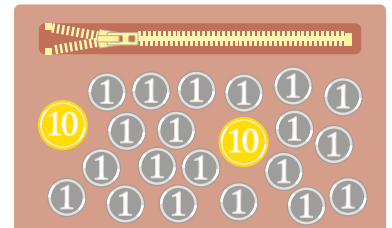
10	1

_____ kr.



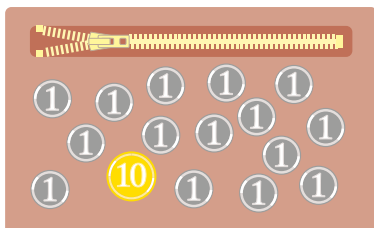
10	1

_____ kr.



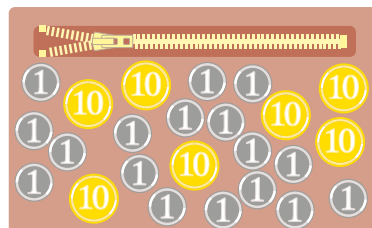
10	1

_____ kr.



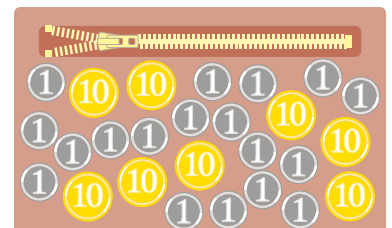
10	1

_____ kr.



10	1

_____ kr.



10	1

_____ kr.

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2 Tegn mønter.

10	1

48 kr.

10	1
5	7

_____ kr.

10	1
7	3

_____ kr.

NAVN _____

Tegn 100 kr. på mange måder

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26



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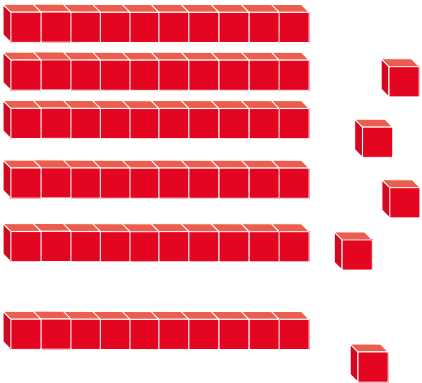
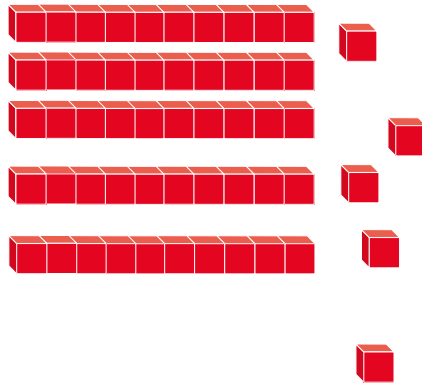
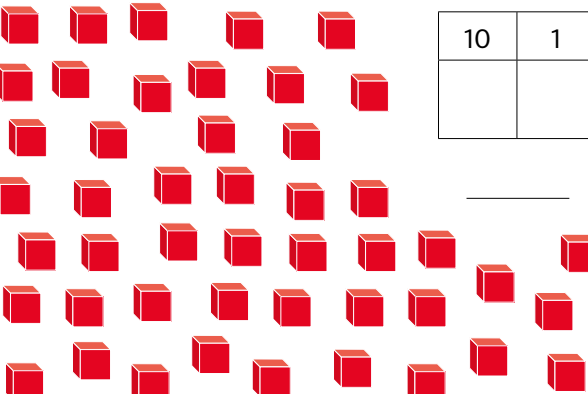
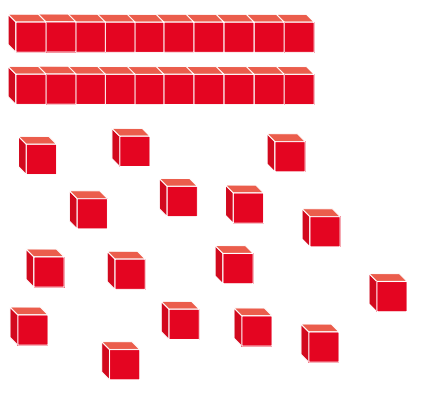
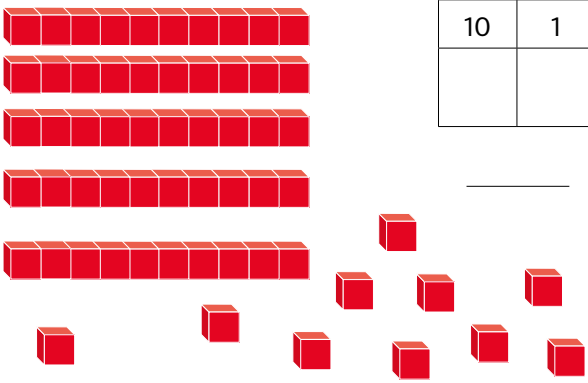
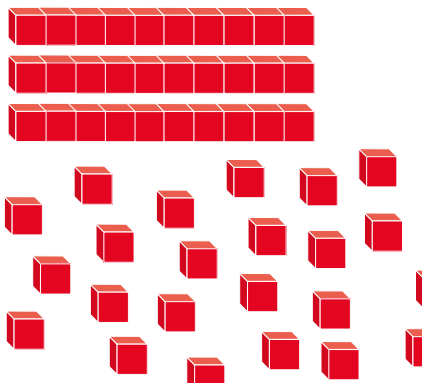
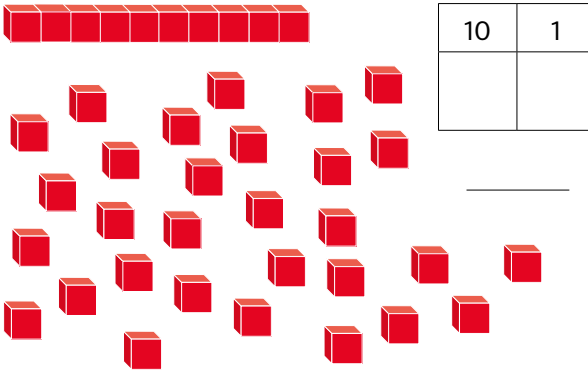
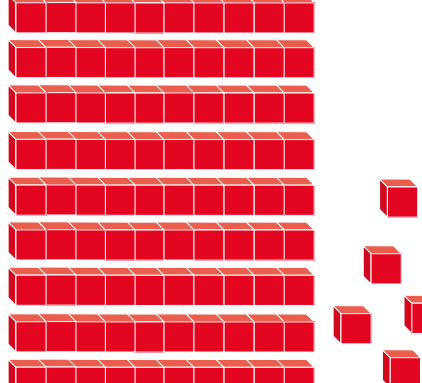
NAVN _____

Hvor mange?

ELEVBOG 1 B · SIDE 10-14

ARBEJDSARK **27**

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 <table border="1" data-bbox="654 286 810 414"> <tr> <td>10</td> <td>1</td> </tr> <tr> <td></td> <td></td> </tr> </table> _____	10	1			 <table border="1" data-bbox="1300 286 1457 414"> <tr> <td>10</td> <td>1</td> </tr> <tr> <td></td> <td></td> </tr> </table> _____	10	1		
10	1								
10	1								
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10	1								
10	1								
 <table border="1" data-bbox="654 1164 810 1292"> <tr> <td>10</td> <td>1</td> </tr> <tr> <td></td> <td></td> </tr> </table> _____	10	1			 <table border="1" data-bbox="1300 1164 1457 1292"> <tr> <td>10</td> <td>1</td> </tr> <tr> <td></td> <td></td> </tr> </table> _____	10	1		
10	1								
10	1								
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10	1								
10	1								

NAVN _____

Tegn 10'ere og 1'ere

ELEVBOG 1 B · SIDE 10-14

ARBEJDSARK **28**

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10	1
4	8

10	1
5	4

10	1

77

10	1

60

10	1

83

10	1

92

NAVN _____

Hvor mange?

ELEVBOG 1 B · SIDE 10-14

ARBEJDSARK

29

1. One bar of height 10. _____

2. Two bars: one of height 10, one of height 5. _____

3. Three bars: two of height 10, one of height 3. _____

4. Four bars: two of height 10, one of height 3, one of height 10. _____

5. Five bars: two of height 10, one of height 3, one of height 10, one of height 2. _____

6. Six bars: two of height 10, one of height 3, one of height 10, one of height 2, one of height 10. _____

7. Seven bars: two of height 10, one of height 3, one of height 10, one of height 2, one of height 10, one of height 10. _____

8. Eight bars: two of height 10, one of height 3, one of height 10, one of height 2, one of height 10, one of height 10, one of height 3. _____

9. Nine bars: two of height 10, one of height 3, one of height 10, one of height 2, one of height 10, one of height 10, one of height 3, one of height 10. _____

10. Ten bars: two of height 10, one of height 3, one of height 10, one of height 2, one of height 10, one of height 10, one of height 3, one of height 10, one of height 10, one of height 10. _____

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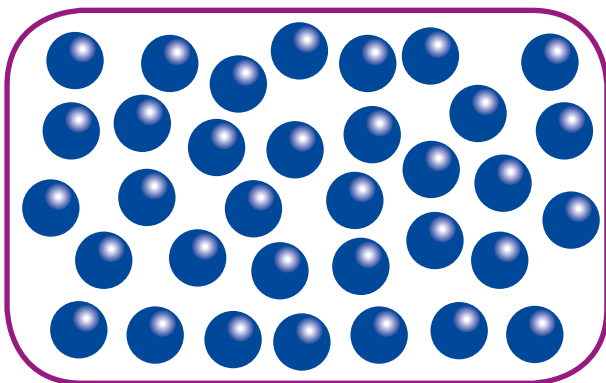
NAVN _____

Hvor mange i alt?

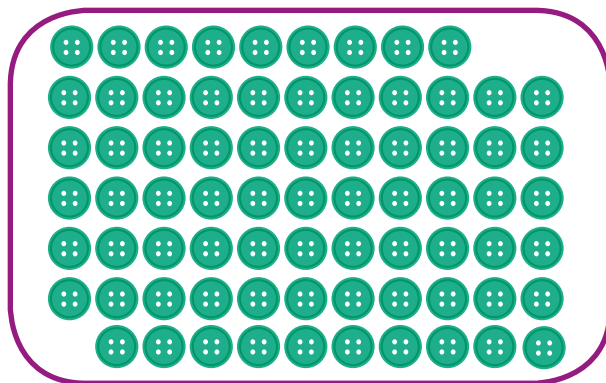
ELEVBOG 1 B · SIDE 10-14

ARBEJDSARK

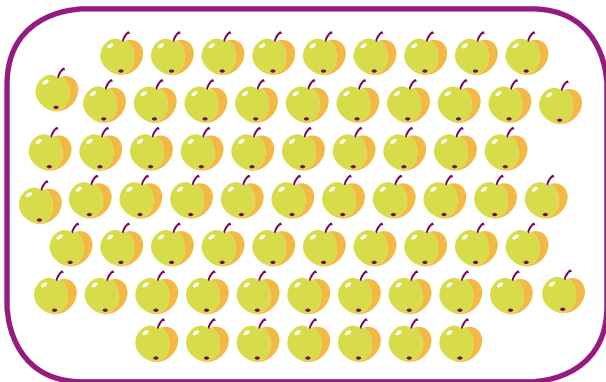
30



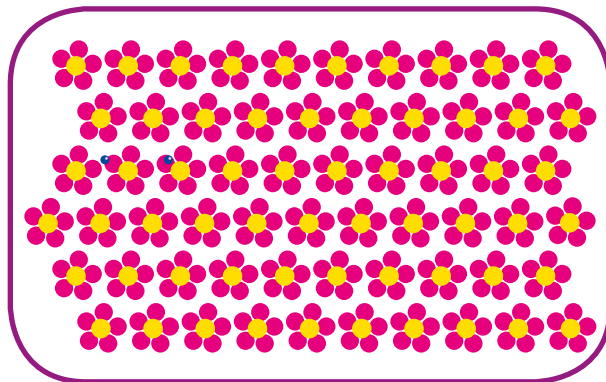
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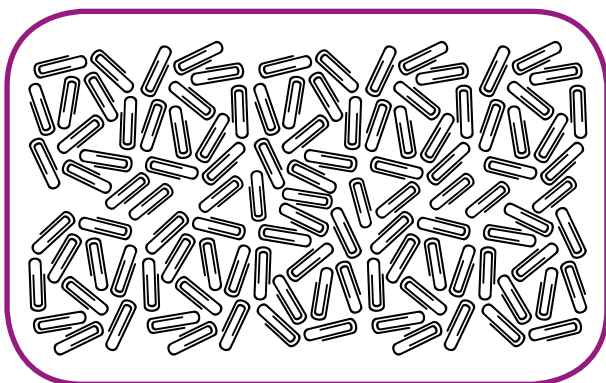
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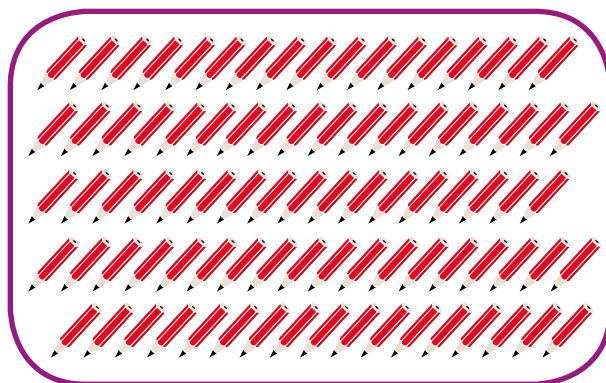
10	1



10	1



10	1



10	1

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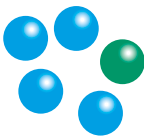
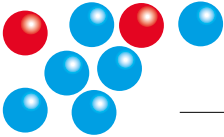
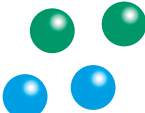
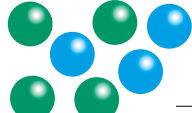
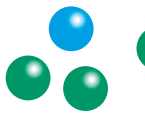
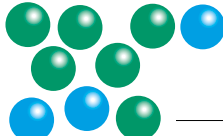
NAVN _____

The worksheet is divided into four quadrants by a horizontal and vertical line that intersect at a central circle. The quadrants contain the following visual elements:

- Top-left quadrant:** A yellow coin with the number '10' and a silver coin with the number '1'.
- Top-right quadrant:** A cluster of colorful cubes (white, red, green, blue, yellow, pink, black).
- Bottom-left quadrant:** Three red apples.
- Bottom-right quadrant:** A blue grid of 10 columns and 10 rows.

1 Hvor mange point?

-  1 point
-  5 point
-  10 point

 <u>20</u>	 _____	 _____
 _____	 _____	 _____
 _____	 _____	 _____
 _____	 _____	 _____

2 Tegn kugler så det passer med pointene.

15	42	71
29	57	86
34	60	93

3 Hvor mange forskellige point kan du få med tre kugler?

○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○
○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○

NAVN _____

Runde	Du slog	Din makker slog	Hvem vandt?
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	

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ANTAL SPILLERE: 2

MATERIALER: Blyant og tisedet terning

SPILLEREGLER:

Slå med en tisedet terning. Vælg om slaget skal være en ener eller en tier.

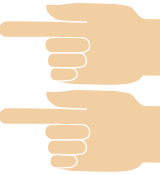
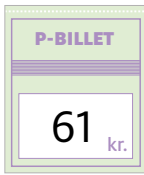
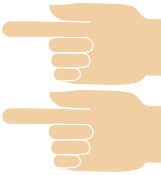
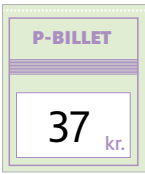
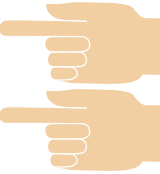
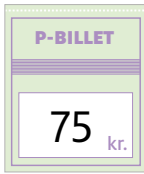
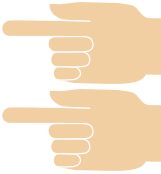
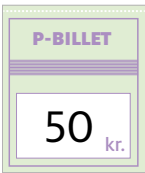
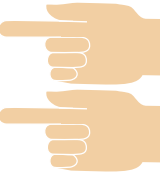
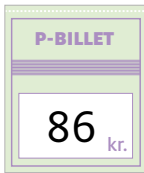
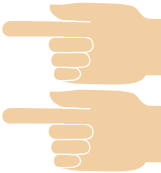
Slå igen. Hvis første slag var en ener, er dette en tier.

Hvem slog det største tal?

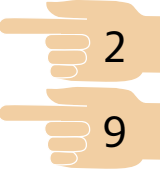
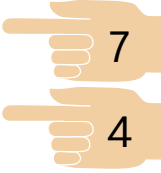
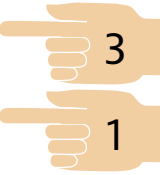
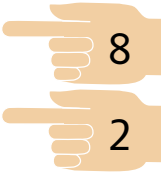
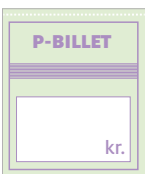
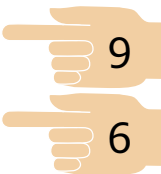
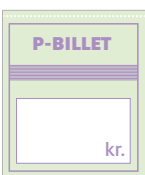
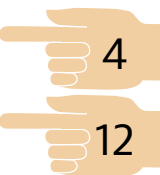
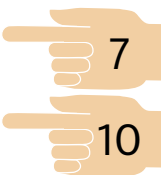
Hvem er bedst efter 10 runder?

NAVN _____

1 Hvor mange gange skal du trykke på knapperne for at betale?

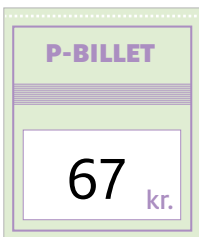
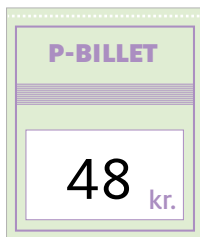
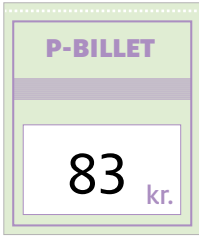
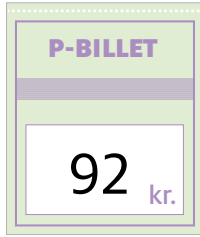
  10 kr.   1 kr. 	  10 kr.   1 kr. 
  10 kr.   1 kr. 	  10 kr.   1 kr. 
  10 kr.   1 kr. 	  10 kr.   1 kr. 

2 Hvilket beløb skal der stå på P-billetten?

  10 kr.  2  1 kr.  9	  10 kr.  7  1 kr.  4
  10 kr.  3  1 kr.  1	  10 kr.  8  1 kr.  2
  10 kr.  6  1 kr.  6	  10 kr.  9  1 kr.  6
  10 kr.  4  1 kr.  12	  10 kr.  7  1 kr.  10

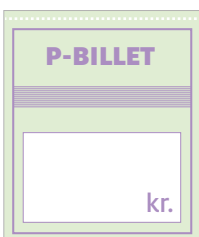
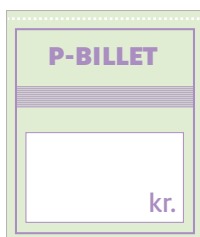
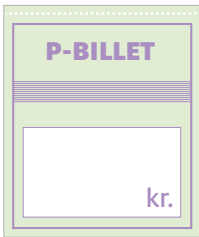
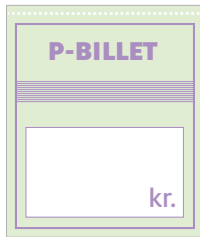
NAVN _____

1 Hvor mange gange skal du trykke på knapperne for at betale?

	 10 kr.  6  5 kr.   2 kr.   1 kr. 		 10 kr.   5 kr.   2 kr.   1 kr. 
	 10 kr.   5 kr.   2 kr.   1 kr. 		 10 kr.   5 kr.   2 kr.   1 kr. 

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2 Hvilket beløb skal der stå på P-billetten?

	 10 kr.  7  5 kr.  1  2 kr.  2  1 kr. 		 10 kr.  2  5 kr.  2  2 kr.  2  1 kr.  2
	 10 kr.  3  5 kr.  4  2 kr.   1 kr.  1		 10 kr.  1  5 kr.  2  2 kr.  3  1 kr.  4

NAVN _____

Mønstre og tegning



Hvad er mønstret?

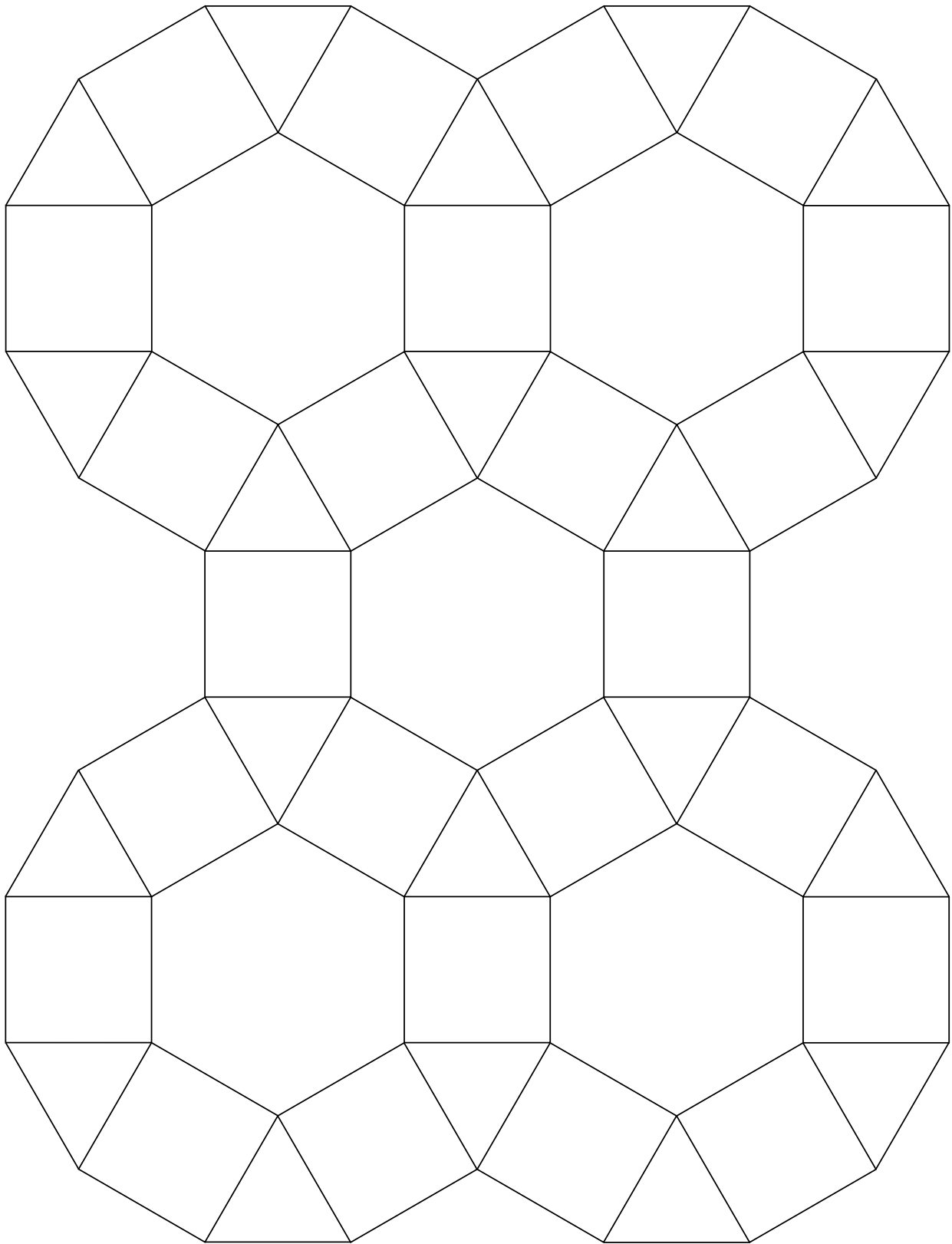
Kan det tegnes?

2 Læg mønstre

ELEVBOG 1 B · SIDE 17

ARBEJDSARK **36**

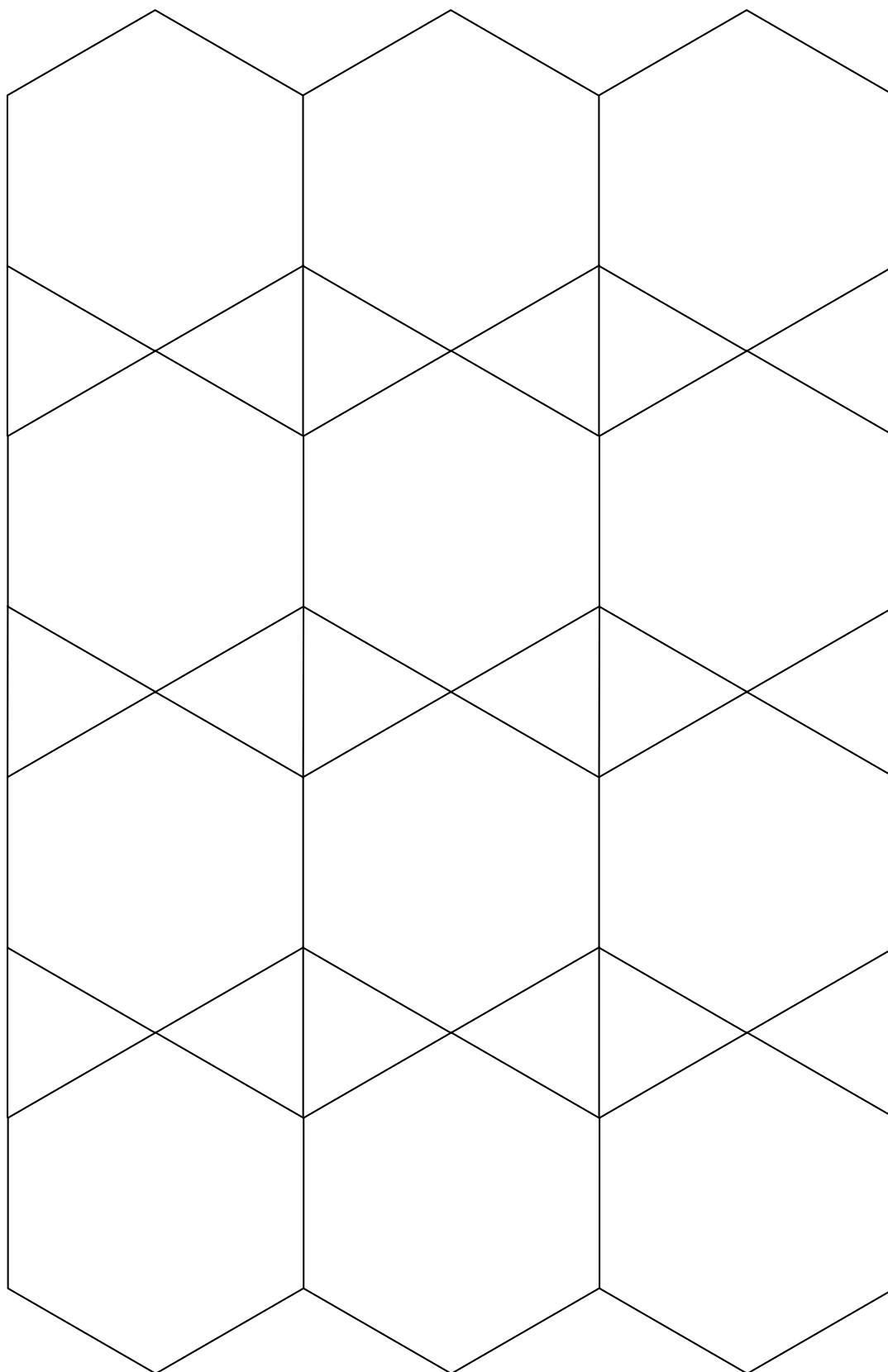
Kan du fortsætte mønstret, så det bliver større?



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NAVN _____

Kan du fortsætte mønstret, så det bliver større?



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NAVN _____

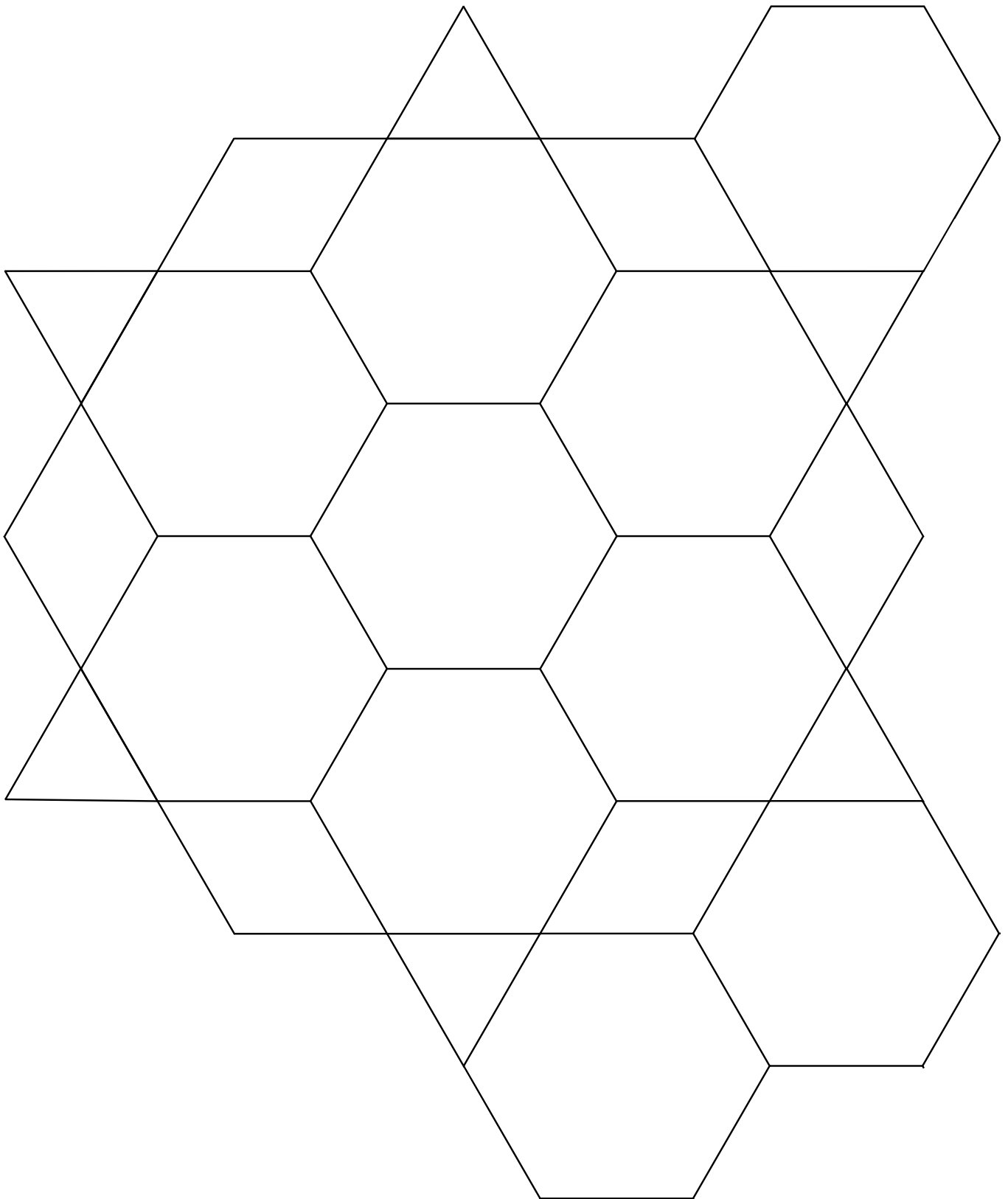
2 Læg mønstre

ELEVBOG 1 B · SIDE 17

ARBEJDSARK

38

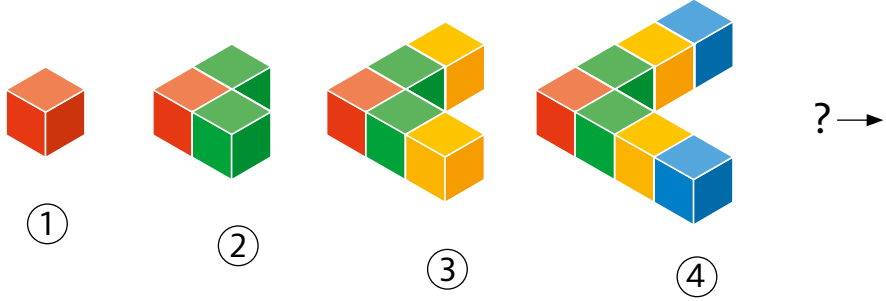
Kan du fortsætte mønstret, så det bliver større?



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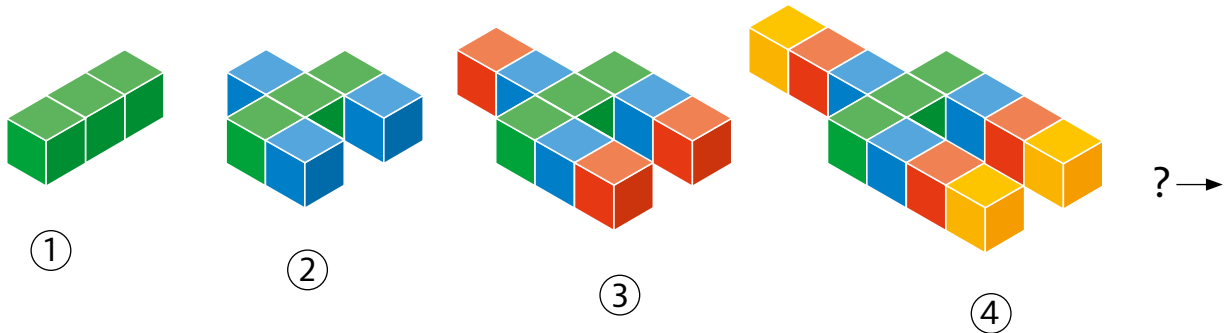
NAVN _____

Byg de tre næste figurer. Find systemet.



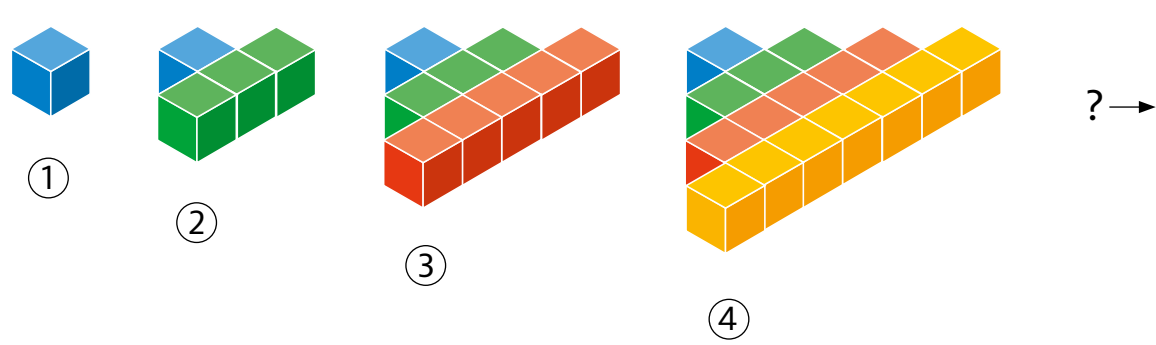
① ② ③ ④ ? →

Hvor mange kuber er der i figur 8? _____



① ② ③ ④ ? →

Hvor mange kuber er der i figur 8? _____



① ② ③ ④ ? →

Hvor mange kuber er der i figur 6? _____

Find selv på figurer, der vokser på en bestemt måde.

NAVN _____

3 Find talmønstre

ARBEJDSARK

40

Byg de næste tre figurer.



①



②

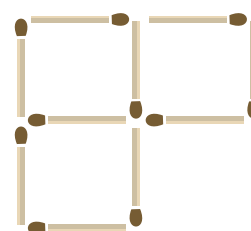


③

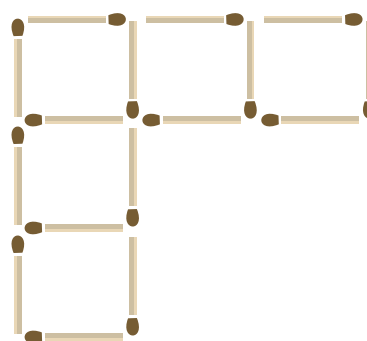
Hvor mange tændstikker er der i figur 6? _____



①

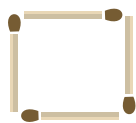


②

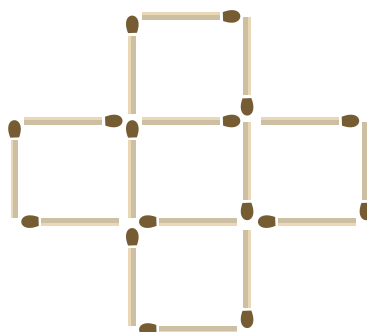


③

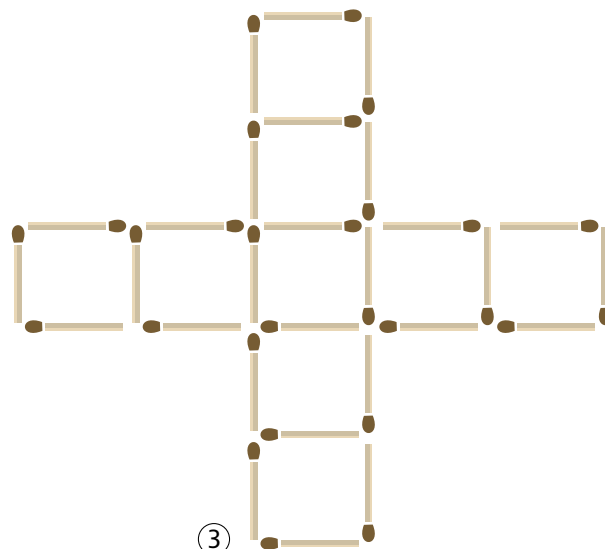
Hvor mange tændstikker er der i figur 6? _____



①



②



③

Hvor mange tændstikker er der i figur 5? _____

Find selv på figurer, der vokser på en bestemt måde.

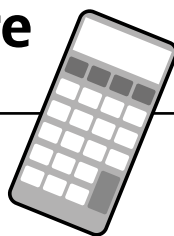
NAVN _____

3 Find talmønstre

ARBEJDSARK

41

Brug lommeregneren



$2 + 5$

$12 + 5$

$22 + 5$

$5 + 10$

$5 + 20$

$5 + 30$

$123 + 321$

$234 + 432$

$345 + 543$

$1 + 10$

$1 + 100$

$1 + 1000$

$10 + 10$

$10 + 100$

$10 + 1000$

$100 + 10$

$100 + 100$

$100 + 1000$

$11 + 11$

$11 + 11 + 11$

$11 + 11 + 11 + 11$

$11 + 22$

$11 + 22 + 33$

$11 + 22 + 33 + 44$

$2 + 20$

$2 + 20 + 200$

$2 + 20 + 200 + 2000$

$4 + 30$

$4 + 30 + 200$

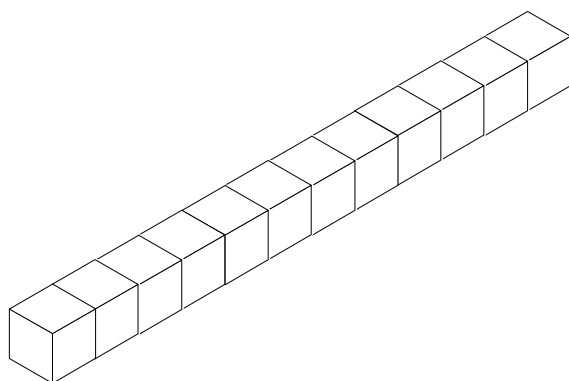
$4 + 30 + 200 + 1000$

4 Læg kubemønstre

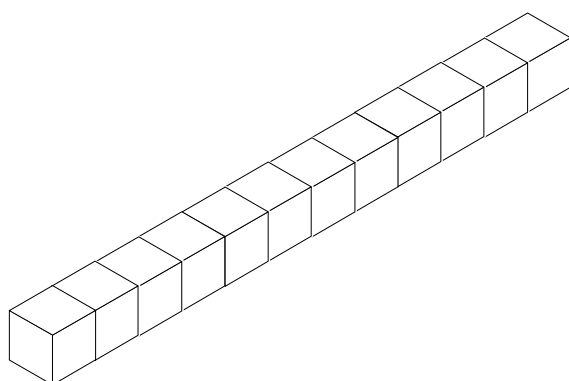
ELEVBOG 1 B · SIDE 17

ARBEJDSARK

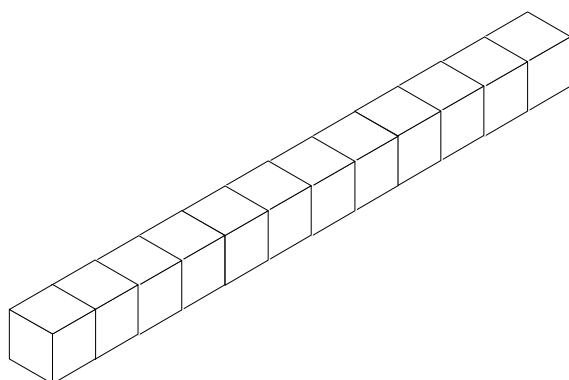
42



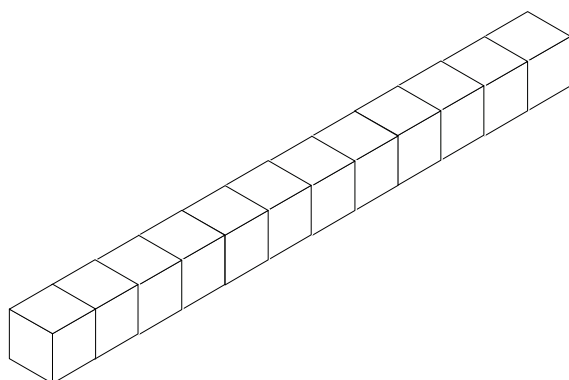
Du må bruge
røde og blå
kuber



Du må bruge
grønne og blå
kuber



Du må bruge
grønne, blå og
røde kuber



Du må bruge
røde og orange
kuber



© ALINEA

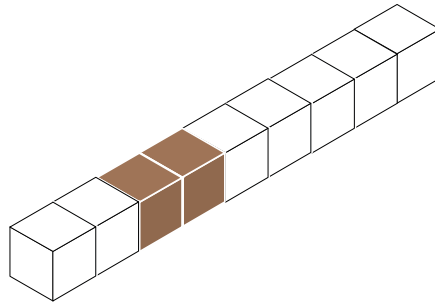
NAVN _____

4 Læg kubemønstre

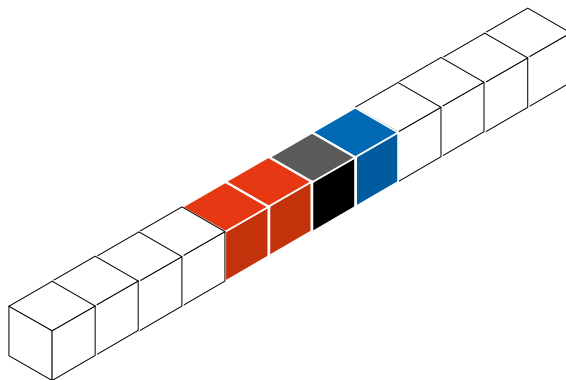
ELEVBOG 1 B · SIDE 17

ARBEJDSARK

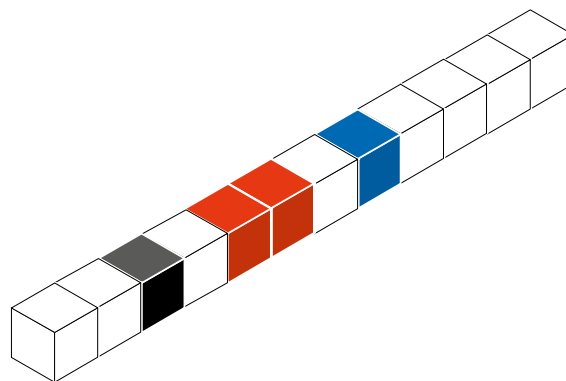
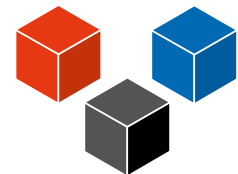
43



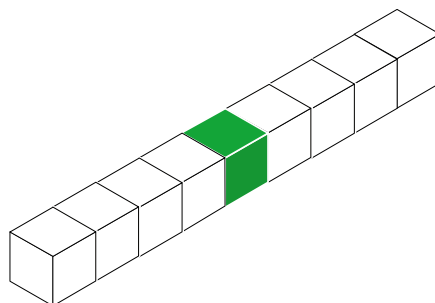
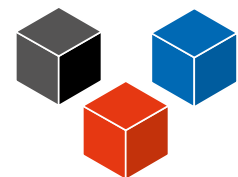
Du må bruge
blå og brune
kuber



Du må bruge
røde, blå og
sorte kuber



Du må bruge
sorte, blå og
røde kuber



Du må bruge
gule og grønne
kuber



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NAVN _____

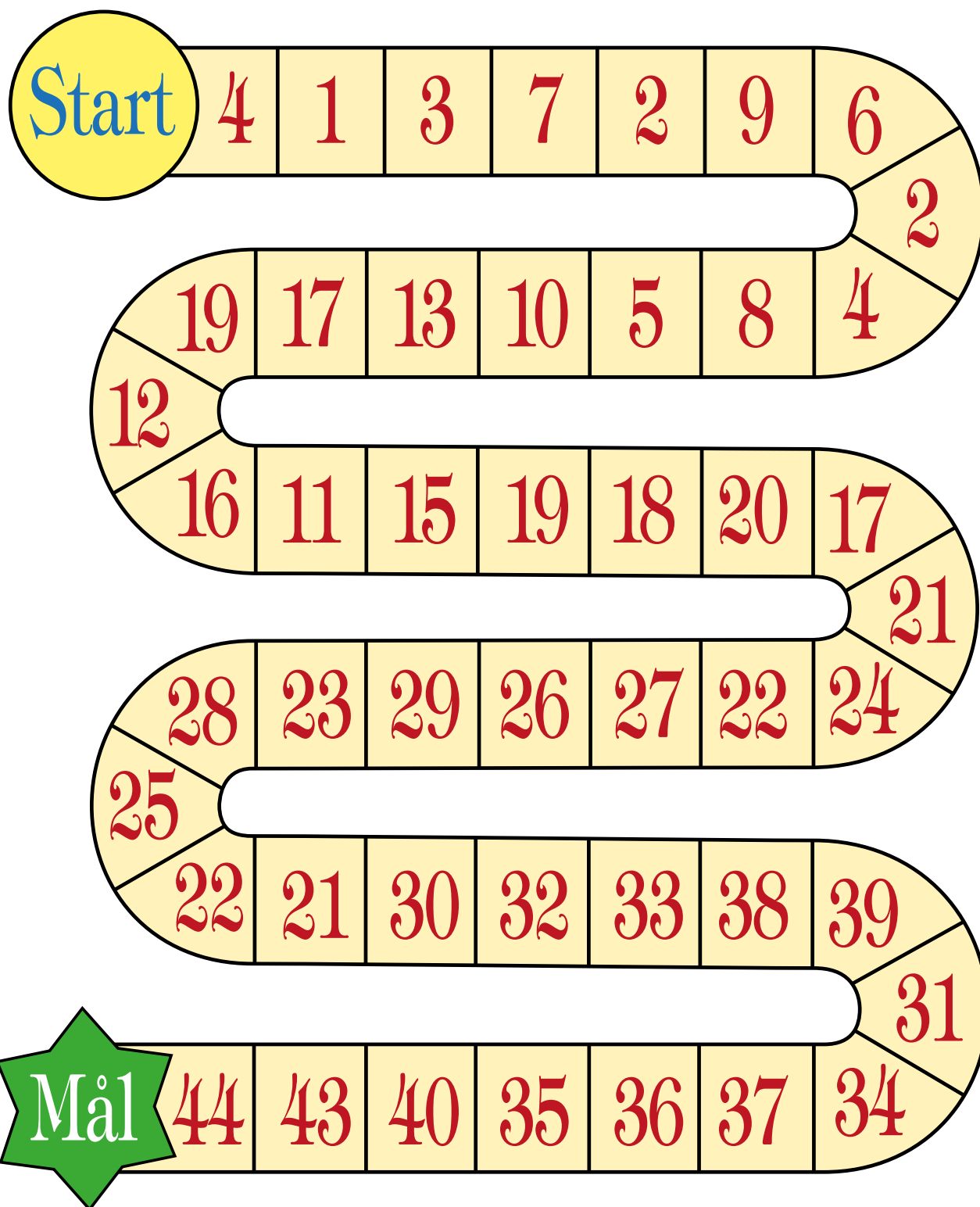
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30



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ANTAL SPILLERE: 2-4

MATERIALER: Kuber og terning

SPILLEREGLER:

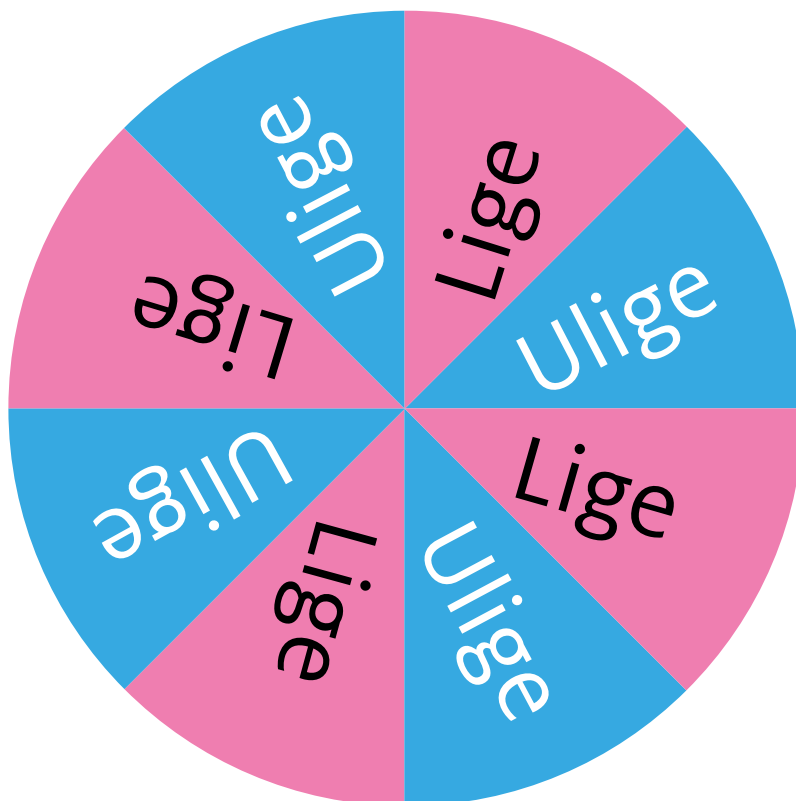
Hver spiller placerer en spillebrik ved start.

Slå på skift med terningen.

Lander du på et lige tal, må du slå igen.

Vinderen er den, der først når i mål.

NAVN _____



ANTAL SPILLERE:

2-4

MATERIALER:

Lykkehjul og
spilleplade
Clips og blyant

SPILLEREGLER:

Læg en kube på et startfelt.
Drej på skift på lykkehjulet.
Flyt kuben et felt op, ned, til højre eller til venstre, så du lander på et tal, der passer til det der stod på lykkehjulet. Lander du på et felt, hvor der er en ring om tallet, får du 1 point. Den, som kommer først til det modsatte hjørne, får 2 point. Vinderen er den, der har flest point, når en spiller er kommet i mål.

Start	24	12	28	10	4	Start
9	1	11	29	13	11	23
8	12	4	30	20	8	14
25	9	19	23	7	5	9
10	14	6	28	18	2	24
5	13	21	17	9	7	1
12 Slut	10	2	14	26	18	6 Slut

1 Farv talmønstret.

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

2 Skriv de næste tal.

7 9 11 _____

12 16 20 _____

12 14 16 _____

21 25 29 _____

11 21 31 _____

3 Lav selv talmønstre.

_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

NAVN _____



Start	+	=	+	=	+	=	+	=	+	=
1	2	3	2	5	2		2		2	
1	3	4	3		3		3			
1	5		5		5					
4	2		2		2		2			
4	3		3						3	
4	5									29
7	2		2						2	
7	3									22
			5							32

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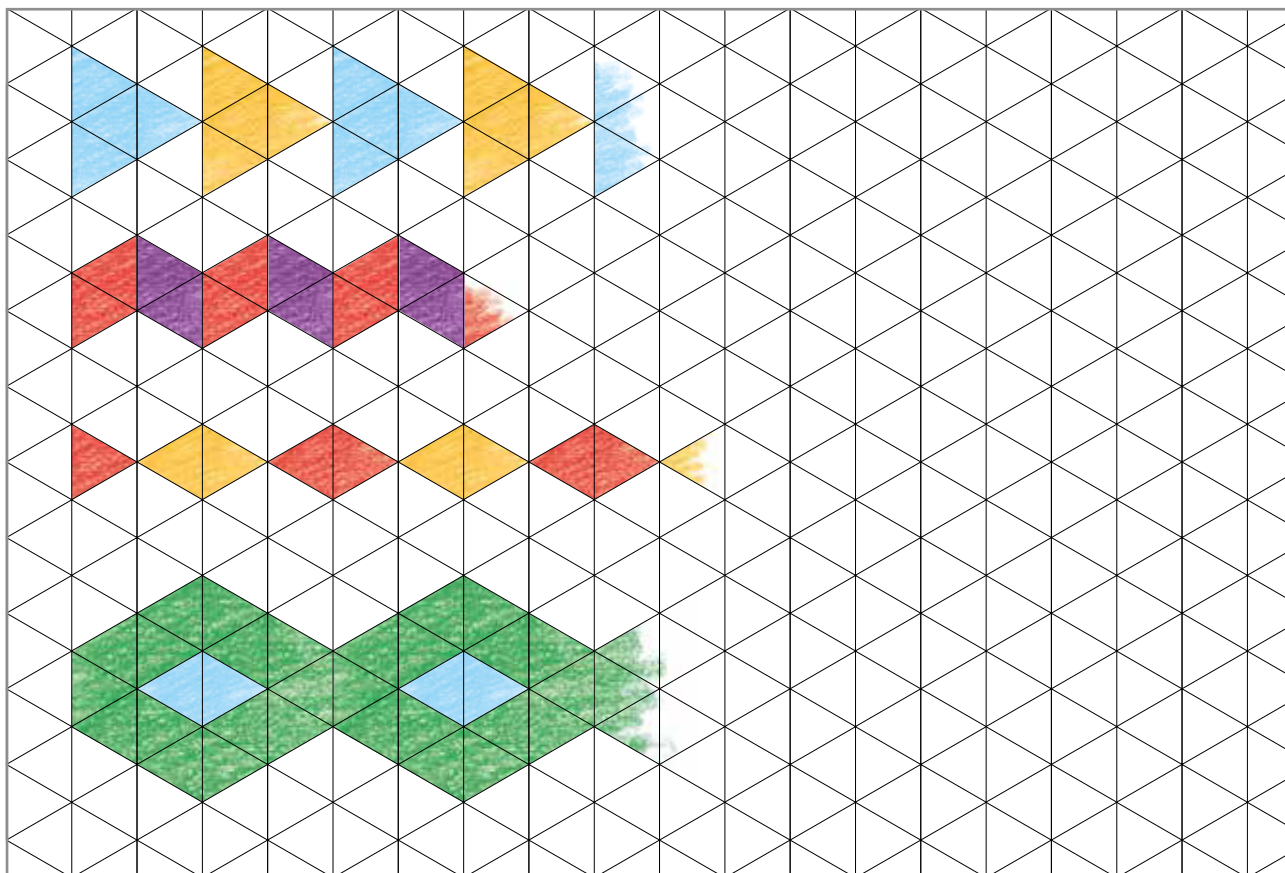
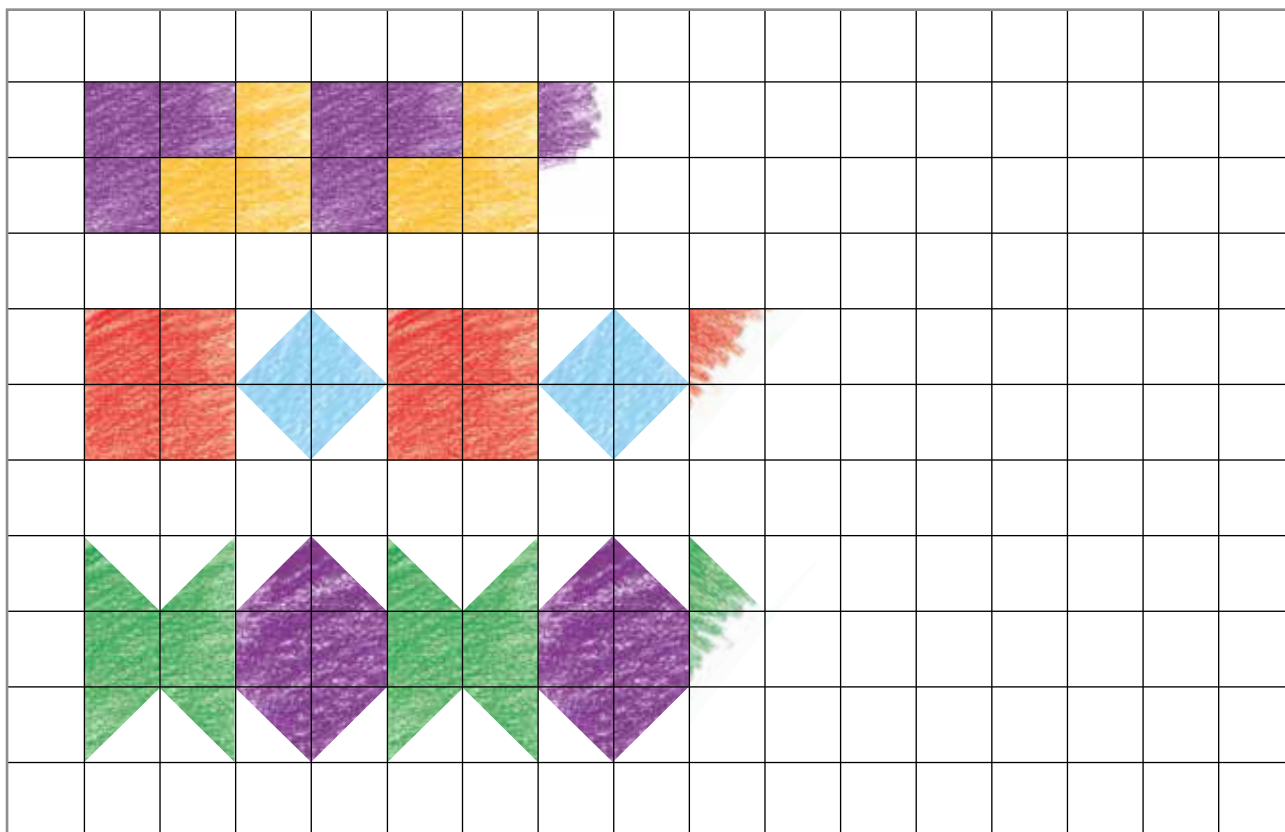
NAVN _____

Fortsæt mønstret 1

ELEVBOG 1 B · SIDE 18-25

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49



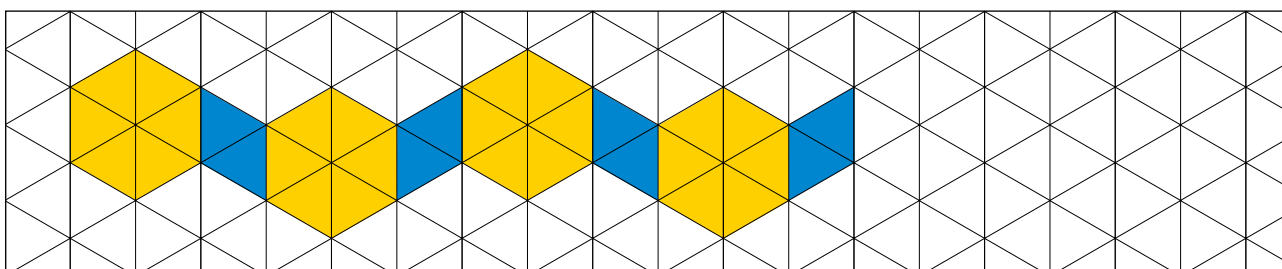
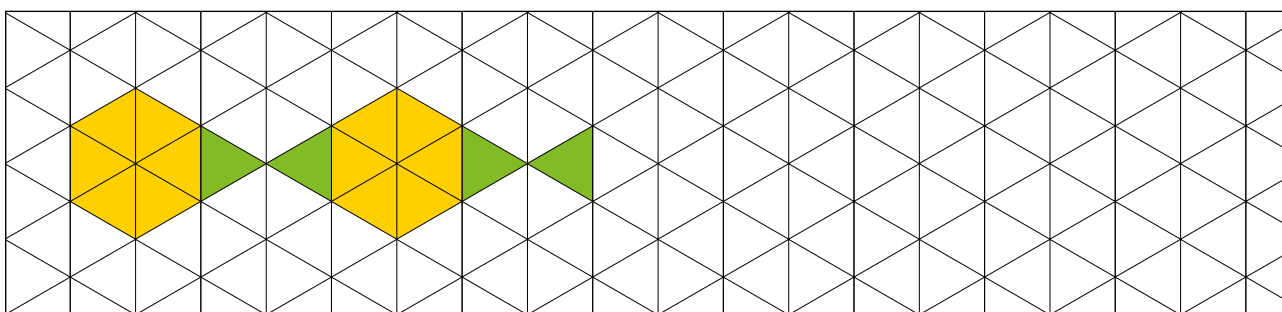
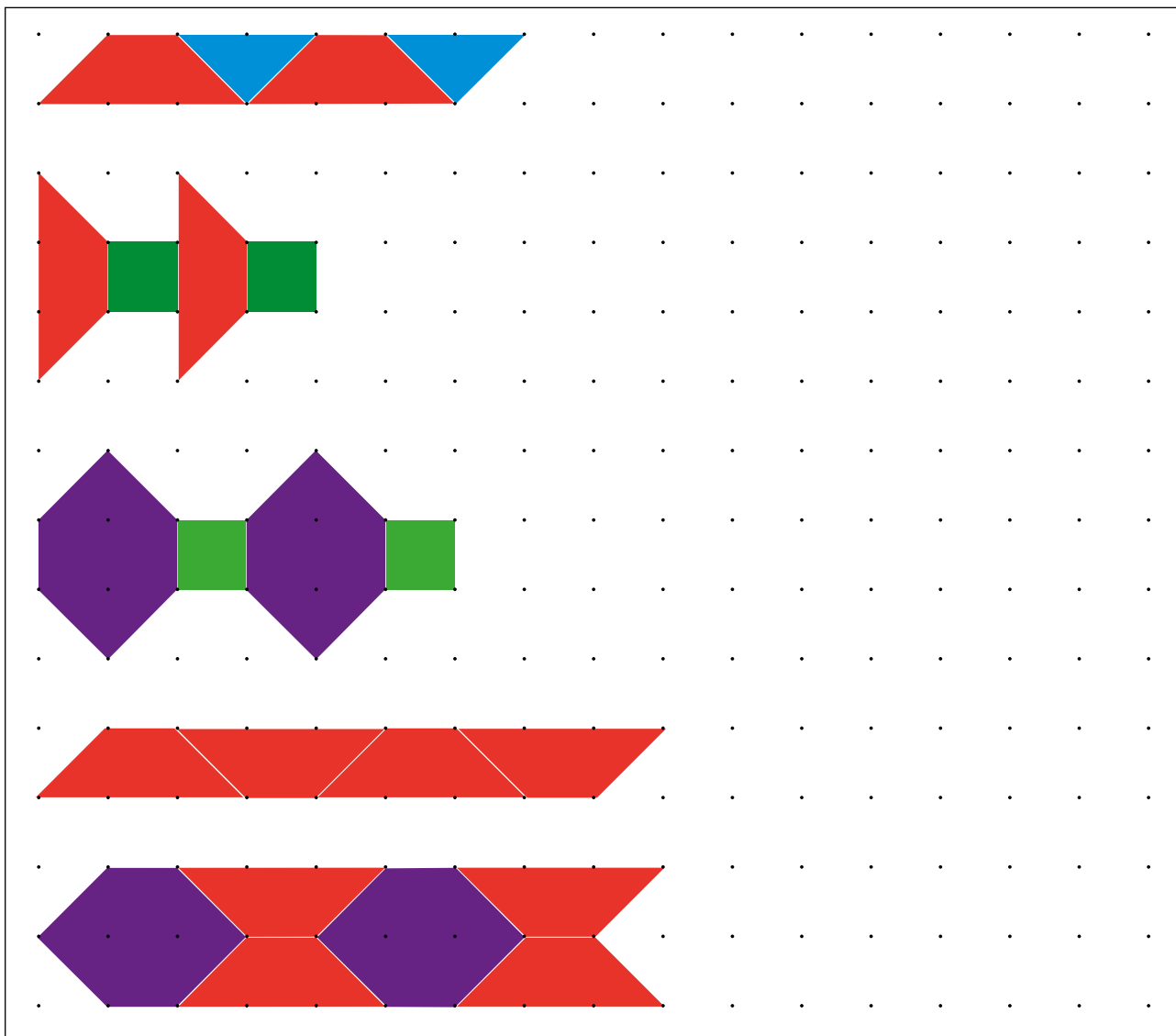
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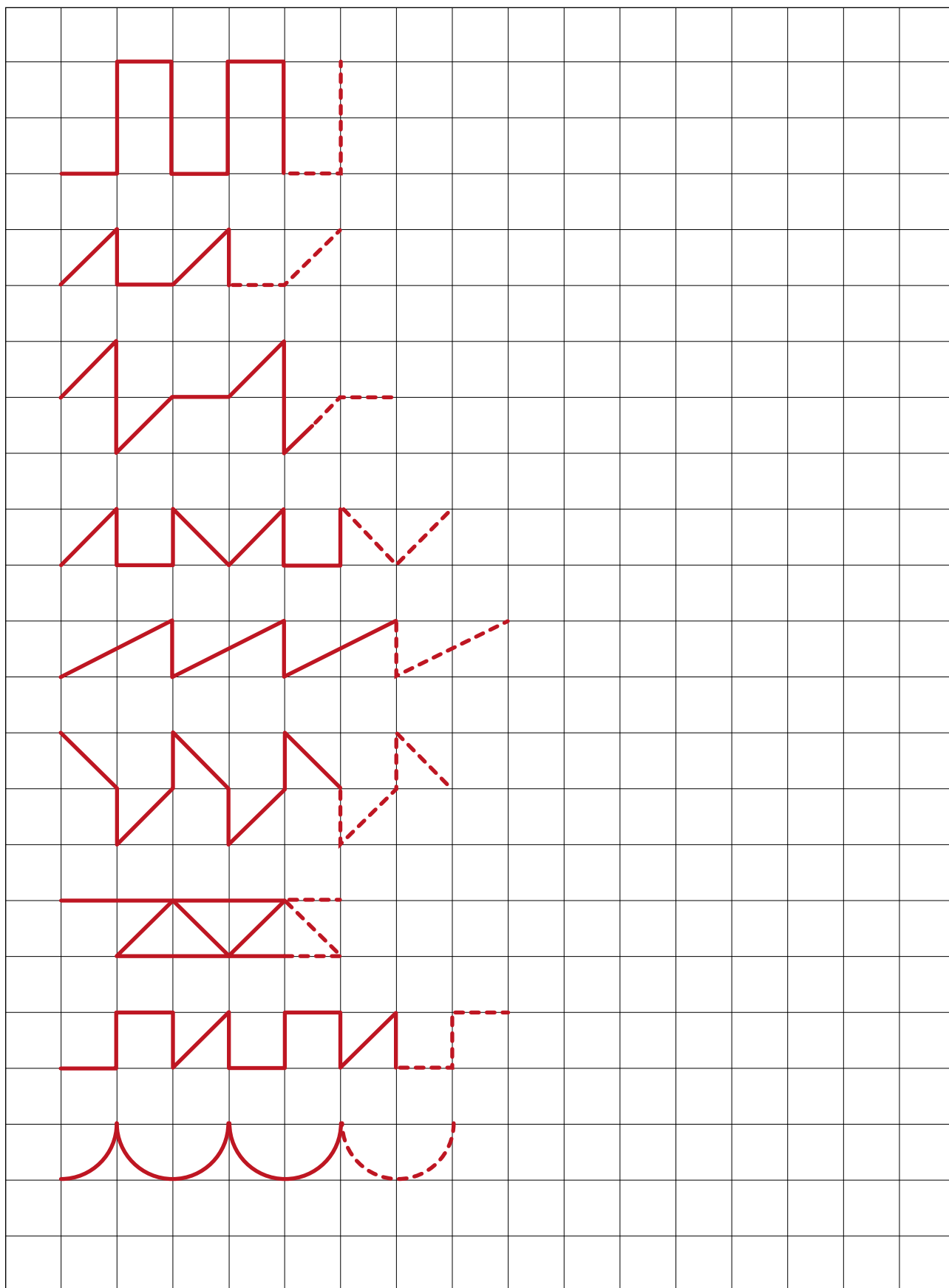
ELEVBOG 1 B · SIDE 18-25

ARBEJDSARK **50**

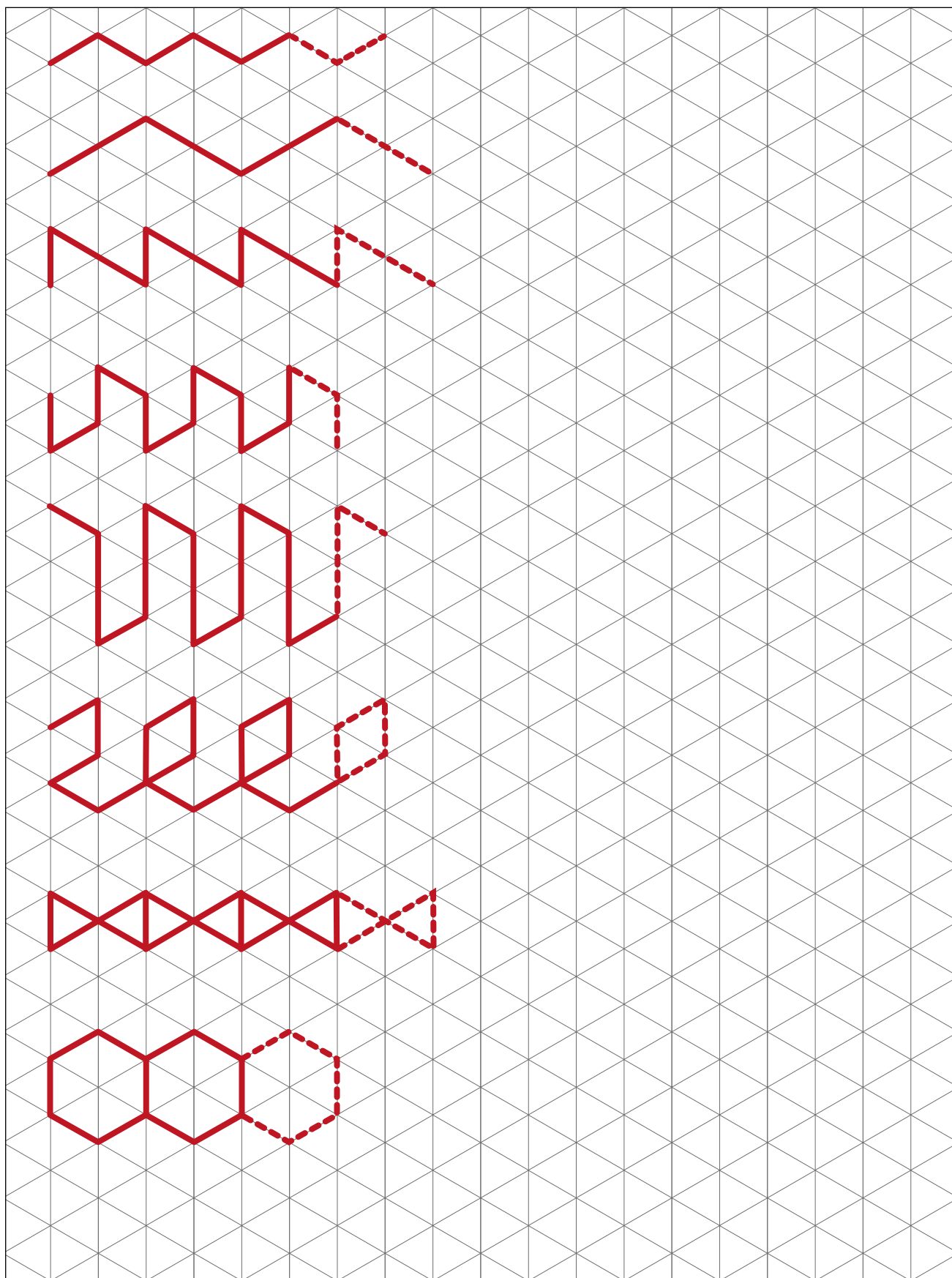
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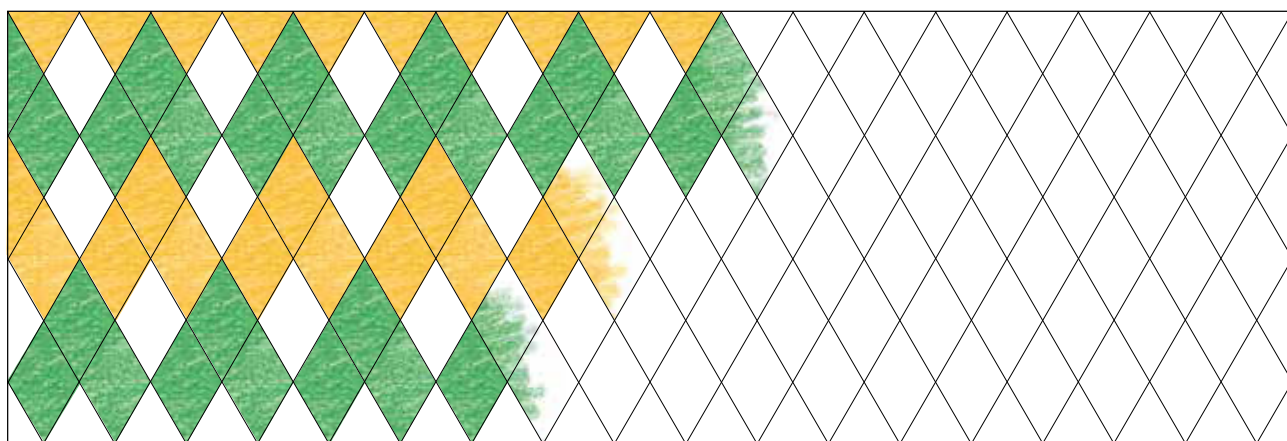
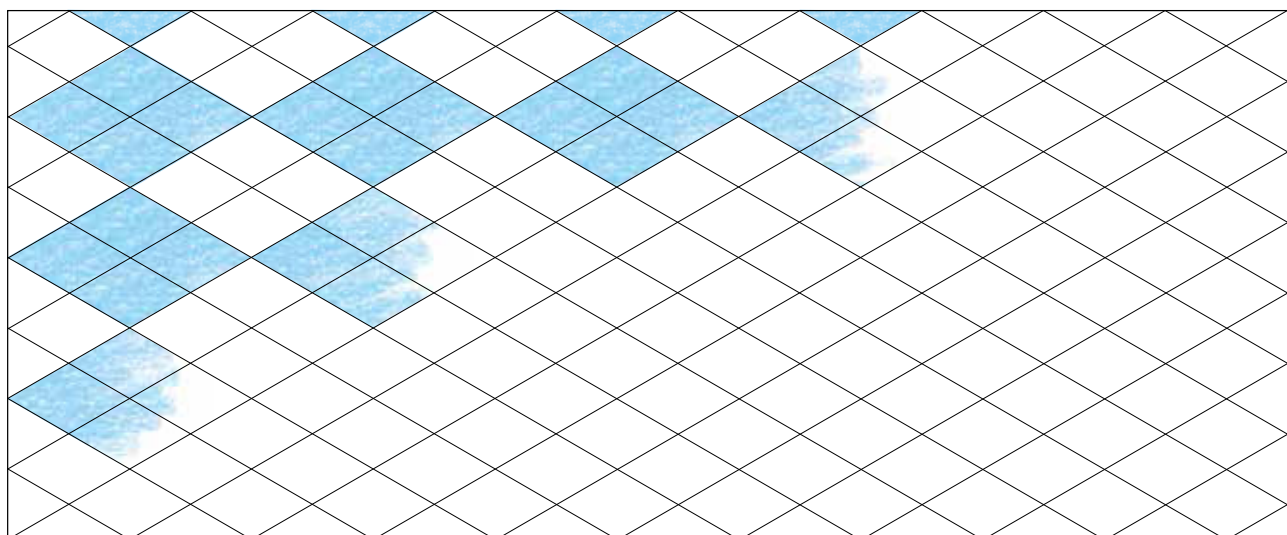
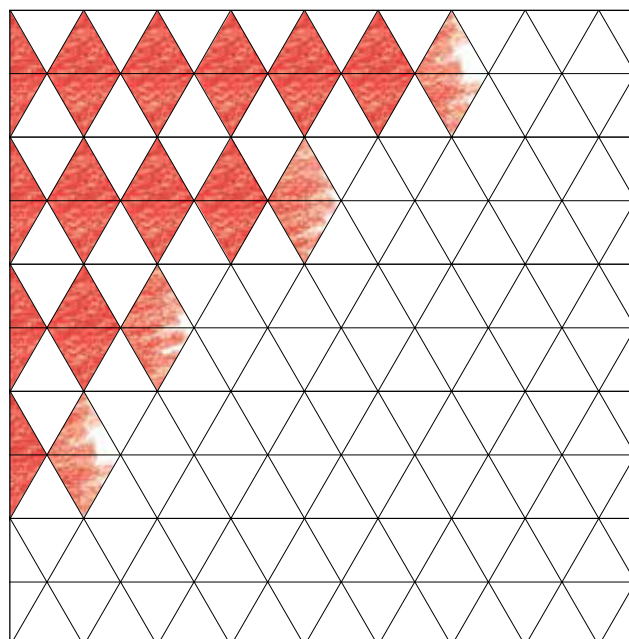
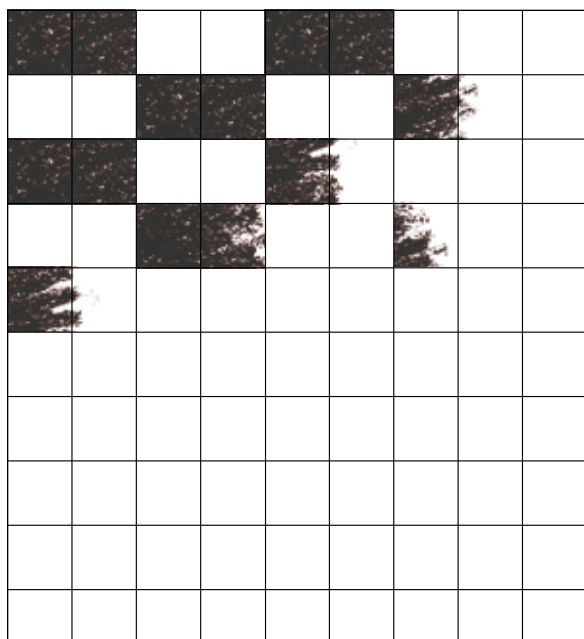
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NAVN _____



NAVN _____



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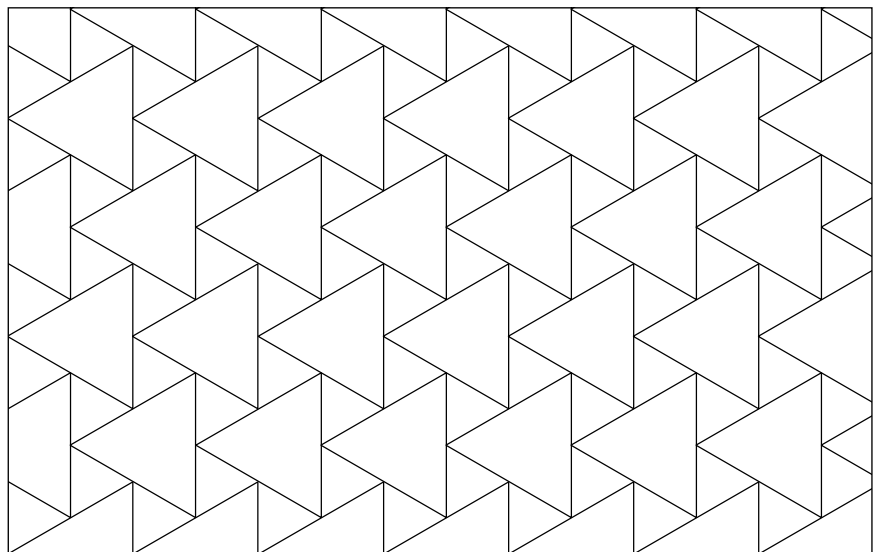
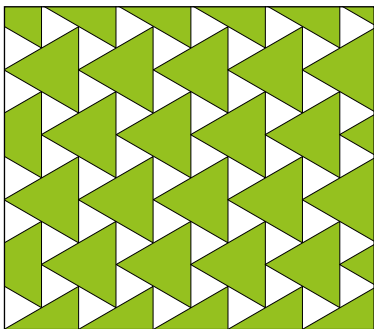
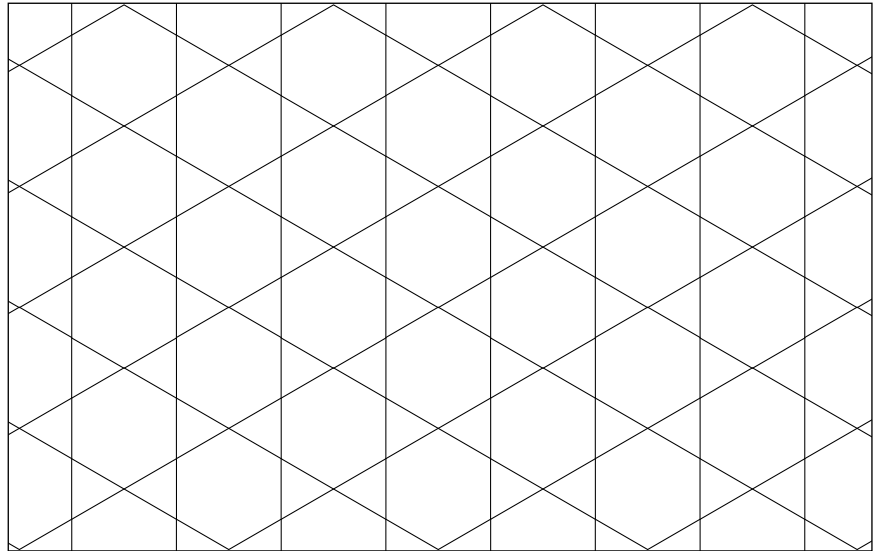
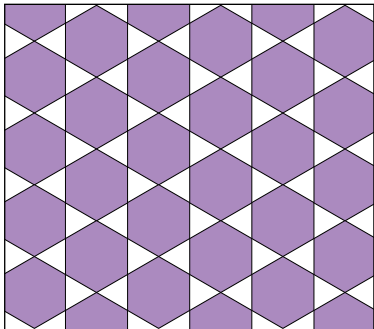
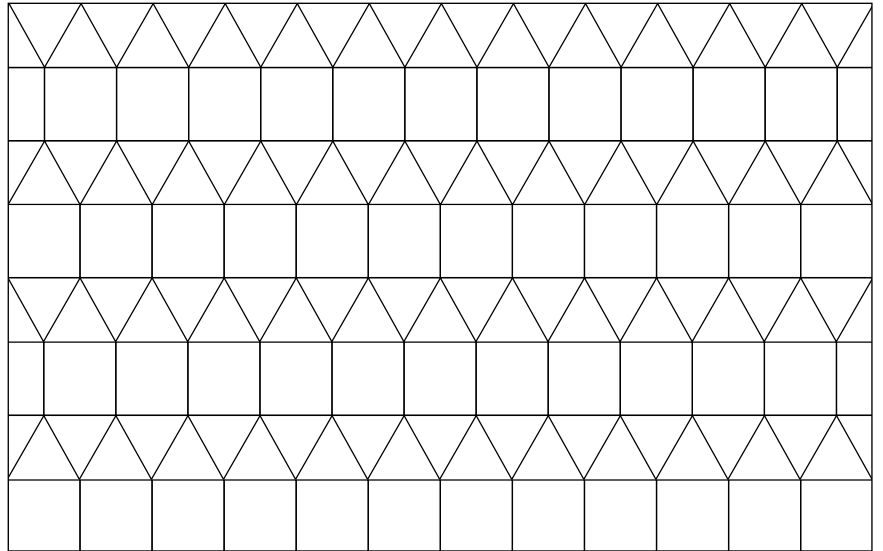
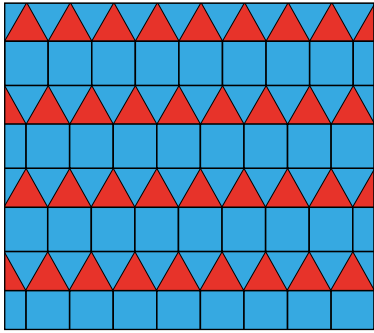
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Farv det samme mønster

ELEVBOG 1 B · SIDE 18-25

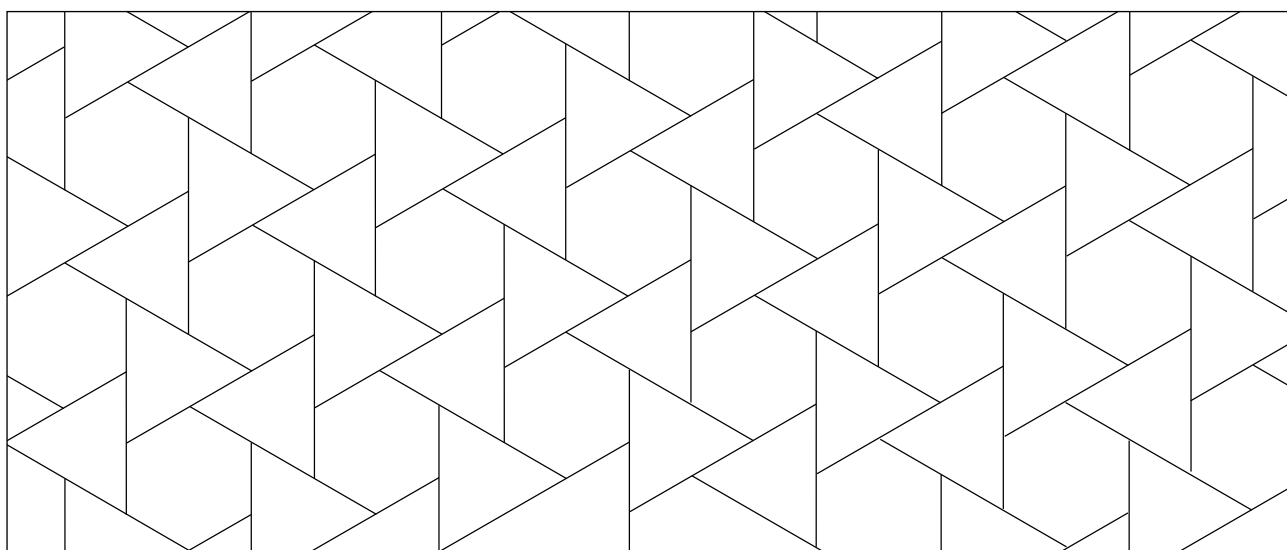
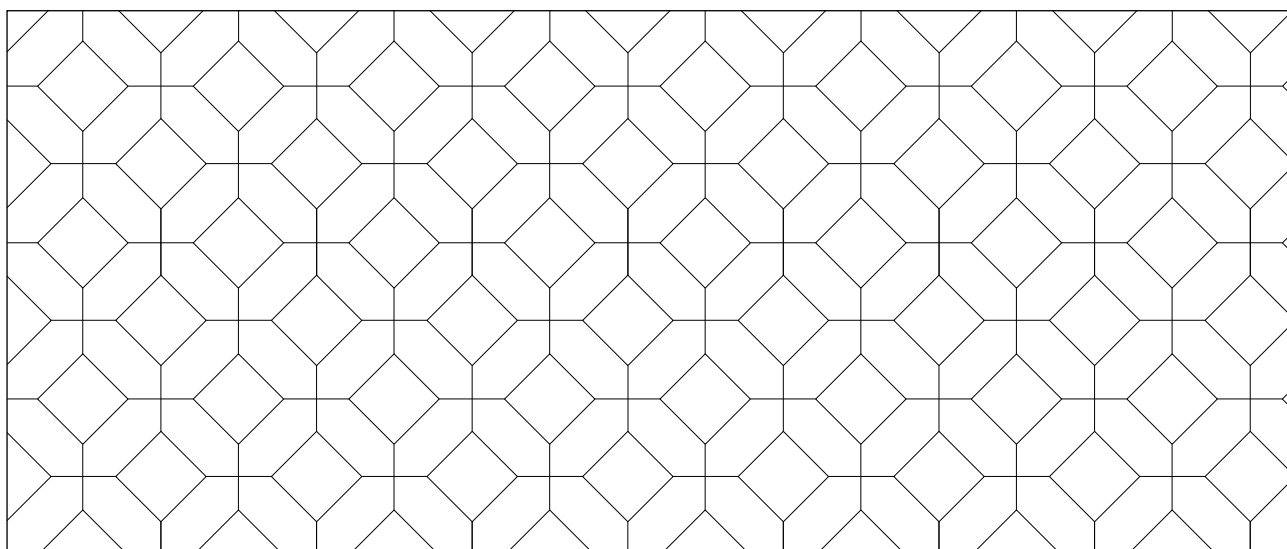
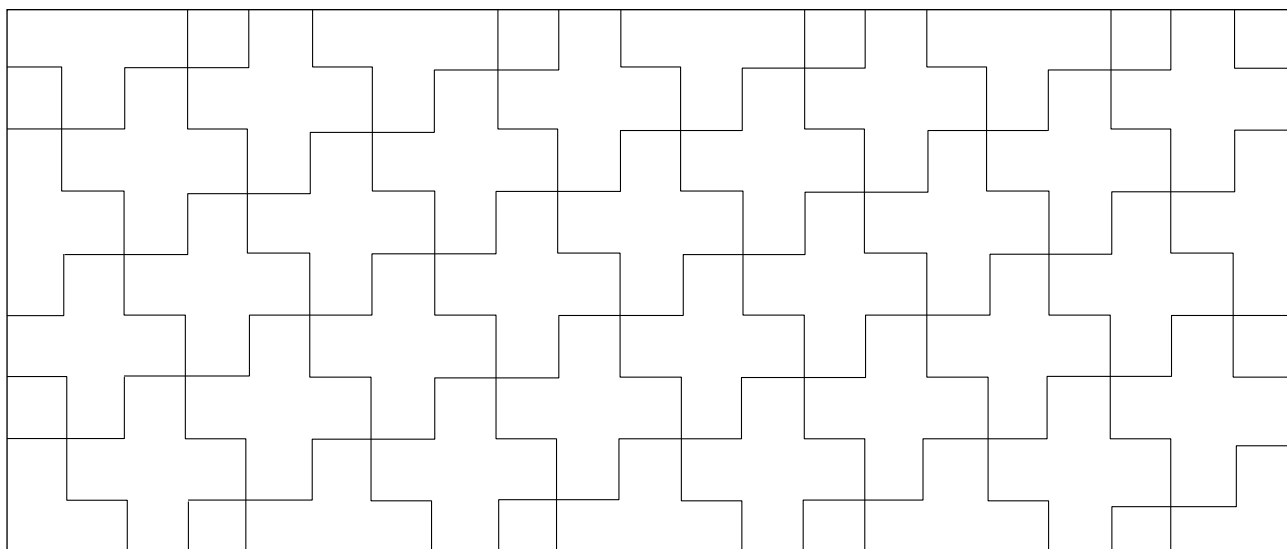
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54



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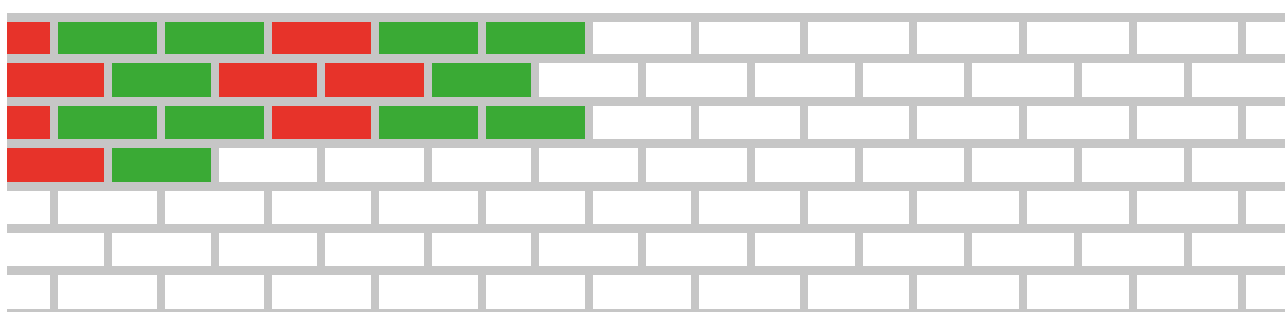
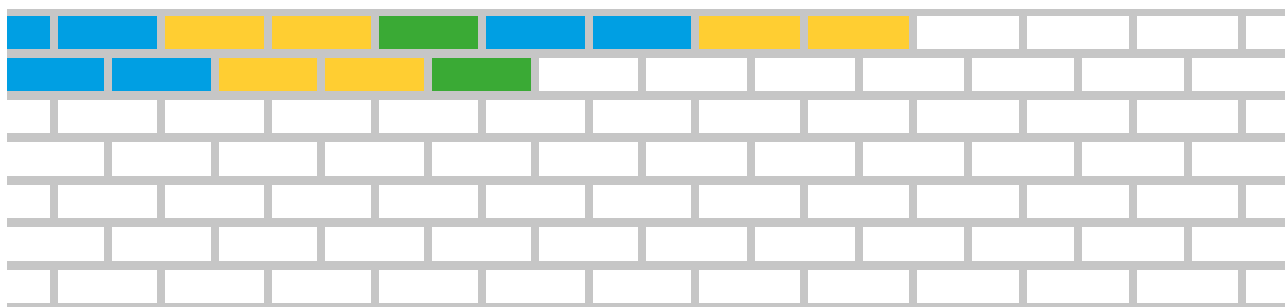
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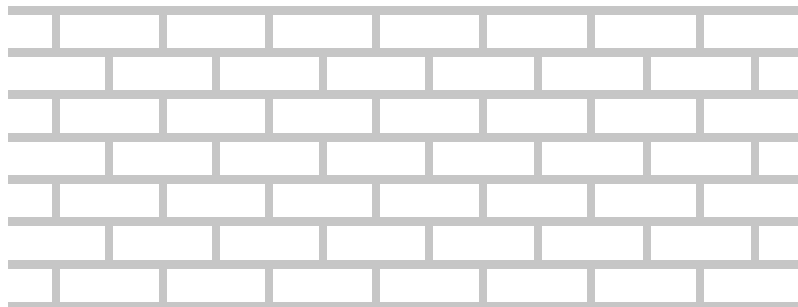
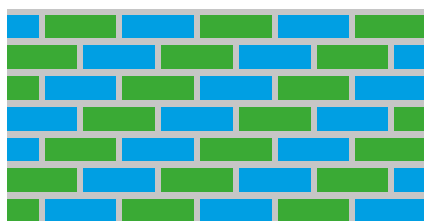
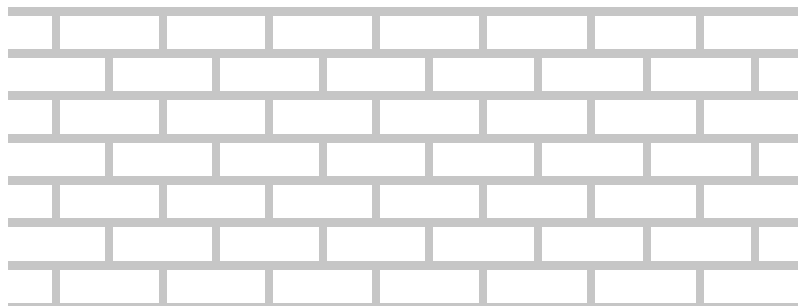
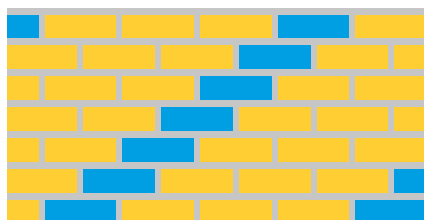
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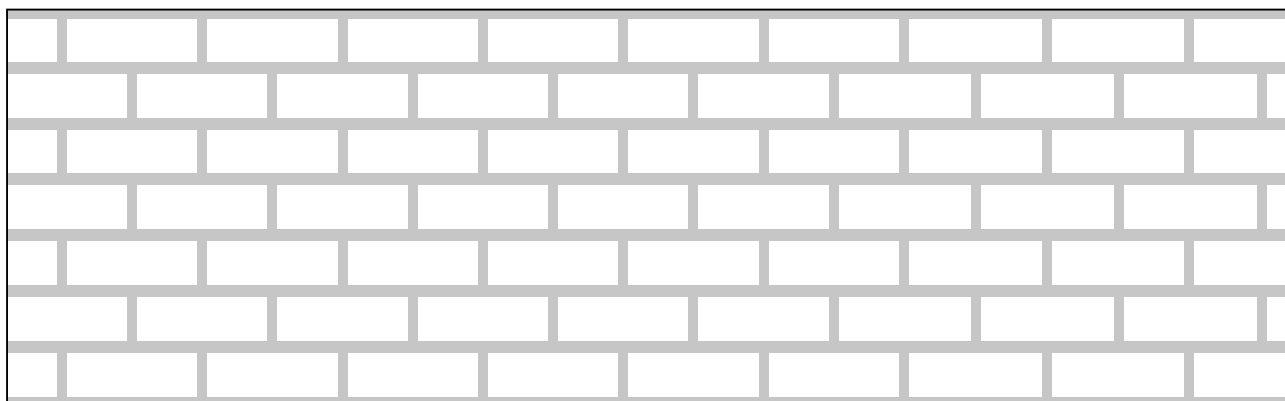
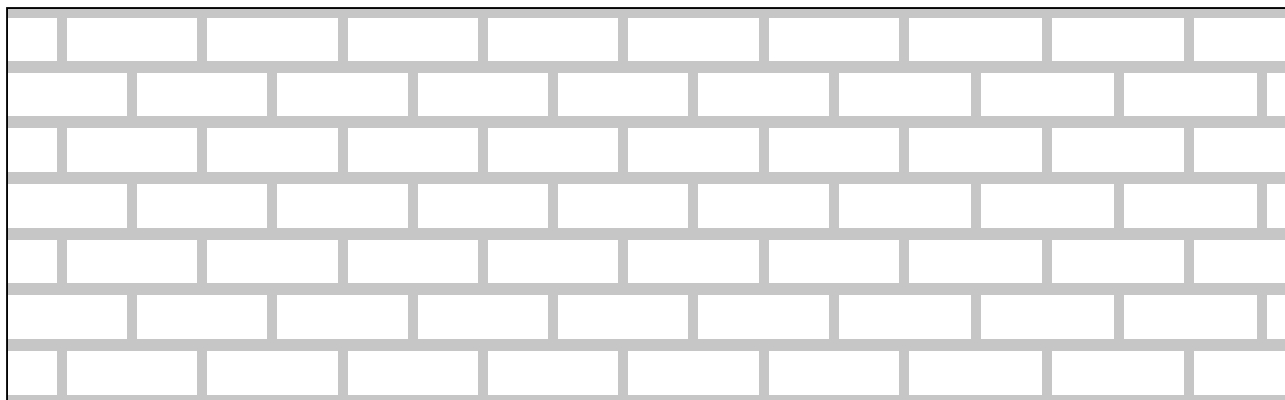
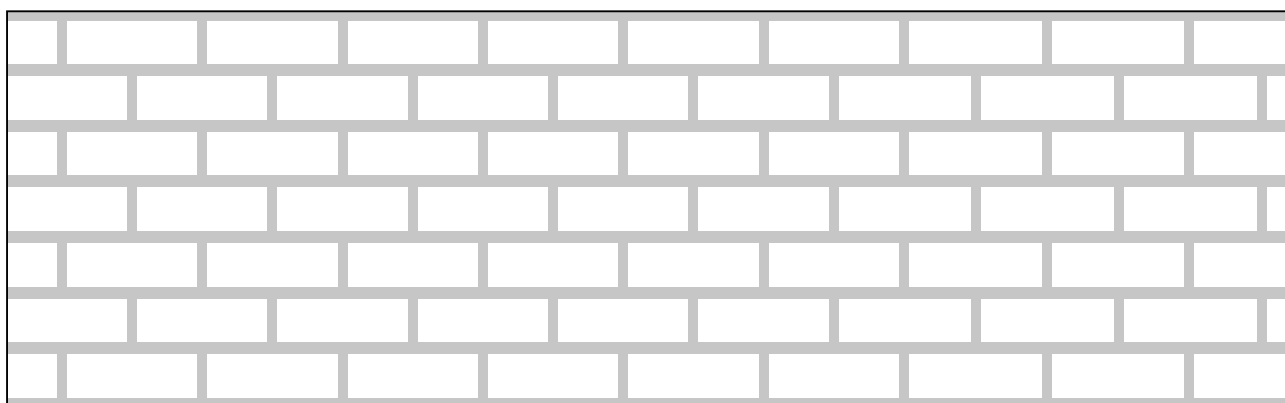
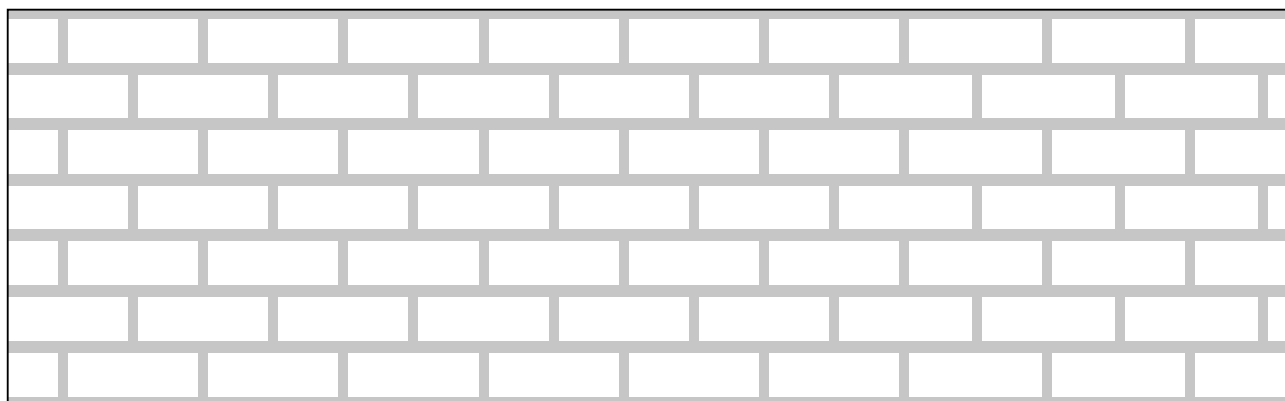
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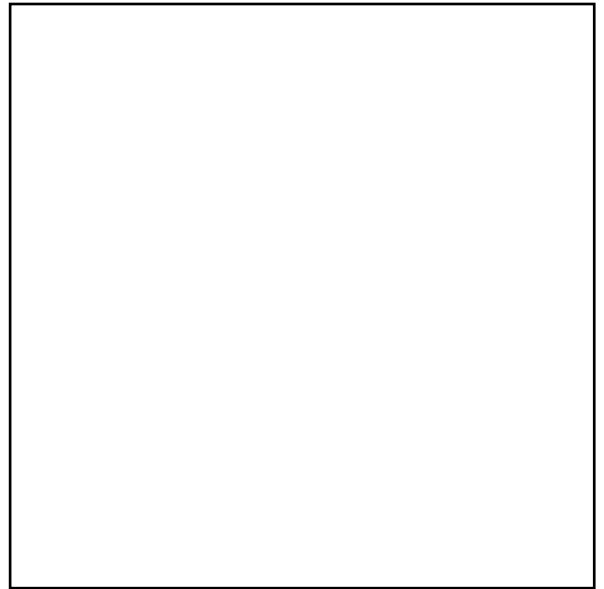
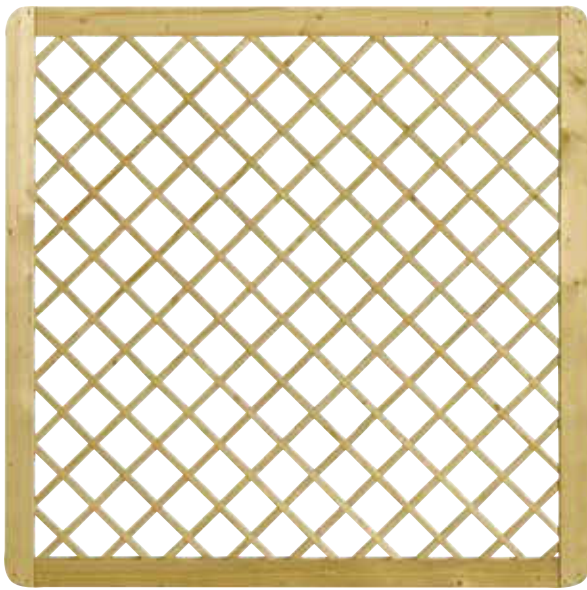


2 Tegn det samme mønster.





NAVN _____



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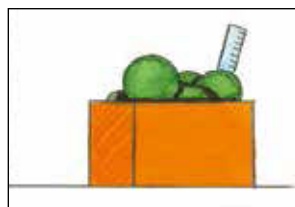
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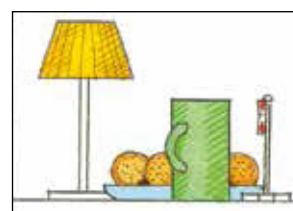
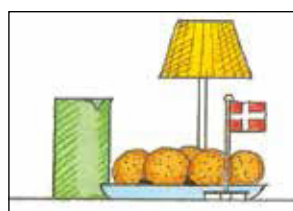
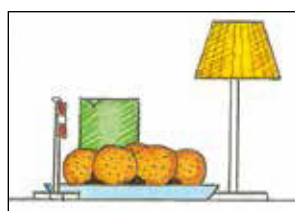
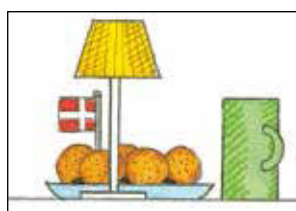
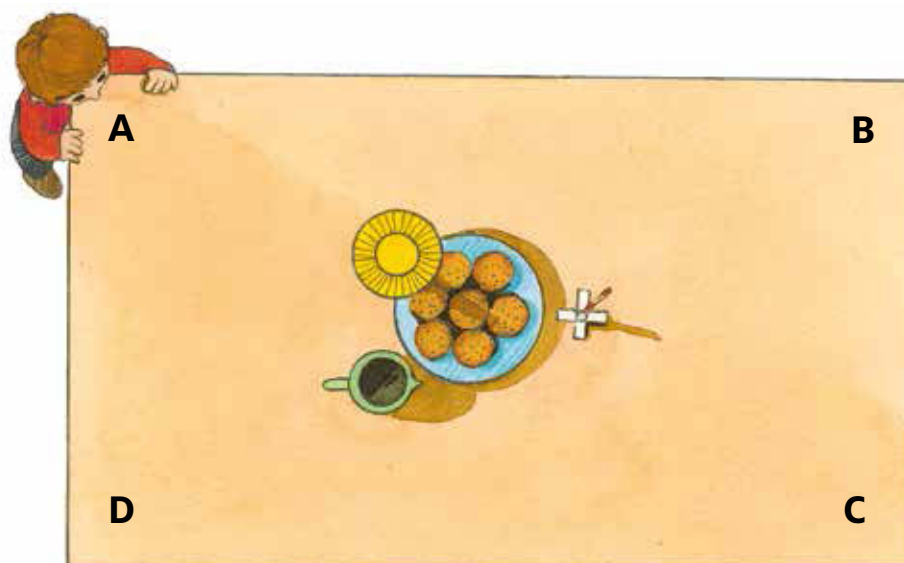
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NAVN _____





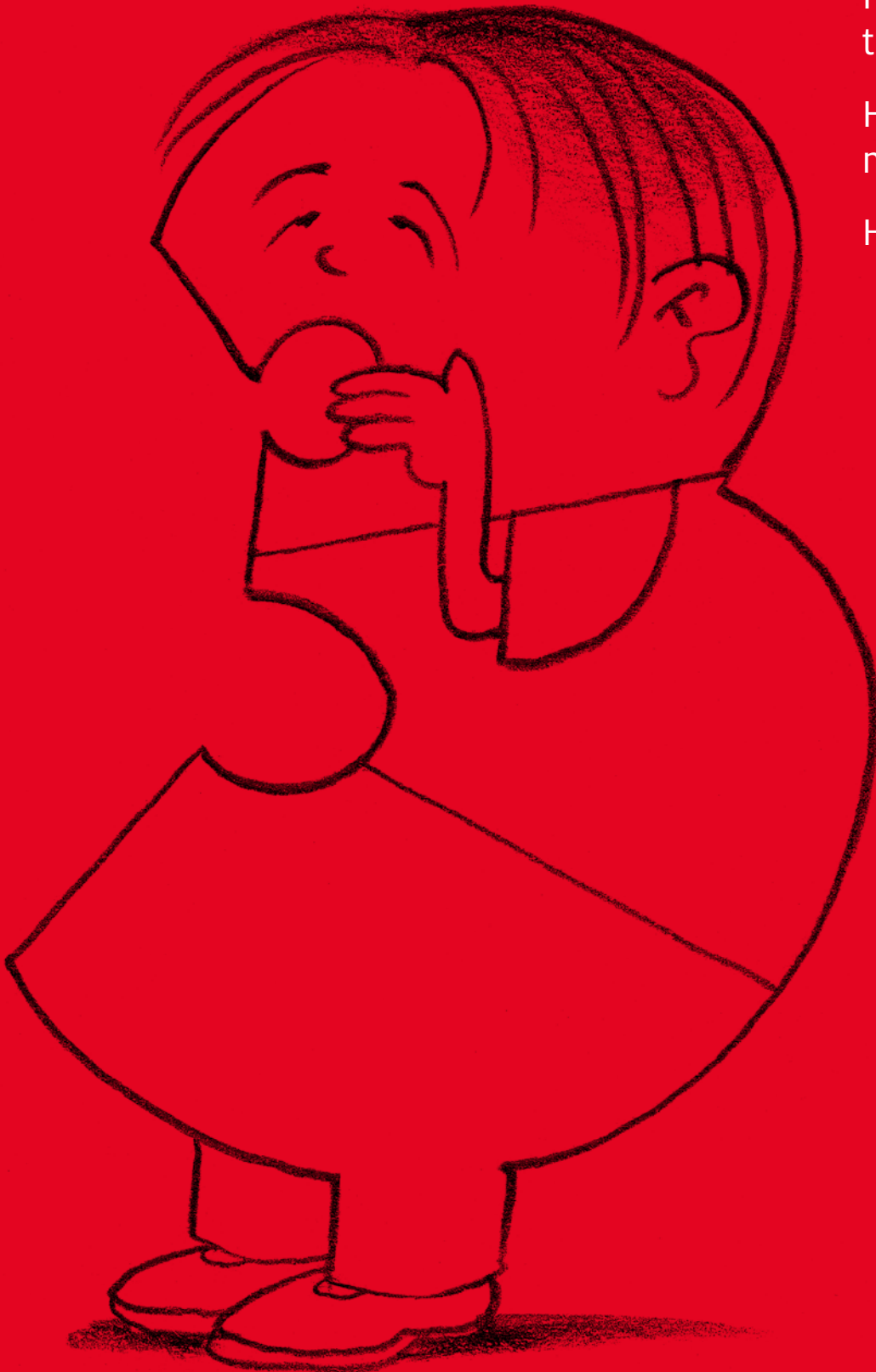
NAVN _____

Minus

Hvor mange er der tilbage?

Hvor mange penge mangler du?

Hvad er forskellen?

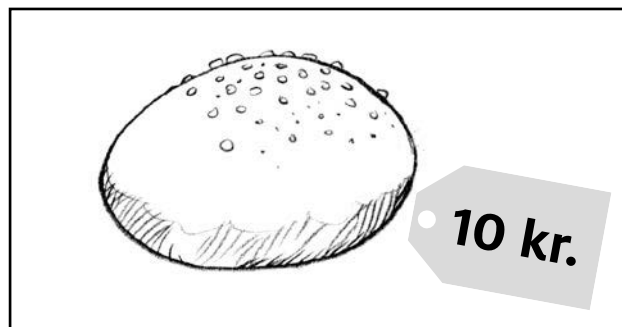
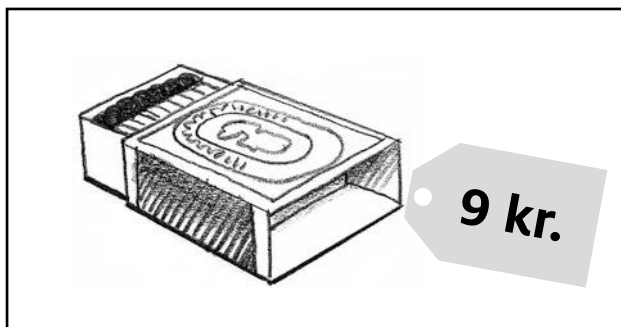
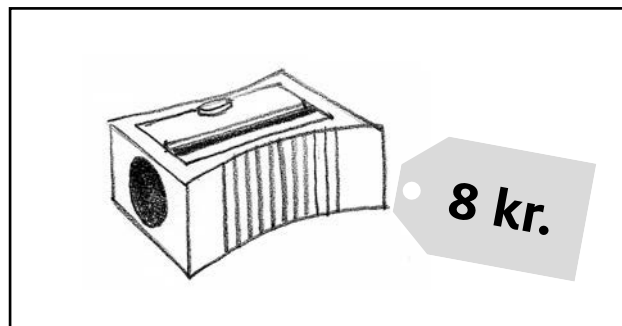
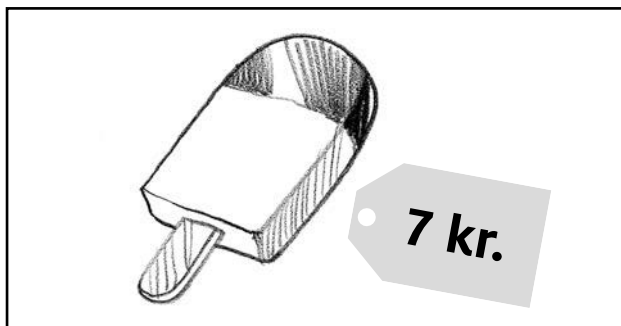
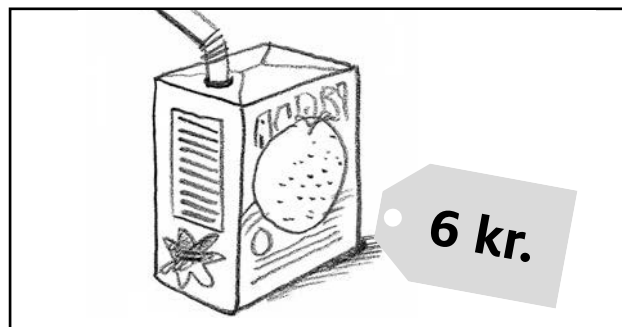
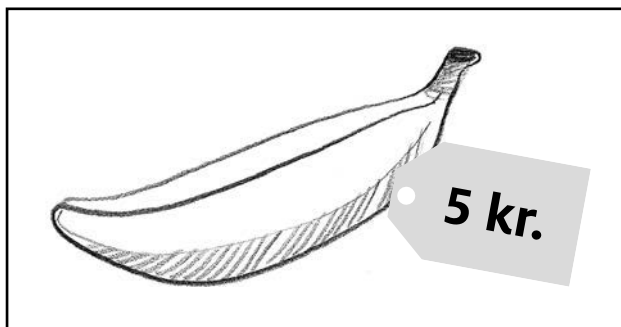
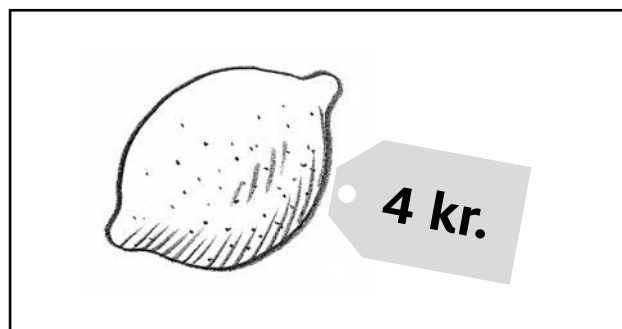
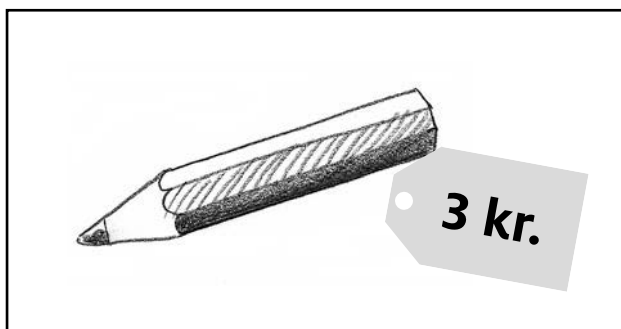
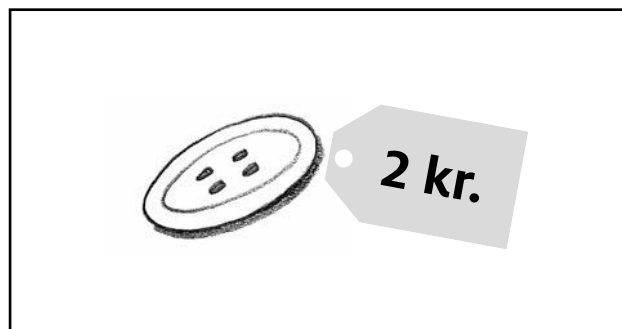
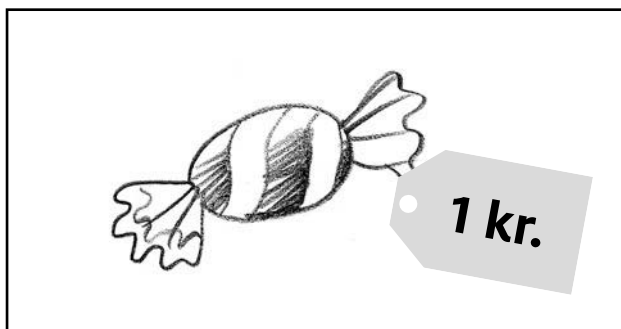


1 Køb og betal

ELEVBOG 1 B · SIDE 33

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62



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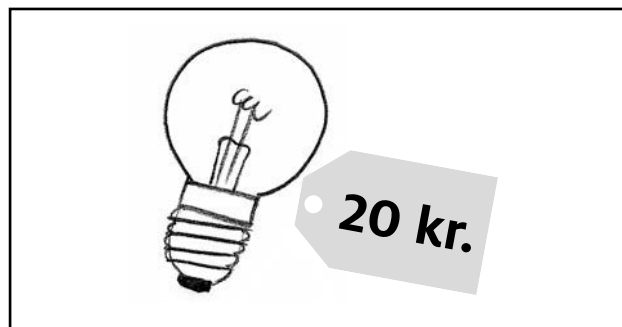
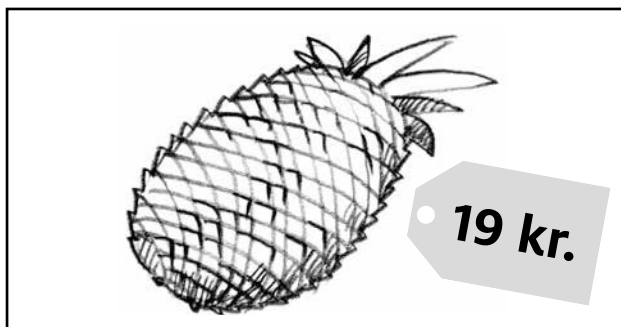
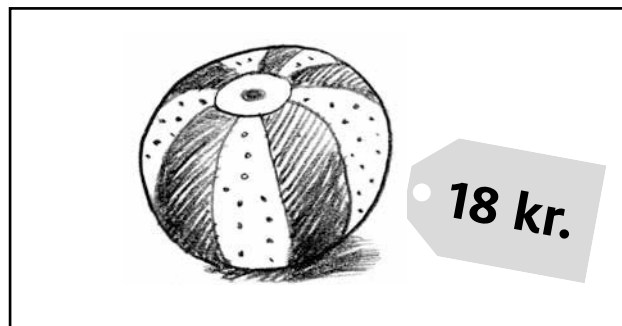
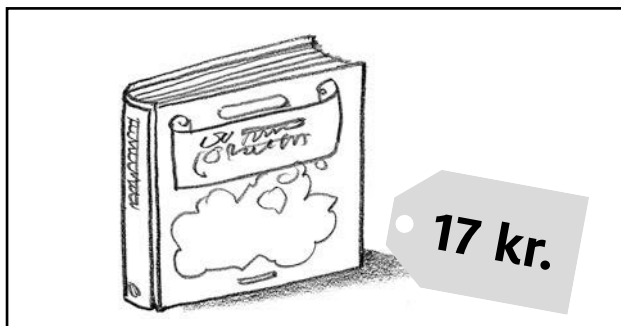
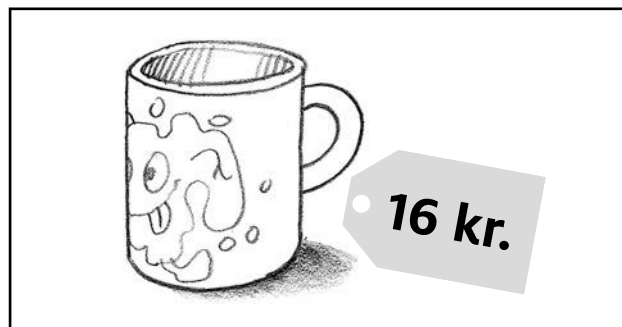
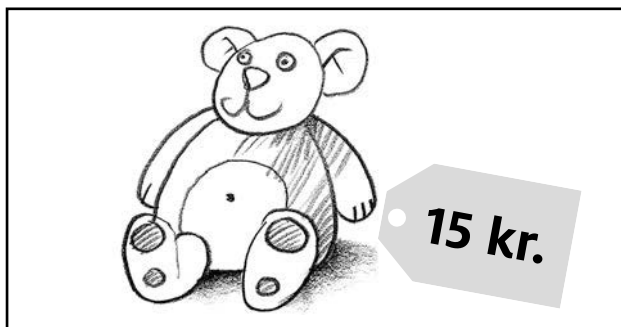
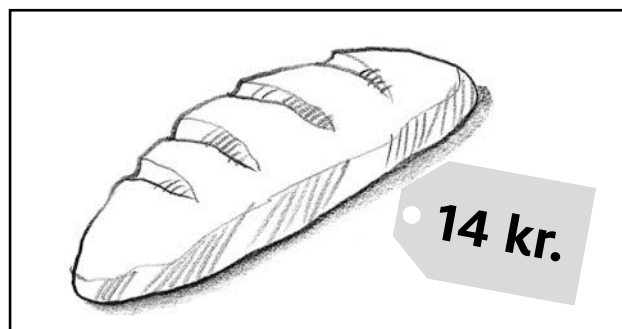
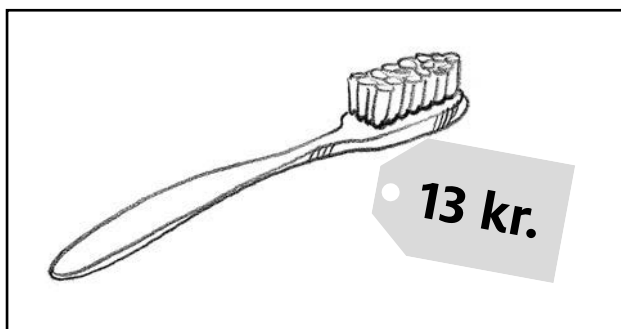
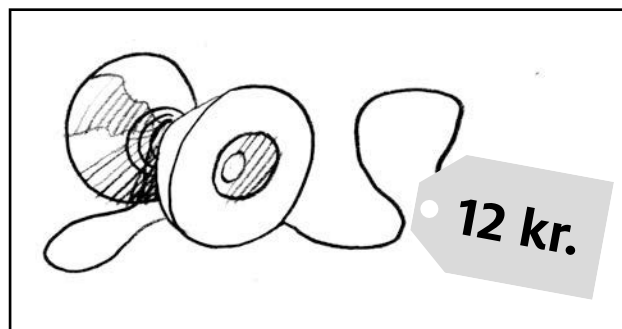
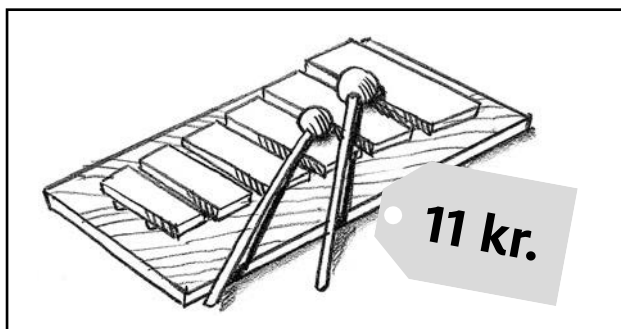
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1 Køb og betal

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63



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NAVN _____

1 Køb og betal

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64

Hvor mange penge? 	Hvad koster det? 	Kan du købe? Ja/Nej	Hvis ja, hvor mange penge har du tilbage?	Hvis nej, hvor mange penge mangler du?

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1 Køb og betal

ELEVBOG 1 B · SIDE 33

ARBEJDSARK

65

Hvor mange penge? 	Hvad koster det? 	Kan du købe? Ja/Nej	Hvis ja, hvor mange penge har du tilbage?	Hvis nej, hvor mange penge mangler du?

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NAVN _____

1 Køb og betal

ELEVBOG 1 B · SIDE 33

ARBEJDSARK

66

Hvor mange penge?	Hvad koster det?	Kan du købe? Ja/Nej	Hvis ja, hvor mange penge har du tilbage?	Hvis nej, hvor mange penge mangler du?

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2 Regn med lommeregner

ELEVBOG 1 B · SIDE 33

Kort 1	+/-			Kort 2
			=	
			=	
			=	
			=	
			=	
			=	
			=	
			=	
			=	

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2 Regn med lommeregner

ELEVBOG 1 B · SIDE 33

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68

Brug de taster, du kan se.

9	3	2	-	=
_____ = 1				
_____ = 6				
_____ = 4				
_____ = _____				

8	5	3	-	=
_____ = 3				
_____ = 5				
_____ = 0				
_____ = _____				

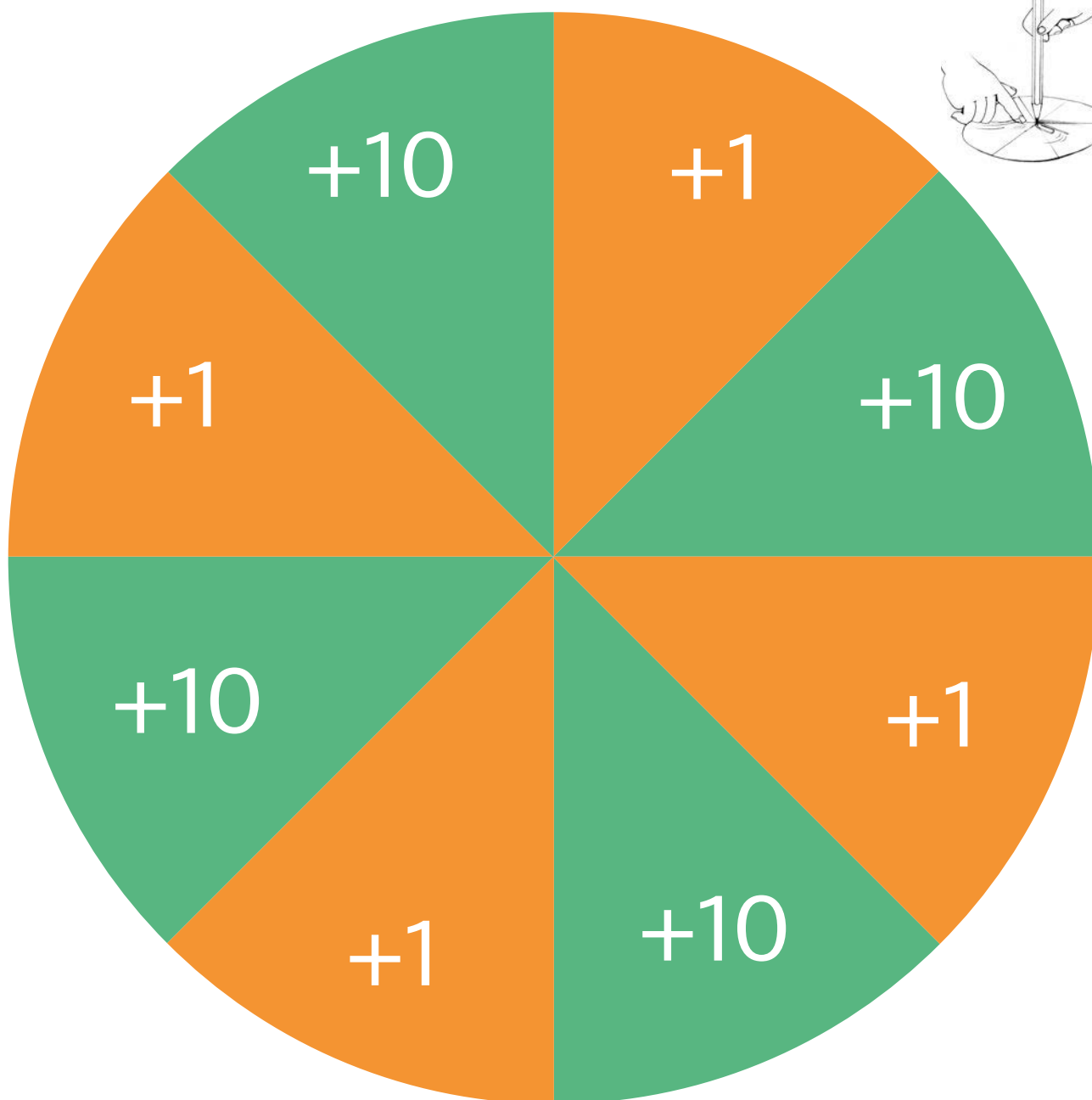
7	4	2	-	=
_____ = 3				
_____ = 5				
_____ = 1				
_____ = _____				

6	3	1	-	=
_____ = 2				
_____ = 3				
_____ = 4				
_____ = _____				

9	6	2	-	=
_____ = 3				
_____ = 1				
_____ = 4				
_____ = _____				

8	6		-	=
_____ = 2				
_____ = 7				
_____ = 5				
_____ = _____				

NAVN _____



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ANTAL SPILLERE: 2-3

MATERIALER: En tom tallinje og en blyant til hver spiller samt lykkehjul og clips

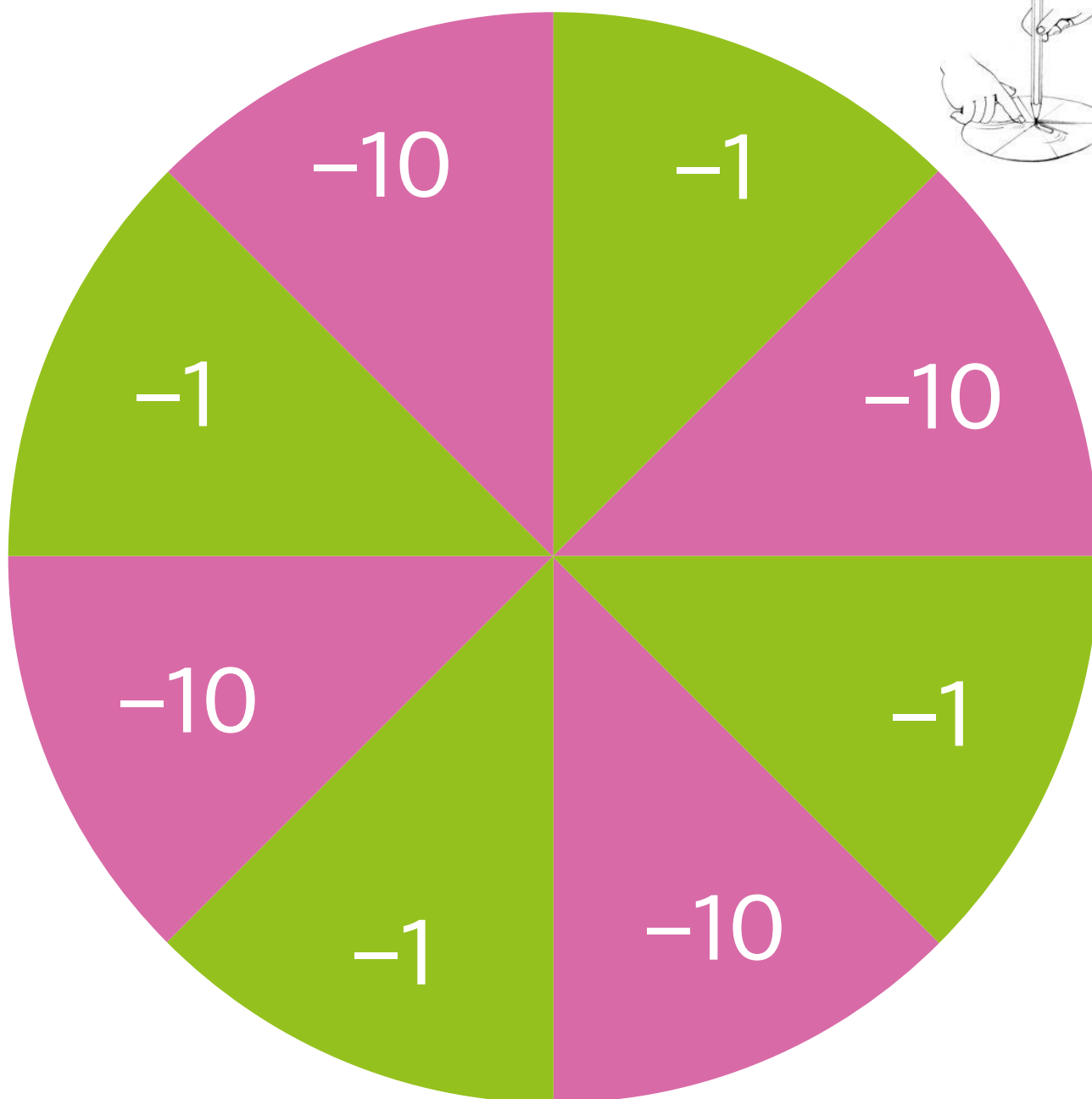
SPILLEREGLER:

Hver spiller tegner en tom tallinje. Start på 0 på tallinjen. Drej på skift på lykkehjulet. Lykkehjulet viser, hvor langt frem du må hoppe på tallinjen. Skriv det tal, du landede på.
Hvem kom længst på tallinjen efter 10 hop?

NAVN _____

3 Spil Hop 1 – Hop 10

ARBEJDSARK **70**



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ANTAL SPILLERE: 2-3

MATERIALER: En tom tallinje og en blyant til hver spiller samt lykkehjul og clips

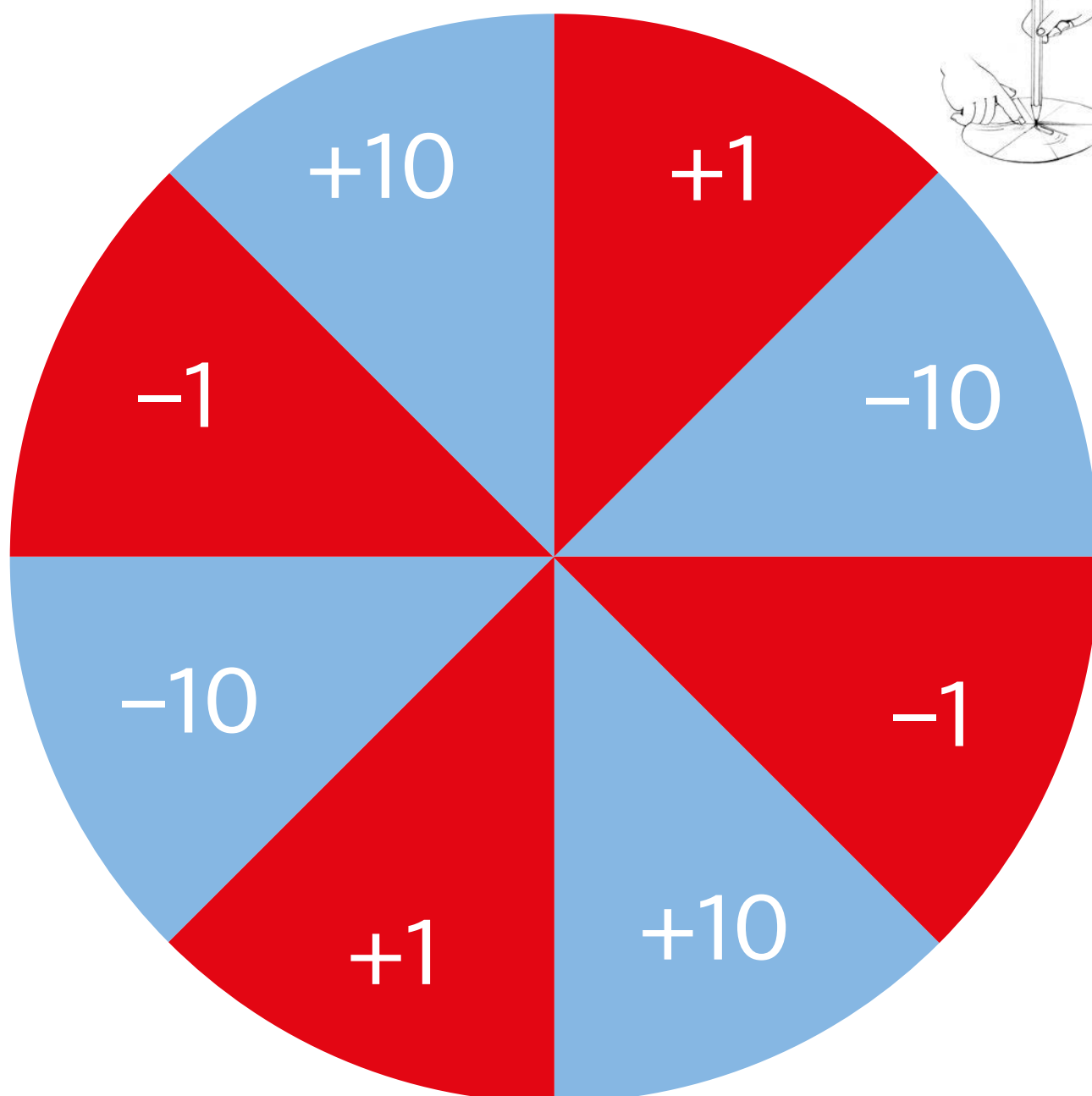
SPILLEREGLER:

Hver spiller tegner en tom tallinje. Start på 100 på tallinjen. Drej på skift på lykkehjulet. Lykkehjulet viser, hvor langt tilbage du må hoppe på tallinjen. Skriv det tal, du landede på. Hvem kom tættest på 0 efter 10 hop?

NAVN _____

3 Spil Hop 1 – Hop 10

ARBEJDSARK **71**



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ANTAL SPILLERE: 2-3

MATERIALER: En tom tallinje og en blyant til hver spiller samt lykkehjul og clips

SPILLEREGLER:

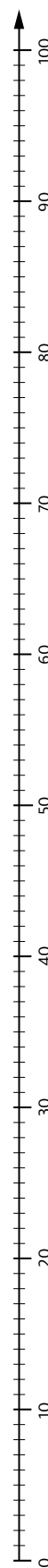
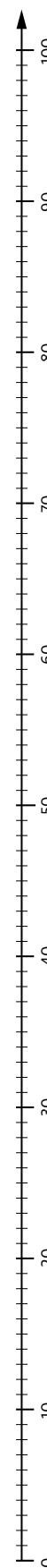
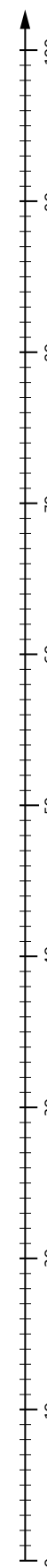
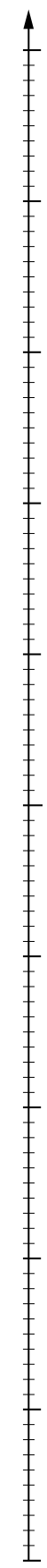
Hver spiller tegner en tom tallinje. Start på 50 på tallinjen. Drej på skift på lykkehjulet. Lykkehjulet viser, hvordan du må hoppe på tallinjen. Skriv det tal, du landede på.

Hvem kom tættest på 50 efter 10 hop?

NAVN _____

3 Spil Hop 1 – Hop 10

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NAVN _____

4 Tal med plus og minus

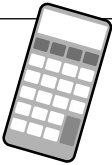
Tal	Skriv regnestykker	Hvor mange i alt?

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NAVN _____

4 Tal med plus og minus

Hvem laver flest regnestykker?

Tal	Navn	Navn	Navn
_____	_____	_____	_____
I alt 			

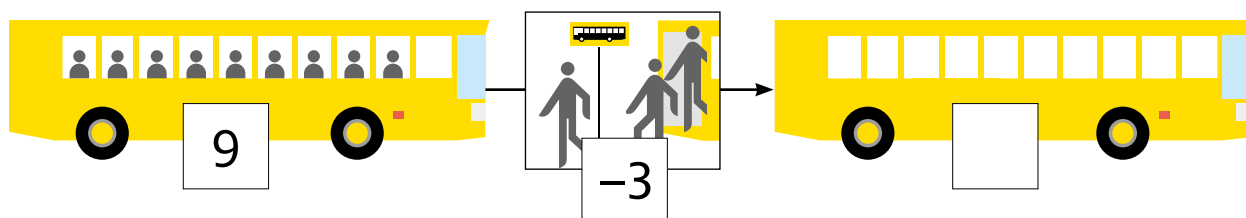
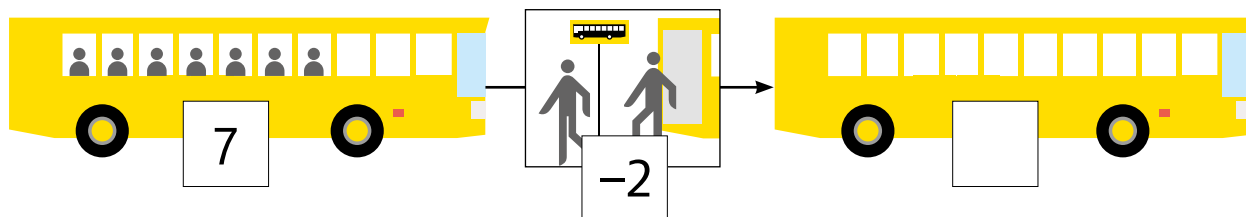
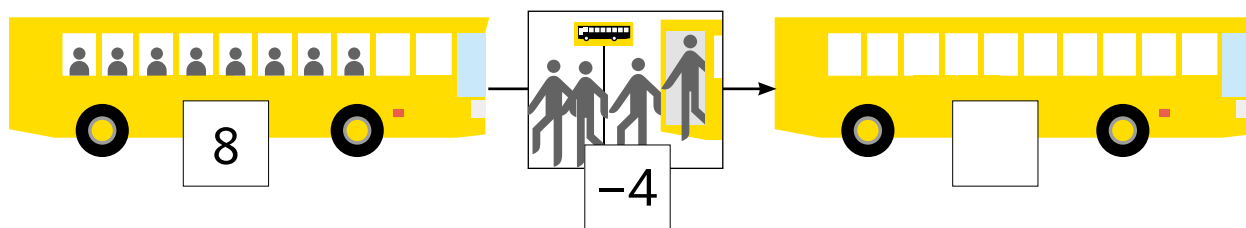
NAVN _____

I bussen er der nu...

ELEVBOG 1 B · SIDE 34-37

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75



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6 $- 3$ $\rightarrow$

9 $- 5$ $\rightarrow$

5 $- 4$ $\rightarrow$

8 $- 6$ $\rightarrow$

4 $- 1$ $\rightarrow$

7 $- 6$ $\rightarrow$

9 $- 2$ $\rightarrow$

8 $- 3$ $\rightarrow$

6 $- 2$ $\rightarrow$

7 $- 4$ =

5 $- 3$ =

9 $- 8$ =

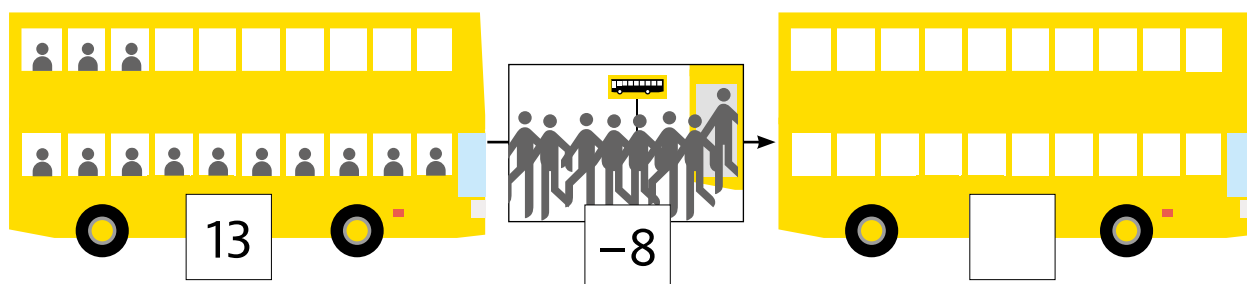
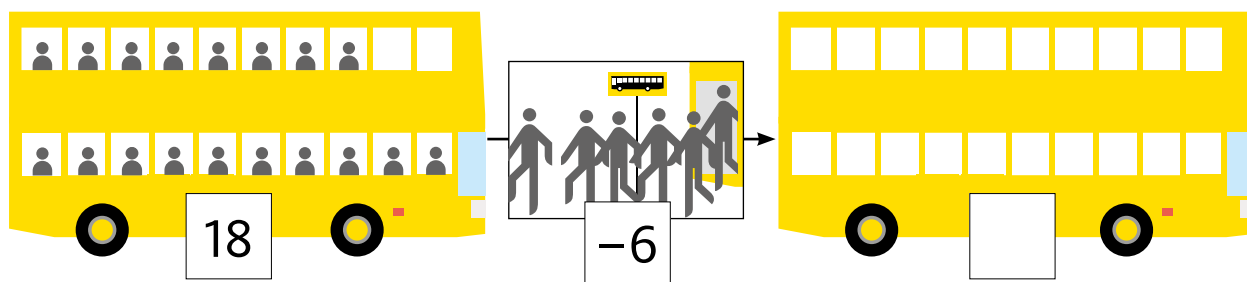
NAVN

I den store bus er der nu...

ELEVBOG 1 B · SIDE 34-37

ARBEJDSARK

76



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$$17 - 4 \rightarrow \square$$

$$11 - 8 \rightarrow \square$$

$$14 - 7 \rightarrow \square$$

$$19 - 6 \rightarrow \square$$

$$15 - 9 \rightarrow \square$$

$$16 - 5 \rightarrow \square$$

$$12 - 3 \rightarrow \square$$

$$19 - 10 \rightarrow \square$$

$$14 - 12 \rightarrow \square$$

$$11 - 6 \rightarrow \square$$

$$16 - 11 \rightarrow \square$$

$$13 - 12 = \underline{\hspace{2cm}}$$

$$18 - 15 = \underline{\hspace{2cm}}$$

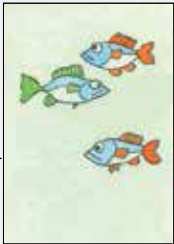
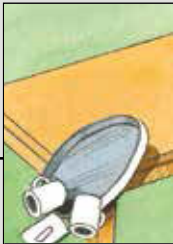
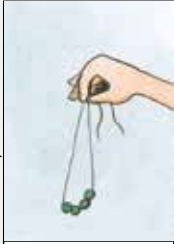
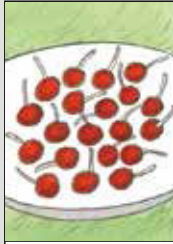
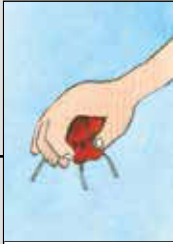
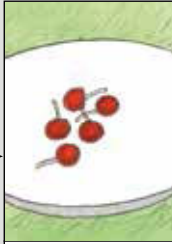
$$17 - 14 = \underline{\hspace{2cm}}$$

NAVN _____

Hvor mange er der tilbage?

ELEVBOG 1 B · SIDE 34-37

ARBEJDSARK **77**

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NAVN _____

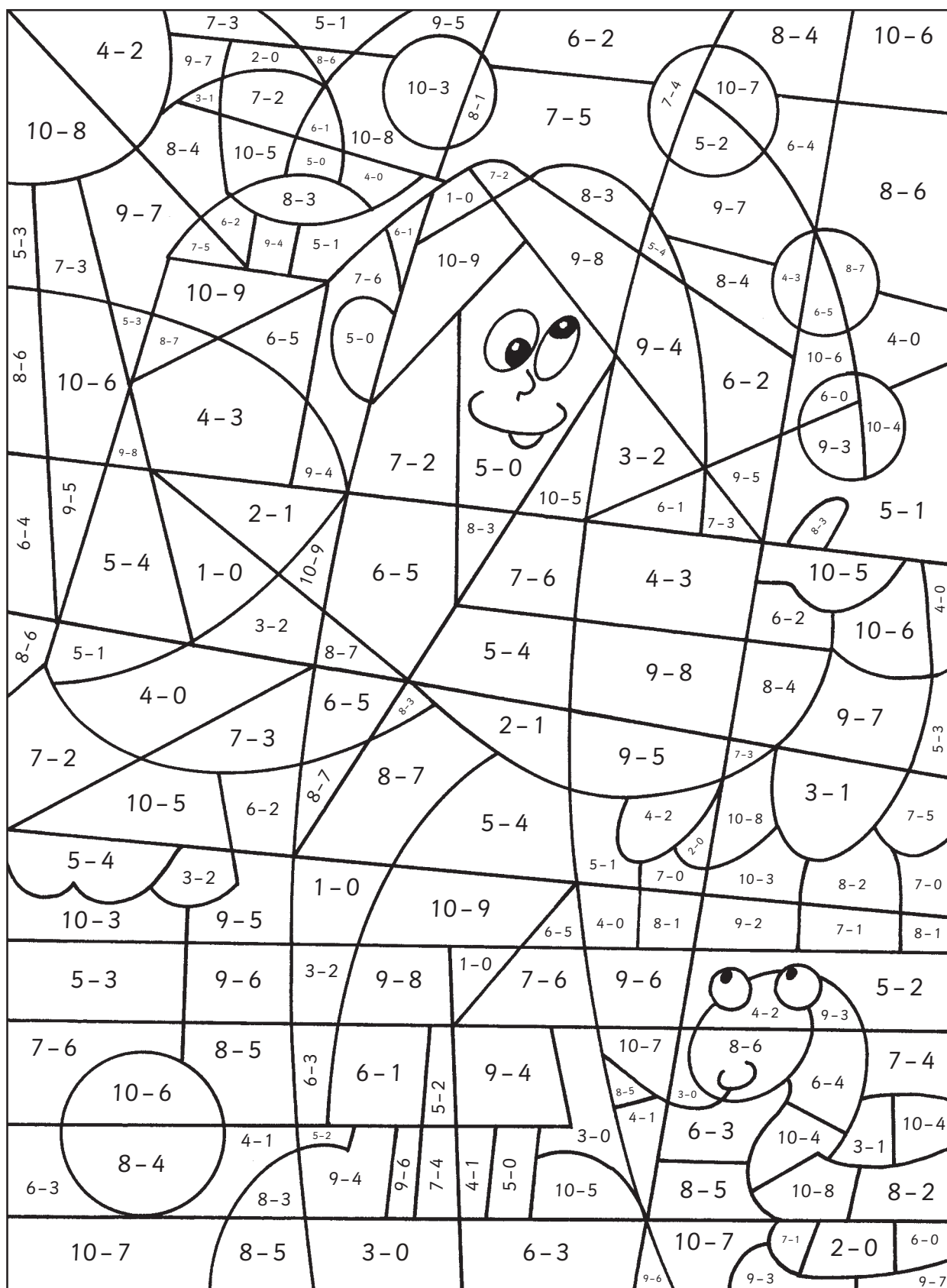
Farv minusstykker 1

ELEVBOG 1 B · SIDE 34-37

ARBEJDSARK

78

1 = ■ 2 = ■ 3 = ■ 4 = ■ 5 = ■ 6 = ■ 7 = ■



NAVN _____

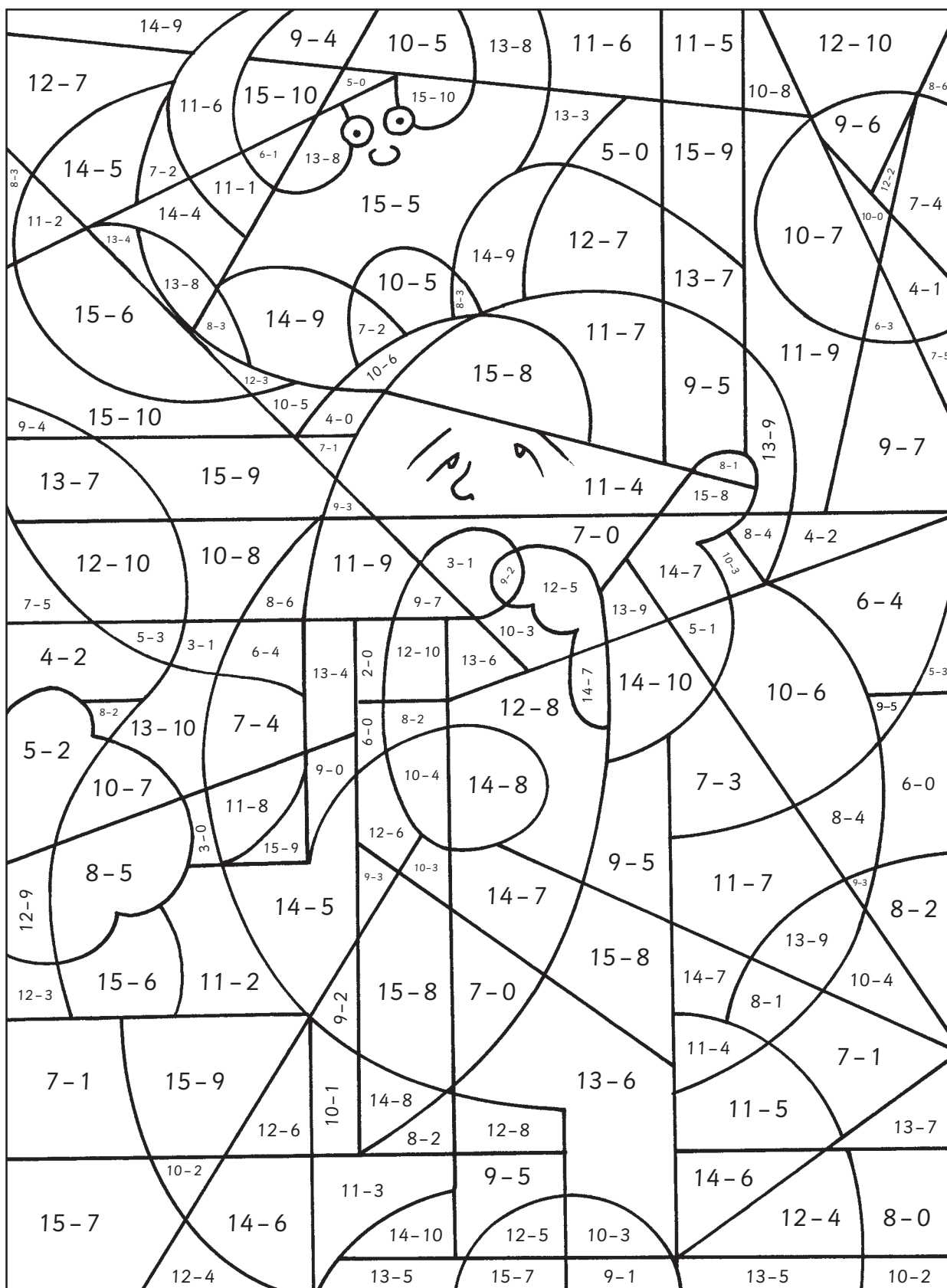
Farv minusstykker 2

ELEVBOG 1 B · SIDE 34-37

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79

2 = 3 = 4 = 5 = 6 = 7 = 8 = 9 = 10 =



NAVN _____

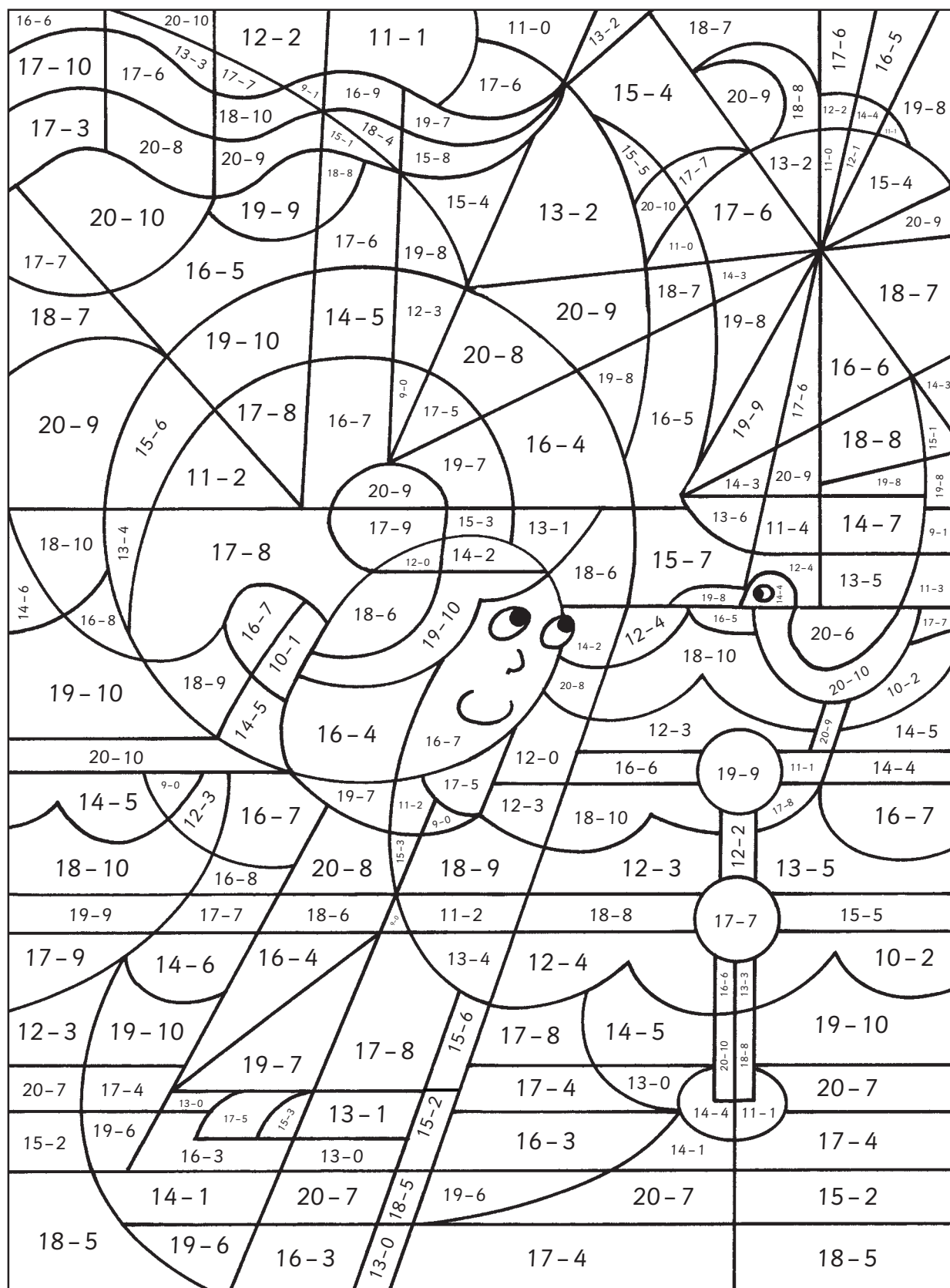
Farv minusstykker 3

ELEVBOG 1 B · SIDE 34-37

ARBEJDSARK

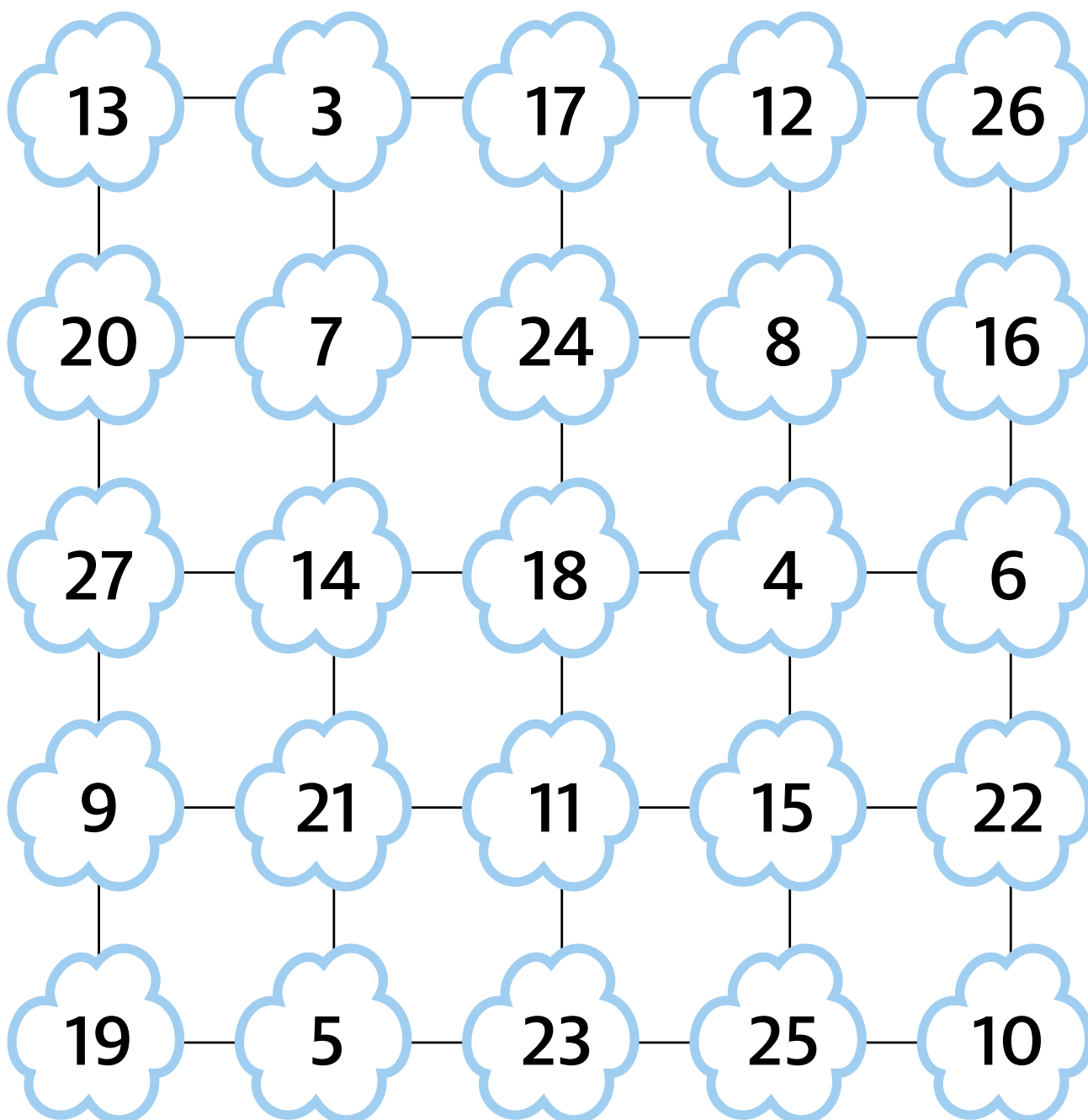
80

7 = ■ 8 = ■ 9 = ■ 10 = ■ 11 = ■ 12 = ■ 13 = ■ 14 = ■



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NAVN _____



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ANTAL SPILLERE: 2

MATERIALER: Kuber i to forskellige farver samt tre tisedede terninger, hvor 0 evt. kan læses som 10

SPILLEREGLER:

Slå med terningerne.

Læg to af tallene eller alle tre sammen.

Læg en kube på resultatet på pladen. Hvis resultatet ikke findes på pladen, eller det allerede er dækket, er turen spildt.

Når du har tre kuber i din egen farve på række vandret, lodret eller diagonalt, må du tage de tre kuber.

Vinderen er den, der først har 12 kuber.

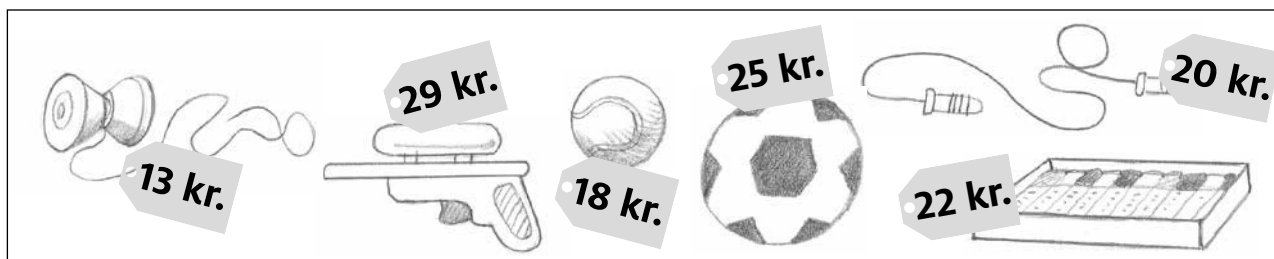
NAVN _____

Hvor mange penge mangler du?

ELEVBOG 1 B · SIDE 38-41

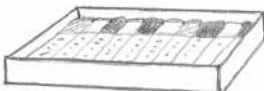
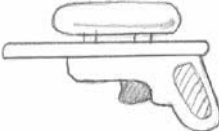
ARBEJDSARK

82

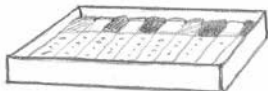
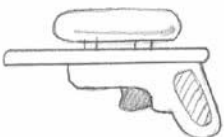


Du har 10 kr.

Du vil købe	Du mangler
	
	
	

Du vil købe	Du mangler
	
	
	

Du har 20 kr.

Du vil købe	Du mangler
	
	
	

Du vil købe	Du mangler
	
	
	

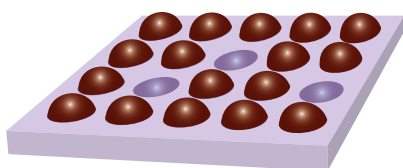
NAVN _____

Hvor mange er spist?

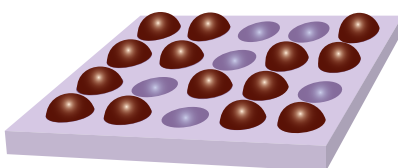
ELEVBOG 1 B · SIDE 38-41

ARBEJDSARK

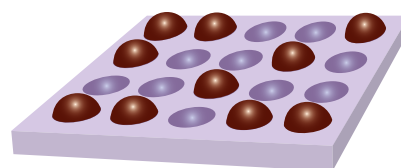
83



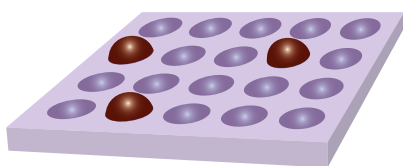
$$20 - \underline{\quad} = \underline{\quad}$$



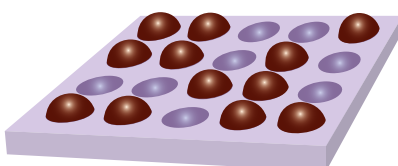
$$20 - \underline{\quad} = \underline{\quad}$$



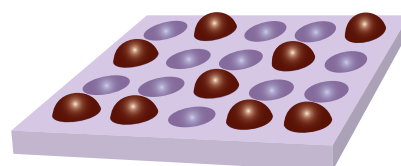
$$20 - \underline{\quad} = \underline{\quad}$$



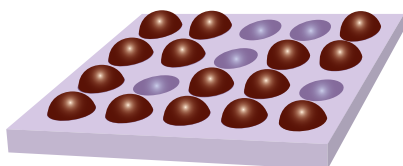
$$20 - \underline{\quad} = \underline{\quad}$$



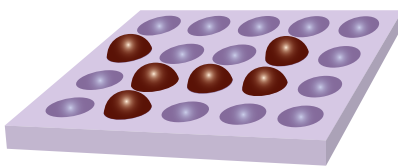
$$20 - \underline{\quad} = \underline{\quad}$$



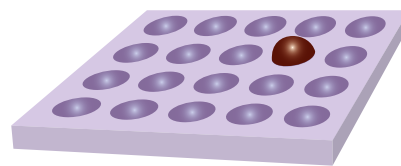
$$20 - \underline{\quad} = \underline{\quad}$$



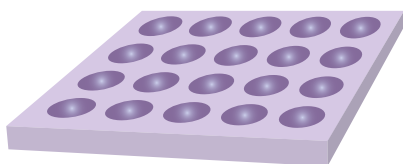
$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$



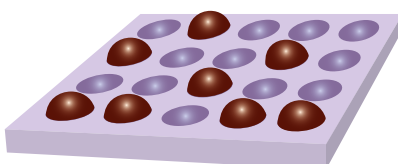
$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$



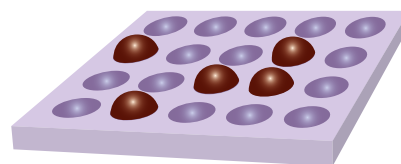
$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$

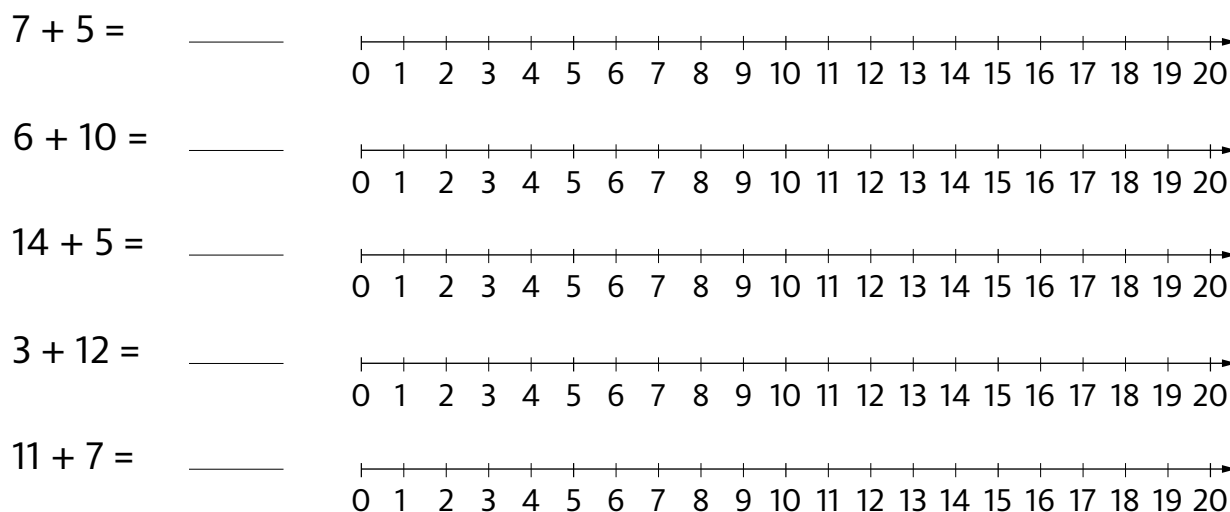


$$\underline{\quad} - \underline{\quad} = \underline{\quad}$$

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NAVN _____

1 Plus på tallinjen.



2 Tegn blomster, så det passer med prisen.



11 kr.



13 kr.



16 kr.



20 kr.



28 kr.



20 kr.



25 kr.



_____ kr.



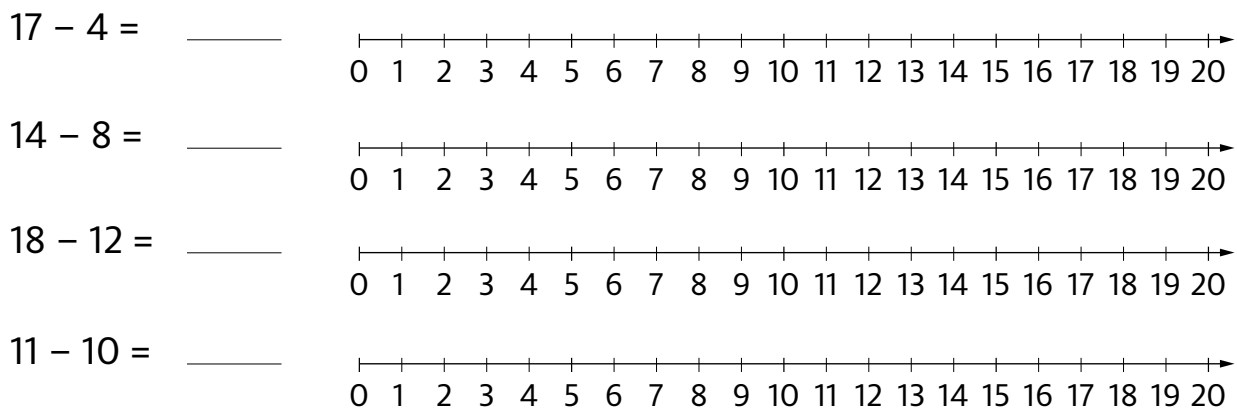
_____ kr.



_____ kr.

NAVN _____

1 Minus på tallinjen.



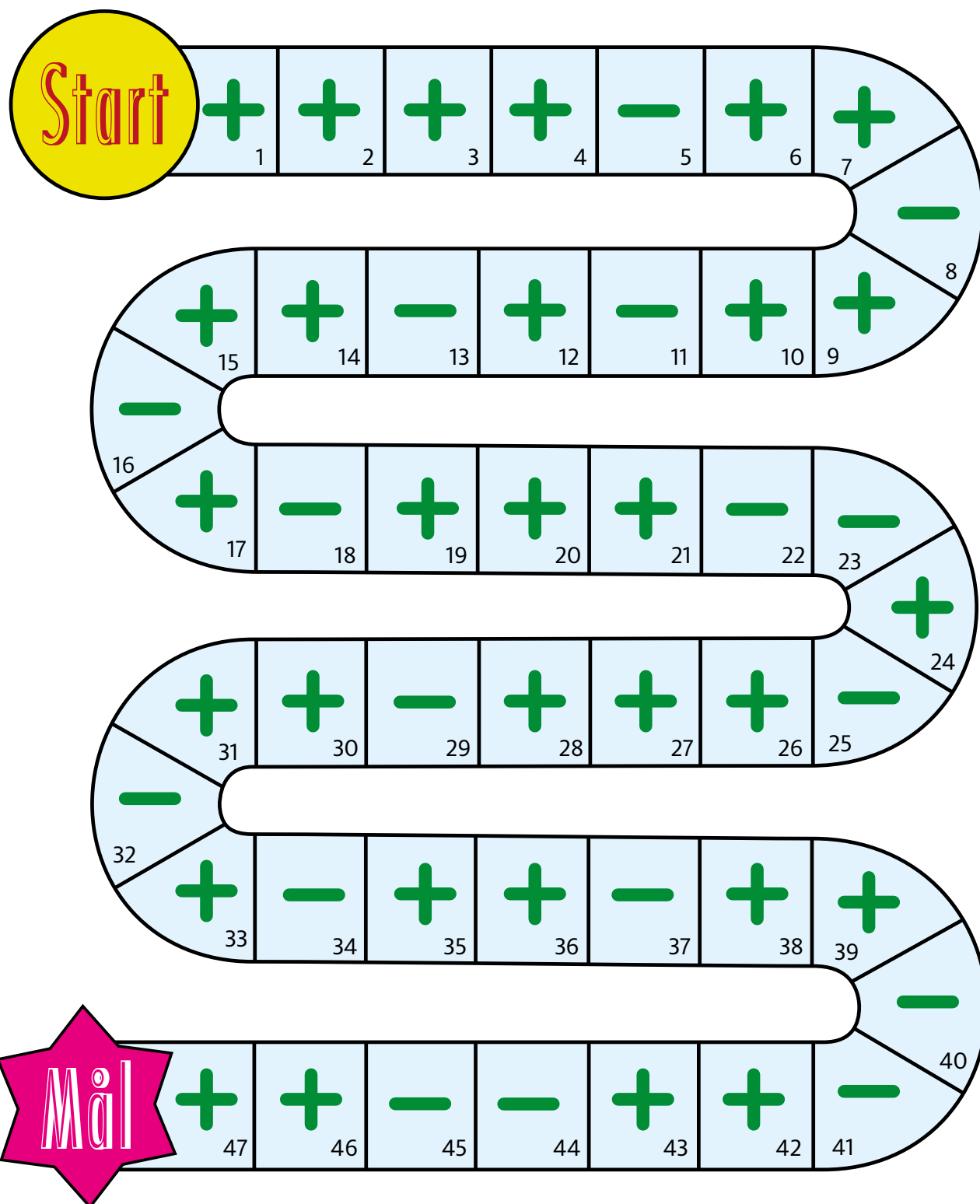
2 Du betaler med 20 kr. Hvor mange penge får du tilbage?



3 Du betaler med 30 kr. Ved hver vase kan du se, hvor mange penge du har fået tilbage. Hvilken blomst har du købt?



NAVN _____



ANTAL SPILLERE: 2-4

MATERIALER: En kube til hver spiller samt en terning

SPILLEREGLER:

Slå med en terning.

Står du på +, skal du rykke slaget frem.

Står du på -, skal du rykke slaget tilbage.

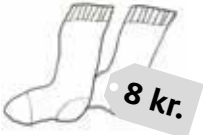
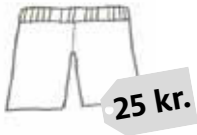
NAVN _____

Hvor mange penge får du tilbage?

ELEVBOG 1 B · SIDE 38-41

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87

Du har	Du køber	Hvor mange penge får du tilbage?
10 kr.		_____ → _____ kr.
20 kr.		_____ → _____ kr.
20 kr.		_____ → _____ kr.
30 kr.		_____ → _____ kr.
40 kr.		_____ → _____ kr.
50 kr.		_____ → _____ kr.
50 kr.		_____ → _____ kr.
60 kr.		_____ → _____ kr.
70 kr.		_____ → _____ kr.
100 kr.		_____ → _____ kr.

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NAVN _____

Hvor mange penge mangler du?

ELEVBOG 1 B · SIDE 38-41

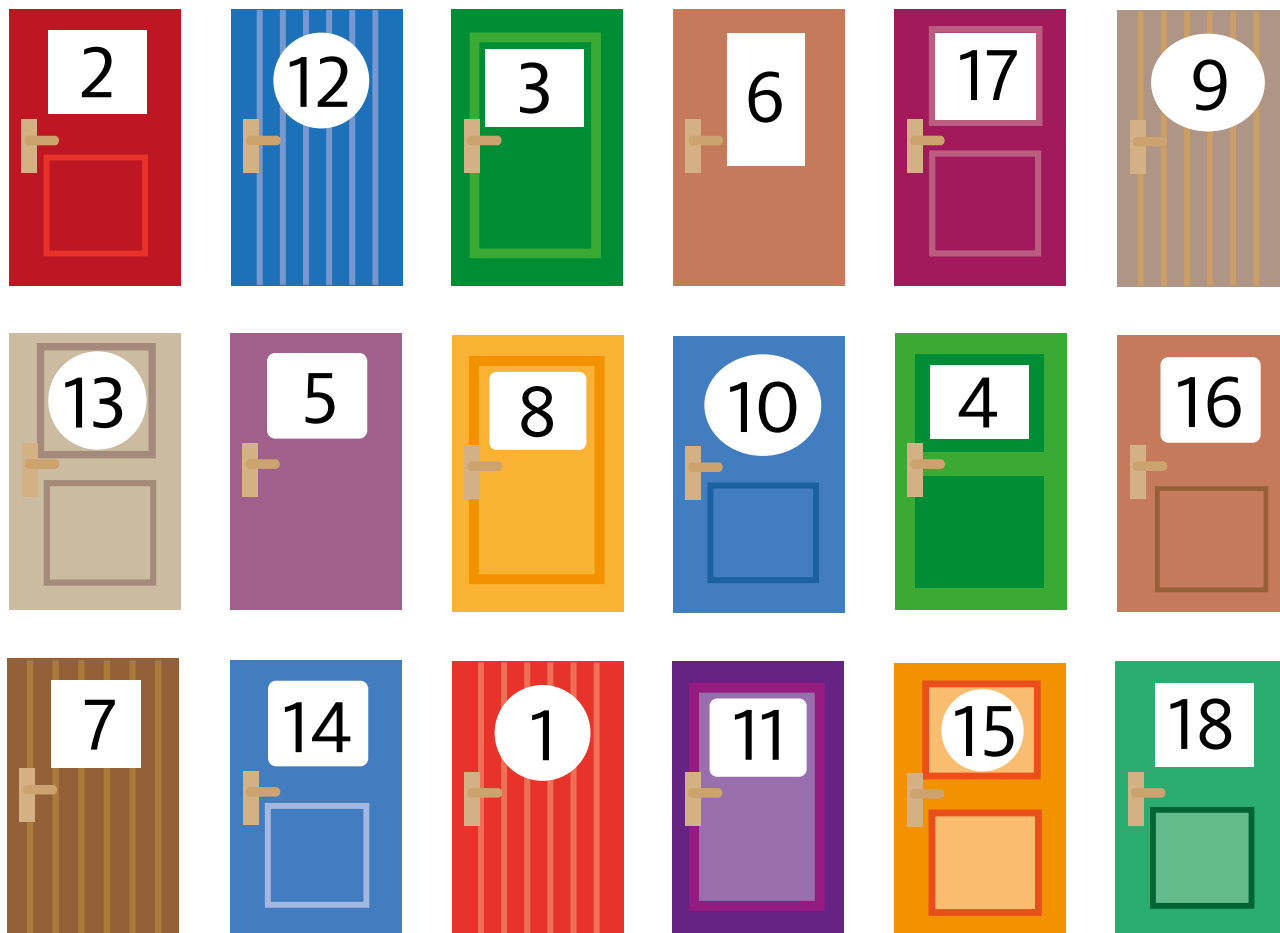
ARBEJDSARK

88

Du vil købe	Du har	Hvor mange penge mangler du?
 12 kr.	5 kr.	_____ → _____ kr.
 19 kr.	10 kr.	_____ → _____ kr.
 20 kr.	13 kr.	_____ → _____ kr.
 25 kr.	15 kr.	_____ → _____ kr.
 31 kr.	20 kr.	_____ → _____ kr.
 40 kr.	20 kr.	_____ → _____ kr.
 40 kr.	25 kr.	_____ → _____ kr.
 60 kr.	40 kr.	_____ → _____ kr.
 58 kr.	50 kr.	_____ → _____ kr.
 65 kr.	50 kr.	_____ → _____ kr.

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NAVN _____



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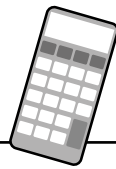
ANTAL SPILLERE: 2**MATERIALER:** Kuber i to forskellige farver samt tre terninger**SPILLEREGLER:**Slå med terningerne.
Lav regnestykker.

Læg en kube på resultatet.

Har du fx slået 2, 3 og 5, kan du lægge en kube på 10, fordi $2 + 3 + 5 = 10$, eller på 1, fordi $3 - 2 = 1$.

Når du har tre kuber på stribe lodret, vandret eller på skrå, tager du dine kuber. Vinderen er den, der først har 12 kuber.

NAVN _____



$$2 + 2 = \underline{\quad}$$

$$2 + 2 + 2 = \underline{\quad}$$

Få disse tal frem på samme måde:

16 10 18
22 12 24
14 8 20

$$3 + 3 = \underline{\quad}$$

$$3 + 3 + 3 = \underline{\quad}$$

Få disse tal frem på samme måde:

18 30
21 24 15
12 27

$$5 + 5 = \underline{\quad}$$

$$5 + 5 + 5 = \underline{\quad}$$

Få disse tal frem på samme måde:

20 40
35 25 45
30 50

Få disse tal frem ved at trykke på samme tal flere gange:

36 24
50 100
20 48

9	1	5	+	-	=
					= 2
					= 4
					= 7
					= 15
					= 18

8	6	3	+	-	=
					= 2
					= 11
					= 1
					= 5
					= 10

7	4	2	+	-	=
					= 13
					= 5
					= 10
					= 19
					=

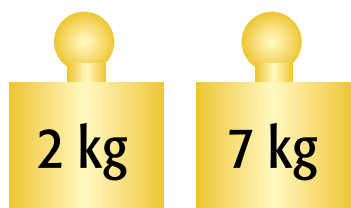
9	7	4	+	-	=
					=
					=
					=
					=
					=

Find forskellen

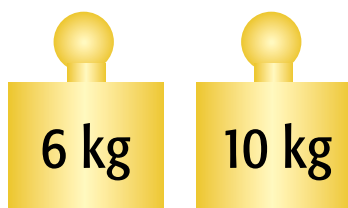
ELEVBOG 1 B · SIDE 42-50

ARBEJDSARK

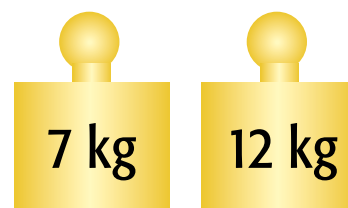
92



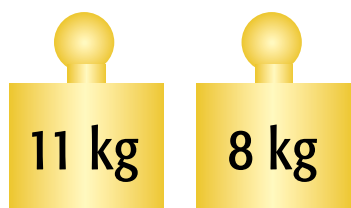
_____ kg



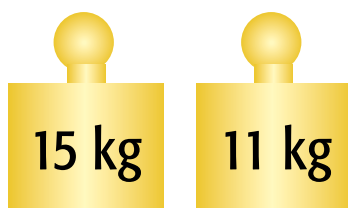
_____ kg



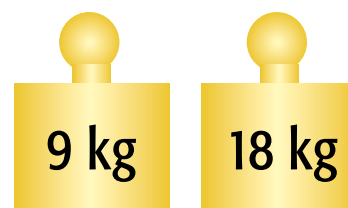
_____ kg



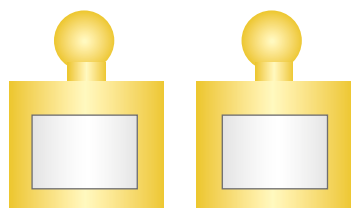
_____ kg



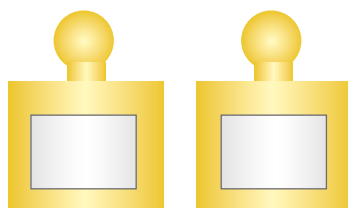
_____ kg



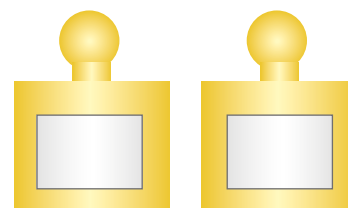
_____ kg



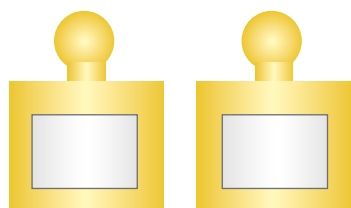
_____ 3 _____ kg



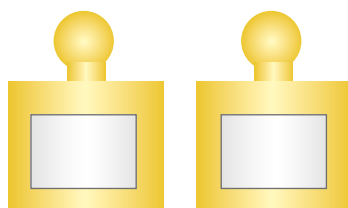
_____ 6 _____ kg



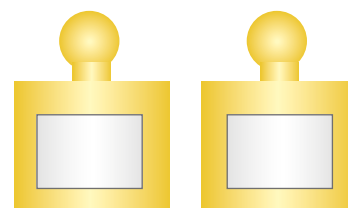
_____ 5 _____ kg



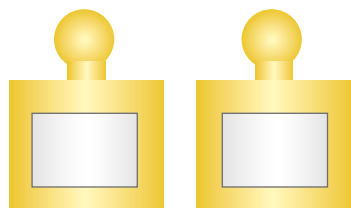
_____ 4 _____ kg



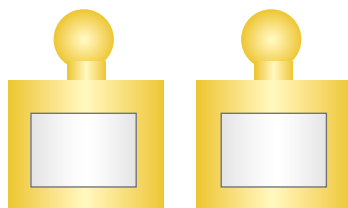
_____ 7 _____ kg



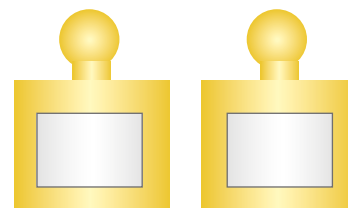
_____ 9 _____ kg



_____ 10 _____ kg



_____ 12 _____ kg



_____ 13 _____ kg

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NAVN _____

Find forskellen på vægt

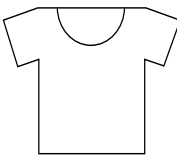
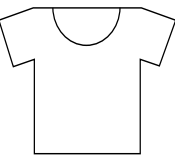
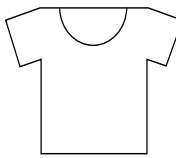
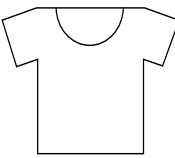
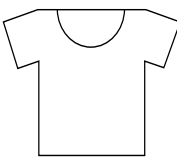
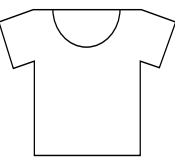
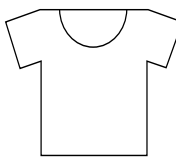
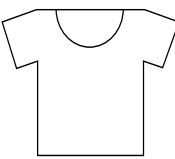
ELEVBOG 1 B · SIDE 42-50

ARBEJDSARK

93

					
4 kg	9 kg	20 kg	50 kg	70 kg	100 kg

  Forskel _____ kg	  Forskel _____ kg
  Forskel _____ kg	  Forskel _____ kg
  Forskel _____ kg	  Forskel _____ kg

  Forskel _____ kg	  Forskel _____ kg
  Forskel _____ kg	  Forskel _____ kg

NAVN _____

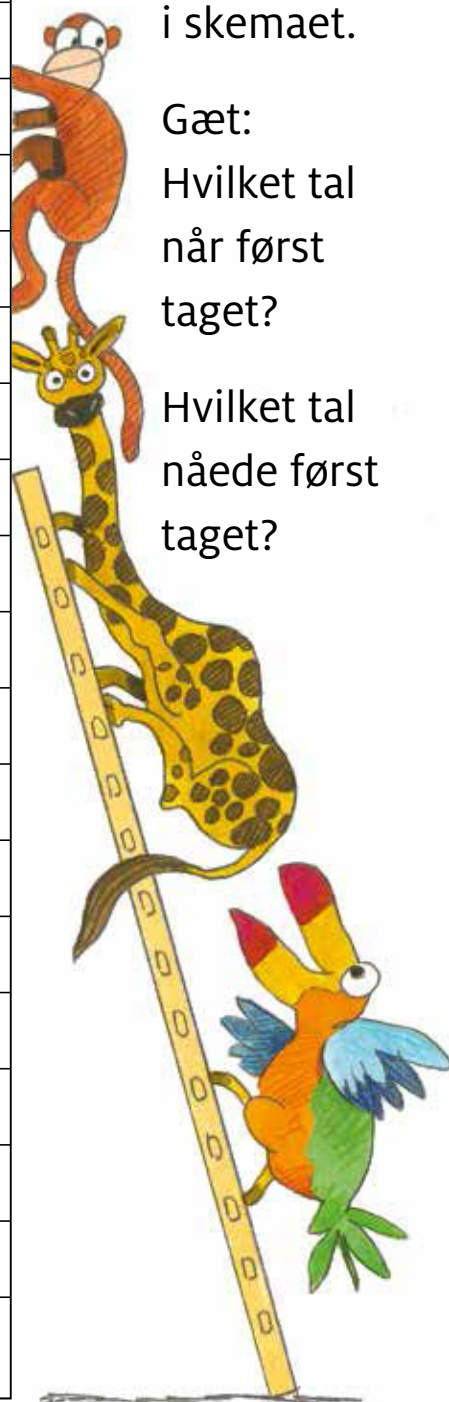
ELEVBOG 1 B · SIDE 42-50



Find forskellen og sæt kryds i skemaet.

Gæt:
Hvilket tal
når først
taget?

Hvilket tal
nåede først
taget?



0	1	2	3	4	5

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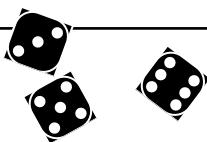
NAVN

Hvilket tal vinder?

ELEVBOG 1 B · SIDE 42-50

ARBEJDSARK

95



Slå med tre terninger.

Læg de to største tal sammen og træk det mindste fra.

Gør det 40 gange.

1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																

Hvilket tal vandt?

NAVN _____

1 Minus med 10'ere.

$30 - 10 =$ _____ →	$40 - 30 =$ _____ →
$20 - 20 =$ _____ →	$50 - 20 =$ _____ →
$40 - 10 =$ _____ →	$60 - 30 =$ _____ →
$70 - 50 =$ _____ →	$80 - 20 =$ _____ →
$90 - 30 =$ _____ →	$100 - 40 =$ _____ →

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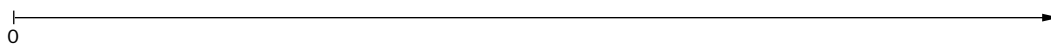
2 Minus med 1'ere og 10'ere.

$20 - 13 =$ _____ →	$20 - 16 =$ _____ →
$30 - 14 =$ _____ →	$30 - 17 =$ _____ →
$40 - 18 =$ _____ →	$40 - 21 =$ _____ →
$50 - 19 =$ _____ →	$50 - 32 =$ _____ →

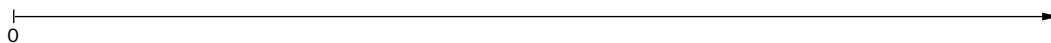
NAVN _____

1 Hop 1'ere og 10'ere på tallinjen.

Fra 0 til 27



Fra 0 til 35



Fra 0 til 48



Fra 0 til 51



Fra 0 til 64



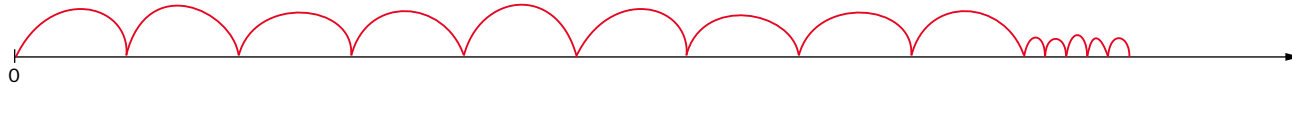
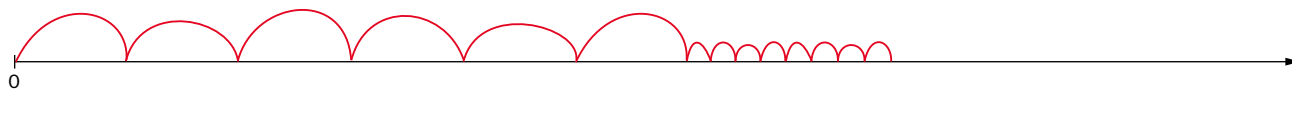
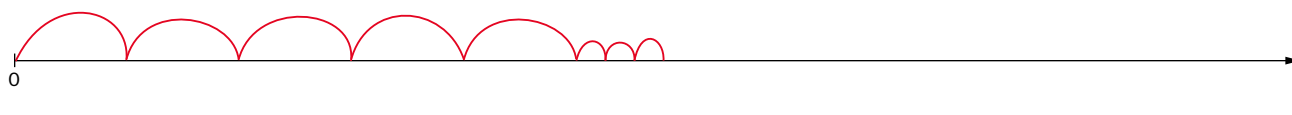
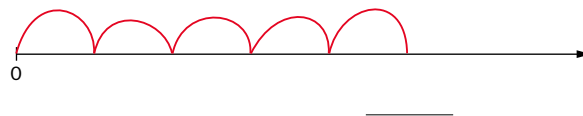
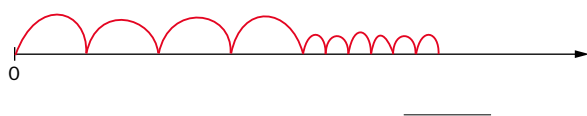
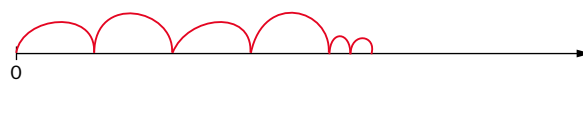
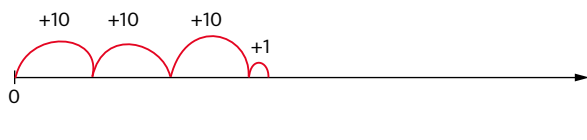
Fra 0 til 80



Fra 0 til 92



2 Hvor lander du?



NAVN _____

1 Hop 1'ere og 10'ere på tallinjen.

Fra 2 til 15



Fra 7 til 20



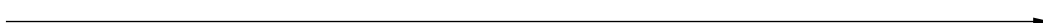
Fra 8 til 22



Fra 10 til 33



Fra 15 til 45



Fra 18 til 49



Fra 28 til 62



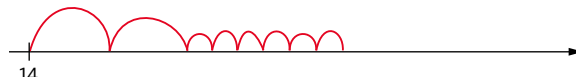
© ALINEA

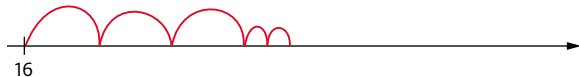
2 Hvor lander du?

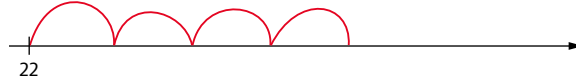


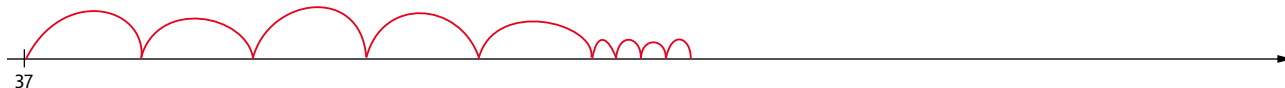


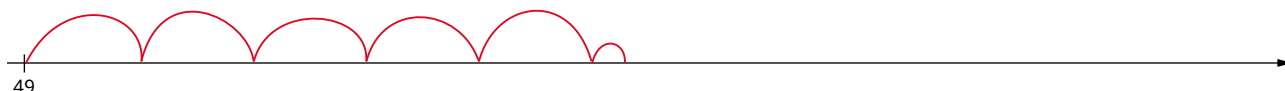






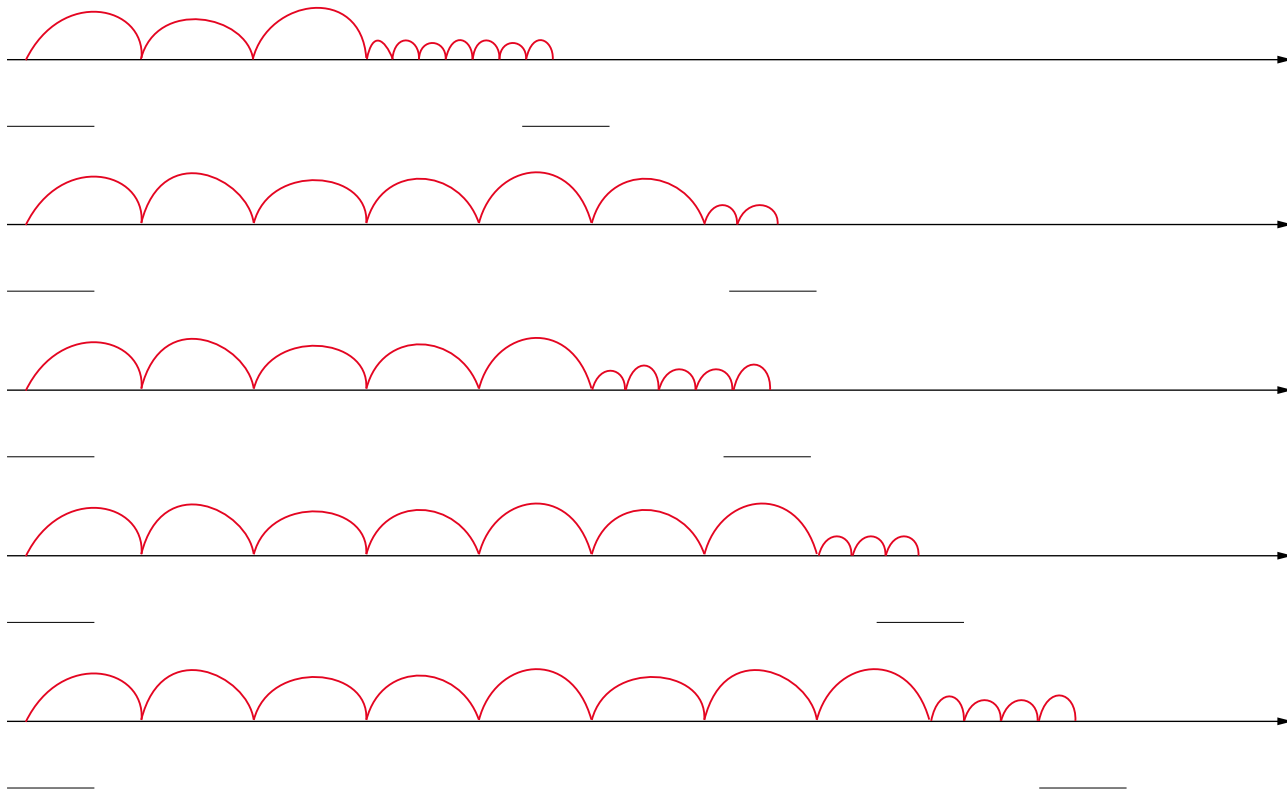






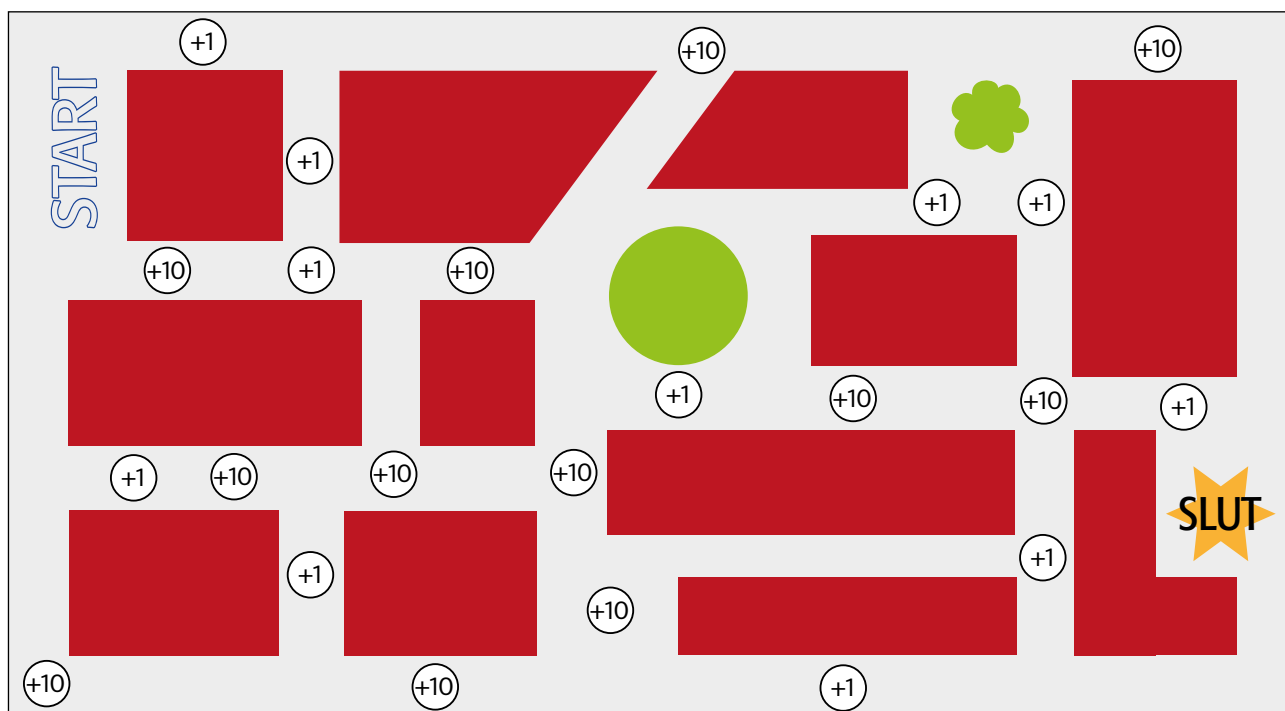
NAVN _____

1 Hvor hopper du fra og hvor lander du?



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2 Gå en tur. Hvilket tal endte du på? _____



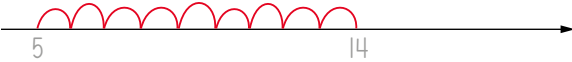
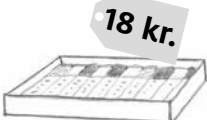
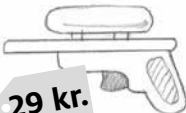
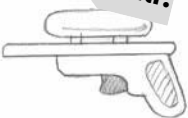
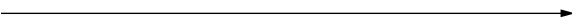
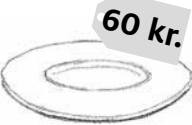
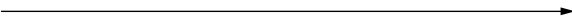
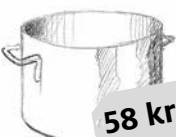
NAVN _____

Find forskellen

ELEVBOG 1 B · SIDE 42-50

ARBEJDSARK

100

 5 kr.  14 kr.		9 kr.
 5 kr.  18 kr.		_____ kr.
 14 kr.  25 kr.		_____ kr.
 29 kr.  18 kr.		_____ kr.
 16 kr.  29 kr.		_____ kr.
 25 kr.  40 kr.		_____ kr.
 31 kr.  60 kr.		_____ kr.
 40 kr.  60 kr.		_____ kr.
 58 kr.  65 kr.		_____ kr.

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NAVN _____

1 Plus og minus.

11 5 6 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___	12 3 9 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___	6 13 7 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___
9 5 14 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___	16 3 13 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___	6 15 9 ___ + ___ = ___ ___ + ___ = ___ ___ - ___ = ___ ___ - ___ = ___

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2 Plus eller minus?

9 ☐ 8 = 17	6 ☐ 14 = 20	19 ☐ 7 = 12	21 ☐ 4 = 25
17 ☐ 9 = 8	20 ☐ 14 = 6	19 ☐ 12 = 7	4 ☐ 21 = 25
8 ☐ 9 = 17	20 ☐ 6 = 14	7 ☐ 12 = 19	25 ☐ 4 = 21
17 ☐ 8 = 9	14 ☐ 6 = 20	12 ☐ 7 = 19	25 ☐ 21 = 4

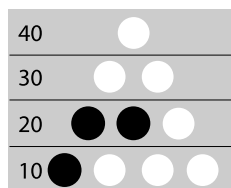
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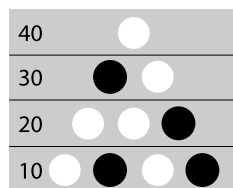
Tæl point og tegn bolde

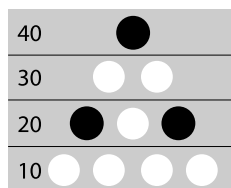
ELEVBOG 1 B · SIDE 42-50

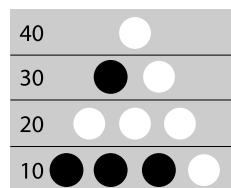
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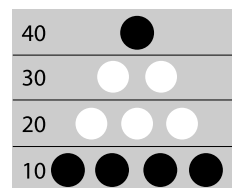
102

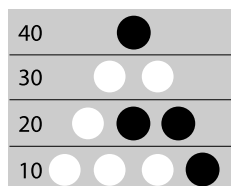


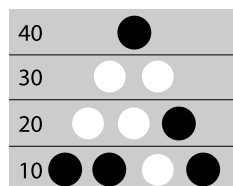


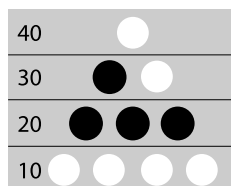


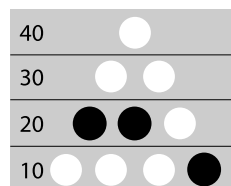


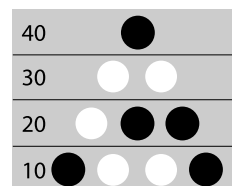


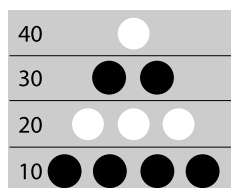


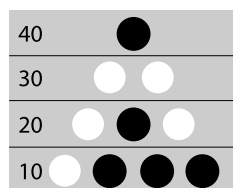


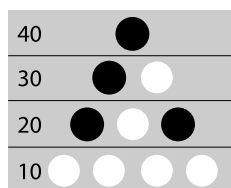


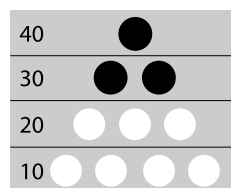


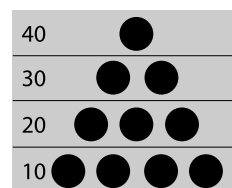


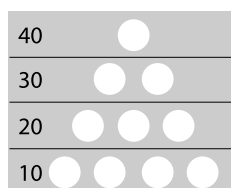




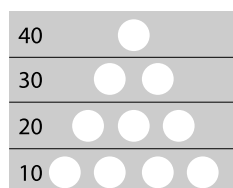




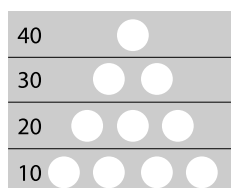




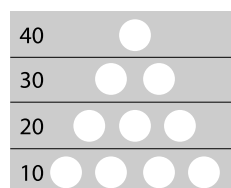
50 point



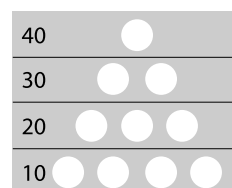
70 point



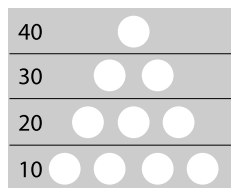
80 point



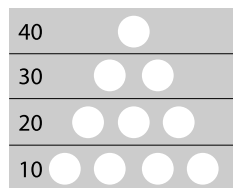
80 point



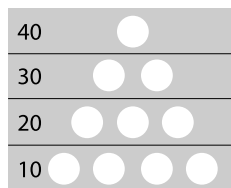
90 point



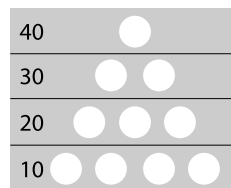
120 point



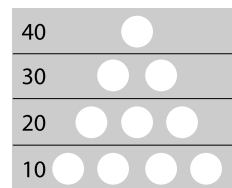
130 point



150 point



170 point



180 point

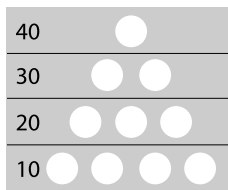
NAVN _____

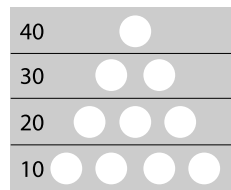
Lav opgaver til en anden

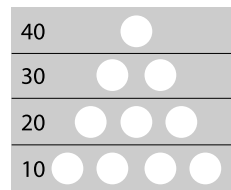
ELEVBOG 1 B · SIDE 42-50

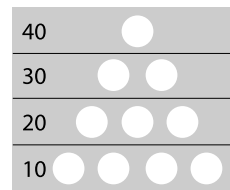
ARBEJDSARK

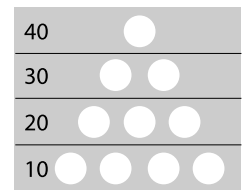
103

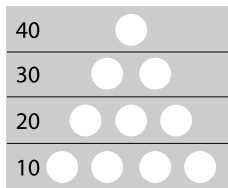


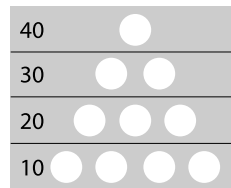


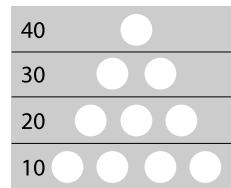


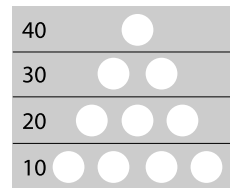


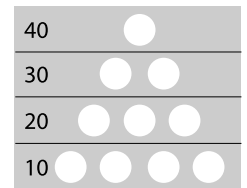


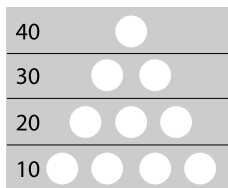


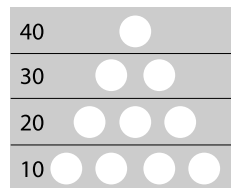


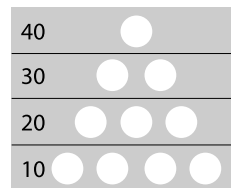


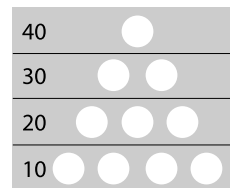


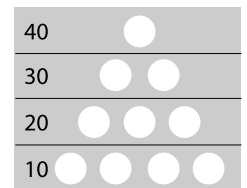


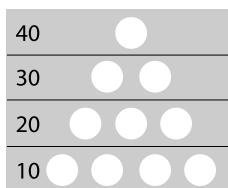


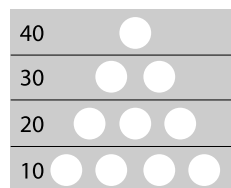


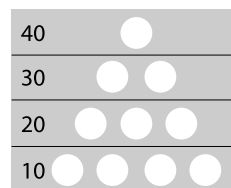


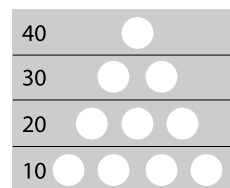


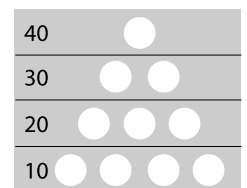


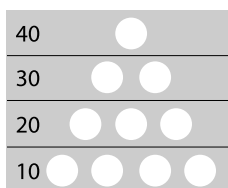


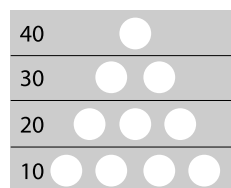


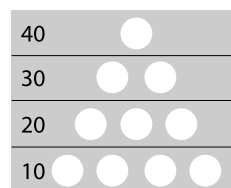


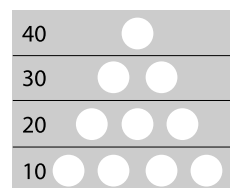


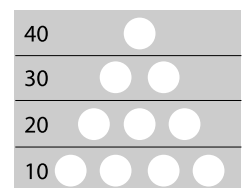












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NAVN _____

4	6	3	16	5	4	9	13
7	8	14	11	2	12	7	3
5	1	6	15	1	0	14	5
17	2	10	0	10	13	4	18
8	11	1	4	0	11	9	11
6	12	5	9	3	8	17	2
15	9	6	2	7	10	7	10
18	3	12	0	16	12	1	8

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ANTAL SPILLERE: 2-4

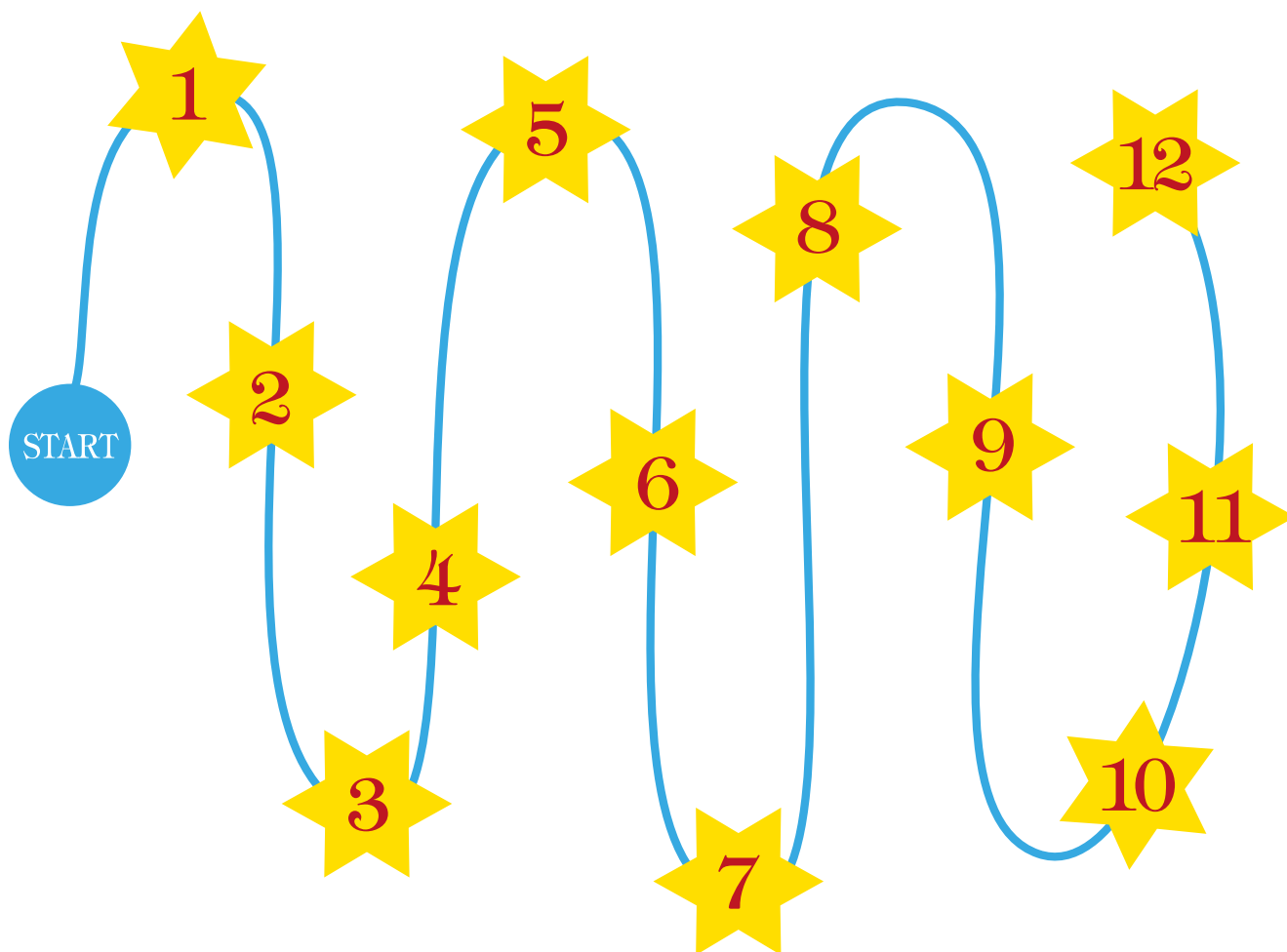
MATERIALER: Kuber i en farve hver spiller samt tre terninger

SPILLEREGLER:

Slå på skift med terningerne. Lav et regnestykke,

og læg en kube på resultatet på spillepladen. Slår du 2, 3 og 6, kan du fx lave stykket $6 - 3 + 2 = 5$ og dermed lægge en kube på 5. Når du har fire på stribe vandret, lodret eller diagonalt, må du tage dine fire kuber. Vinderen er den, der først har fået 12 kuber.

NAVN _____



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ANTAL SPILLERE: 2-4

MATERIALER: En spillebrik til hver spiller samt tre terninger

SPILLEREGLER:

Stil din brik på startfeltet. Slå med terningerne. Slaget bestemmer, hvor langt du må rykke.

Hvis du slår 1, 2 og 3, må du rykke til

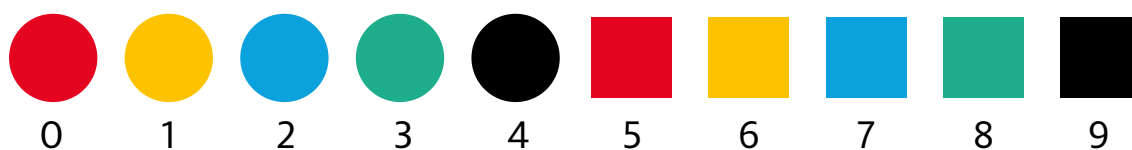
- 1, fordi du slog en 1'er
- 2, fordi du slog en 2'er
- 3, fordi du slog en 3'er
- 4, fordi $1 + 3 = 4$
- 5, fordi $2 + 3 = 5$
- 6, fordi $1 + 2 + 3 = 6$

Så kan du ikke komme videre, og det er næste spillers tur.

Når du er nået til 12, skal du hele vejen tilbage igen.

Vinderen er den, der først når tilbage til 1.

NAVN _____



1 Løs opgaverne.

 +  =	 -  =
+  = 	 - = 
 + = 	-  = 
+ = 	- = 
 +  +  =	 -  -  =
+ + = 	- - = 

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2 Lav selv opgaver og lad din makker løse dem.

+ =	- =
+ =	- =

NAVN _____

Måling



Hvor langt?

Hvad vejer det?

Hvornår er der gået et år?

Hvad er klokken?

1 Gæt og mål vægt

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

107

Tegn eller skriv	Gæt 	Vej 

© ALINEA

NAVN _____

1 Gæt og mål vægt

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

108

Tegn eller skriv 3 ting	Gæt i alt 	Vej i alt 

© ALINEA

NAVN _____

1 Gæt og mål vægt

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

109

Tegn eller skriv	Gæt antal kuber 	Antal kuber 	Vej i alt 

© ALINEA

NAVN _____

1 Gæt og mål vægt

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

110

Antal ting _____ Tegn eller skriv	Gæt i alt 	Vej i alt 

Antal ting _____ Tegn eller skriv	Gæt i alt 	Vej i alt 

Antal ting _____ Tegn eller skriv	Gæt i alt 	Vej i alt 

NAVN _____

2 Det tager 1 minut

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

111

Tegn

Nr. 1



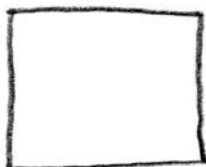
Tegn

Nr. 6



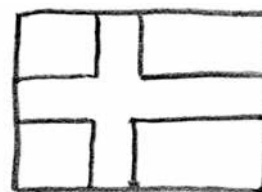
Tegn

Nr. 2



Tegn

Nr. 7



Tegn

Nr. 3



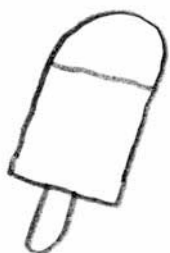
Tegn

Nr. 8



Tegn

Nr. 4



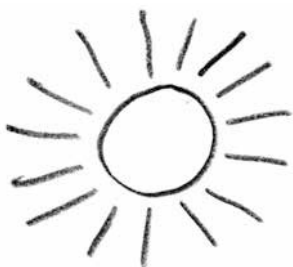
Tegn

Nr. 9



Tegn

Nr. 5



Tegn

Nr. 10



2 Det tager 1 minut

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

112



Nr. 11

Hink på højre ben

Nr. 16

Ned på maven

Nr. 12

Hink på venstre ben

Nr. 17

Ned på ryggen

Nr. 13

Ned på knæ
og op på tæer

Nr. 18

Gå høje skridt

Nr. 14

Hop fra side til side

Nr. 19

Dreje hænderne

Nr. 15

Hop frem og tilbage

Nr. 20

Gå museskridt

© ALINEA

NAVN _____

2 Det tager 1 minut

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

113



Nr. 11

Sving venste arm

Nr. 16

Sving højre arm

Nr. 12

Løb på stedet

Nr. 17

Sving begge arme

Nr. 13

Hop på højre ben

Nr. 18

Lave skihop

Nr. 14

Hop på stedet

Nr. 19

Hop med
krydsede ben

Nr. 15

Hop sprællemænd

Nr. 20

Lave knæløft

© ALINEA

NAVN _____

2 Det tager 1 minut

ELEVBOG 1 B · SIDE 53

ARBEJDSARK

114

Kort nr.	Gæt	Antal

© ALINEA

NAVN _____

3 Gæt og mål længde

ARBEJDSARK

115

Mål dig selv.

Hår

cm

Næse

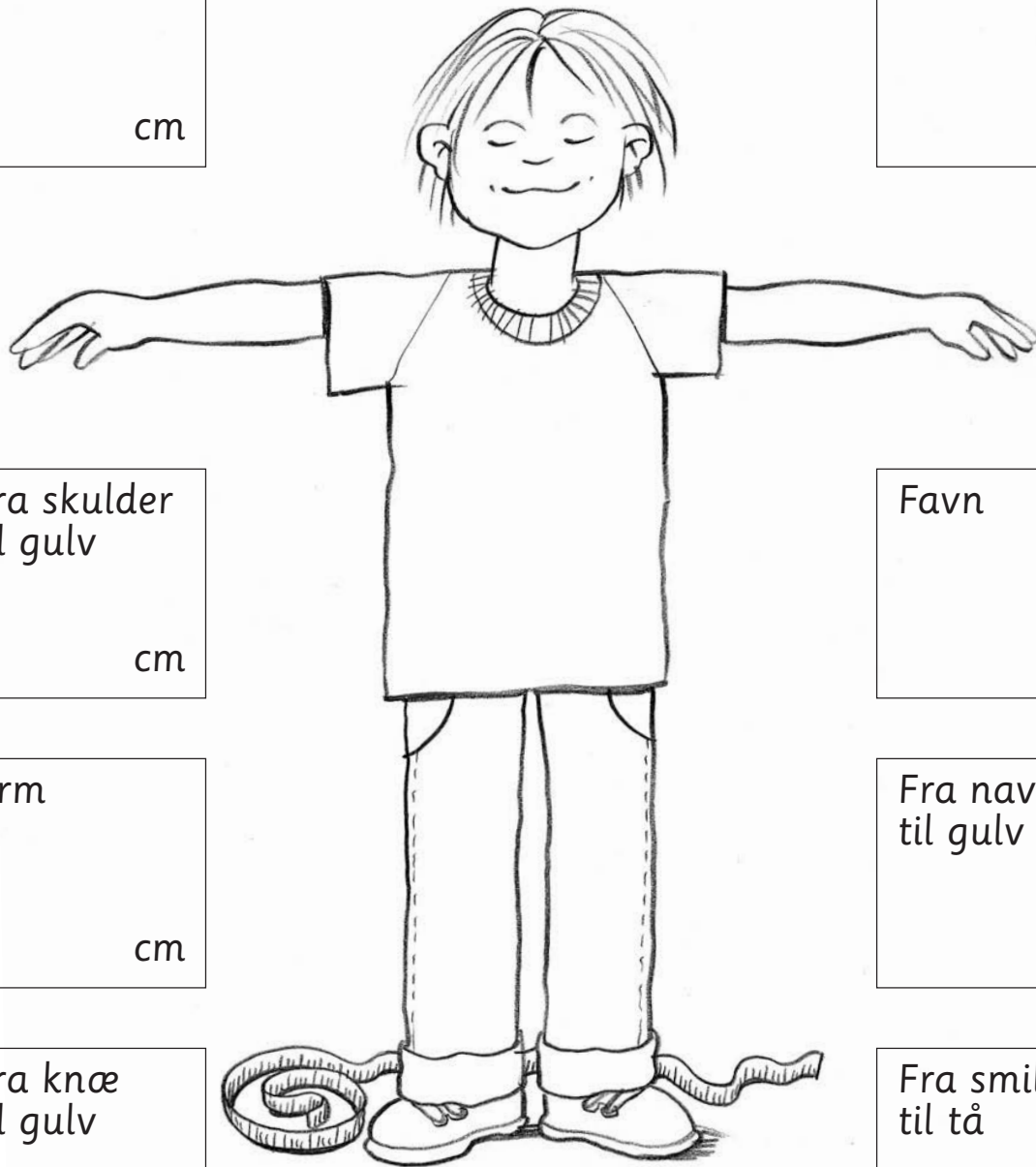
cm

Smil

cm

Øre

cm



Fra skulder
til gulv

cm

Favn

cm

Arm

cm

Fra navle
til gulv

cm

Fra knæ
til gulv

cm

Fra smil
til tå

cm

Fra næse
til navle

cm

Fra øre
til knæ

cm

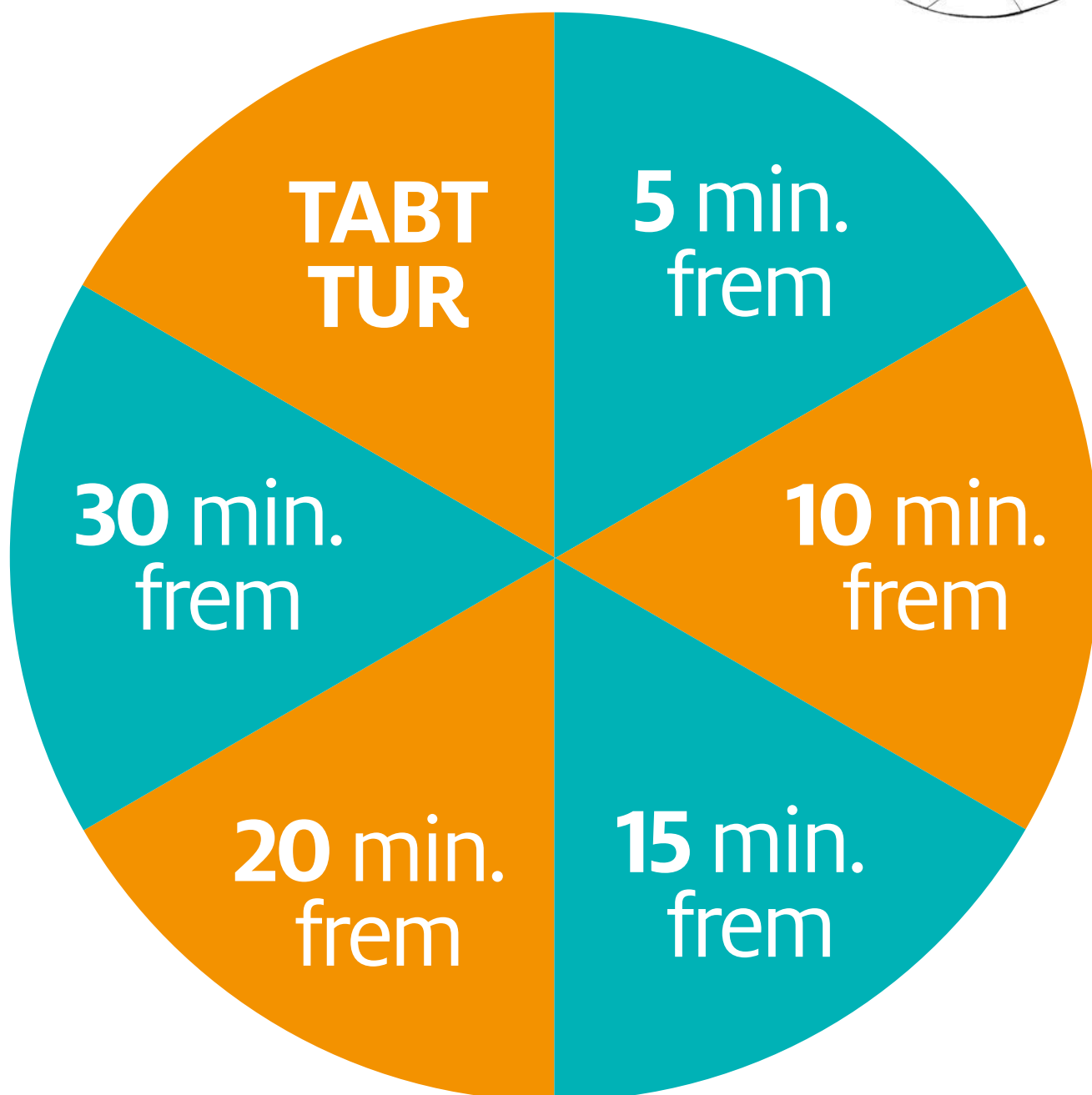
© ALINEA

NAVN _____

Mål længder, og mål rundt om.

Tegn eller skriv	Gæt	Mål

Lykkehjulet



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NAVN _____

1 Mål længder.



_____ cm



9 _____ cm



_____ cm



_____ cm



_____ cm



_____ cm



_____ cm

© ALINEA

2 Mål linjerne.

_____ cm 4 _____ cm

_____ cm

_____ cm _____ cm

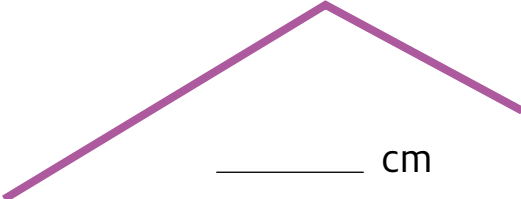
_____ cm _____ cm

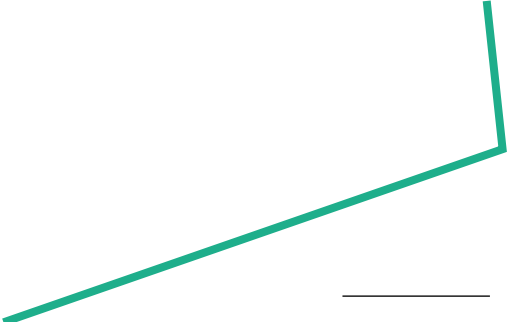
_____ cm

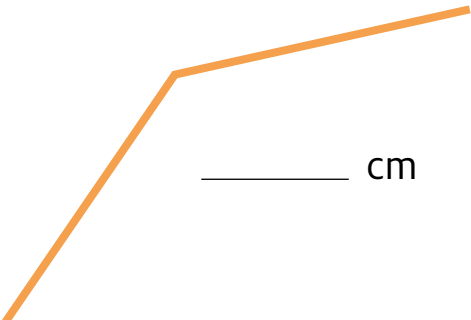
NAVN _____

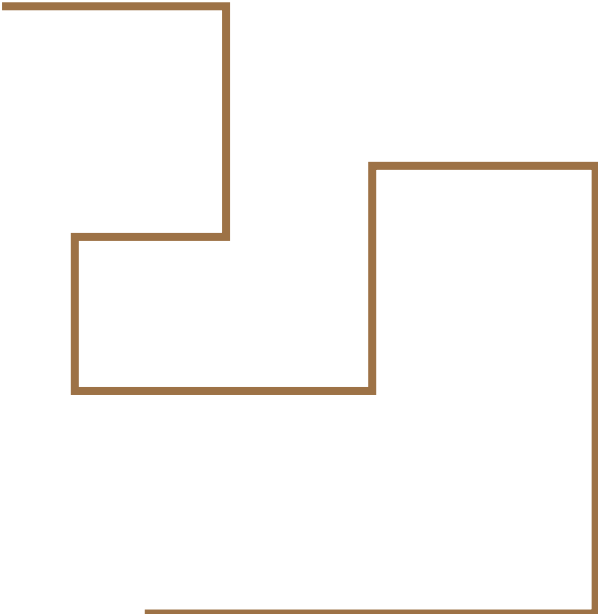
 5 cm

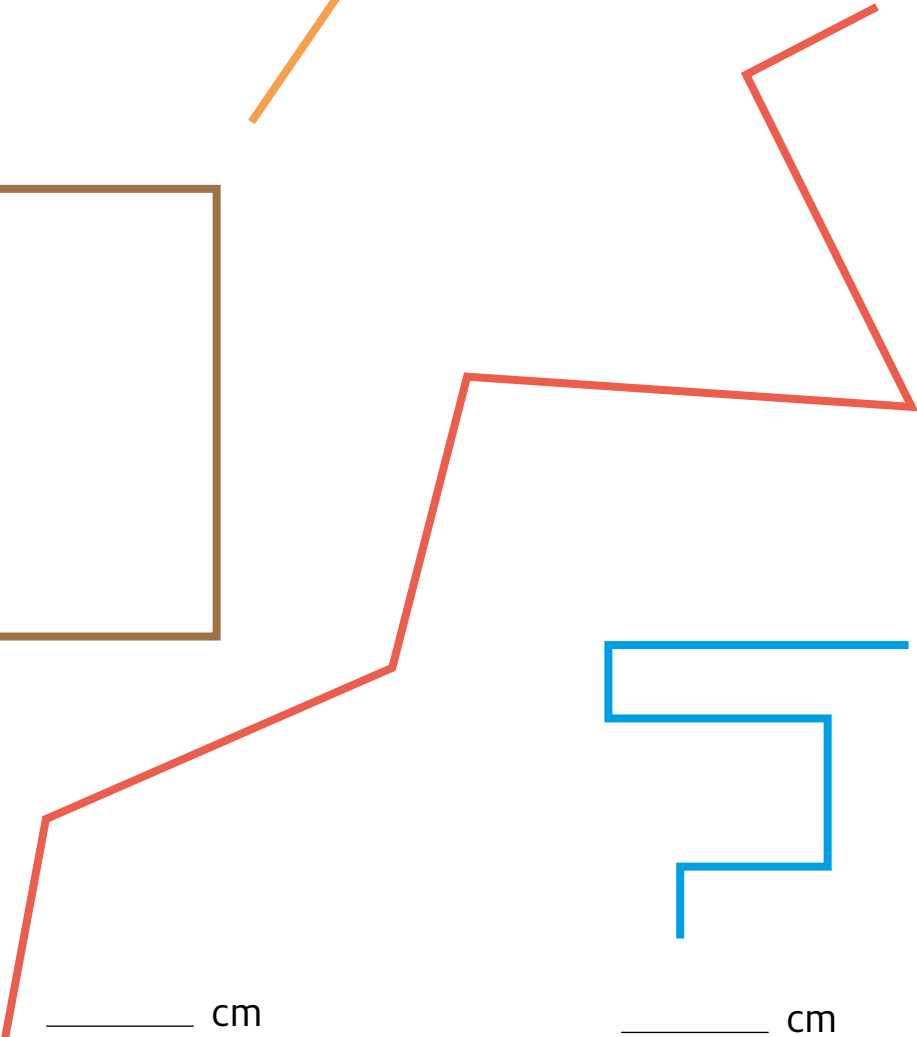
 _____ cm

 _____ cm

 _____ cm

 _____ cm

 _____ cm

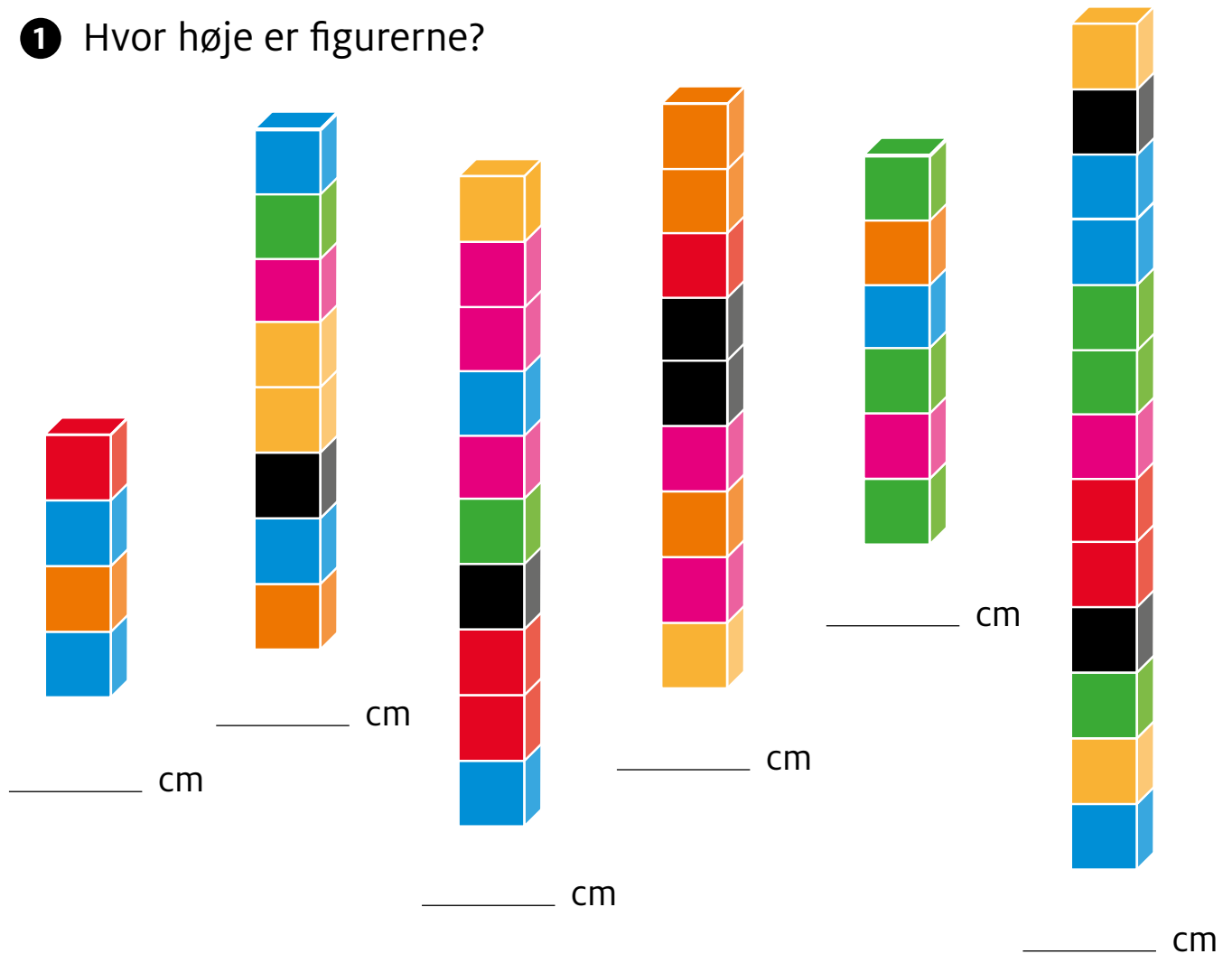
 _____ cm

 _____ cm

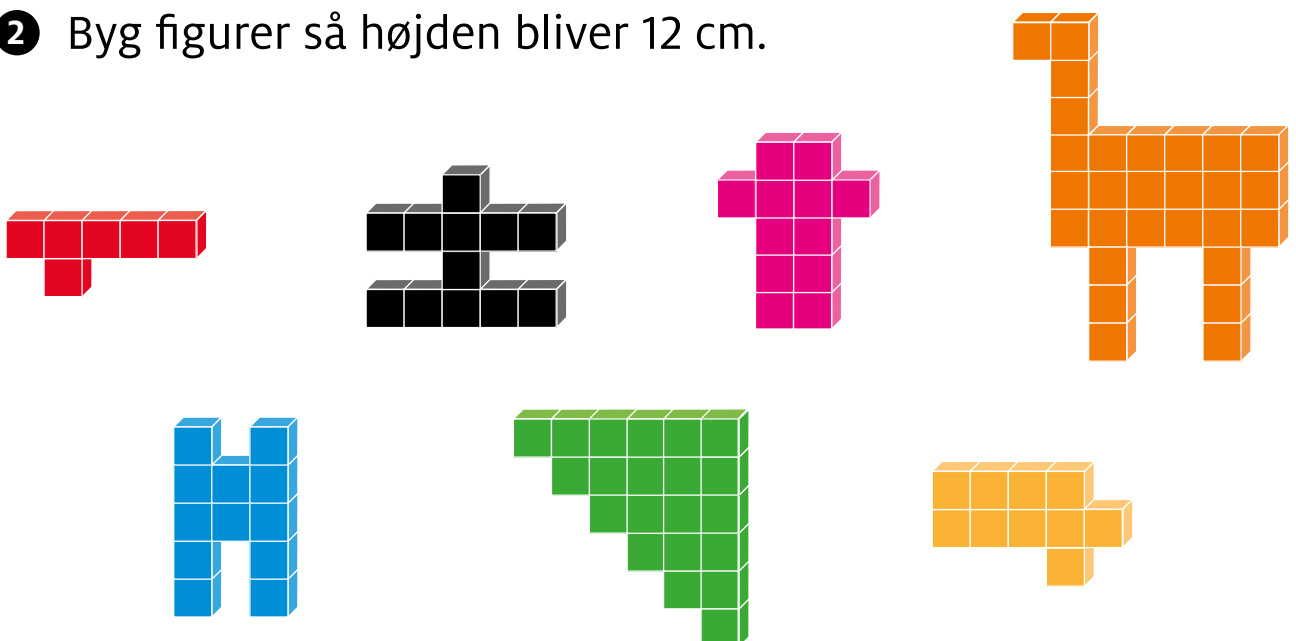
© ALINEA

NAVN _____

1 Hvor høje er figurerne?



2 Byg figurer så højden bliver 12 cm.



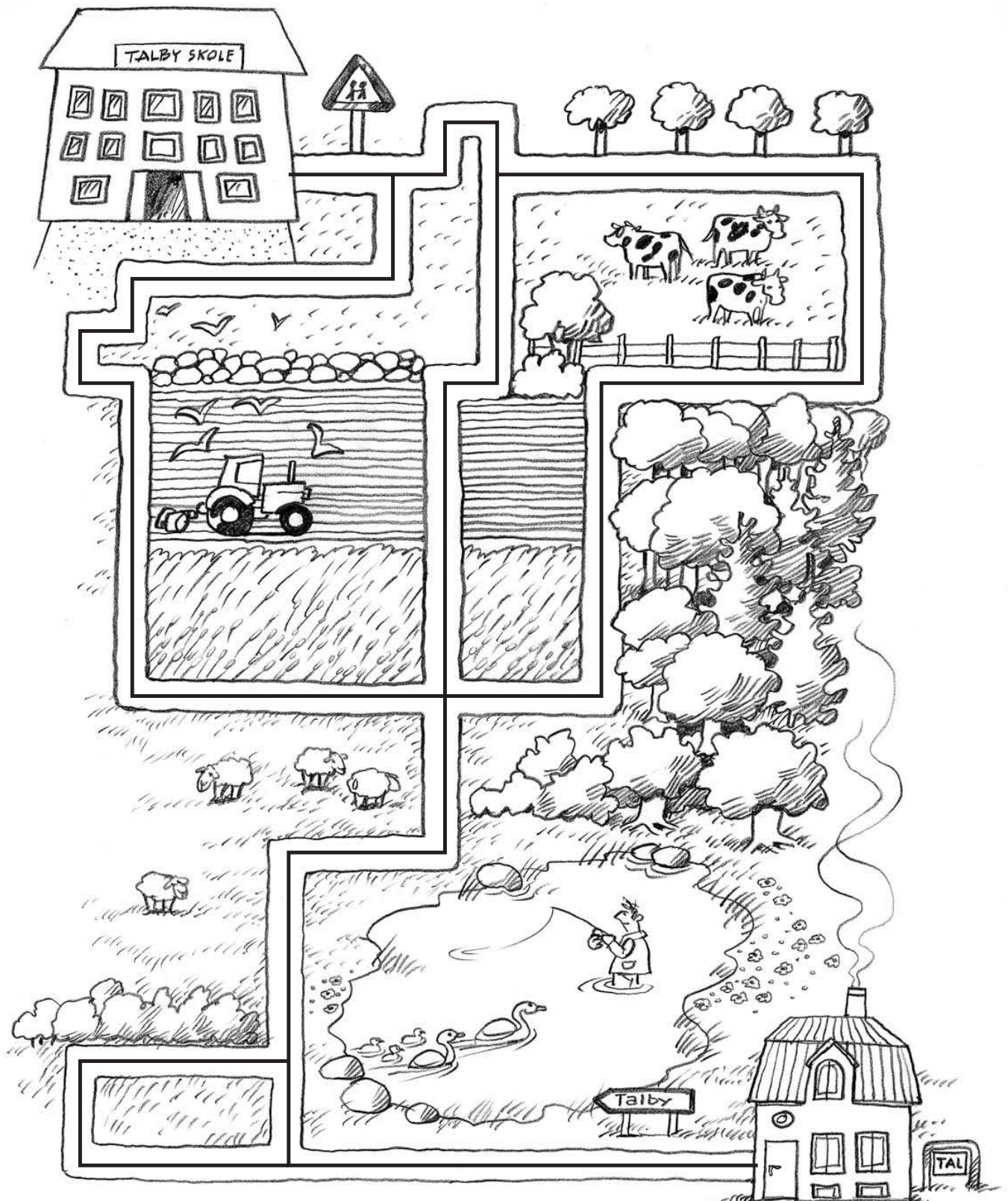
NAVN _____

Find den korteste vej

ELEVBOG 1 B · SIDE 54-59

ARBEJDSARK

121



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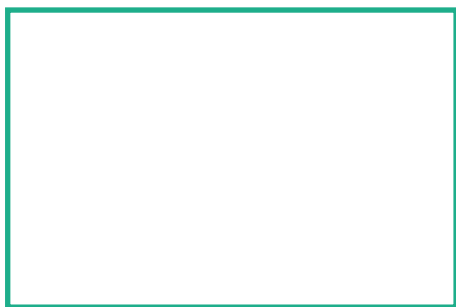
NAVN _____

Find omkredsen

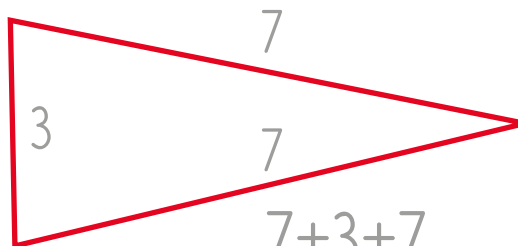
ELEVBOG 1 B · SIDE 54-59

ARBEJDSARK

122



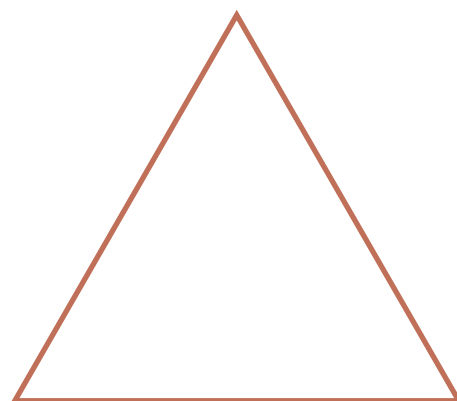
_____ = _____ cm



$$7 + 3 + 7 = 17 \text{ cm}$$



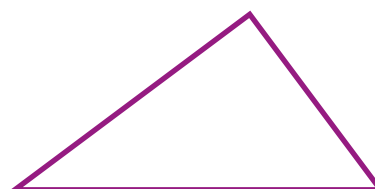
_____ = _____ cm



_____ = _____ cm



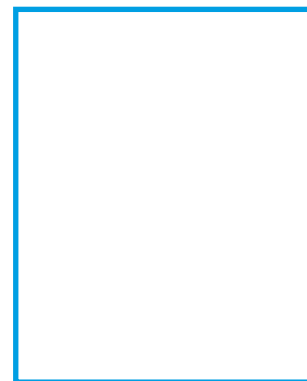
_____ = _____ cm



_____ = _____ cm



_____ = _____ cm



_____ = _____ cm

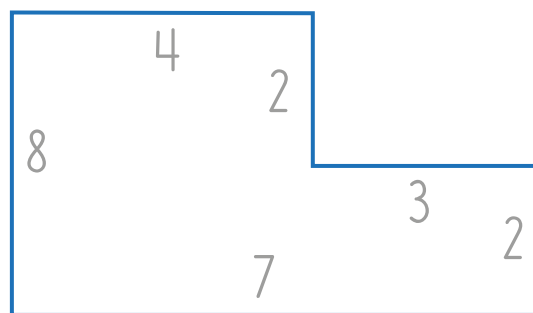
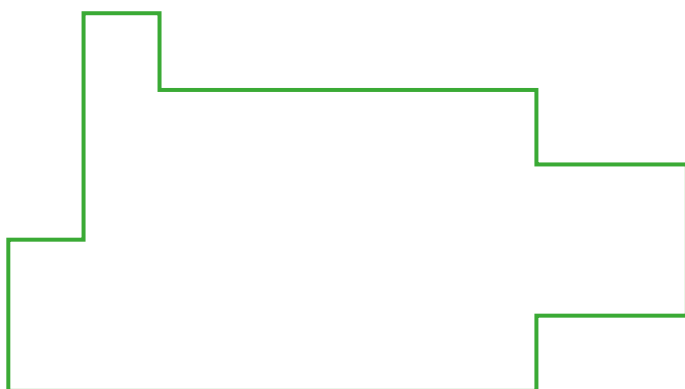
NAVN _____

Hvad er omkredsen?

ELEVBOG 1 B · SIDE 54-59

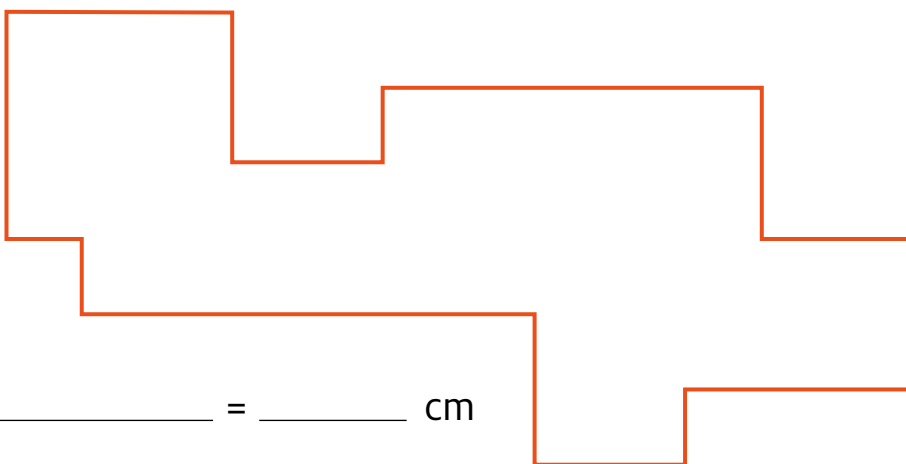
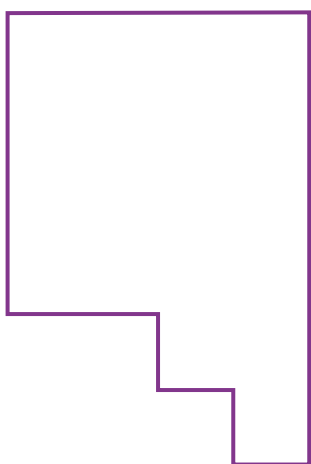
ARBEJDSARK

123



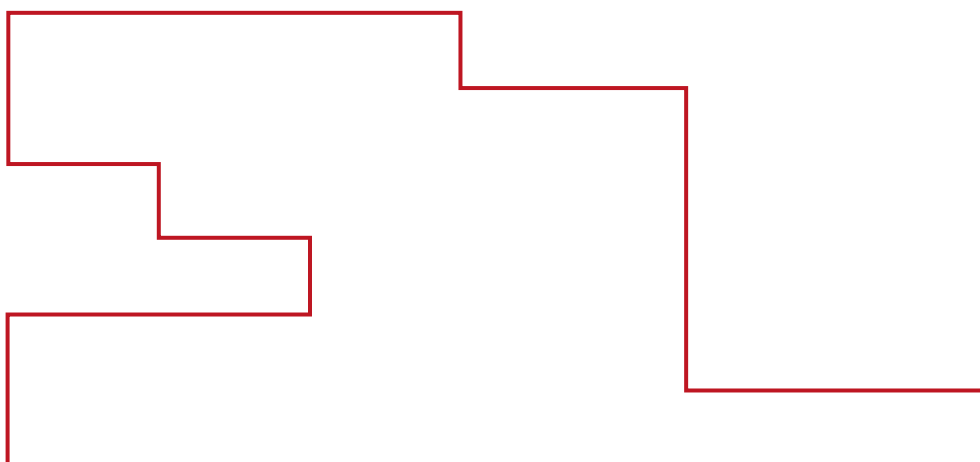
$$8+4+2+3+2+7 = 26 \text{ cm}$$

_____ = _____ cm



_____ = _____ cm

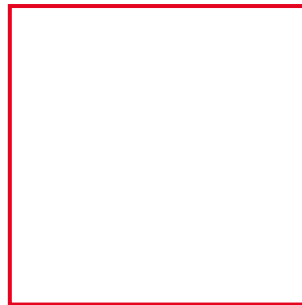
_____ = _____ cm



_____ = _____ cm

NAVN _____

1 Flere gange rundt om.



1 runde _____ cm

2 runder _____ cm

5 runder _____ cm

8 runder _____ cm

10 runder _____ cm

1 runde _____ cm

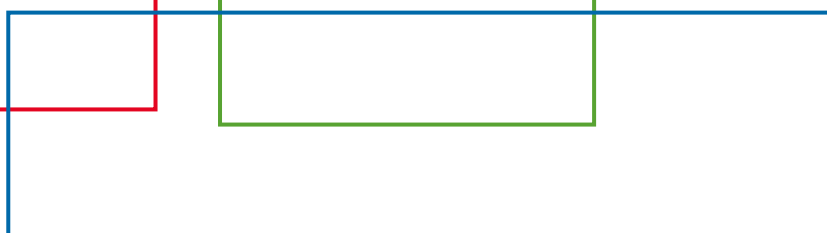
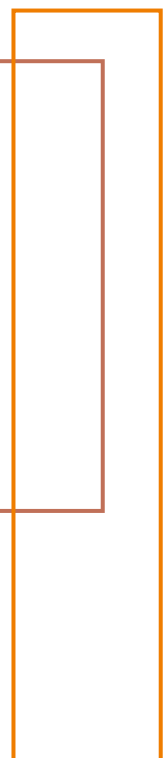
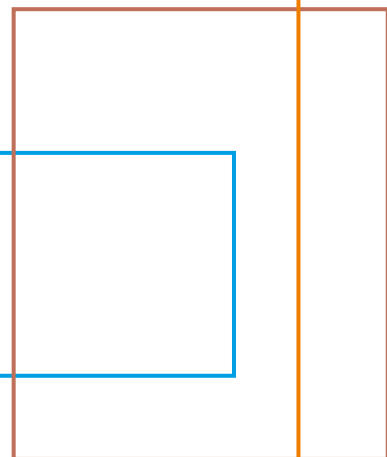
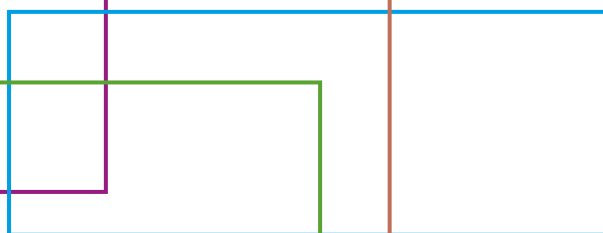
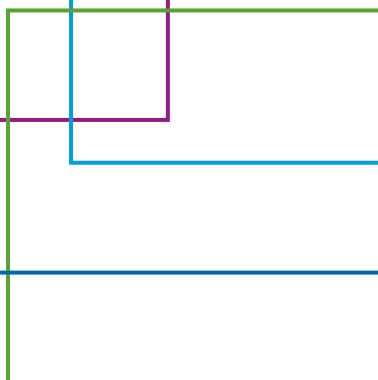
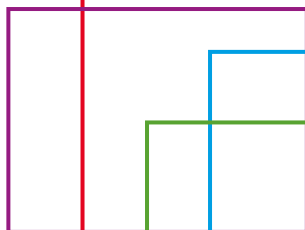
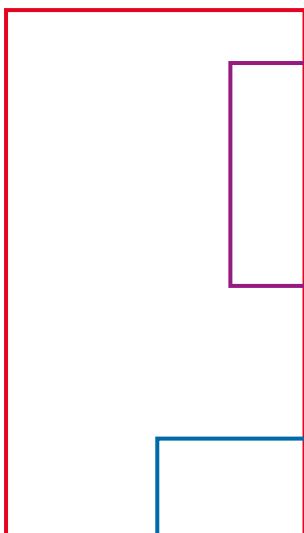
2 runder _____ cm

5 runder _____ cm

8 runder _____ cm

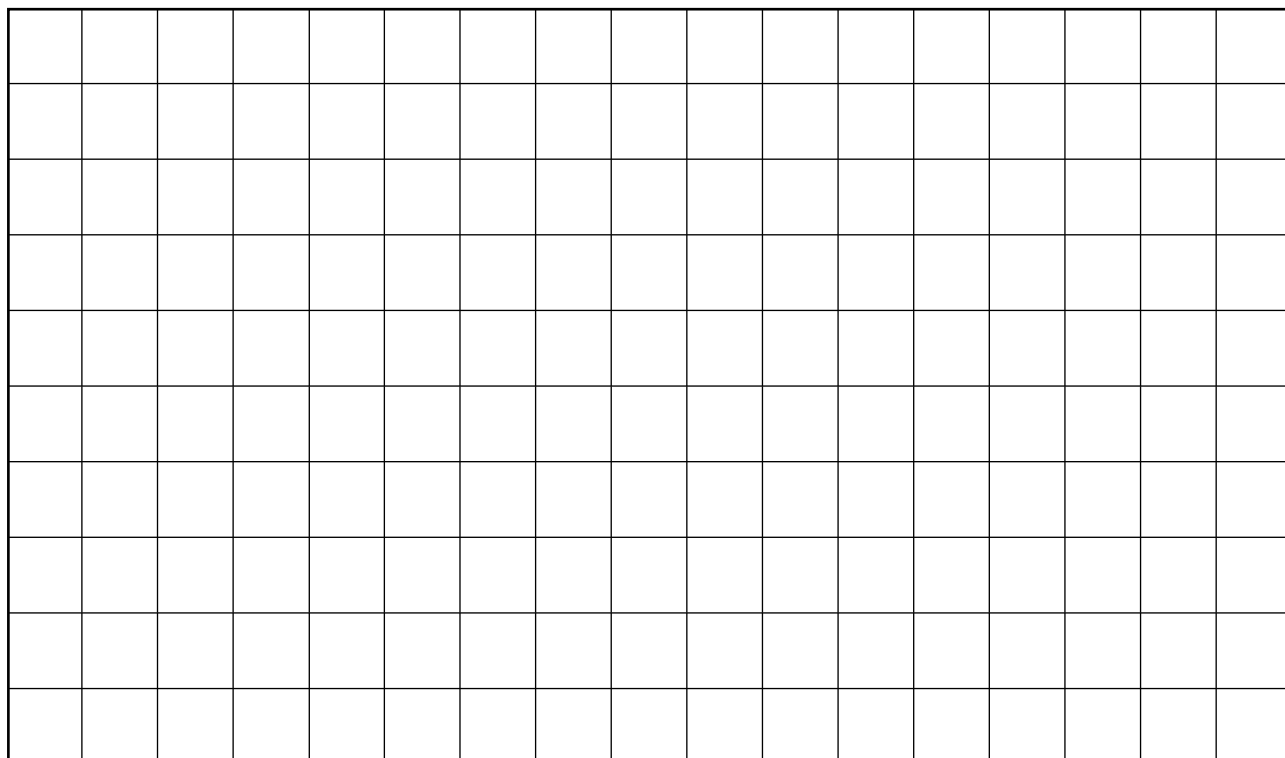
10 runder _____ cm

2 Find den længste omkreds.

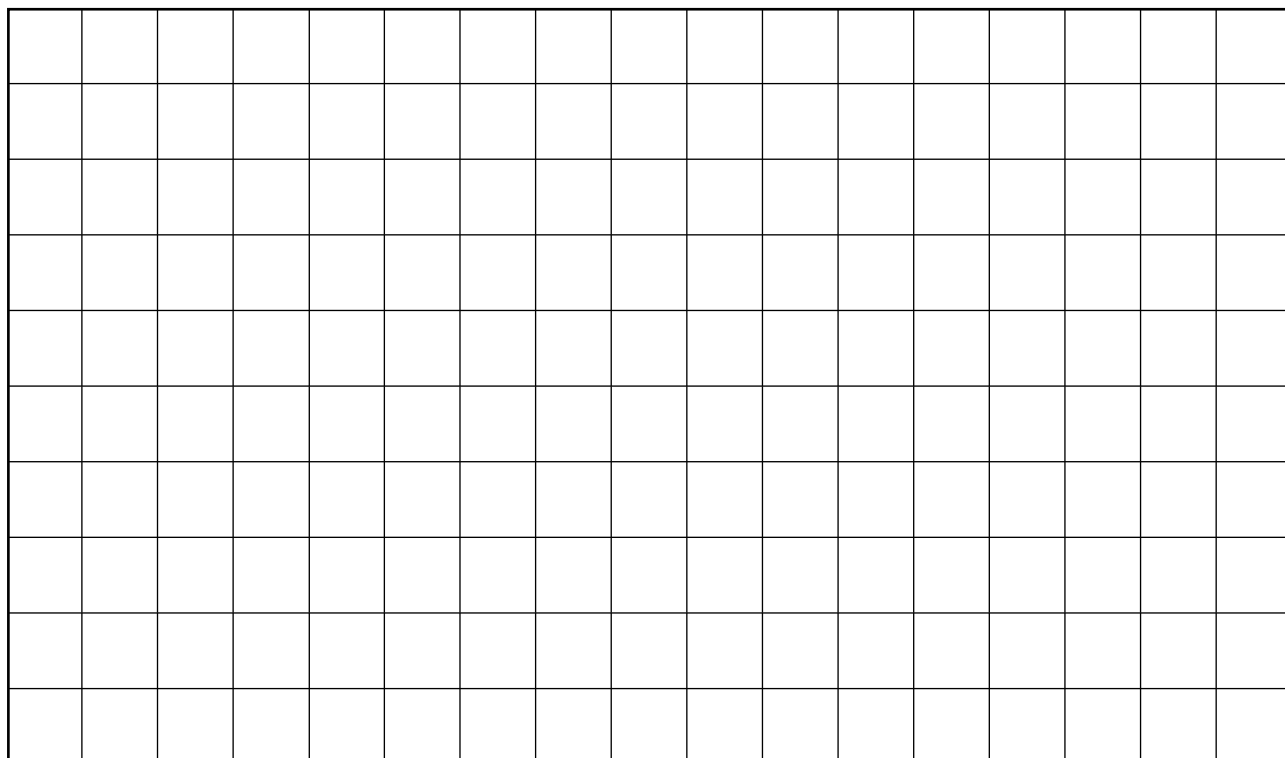


NAVN _____

1 Tegn forskellige figurer med omkredsen 16 cm.



2 Tegn forskellige figurer med omkredsen 20 cm.



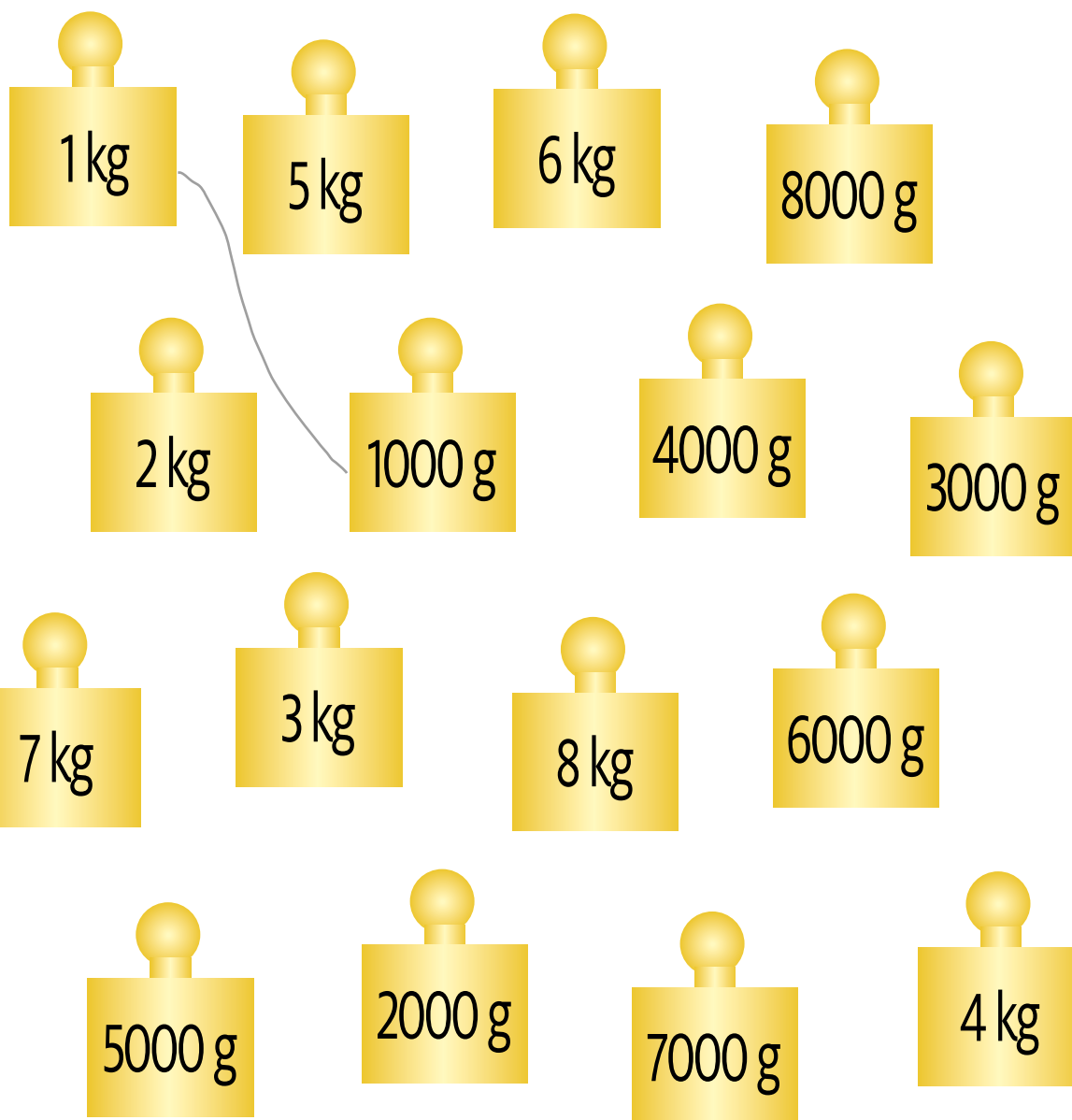
NAVN _____

Hvad vejer det samme?

ELEVBOG 1 B · SIDE 60-63

ARBEJDSARK

126

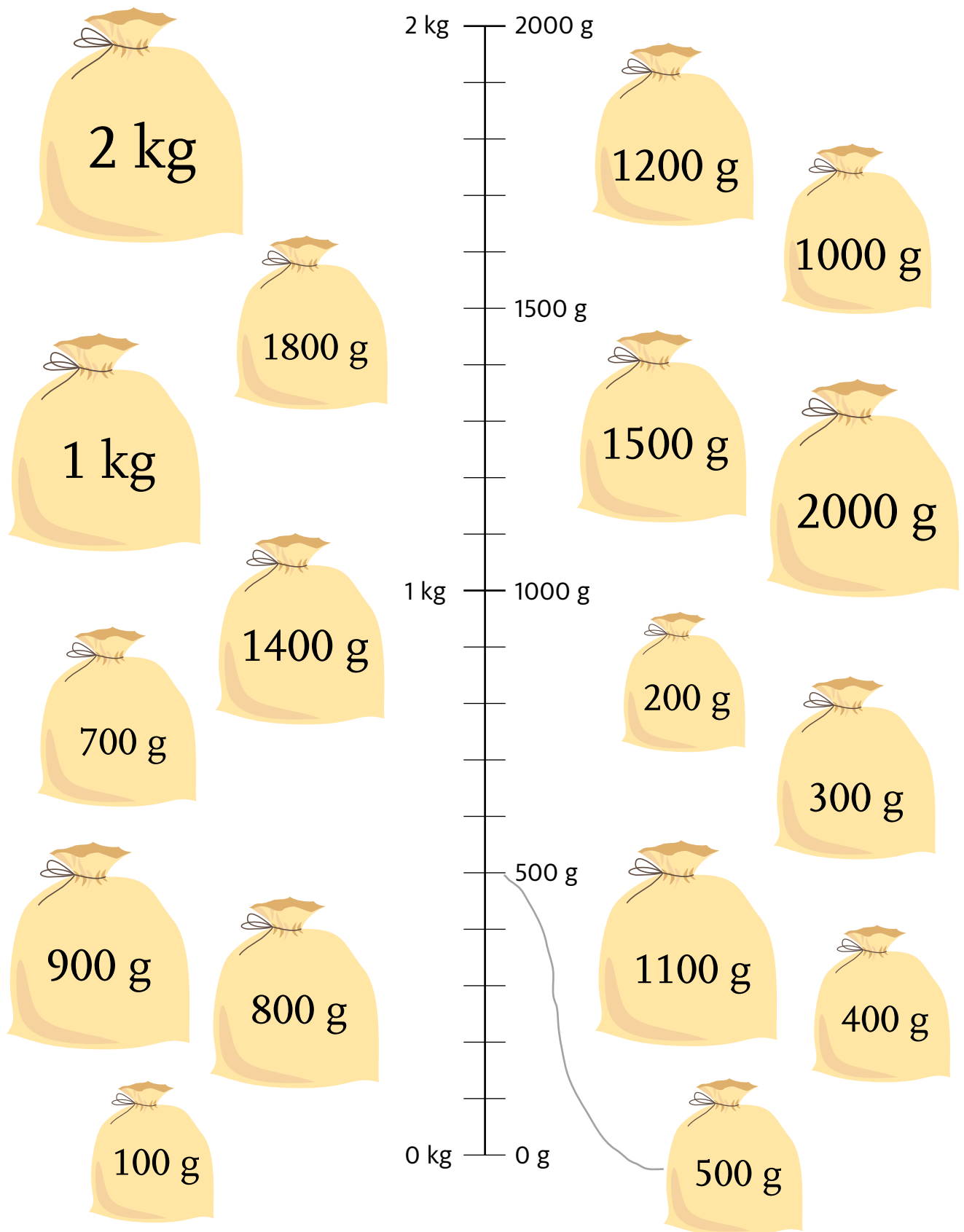


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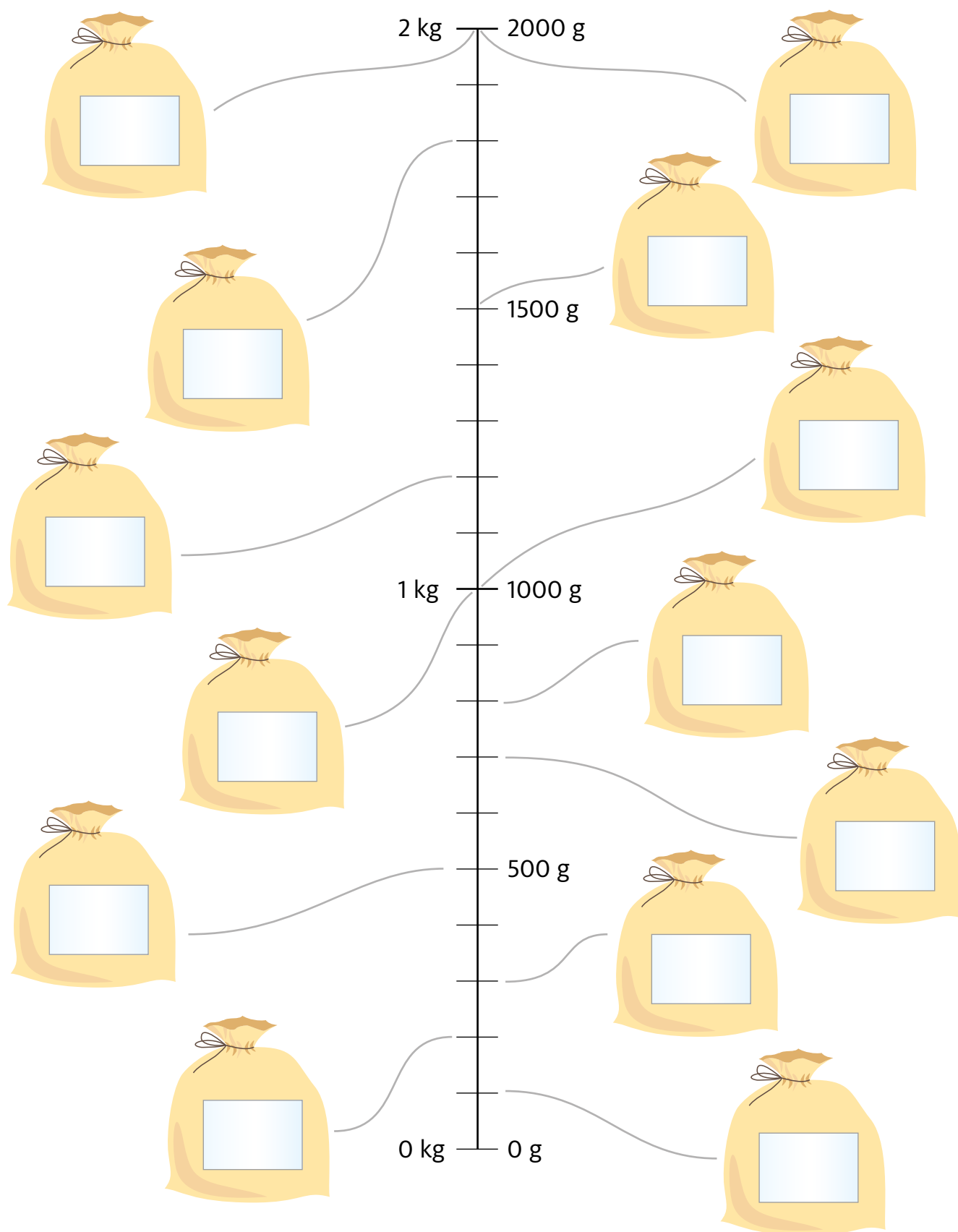
1 kg = 1000 g	kg = g
kg = g	kg = g
kg = g	kg = g
kg = g	kg = g

NAVN _____

© ALINEA

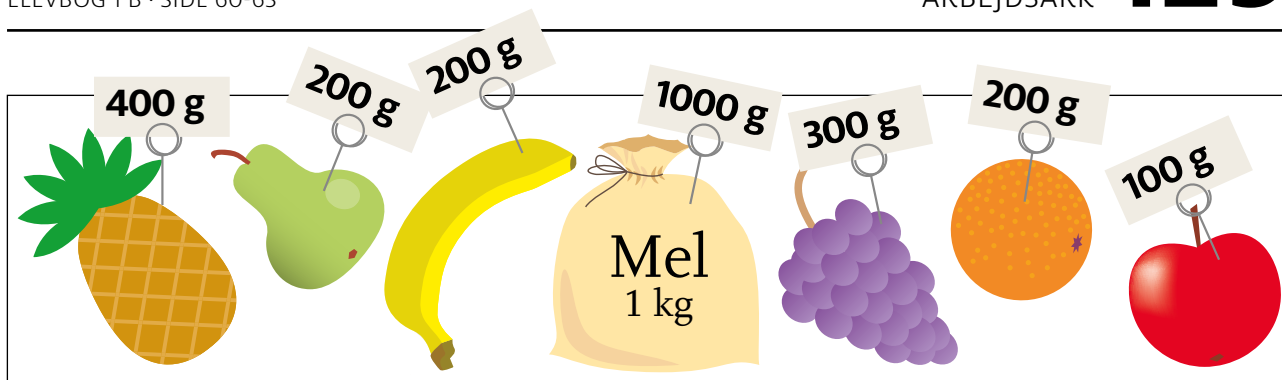


NAVN _____

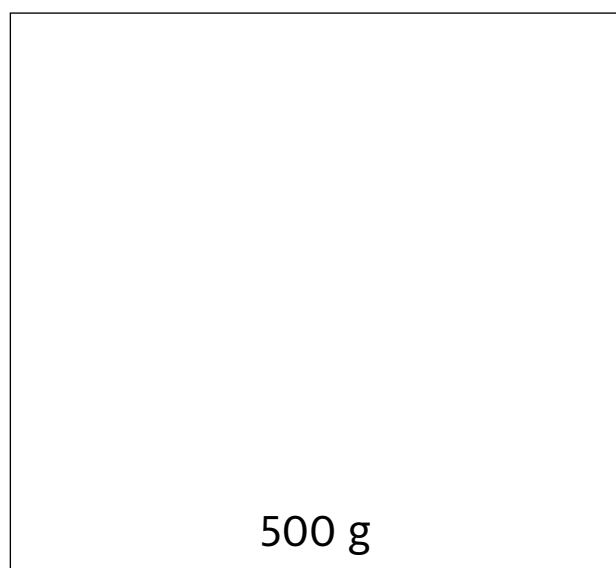
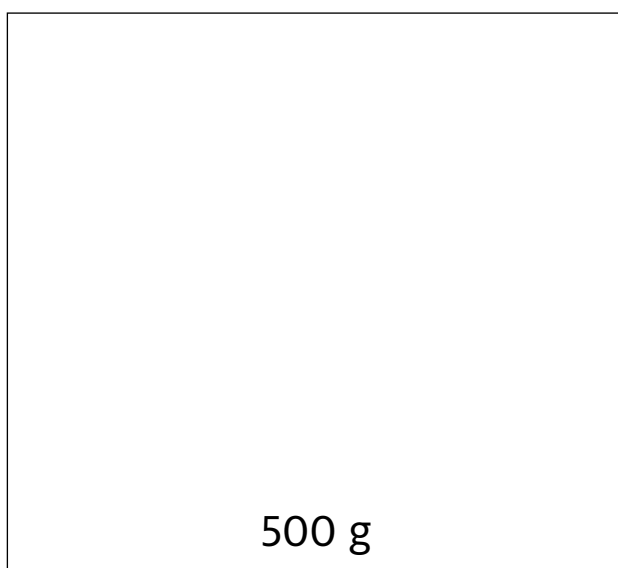


© ALINEA

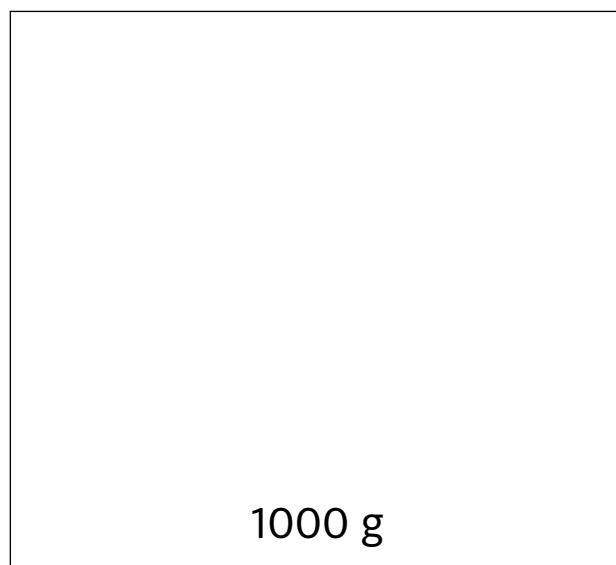
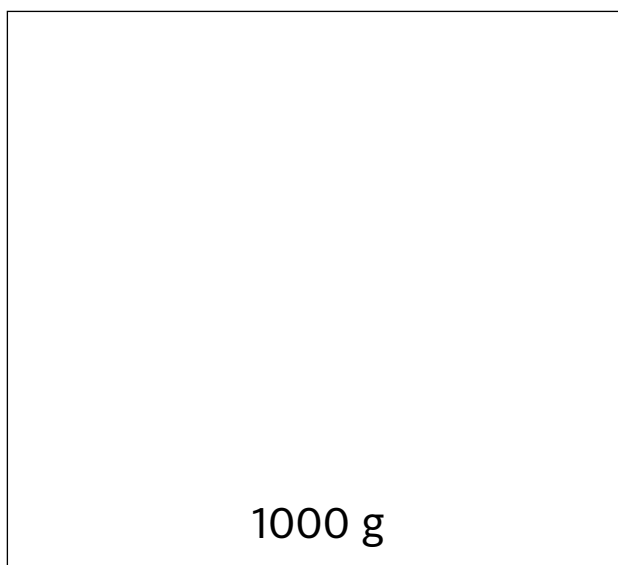
NAVN _____



1 Tegn, så der er 500 g.



2 Tegn, så der er 1000 g.



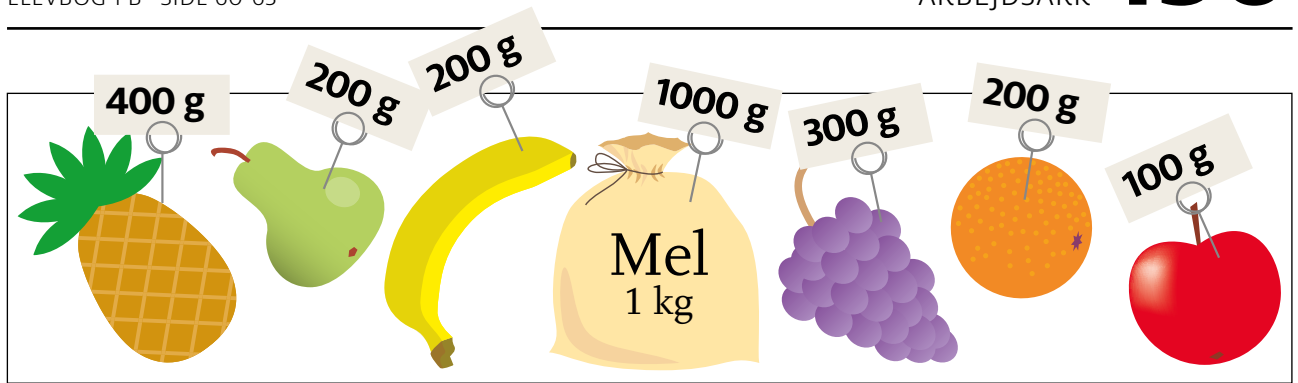
NAVN _____

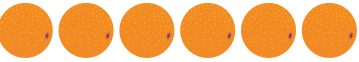
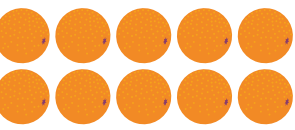
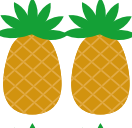
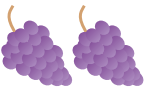
Hvor mange gram i alt?

ELEVBOG 1 B · SIDE 60-63

ARBEJDSARK

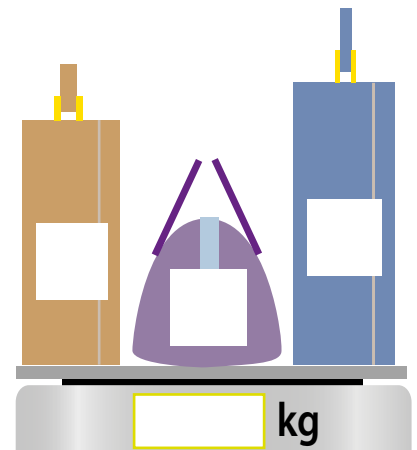
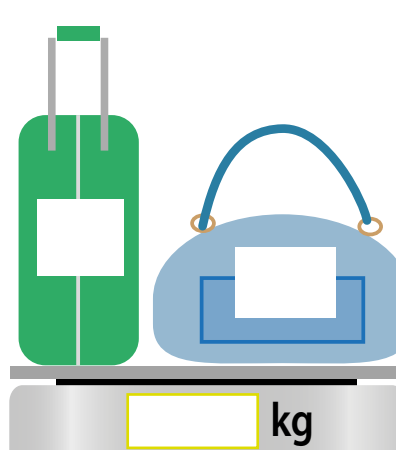
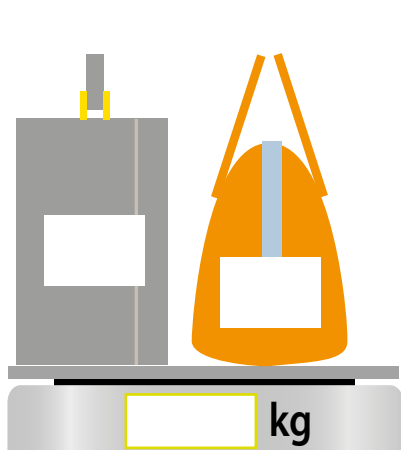
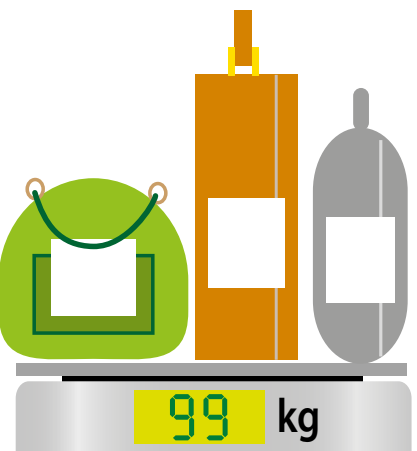
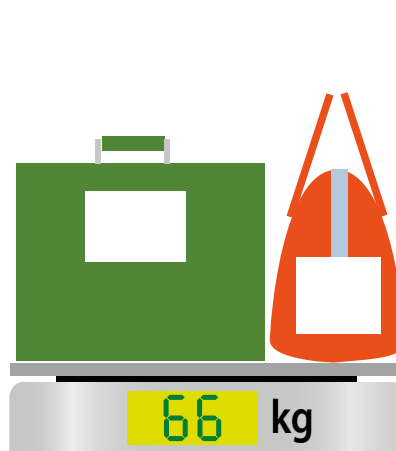
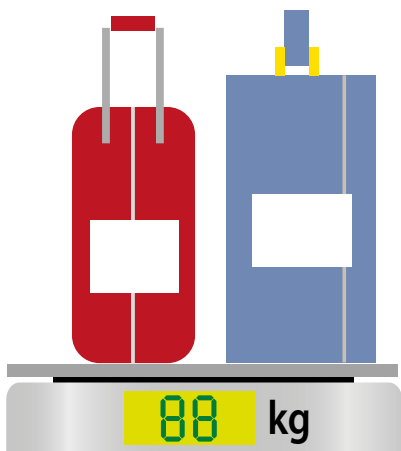
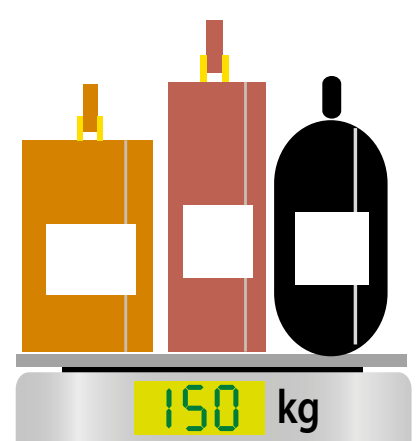
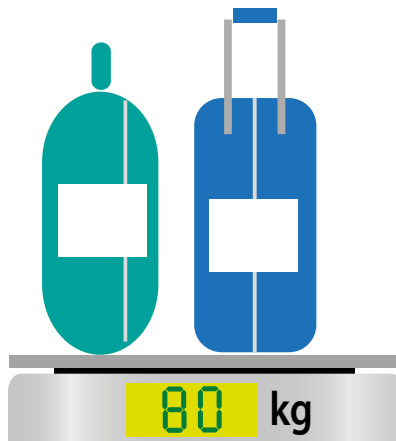
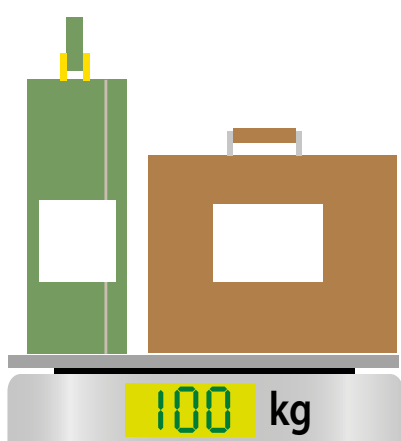
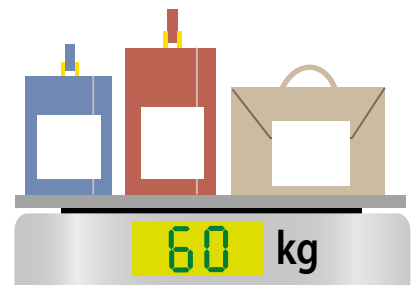
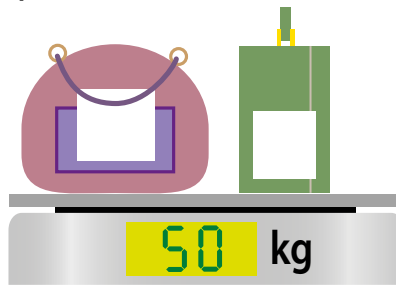
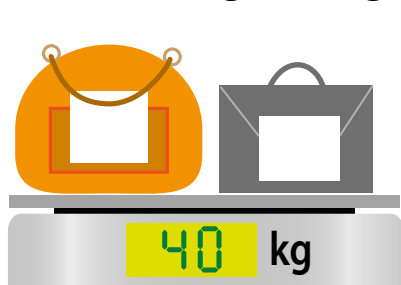
130



i alt  _____ g  _____ g  _____ g	i alt  _____ g  _____ g  _____ g
i alt  _____ g  _____ g  _____ g	i alt  _____ g  _____ g  _____ g
i alt  _____ g  _____ g  _____ g	i alt  _____ g  _____ g  _____ g

NAVN _____

Skriv forslag til vægten på kufferterne.



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August					
mandag	1	8	15	22	29
tirsdag	2	9	16	23	30
onsdag	3	10	17	24	31
torsdag	4	11	18	25	
fredag	5	12	19	26	
lørdag	6	13	20	27	
søndag	7	14	21	28	

September					
mandag		5	12	19	26
tirsdag		6	13	20	27
onsdag		7	14	21	28
torsdag	1	8	15	22	29
fredag	2	9	16	23	30
lørdag	3	10	17	24	31
søndag	4	11	18	25	

1 Hvilken dag?

12. august _____ 20. august _____
 7. september _____ 4. september _____
 25. august _____ 29. august _____
 22. august _____ 13. september _____

2 Skriv nogen som har fødselsdag i august eller september? Skriv dato.

3 Sæt kryds i kalenderen ved disse datoer.

3. august 30. august 1. september
 15. september 11. august 23. september

NAVN _____

Hvilken dag og dato?

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133

Skriv og tegn hvad du gør.

I går

I dag

I morgen

I overmorgen

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134

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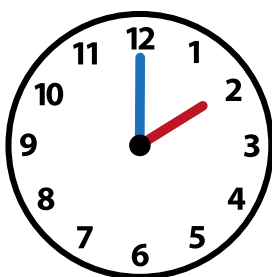
1
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22
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31

Hvad er klokken?

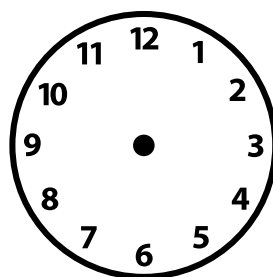
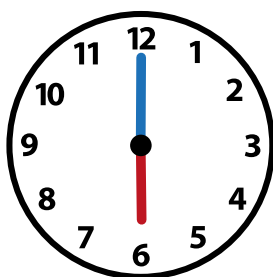
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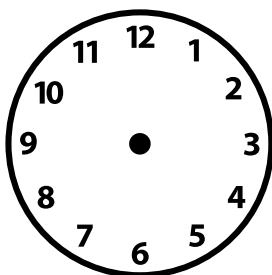
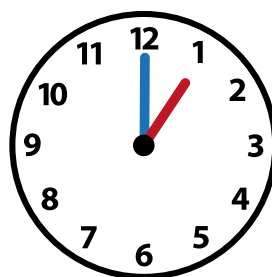
136



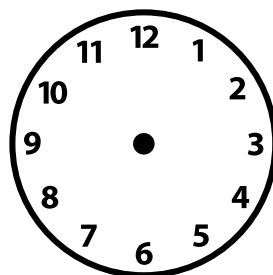
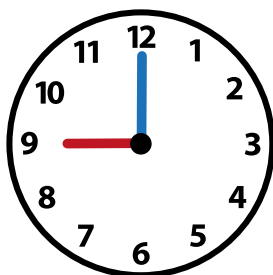
2.00



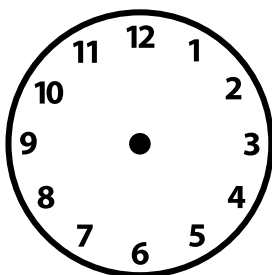
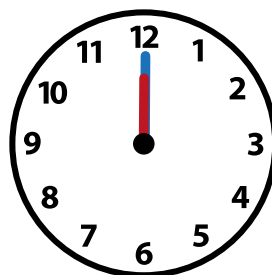
16.00



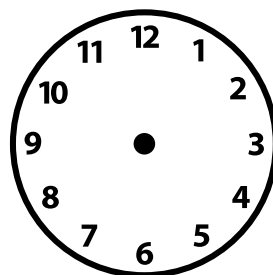
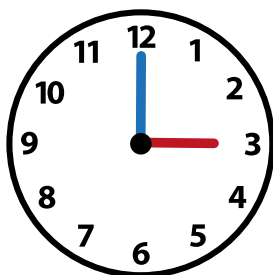
23.00



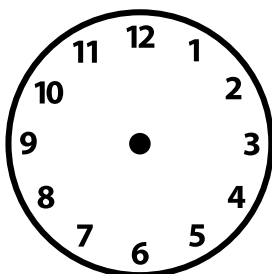
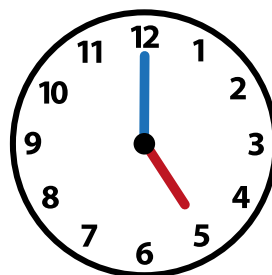
14.00



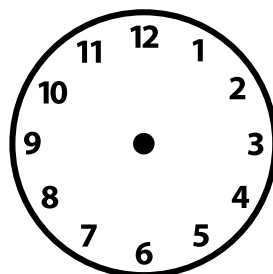
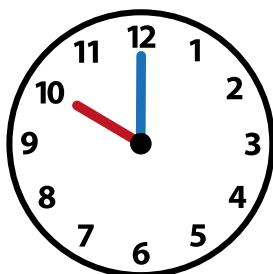
7.00



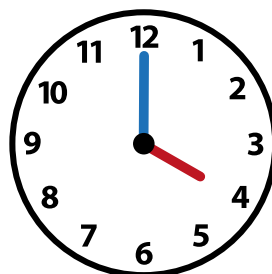
19.00



22.00



11.00



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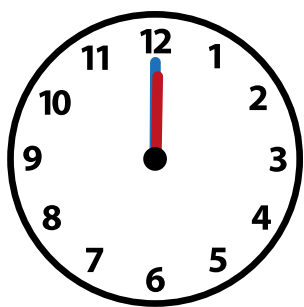
NAVN _____

Sæt streg mellem urene

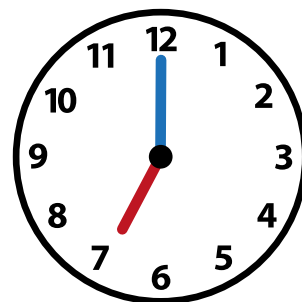
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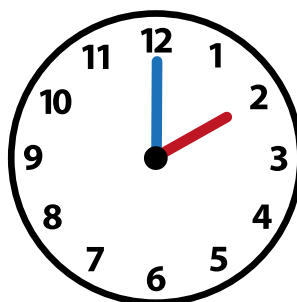
137



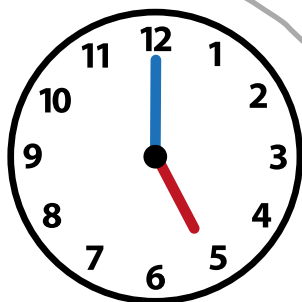
8.00



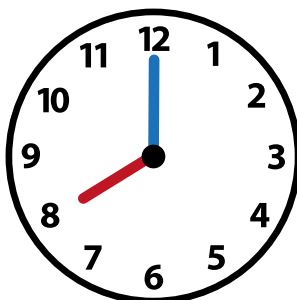
19.00



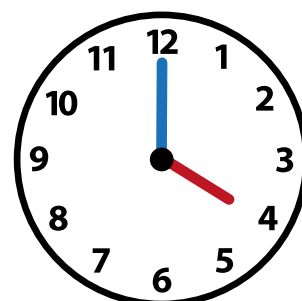
17.00



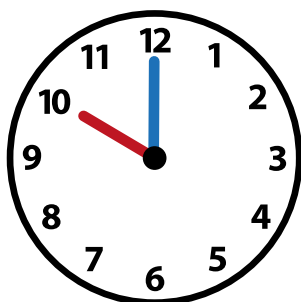
12.00



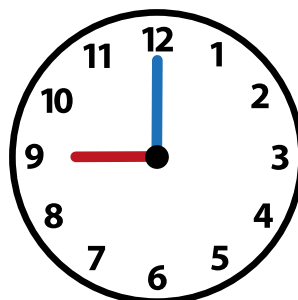
21.00



16.00



10.00



14.00

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NAVN _____

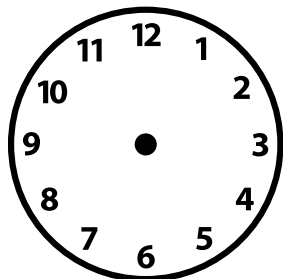
Hvad gør du klokken...?

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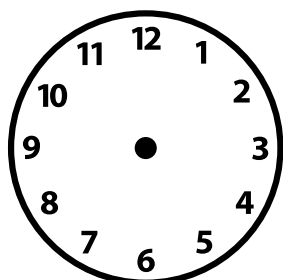
138

Kl. _____



Kl. _____

Kl. _____



Kl. _____

NAVN _____

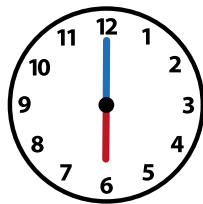
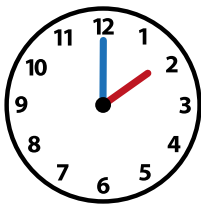
Hvor mange timer er der gået?

ELEVBOG 1 B · SIDE 68-71

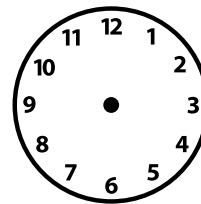
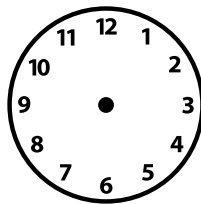
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139

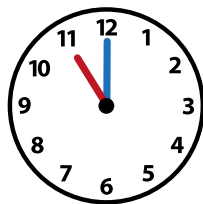
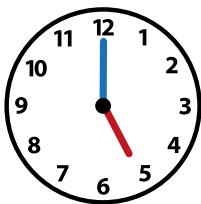
1 Vis og skriv hvad klokken er. Hvor mange timer er der gået?



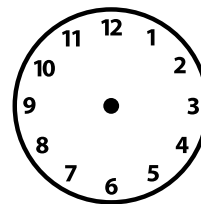
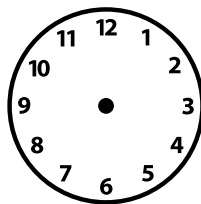
_____ timer



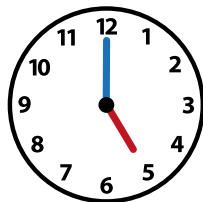
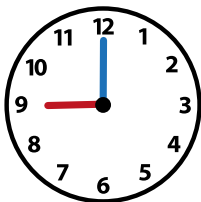
_____ timer



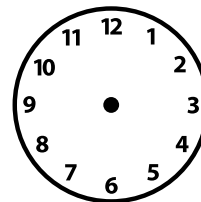
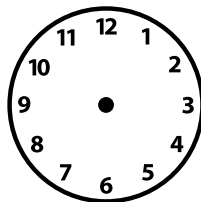
_____ timer



_____ timer



_____ timer



_____ timer

2 Hvor mange timer er der gået?

17.00 → 20.00 _____ timer

9.00 → 14.00 _____ timer

18.00 → 24.00 _____ timer

4.00 → 12.00 _____ timer

7.00 → 12.00 _____ timer

17.00 → 20.00 _____ timer

13.00 → 22.00 _____ timer

16.00 → 21.00 _____ timer

NAVN _____

Find vej gennem labyrinten

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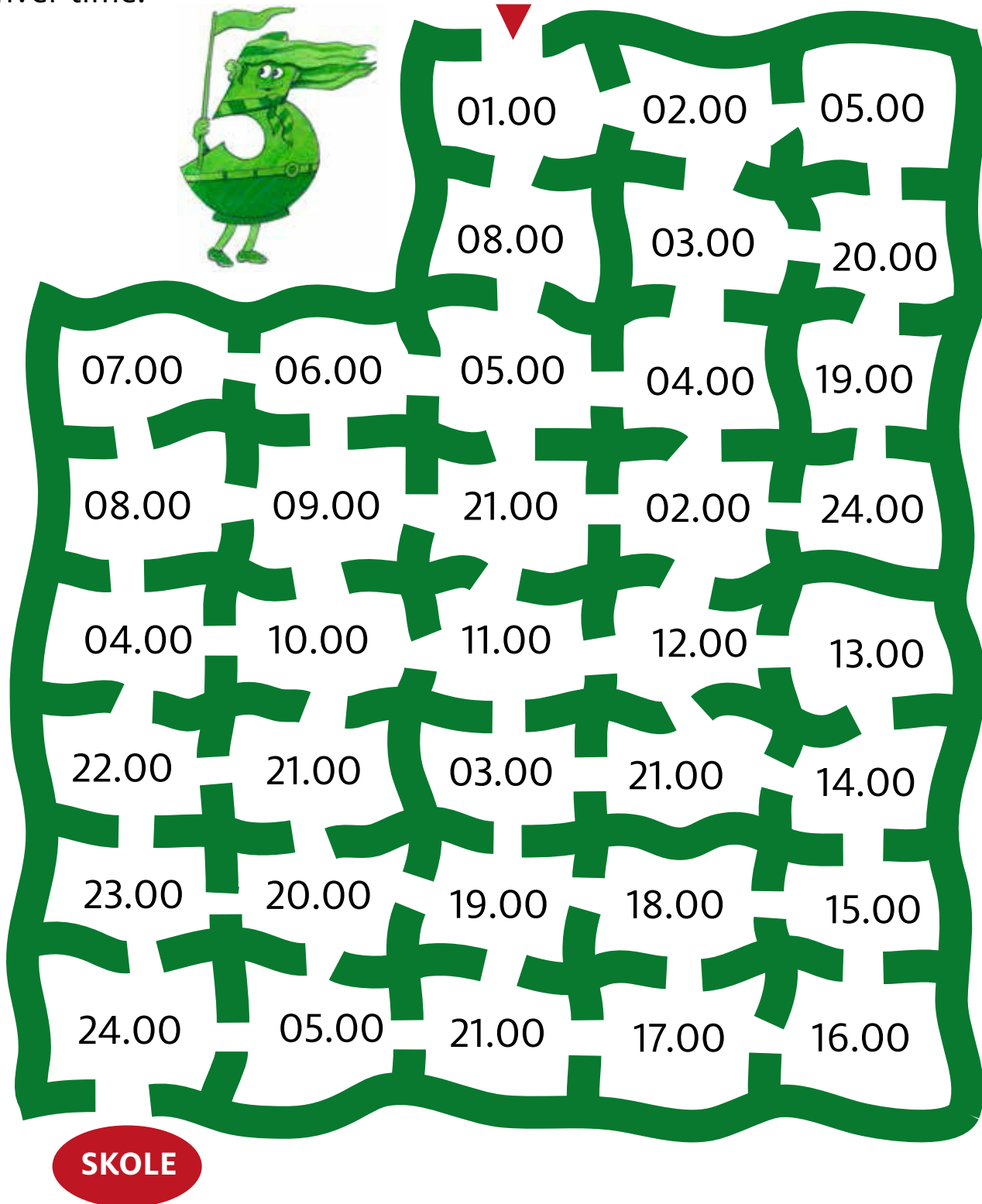
140

Hjælp Friske Fem med at finde vej hen til skolen.

Friske Fem ser på uret
hver time.



START



SKOLE

NAVN _____

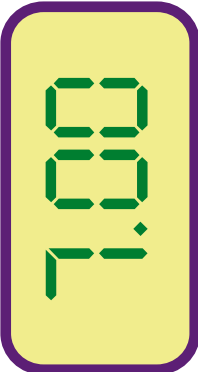
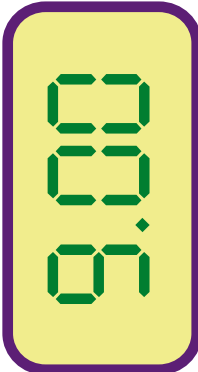
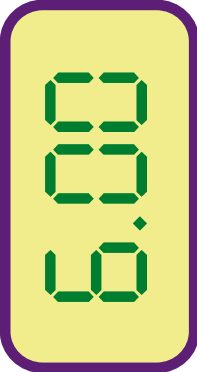
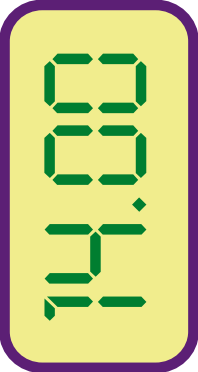
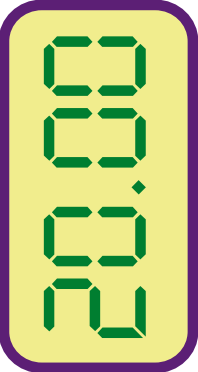
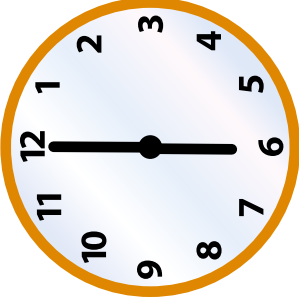
Vendespil med klokken

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141



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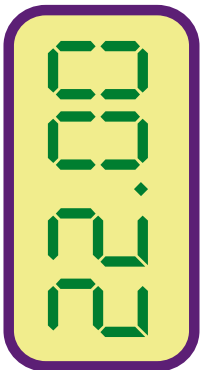
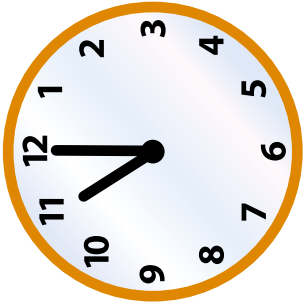
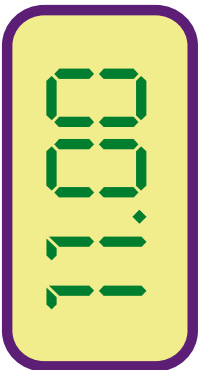
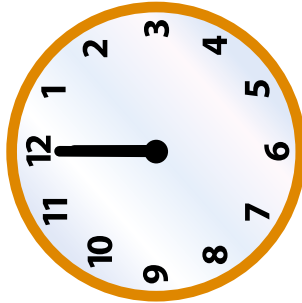
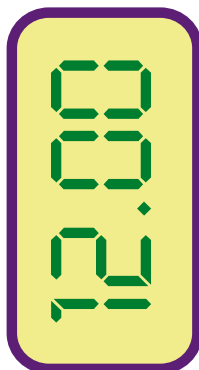
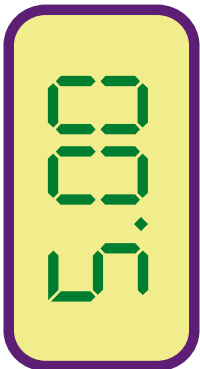
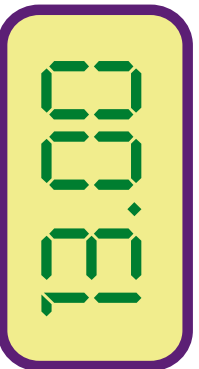
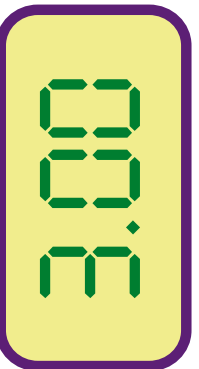
Vendespil med klokken

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142



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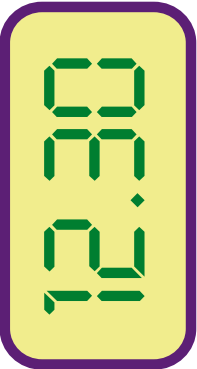
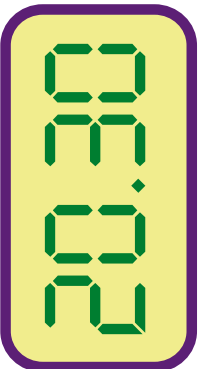
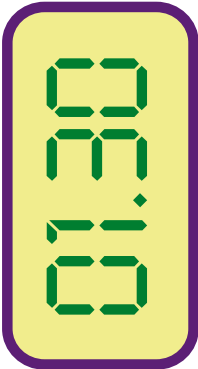
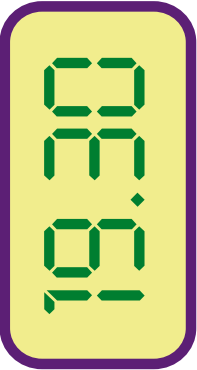
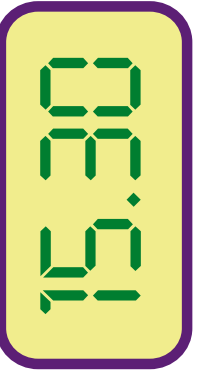
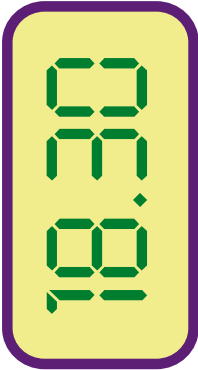
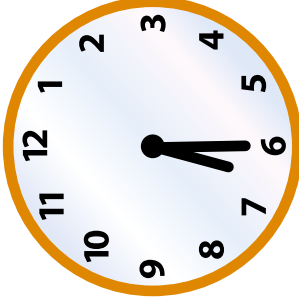
Vendespil med klokken

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143



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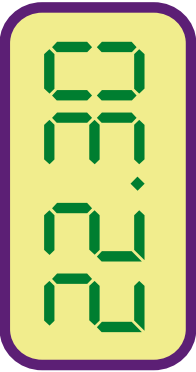
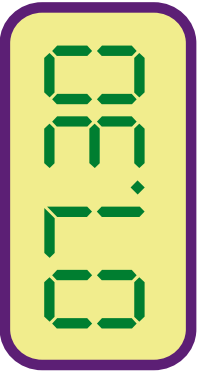
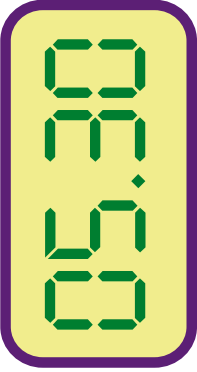
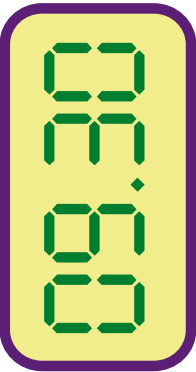
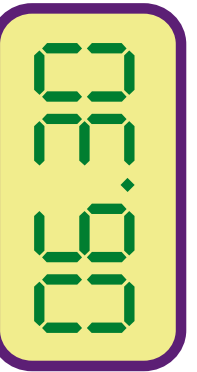
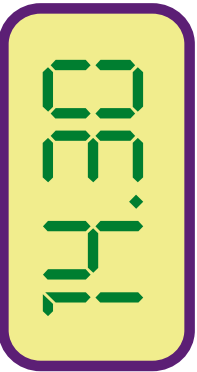
Vendespil med klokken

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144



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