



Navn

Klasse



alineaa

Jubii. Intro
Oplæg til snak om tal i Trix' tallhule.
Skriv navn og klasse i rammerne nederst.

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Jubii. Antalsbestemmelse

Oplæg til samtale om en familie, der spiser morgenmad. Hvor mange ting er der af hver slags?

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0 1 2 3 4 5 6 7 8 9



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| xx xxx | 5 |
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| xxx | 3 |
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| xx xx | 4 |
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| xxx xxx | 6 |
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| xxx xxxxx | 7 |
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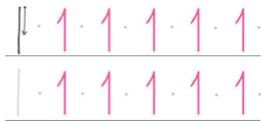


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| xxxxx xxxxx | 8 |
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Jubii. Antalsbestemmelse

Tæl de anviste ting på tegningen på side 2 og angiv antallet ved hjælp af krydsrstreger og med talsymboler.

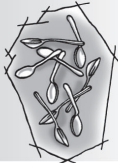
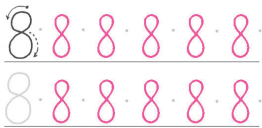
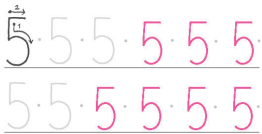
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Jubil. Talsymboler

Gennemgang af talsymbolerne 0-4. Tæl antallet af elementer i mængden, "føl" tallet med fingeren og farvelæg det. Skriv til sidst tallet, først oven på det fortegnede som anvist og dernæst i fri hånd.

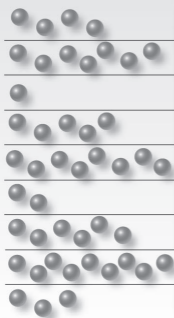
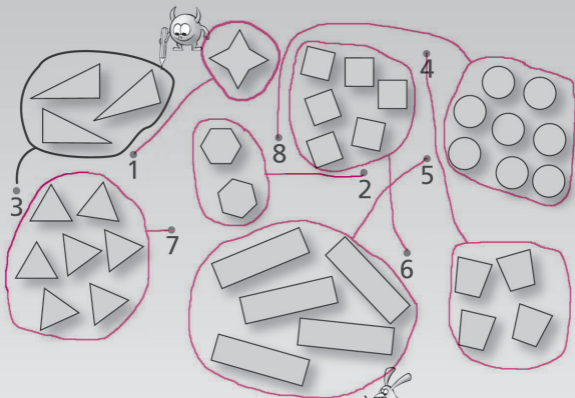
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Jubil. Talsymboler

Gennemgang af talsymbolerne 5-9. Tæl antallet af elementer i mængden, "føl" tallet med fingeren og farvelæg det. Skriv til sidst tallet, først oven på det fortegnede som anvist og dernæst i fri hånd.

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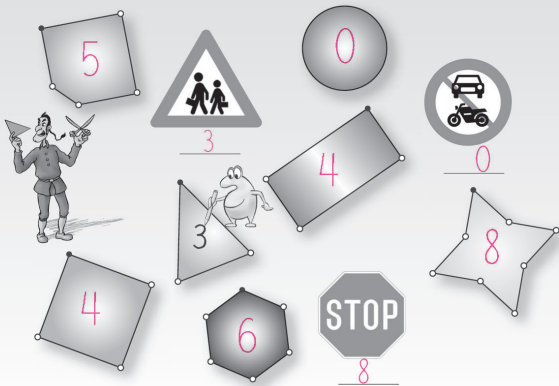
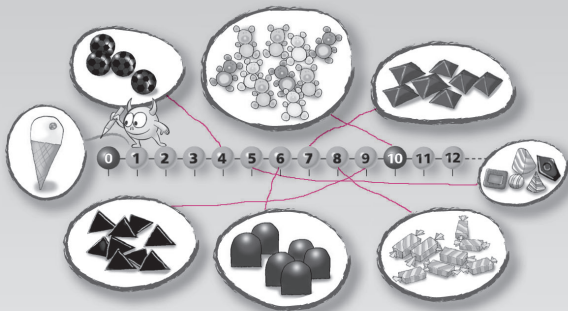
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|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 5 | 4 | 4 | 4 | 9 | 6 | 1 | 5 |
| 4 | 7 | 3 | 7 | 7 | 7 | 8 | 6 | 9 | 1 |
| 5 | 1 | 3 | 9 | 1 | 0 | 4 | 7 | 7 | 9 |
| 0 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 |
| 6 | 1 | 8 | 8 | 8 | 8 | 8 | 2 | 8 | 5 |
| 3 | 5 | 8 | 2 | 2 | 2 | 6 | 5 | 2 | 2 |
| 1 | 7 | 2 | 6 | 8 | 6 | 9 | 4 | 2 | 9 |
| 8 | 7 | 6 | 9 | 3 | 9 | 1 | 3 | 4 | 8 |
| 8 | 4 | 3 | 3 | 2 | 3 | 3 | 8 | 9 | 7 |

Jubil. Talsymboler. Genkendelse af figurer

Øverst: Dan mængder ved at sætte ring omkring de forskellige geometriske figurer, og forbind mængderne med de rigtige talsymboler.

Nederst: Farv felter i hver række med de talsymboler, der svarer til antallet af kugler.

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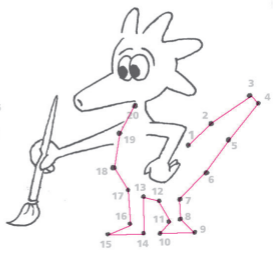
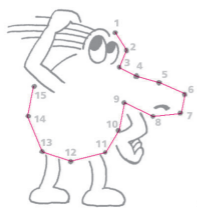
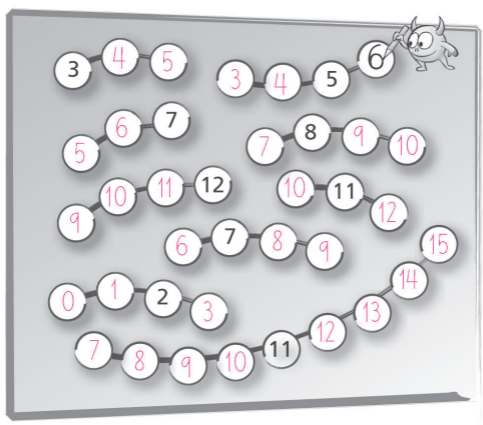


Jubii. Rækkefølge. Tælle kanter

Øverst: Forbind mængderne med de rigtige talsymboler på tallinjen.

Nederst: Tæl antallet af kanter på hver figur og skriv resultatet inde i eller under figuren.

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Jubilæ Rækkefølge
 Øverst: Skriv tallene før og efter i talrækken.
 Nederst: Forbind tallene med streger.

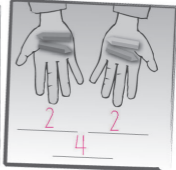
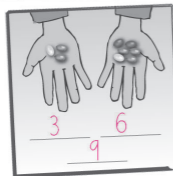
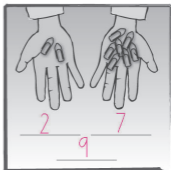
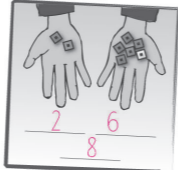
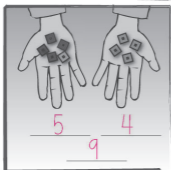
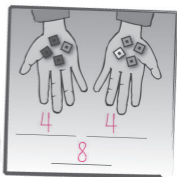
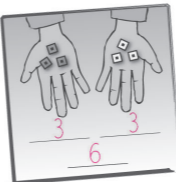
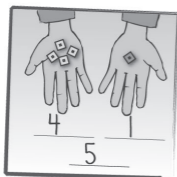
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Addition 0-9

Øverst: Regnehistorien "Det lille egern" fortælles. Se lærervejledningen. Eleverne tegner de gemte nødder.
Nederst: Eksempler på additionsspil – se Ud af bogen nr. 12-14.



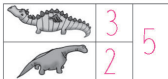
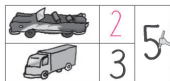
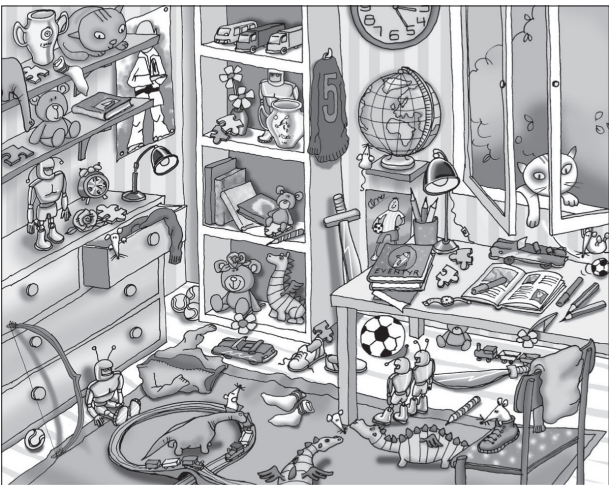


Addition 0-9

Øverst: Skriv antallet af ting i hver hånd, og derefter hvor mange der er tilsammen i de to hænder.

Nederst: Skriv hvor mange øjne terningerne har tilsammen, og tegn øjne, så de anførte resultater passer.

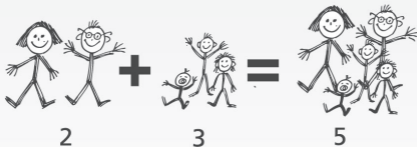
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Addition 0-9

Tæl figurer på tegningen og skriv antallet af de viste ting i skemaet, hver for sig og i alt.

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$$2+3=5$$



Addition 0-9

Faglig gennemgang af addition. Samtale om de forskellige repræsentationer af det samme plusstykke.





$$3 + 2 = 5$$

$$3 + 3 = 6$$

$$5 + 4 = 9$$

$$5 + 1 = 6$$

$$2 + 3 = 5$$

$$4 + 4 = 8$$



$$4 + 1 = 5$$



$$3 + 3 = 6$$



$$4 + 5 = 9$$



$$2 + 1 = 3$$



$$2 + 5 = 7$$

$$2 + 2 = 4$$

$$4 + 3 = 7$$

$$5 + 1 = 6$$

$$7 + 2 = 9$$

$$3 + 5 = 8$$

$$6 + 6 = 12$$





$3 + 4 = \underline{7}$



$3 + 5 = \underline{8}$



$8 + 1 = \underline{9}$



$2 + 4 = \underline{6}$



$3 + 2 = \underline{5}$



$7 + 2 = \underline{9}$



$6 + 2 = \underline{8}$



$4 + 5 = \underline{9}$



$4 + 4 = \underline{8}$



$4 + 2 = \underline{6}$



$3 + 3 = \underline{6}$



$6 + 3 = \underline{9}$



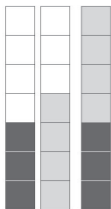
$1 + 1 = \underline{2}$



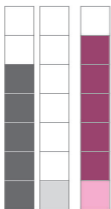
$7 + 1 = \underline{8}$



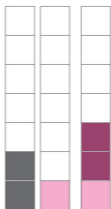
$2 + 2 = \underline{4}$



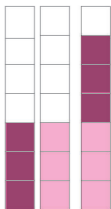
$3 + 4 = \underline{7}$



$5 + 1 = \underline{6}$



$2 + 1 = \underline{3}$



$3 + 3 = \underline{6}$



Addition 0-9

Överst: Regn de viste plusstykker og skriv, hvor mange centicubes der er i alt.

Nederst: Regn de viste plusstykker og tegn det antal felter, der modsvarer antallet.

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$$2 + 1 = 3$$



$$4 + 5 = 9$$



$$3 + 3 = 6$$



$$5 + 2 = 7$$



$$1 + 3 = 4$$



$$\text{fx } 4 + 1 = 5$$



Addition 0-9

Øverst: Digt plusstykker der passer til hver tegning.

Nederst: Skriv det samlede antal kroner i hvert tilfælde.

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$3+2=$ 5 $3+1=$ 4 $4+1+1=$ 6

$4+2=$ 6 $7+2=$ 9 $6+1+2=$ 9

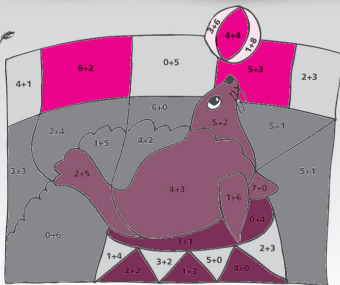
$6+1=$ 7 $1+5=$ 6 $5+3+1=$ 9

$4+4=$ 8 $0+2=$ 2 $4+2+1=$ 7

$8+0=$ 8 $2+2=$ 4 $3+1+3=$ 7

$6+3=$ 9 $3+5=$ 8 $5+2+2=$ 9

$3+2=$ 5 $6+1=$ 7 $7+1+1=$ 9



- 4 = lilla
- 5 = grøn
- 6 = orange
- 7 = blå
- 8 = rød
- 9 = gul



Addition 0-9

Øverst: Regnestykker. Vælg selv eventuelle hjælpemidler.

Nederst: Regn plusstykkerne, og farv felterne i de rigtige farver.





fx

$1+2=3$

fx

4 (flag)

$4+3=7$

fx

(kasse)

$4+2=6$

fx

(and)

$3+3=6$

fx

(lygte)

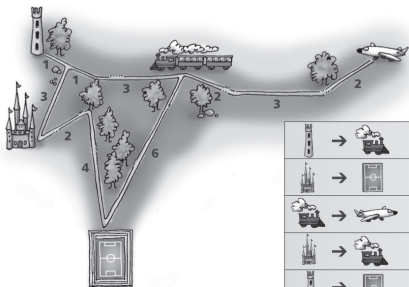
$1+1+1=3$

fx

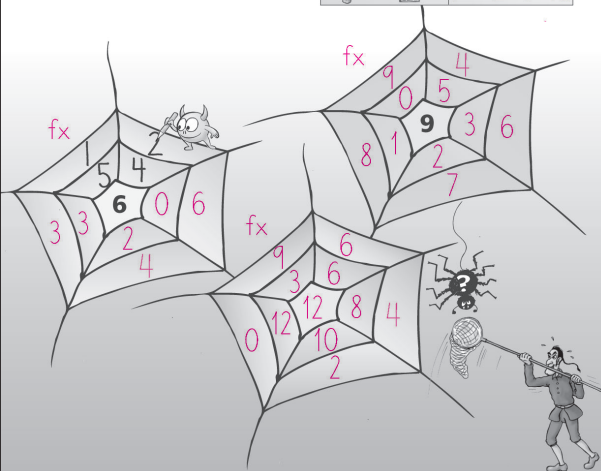
(spand)

$3+4=7$

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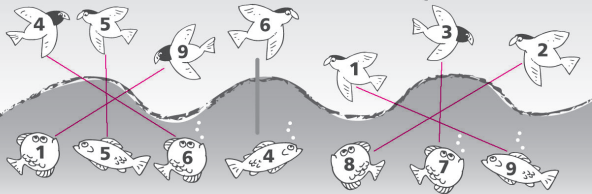
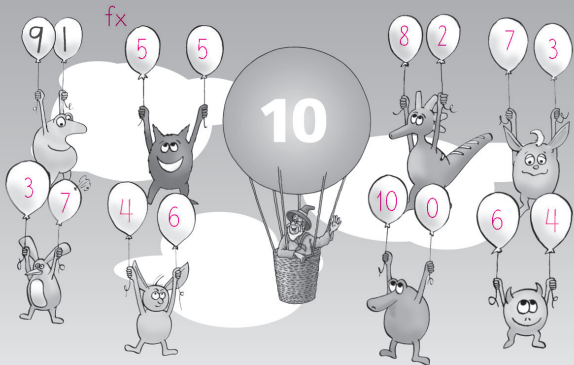
| | | | |
|--|---|--|--------------|
| | → | | $1+1+3=5$ |
| | → | | $2+4=6$ |
| | → | | $2+3+2=7$ |
| | → | | $2+4+6=12$ |
| | → | | $1+3+2+4=10$ |



Addition 0-9

Øverst: Opstil plusstykker og find afstanden mellem de forskellige lokaliteter.

Nederst: Find to tal hvis sum giver tallet i midten af spindet. Vælg selv tallet i midten i det nederste spind.



$0 + \underline{10} = 10$
 $4 + \underline{6} = 10$
 $5 + \underline{5} = 10$
 $7 + \underline{3} = 10$

$1 + \underline{9} = 10$

$8 + \underline{2} = 10$

$2 + \underline{8} = 10$

$9 + \underline{1} = 10$

$3 + \underline{7} = 10$

$10 + \underline{0} = 10$

10

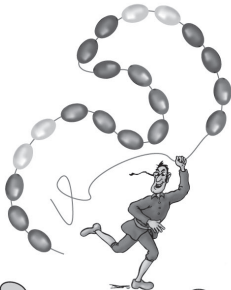
$6 + \underline{4} = 10$



Addition 0-9

Øverst: Skriv tal i ballonerne så summen for hver hjælping giver 10.
Midterst: Find 10'er-venner. Forbind en fisk og en fugl så summen giver 10.
Nederst: Skriv plusstykker der giver resultatet 10.



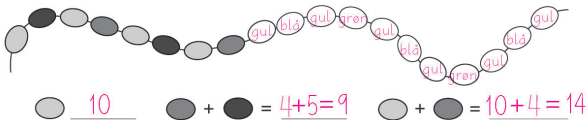
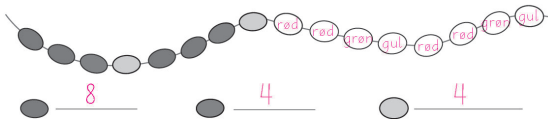


| | |
|--|-----------------|
| | $2 + 4 = 6$ |
| | $2 + 2 = 4$ |
| | $1 + 2 + 2 = 5$ |
| | $3 + 2 = 5$ |
| | $5 + 5 = 10$ |
| | $6 + 4 = 10$ |



| | |
|--|-------------|
| | 4 |
| | $4 + 4 = 8$ |

| | |
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| | $4 + 4 = 8$ |
| | $4 + 4 + 4 = 12$ |



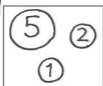
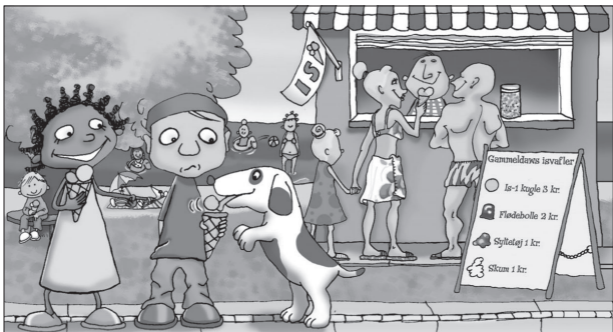
Addition 0-9

Øverst: Skriv antallet af perler med de forskellige farver ved hjælp af plusstykker

Nederst: Find perlekædernes mønstre og farv dem færdige.

Skriv antallet af perler ved hjælp af plusstykker.

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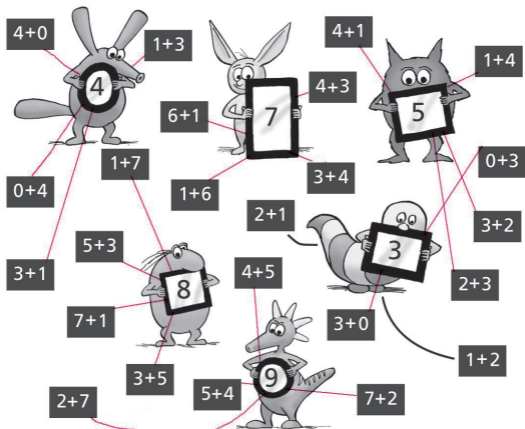
Addition 0-9

Øverst: Snak om, hvordan man kan sammensætte isvafler, og hvad det betyder for prisen.

Midterst: Find og skriv prisen på de forskellige isvafler. I 2 vaffer laves egne ynglingsis.

Nederst: Find prisen på isene og angiv beløbet med mønter.

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3 $2+1 \cdot 1+2 \cdot 3+0 \cdot 0+3$

4 $4+0 \cdot 0+4 \cdot 3+1 \cdot 1+3$

5 $4+1 \cdot 1+4 \cdot 3+2 \cdot 2+3$

7 $6+1 \cdot 1+6 \cdot 3+4 \cdot 4+3$

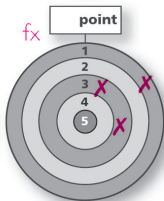
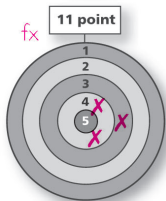
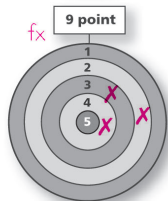
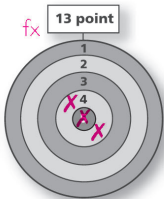
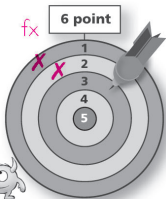
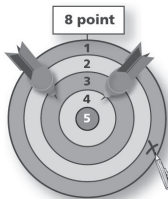
8 $7+1 \cdot 1+7 \cdot 3+5 \cdot 5+3$

9 $7+2 \cdot 2+7 \cdot 5+4 \cdot 4+5$



Addition 0-9
 Øverst: Sæt streg fra plusstykkerne til det rigtige spejl.
 Nederst: Skriv plusstykker ud for de rigtig spejl.

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Antalsbestemmelse.

Øverst: Ram det rigtige antal point med tre pile.

Nederst: Find de manglende tal.

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2 point

4

6

8



3 point



6



5



4 point



6



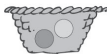
9



8



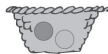
9



8 point



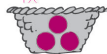
5



9 point

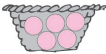


7



fx

12



fx

10



Addition 0-9

Øverst: Find ud af systemet og skriv hvor mange point der er i hver kurv.

Nederst: Find selv på indholdet i de to sidste kurve.

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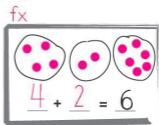
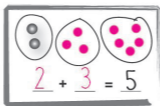
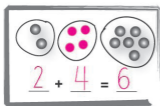
$$4 + 2 = 6$$

fx



$$5 + 3 = 8$$








$$1 + 1 = 2$$



$$2 + 1 + 2 + 3 = 8$$



$$2 + 2 = 4$$

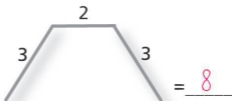
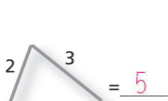


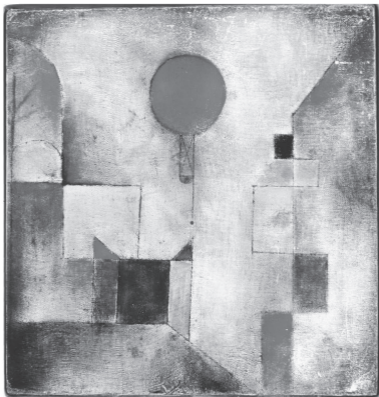
$$3 + 3 + 3 + 3 = 12$$



$$3 + 0 = 3 \quad 9 + 1 = 10 \quad 5 + 3 = 8 \quad 7 + 2 = 9$$

$$4 + 6 = 10 \quad 2 + 2 = 4 \quad 4 + 2 = 6 \quad 8 + 3 = 11$$





2



1



3



4



1



3



4



2



3



1



4



2



Geometriske figurer

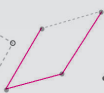
Øverst: Samtalebillede om geometriske figurer.

Nederst: Angiv med tallene fra 1-4 en rækkefølge for hvor rund, firkantet og trekantet tingene er.

| | |
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| | |
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4 -kant



5 -kant



6 -kant



7 -kant



Cirkel



Geometriske figurer

Faglig gennemgang af polygoner (mangekanter) med op til 7-kanter samt cirkler.
Tegn flere figurer ud fra de for tegnede polygoner.

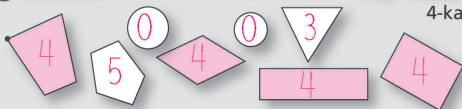




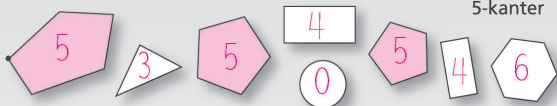
3-kanter



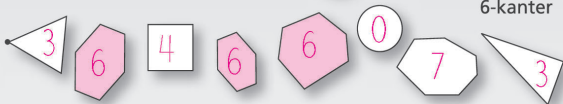
4-kanter



5-kanter



6-kanter



7-kanter



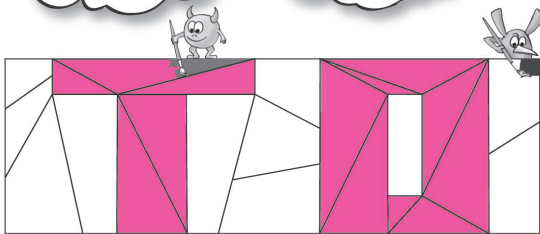
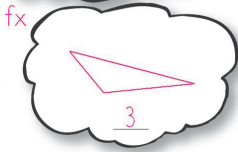
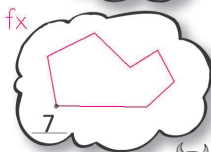
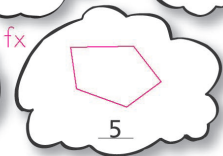
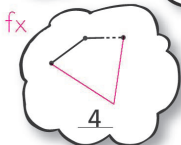
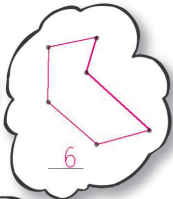
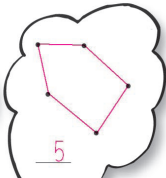
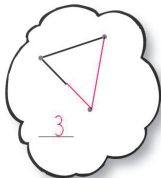
Cirkler



Geometriske figurer

Find kanterne og skriv talsymbolet inde i figuren. Farvelæg den anviste figur.

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13



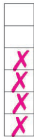
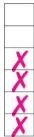
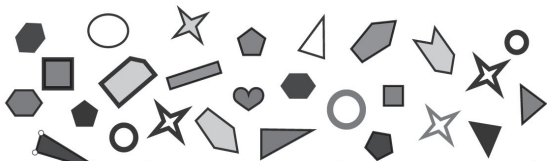
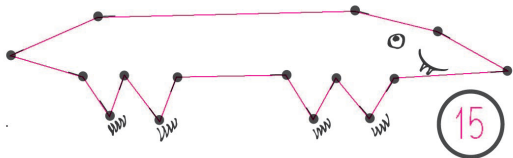
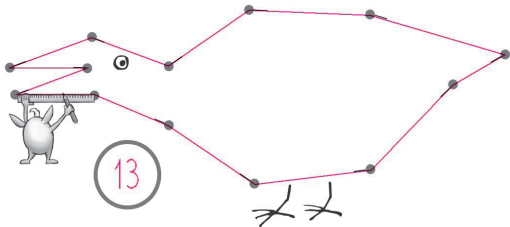
11



Geometriske figurer

Øverst: Forbind punkterne, og tegn "mangekanten". Skriv antallet af kanter på linjen.
Nederst: Færv trekanterne røde og firkanterne blå. Skriv derefter antallet på linjen.

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● 4

▲ 5



■ 3

⬠ 6

⬡ 4

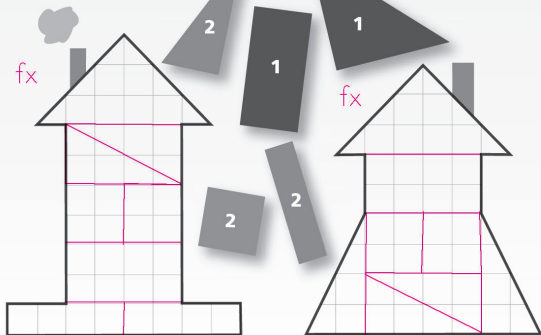
★ 4



Geometriske figurer

Øverst: Forbind sigtemærkerne og skriv det samlede antal kanter til hver figur i cirklen.
Nederst: Tæl antallet af figurer. Udfyld tabellen, så hver figur svarer til et lille kvadrat, og anfør antallet på linjen.

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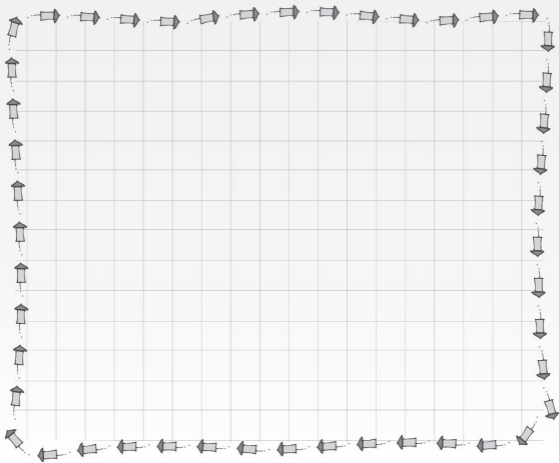
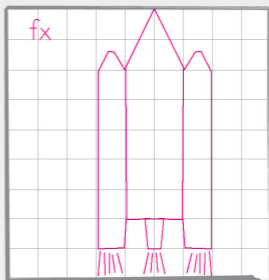


Geometriske figurer

Øverst: Tegn videre på huset.

Nedest: Dæk de to huse med de anviste geobrikker og tegn omrissene.





Geometriske figurer

Øverst: Tegn en model af raketten.

Nederst: Byg og tegn en eller flere rumraketter ved hjælp af geobrikker.



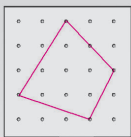
4-kanter

1-2-3



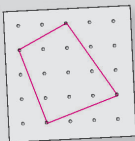
3 5

fx



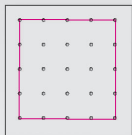
7 5

fx



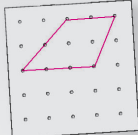
8 4

fx



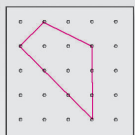
9 16

fx



2 8

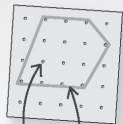
fx



3 8

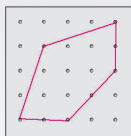
5-kanter

fx



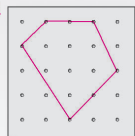
6 8

fx



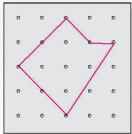
7 8

fx



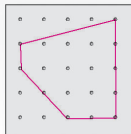
7 7

fx



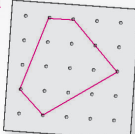
5 7

fx



8 10

fx



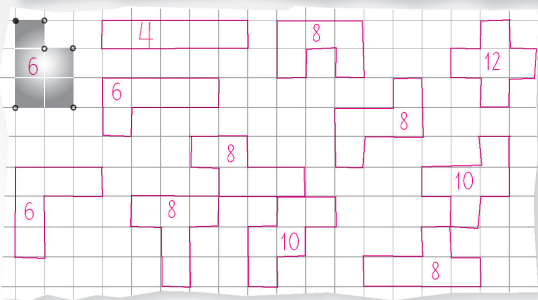
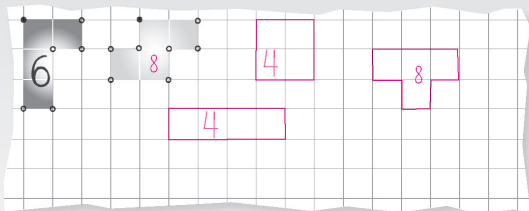
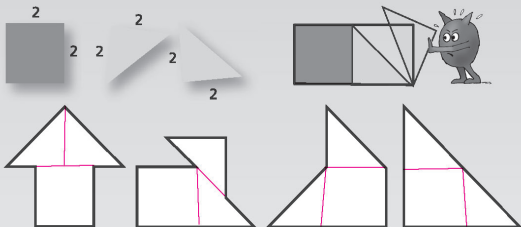
7 6



Geometriske figurer

Øverst: Lav forskellige 4-kanter på sombræt. Tegn forskellige forslag og tæl antallet af "frie" som inde i figuren. Skriv tallet i cirklen. Tæl hvor mange som elastikken rører ved. Skriv tallet på linjen.
Nederst: Lav forskellige 5-kanter på sombræt. Tegn 5 forskellige forslag og tæl antallet af "frie" som inde i figuren. Skriv tallet i cirklen. Tæl hvor mange som elastikken rører ved. Skriv tallet på linjen.

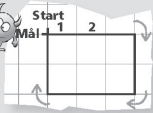
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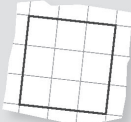
Geometriske figurer

Øverst: Dæk de fortegnede figurer med de 3 viste geobrikker og tegn brikkenes placering.
 Nederst: Byg forskellige sammenhængende figurer af henholdsvis 4 og 5 centicubes.
 Tæl kanterne og skriv antallet inde i figuren.

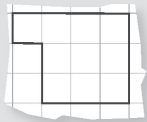
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10



12



14



4



6



8



10

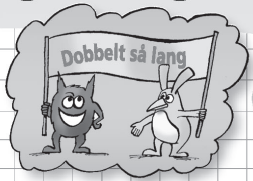


12



4

8

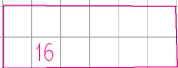


6



12

8



16

10



20

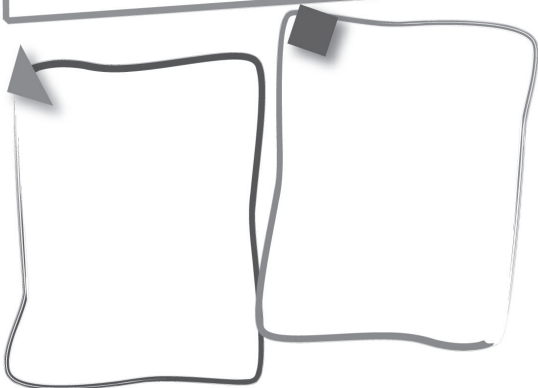


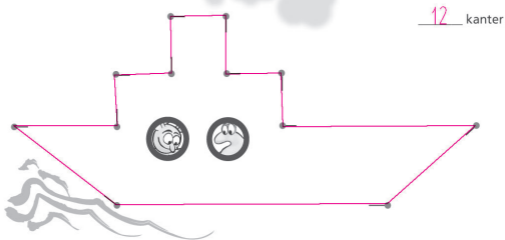
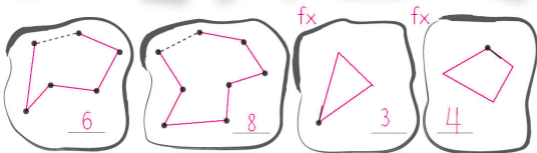
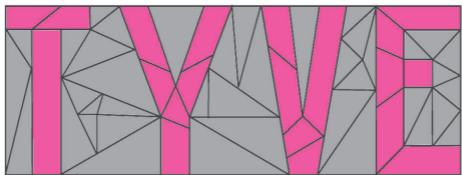
Geometriske figurer

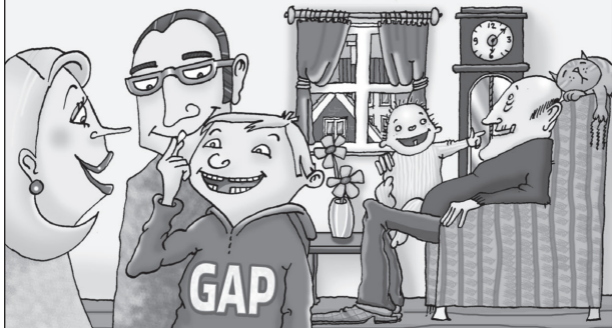
Øverst: Tæl hvor mange felter, centicubes eller cm der er rundt om figuren. Skriv antallet i cirklen.

Nederst: Byg figurer i centicubes der er dobbelt så lange på alle sider, og skriv omkredsen inden i figurene.

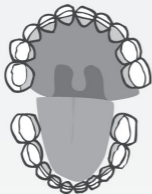
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Børne-tandsæt

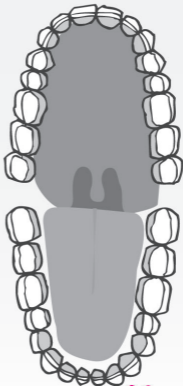


Tænder ialt 20

Hvor mange løse
tænder har du? _____

Hvor mange
tænder har du tabt? _____

Voksen-tandsæt







Tænder ialt 32



Positionssystemet
Tæl tænderne og skriv antallet på linjen.

| | |
|--|--|
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| | |
|---|----|
|  | 32 |
|  | 39 |
|  | 17 |
|  | 16 |

| | |
|---|----|
|  | 11 |
|  | 99 |
|  | 23 |
| | |



Positionssystemet

Bestem antallet af genstande fra slottet. Sæt eventuelt streger i skemaet som en hjælp til at holde styr på genstandene.

| | |
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| | |
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| | 15 |
| | 15 |
| | 33 |
| | 22 |

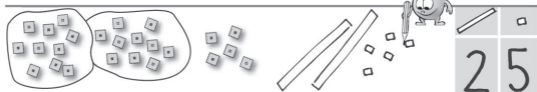
| | |
|--|----|
| | 15 |
| | 25 |
| | 21 |
| | 23 |



Positionssystemet

Nederst: Sæt ring om 10 genstande af gangen og bestem derefter antallet.

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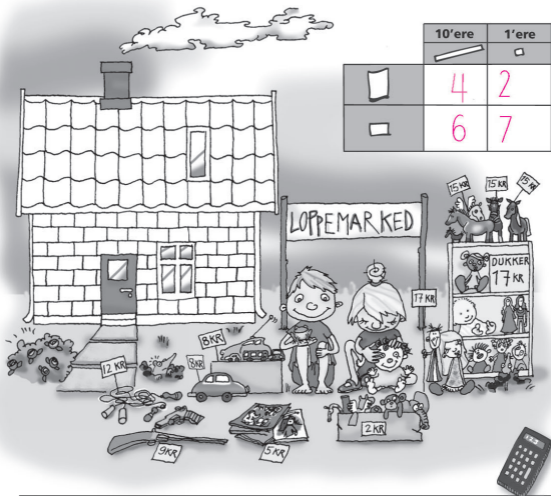


Positionssystemet

Øverst: Saml centicubes i 10'er stænger, og skriv antallet af 10'ere og 1'ere i felterne til højre.

Nederst: Veksel monter til 10'ere og skriv antallet af 10'ere og 1'ere i felterne til højre.

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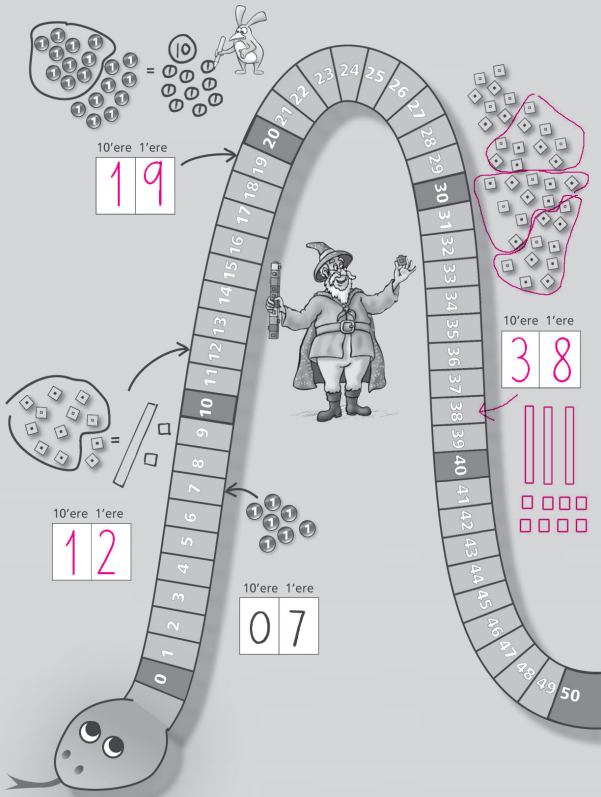


| | 10'ere | 1'ere |
|--|--------|-------|
| | 4 | 2 |
| | 6 | 7 |

| Can dette fås for: | 12 kr. | 21 kr. | 31 kr. |
|--------------------|--------------|--------------|--------------|
| + $8 + 9 = 17$ | | X | X |
| + $17 + 10 = 27$ | | | X |
| + $15 + 2 = 17$ | | X | X |
| + $10 + 9 = 19$ | | X | X |
| + $12 + 8 = 20$ | | X | X |
| + $5 + 6 = 11$ | X | X | X |
| + $12 + 17 = 29$ | | | X |

Positionssystemet
 Øverst: Bestem antallet af teglsten og mursten og skriv antallet af 1'ere og 10'ere i rubrikken til højre.
 Nederst: Undersøge om genstandene kan købes for 12, 21 eller 31 kr.

| | |
|--|--|
| | |
|--|--|



10'ere 1'ere

| | |
|---|---|
| 1 | 9 |
|---|---|

10'ere 1'ere

| | |
|---|---|
| 3 | 8 |
|---|---|

10'ere 1'ere

| | |
|---|---|
| 1 | 2 |
|---|---|

10'ere 1'ere

| | |
|---|---|
| 0 | 7 |
|---|---|

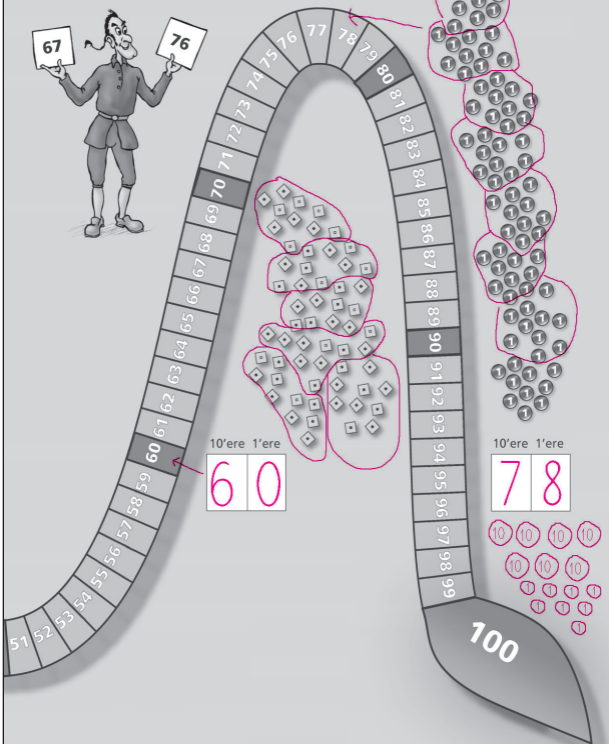
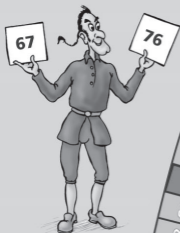


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Positionssystemet

Mønter og centicubes grupperes og veksles til 10'ere. Skriv derefter antallet af 1'ere og 10'ere i rubrikken og sammenfør med talslangen.

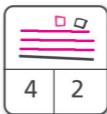
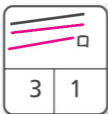
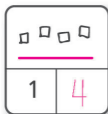
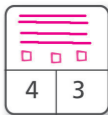
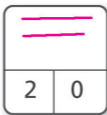
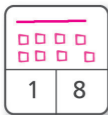
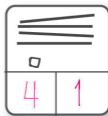
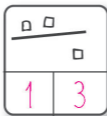
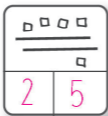


Positionssystemet

Monter og centicubes grupperes og veksles til 10'ere. Skriv derefter antallet af 1'ere og 10'ere i rubrikken og sammenfør med talslangen.

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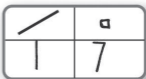
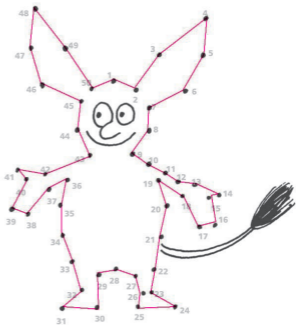
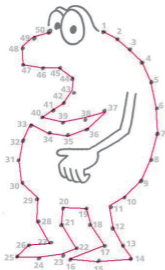
| | 10'ere | 1'ere |
|--|--------|-------|
| | 2 | 0 |
| | 2 | 3 |
| | 3 | 1 |
| | 2 | 4 |
| | 3 | 5 |



Positionssystemet

Øverst: Sæt ring om 10 figurer af gangen og bestem derefter antallet.
Nederst: Tæl antallet af 1'ere og 10'ere og skriv resultatet i rubrikken.
Byg figureerne der svarer til det angivne antal.

| | |
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| | |
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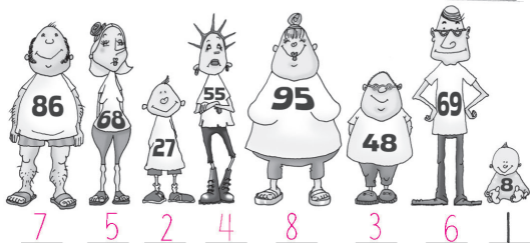
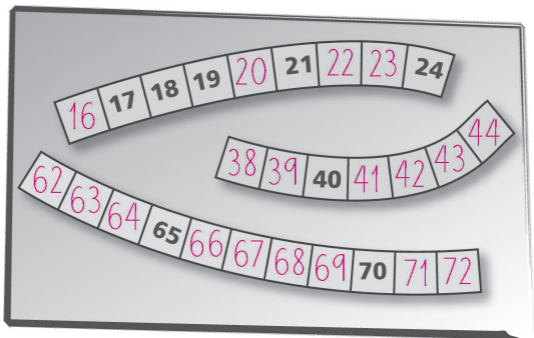


Positionssystemet

Øverst: Stregsamfor tallene fra 1-50 i rækkefølge.

Nederst: Saml centicubes i 10'er-stænger og angiv derefter antallet af 10'ere 1'ere.

| | |
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2 · 10 · 14 · 21

17 · 28 · 35 · 71

17 · 50 · 91 · 93



Positionssystemet

Øverst: Udfyld de manglende tal i talslangerne.

Midterst: Rangorden personerne efter vægt. Skriv 1 under den letteste, 2 under den næst letteste osv.

Nederst: Skriv tallene op i rækkefølge således, at de mindste tal kommer først.

| | |
|--|--|
| | |
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Emil

| | | |
|----|----|----|
| 70 | 71 | 72 |
| 60 | 61 | 62 |



Sofie

| | | |
|----|----|----|
| 37 | 38 | 39 |
| 27 | 28 | 29 |

$65 + 5 = 70$

$23 + 5 = 28$

$42 + 3 = 45$

$33 + 5 = 38$

$29 + 3 = 32$

$54 + 6 = 60$

$62 + 10 = 72$

$31 + 6 = 37$

$53 + 4 = 57$

$35 + 4 = 39$

$69 + 4 = 73$

$69 + 2 = 71$

$57 + 4 = 61$

$41 + 7 = 48$

$22 + 7 = 29$

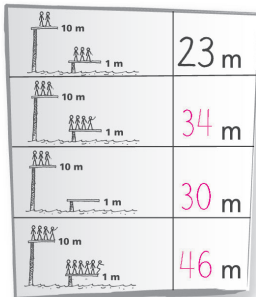
$41 + 10 = 51$

$59 + 3 = 62$

$21 + 6 = 27$



| | |
|--|--|
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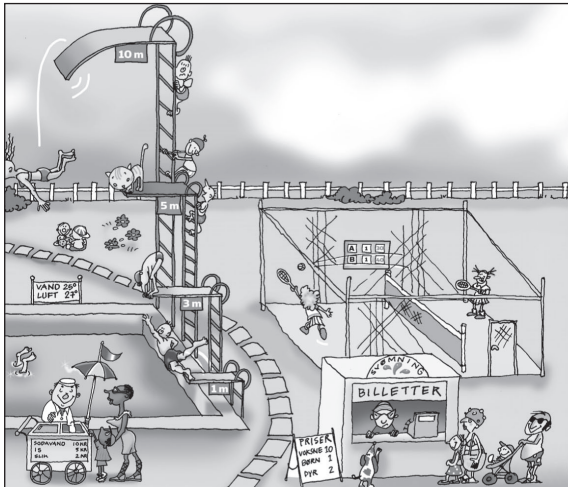


Positionssystemet

Nederst: Hvor mange meter springer børnene?

Tegn børn på vipperne, så de hopper det givne antal meter.

| | |
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| | |
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| | |
|--|--------|
| | 11 kr. |
| | 22 kr. |
| | 31 kr. |
| | 24 kr. |

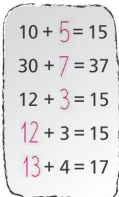
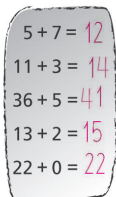
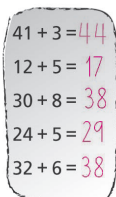
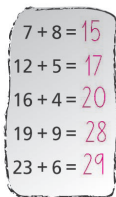
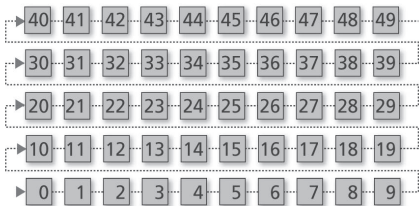
fx

| | |
|--|--------|
| | 24 kr. |
| | 38 kr. |
| | 40 kr. |
| | 46 kr. |



Nederst: Hvor meget skal der betales i indgang?
Tegn personer og dyr, så det svarer til det givne beløb.

| | |
|--|--|
| | |
|--|--|



| + | 1 |
|----|----|
| 23 | 24 |
| 34 | 35 |
| 42 | 43 |
| 15 | 16 |

| + | 3 | 5 |
|----|----|----|
| 23 | 26 | 28 |
| 34 | 37 | 39 |
| 42 | 45 | 47 |
| 15 | 18 | 20 |

| + | 7 | 9 |
|----|----|----|
| 23 | 30 | 32 |
| 34 | 41 | 43 |
| 42 | 49 | 51 |
| 15 | 22 | 24 |

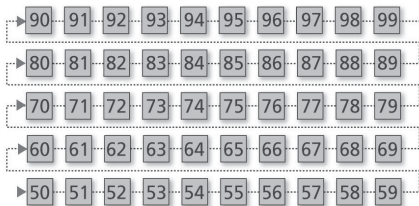


Positionssystemet

Øverst: Samtale om taltavlen.

Nederst: Regn stykkerne ved hjælp af taltavlen.

| | |
|--|--|
| | |
|--|--|



$51 + 7 = 58$
 $62 + 7 = 69$
 $75 + 2 = 77$
 $82 + 3 = 85$
 $92 + 4 = 96$

$52 + 3 = 55$
 $70 + 8 = 78$
 $82 + 4 = 86$
 $93 + 5 = 98$
 $63 + 7 = 70$

$56 + 4 = 60$
 $77 + 5 = 82$
 $86 + 5 = 91$
 $65 + 7 = 72$
 $96 + 3 = 99$

$50 + 3 = 53$
 $61 + 5 = 66$
 $81 + 8 = 89$
 $60 + 4 = 64$
 $80 + 3 = 83$

| | | |
|----|----|--|
| + | 2 | |
| 51 | 53 | |
| 63 | 65 | |
| 81 | 83 | |
| 74 | 76 | |

| | | |
|----|----|----|
| + | 4 | 6 |
| 51 | 55 | 57 |
| 63 | 67 | 69 |
| 81 | 85 | 87 |
| 74 | 78 | 80 |

| | | |
|----|----|----|
| + | 8 | 10 |
| 51 | 59 | 61 |
| 63 | 71 | 73 |
| 81 | 89 | 91 |
| 74 | 82 | 84 |



Positionssystemet

Øverst: Samtale om talvæien.

Nederst: Regn stykkerne ved hjælp af talvæien.



| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 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 |

| |
|----|
| 32 |
| 22 |

22 ~ 32

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 1 | 0 |



13 14

13 ~ 14

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 0 | 1 |

47

36 ~ 47

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 1 | 1 |

44 ~ 65

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 2 | 1 |

76 ~ 79

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 0 | 3 |

47 ~ 69

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 2 | 2 |

31 ~ 62

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 3 | 1 |

81 ~ 97

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 1 | 6 |

18 ~ 59

| | |
|--------|-------|
| 10'ere | 1'ere |
| ↑ | → |
| 4 | 1 |

56 57 58

67 68 69

75 76 77

22 23 24

42

47 48 49

12 13 14

31 32 33

37 38

51 52
41 4276
89
79
66 67 68 6963 64 65
53 55 56
43

Positionssystemet

Øverst: Udfyld de manglende tal på taltavlen.

Midterst: Brug taltavlen til at finde forskellen på de to tal.

Nederst: Udfyld de manglende tal i figureerne.

| | |
|--|--|
| | |
|--|--|

10
1
1



34

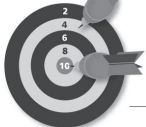


10
10
10



37

fx



14

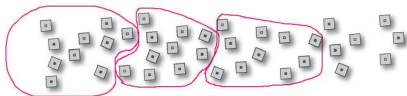


28



40





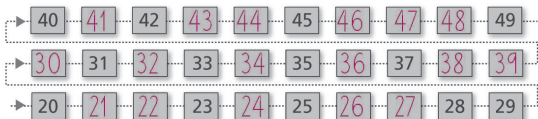
| | |
|---|---|
| | |
| 3 | 7 |

| | |
|---|---|
| | |
| 2 | 5 |

| | |
|---|---|
| | |
| 3 | 7 |

| | |
|---|---|
| | |
| 2 | 4 |

| | |
|---|---|
| | |
| 4 | 3 |



| | | | |
|----|----|----|----|
| + | 2 | 4 | 6 |
| 15 | 17 | 19 | 21 |
| 21 | 23 | 25 | 27 |
| 24 | 26 | 28 | 30 |

| | | | |
|----|----|----|----|
| + | 3 | 5 | 7 |
| 32 | 35 | 37 | 39 |
| 54 | 57 | 59 | 61 |
| 65 | 68 | 70 | 72 |



7 · 10 · 21 · 27

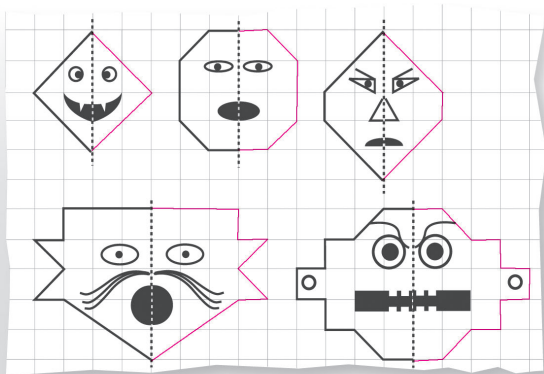


9 · 19 · 25 · 37



12 · 21 · 27 · 72



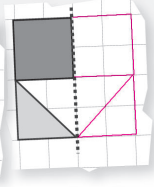
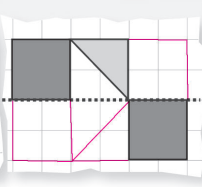
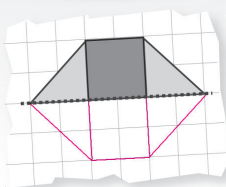
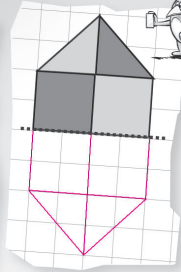
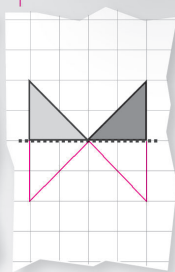
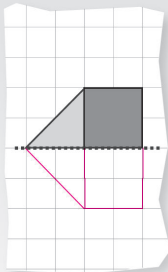
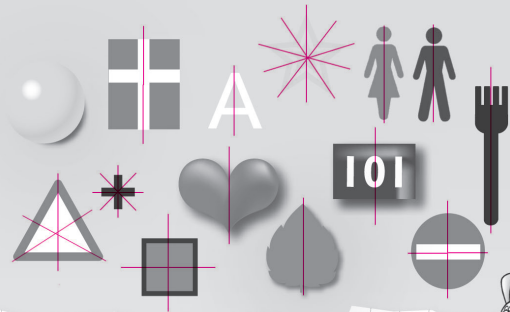


Spejling

Øverst: Samtalebillede om symmetri og spejlinger.

Nederst: Tegn den anden halvdel af dragen og farv den færdige drage.





Spejling

Øverst: Find og tegn spejlsaksjerne. Brug evt. spejl som hjælpemiddel.

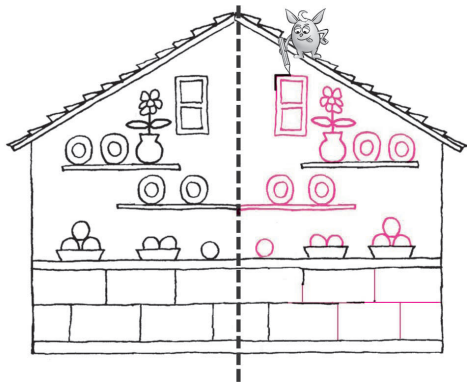
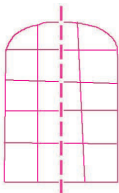
Nederst: Konkret arbejde med geobrikker og symmetri.

Tegn den anden halvdel af figurerne og farvelæg dem.





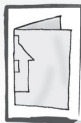
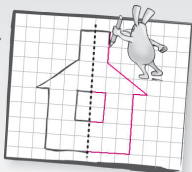
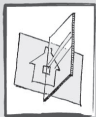
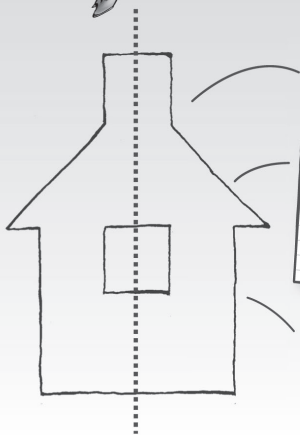
fx



Spejling

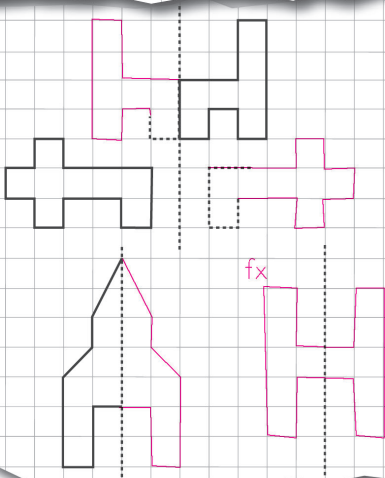
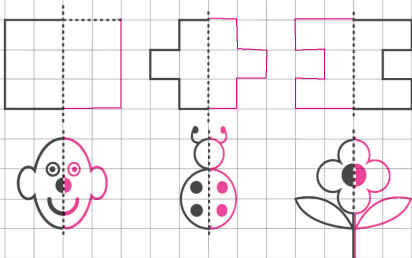
Øverst: Samtalebillede om spejling. Tegn et udsnit af fotografiet. Find spejlingsakserne og tegn dem.
Nederst: Spejl huset i symmetriaksen





Spejling
Gennemgang af spejling. Samtale om de forskellige metoder.



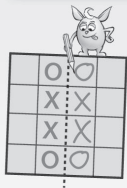
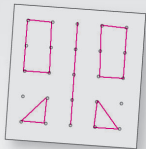
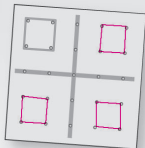
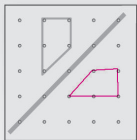
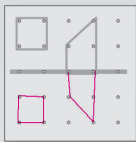
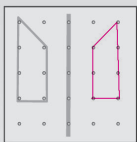
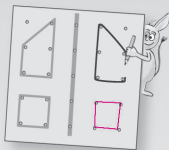


Spejling

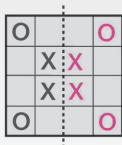
Øverst: Brug af spejl. Tegn spejlbilledet.

Nederst: Spejling ved at tælle i gitternettet. Tegn spejlbilledet.

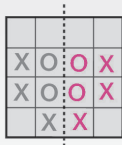




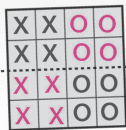
$$\begin{array}{r} 4 \\ \times \\ 4 \\ \hline 0 \end{array}$$



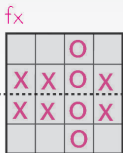
$$\begin{array}{r} 4 \\ \times \\ 4 \\ \hline 0 \end{array}$$



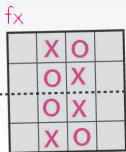
$$\begin{array}{r} 6 \\ \times \\ 4 \\ \hline 0 \end{array}$$



$$\begin{array}{r} 8 \\ \times \\ 8 \\ \hline 0 \end{array}$$



$$\begin{array}{r} 6 \\ \times \\ 4 \\ \hline 0 \end{array}$$



$$\begin{array}{r} 4 \\ \times \\ 4 \\ \hline 0 \end{array}$$



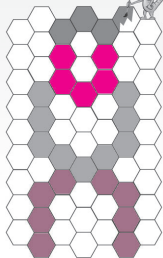
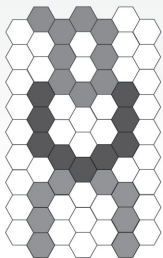
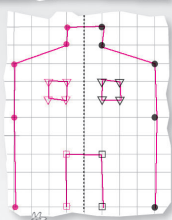
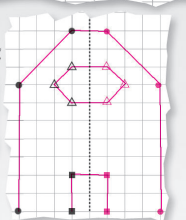
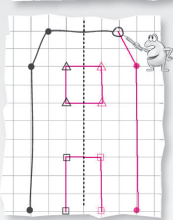
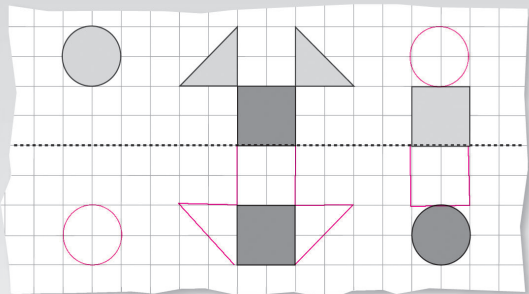
Spejling

Øverst: Lav spejlbilledet – både på sømbræt og på de 6 fortegnede sømbrætter. Lav selv en opgave.

Nederst: Lav spejlbilledet færdig. Tæl, hvor mange krydser og boller der er i den færdige figur.

Lav selv 2 opgaver.

| | |
|--|--|
| | |
|--|--|



 18

 18

 16



Spejling

Øverst: Tegn det symmetriske billede af geobrikkerne.

Miderst: "Spejl" cirklene, trekanterne samt firkanterne. Forbind cirklene til et hus – trekanterne til et vindue og firkanterne til en dør.

Nederst: Tegn symmetriske mønstre omkring spejlsaksen, og angiv antallet af farvede felter.



14 8 16 14 16 16

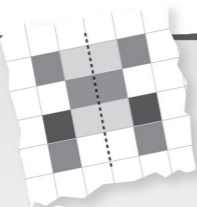
20 18 20 14

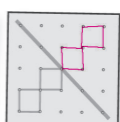
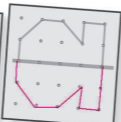
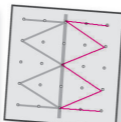
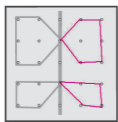
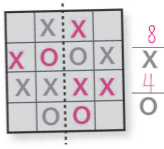
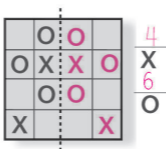
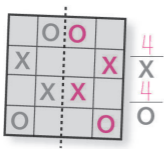
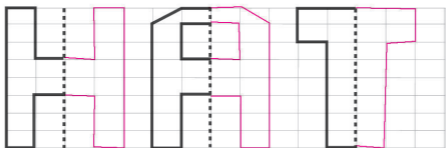
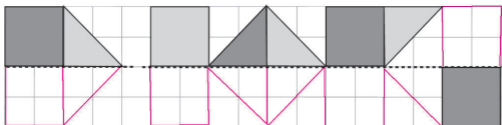
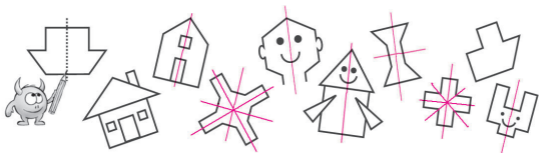
fx fx 18 24 14 16



Spejling
 Øverst: Tegn figurernes spejlbilleder. Tæl omkredsen i den færdige figur og skriv antallet i cirklen.
 Tæl kvadrater og skriv resultatet i 4-kanten.
 Nederst: Find selv på 2 opgaver.

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Evaluating





Det er 1. december.

Alle nisser vågner.







Det er snart jul.

Hvor mange nisser kan du se? 7

Hvor mange mus kan du se? 15

Hvor mange dyr kan du se i alt? 22



| | | | |
|--|-------------------------------------|---|-------------------------------------|
|  $35 + 31 = 66$ | <input checked="" type="checkbox"/> |  $35 + 40 = 75$ | <input checked="" type="checkbox"/> |
|  $40 + 32 = 72$ | <input checked="" type="checkbox"/> |  $22 + 32 + 31 = 85$ | <input type="checkbox"/> |
|  $25 + 22 + 9 = 56$ | <input checked="" type="checkbox"/> |  $40 + 22 + 8 = 70$ | <input checked="" type="checkbox"/> |

| | | | | | | |
|---|--|--|--|--|--|--|
|  <u>4/5</u> |  <u>5/4</u> |  <u>7</u> |  <u>6</u> |  <u>2</u> |  <u>3</u> |  <u>1</u> |
|---|--|--|--|--|--|--|

Jul

Øverst: Læs spørgsmålene og besvar dem ud fra tegningen.

Midterst: Find nissernes samlede vægt og sæt kryds, hvis slæden holder. Brug eventuelt lommeregner.

Nederst: Angiv nisserne efter højde. Skriv 1 under den laveste, 2 under den næstlaveste osv.

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Nissernes julekalender



I dag er det den 3. december.
 Det er koldt, og der er rim på ruden.
 Der kan lige være 24 nødder i glasset.
 Hver dag putter nisserne en nød
 i et glas.
 Hvor mange dage er der til juleaften?

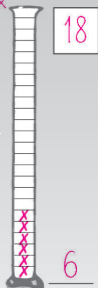
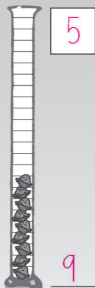


5

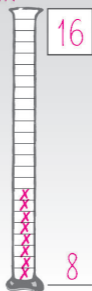
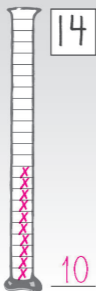


| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | |

fx



fx

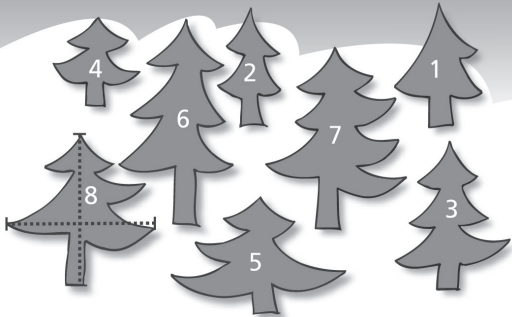


Jul

Øverst: Skriv på strengen hvor mange nødder der er i glassene, og skriv i firkanten hvor mange dage der er til juleaften.

Nederst: Tegn de nødder der mangler i glasset og skriv datoen for det rigtige antal nødder.

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|  | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|
| Højde | I | 4 | 4 | 5 | 3 | 4 | 7 | 6 | 5 |
| Bredde | ← | 3 | 2 | 4 | 3 | 6 | 4 | 5 | 5 |



20-29

| | | | | | | | | | |
|----|------|-------|------|-------|------|------|------|------|-------|
| 20 | 21+2 | 26 | 98 | 17 | 29 | 25 | 20+1 | 24 | 75 |
| 77 | 18+1 | 28 | 68 | 20+10 | 22 | 72 | 66 | 22 | 47 |
| 48 | 30+3 | 21 | 24 | 29 | 24+3 | 32 | 19 | 20 | 34 |
| 9 | 41 | 35 | 71 | 75 | 76 | 77 | 55+5 | 26 | 27 |
| 1 | 27 | 67 | 72+7 | 57 | 12 | 73 | 14 | 77 | 74 |
| 70 | 72+7 | 74 | 78 | 22 | 59 | 70 | 22 | 72 | 40+10 |
| 13 | 48 | 92 | 11+5 | 63 | 19 | 71 | 74 | 78+1 | 60 |
| 55 | 60+1 | 98 | 7 | 41 | 43 | 46+3 | 47 | 40 | 43 |
| 40 | 48 | 64 | 14 | 49 | 24 | 67 | 74 | 11+8 | 20 |
| 5 | 41 | 10+20 | 81 | 42+2 | 55 | 66 | 42+8 | 90 | 17 |
| 27 | 46 | 42 | 3+40 | 45 | 33+4 | 72 | 80 | 44 | 9 |



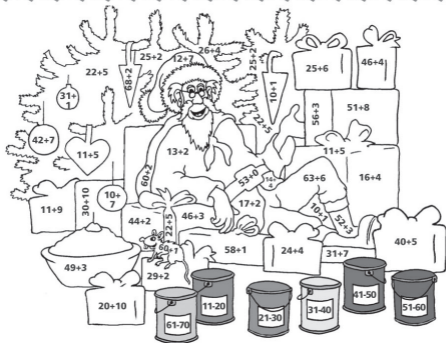
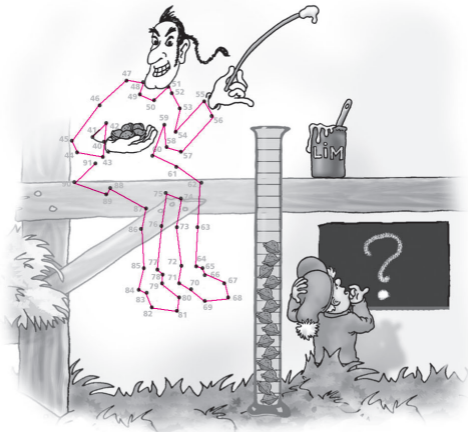
70-79



40-49

Jul
 Øverst: Mål højden og bredden af hver træ med lineal og skriv resultatet i skemaet.
 Nederst: Find vej gennem labyrinten ved at farve de anviste tal.

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Jul

Øverst: Forbind tallene på priktegningen. Start med 40.

Nederst: Regn plusstykkerne ud og farvelæg hvert felt på tegningen svarende til malerbotterne.





| | | | | | |
|------------|---------------|--------------|---------------|--------------|-------------|
| | | | | | |
| Pris | 25 øre | 1 kr. | 1 kr. | 2 kr. | 50 øre |
| Antal | $9 + 15 = 24$ | $6 + 4 = 10$ | $14 + 4 = 18$ | $3 + 9 = 12$ | $5 + 1 = 6$ |
| Brune | X | X | | X | |
| Lyse | | | X | X | X |
| Med nødder | | | X | | |



$$\begin{array}{r}
 \begin{array}{c} \bullet \quad \text{ring} \\ 24 \end{array} + \begin{array}{c} \text{ring} \\ 6 \end{array} = \underline{30} \\
 \begin{array}{c} \bullet \quad \text{rect} \\ 10 \end{array} + \begin{array}{c} \text{rect} \\ 18 \end{array} = \underline{28} \\
 \begin{array}{c} \text{sq} \quad \text{rect} \\ 12 \end{array} + \begin{array}{c} \text{rect} \\ 18 \end{array} = \underline{30} \\
 \begin{array}{c} \bullet \quad \text{rect} \quad \text{sq} \\ 24 \end{array} + \begin{array}{c} \text{rect} \\ 10 \end{array} + \begin{array}{c} \text{rect} \\ 12 \end{array} = \underline{46} \\
 \begin{array}{c} \text{ring} \quad \text{sq} \quad \text{rect} \\ 6 \end{array} + \begin{array}{c} \text{rect} \\ 12 \end{array} + \begin{array}{c} \text{rect} \\ 18 \end{array} = \underline{36}
 \end{array}$$



Jul
 Øverst: Find det samlede antal småkager og sæt kryds, når småkagerne opfylder betingelserne.
 Find det samlede antal småkager.
 Nederst: Tegn kager der svarer til beløbet.

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