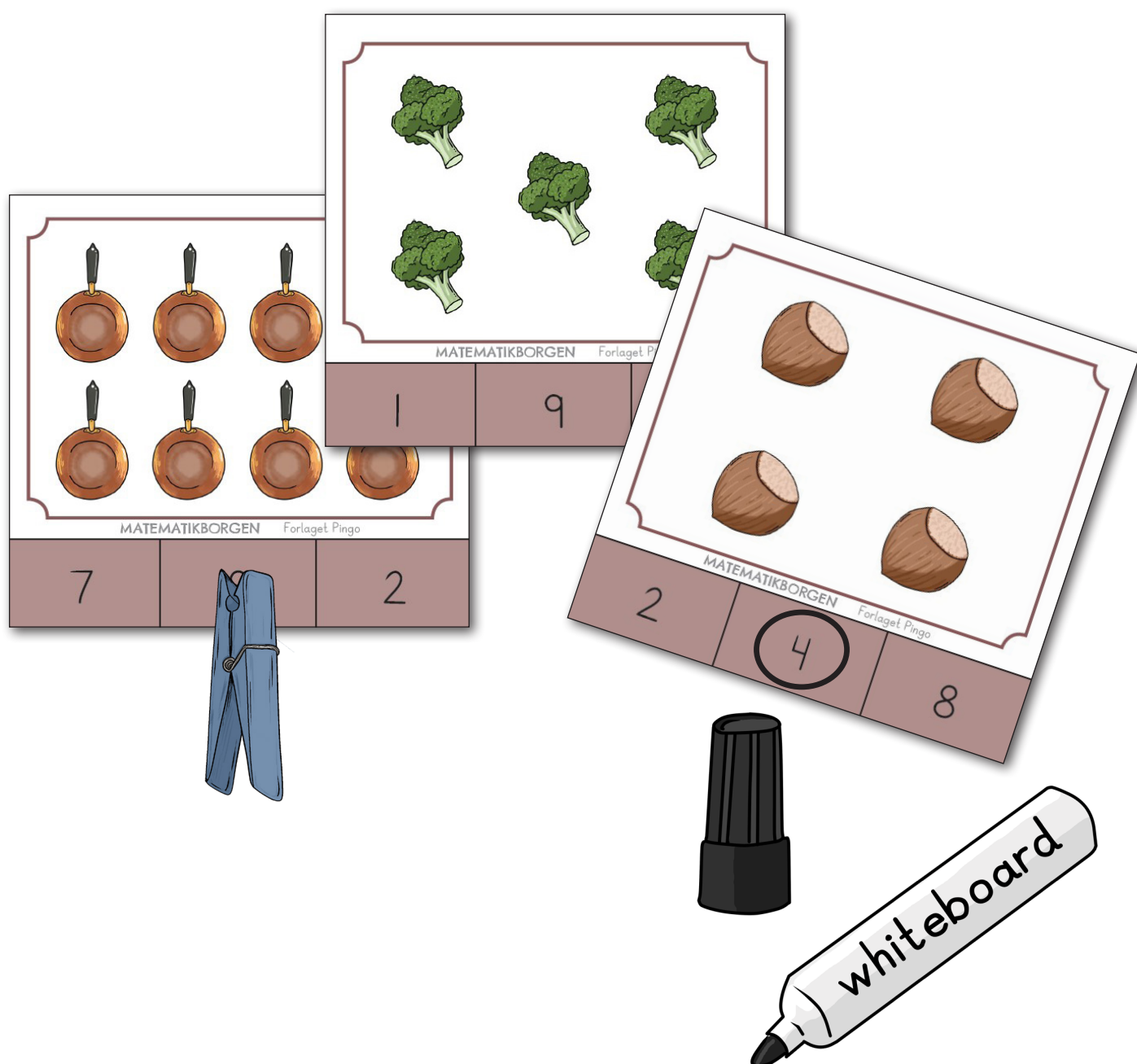


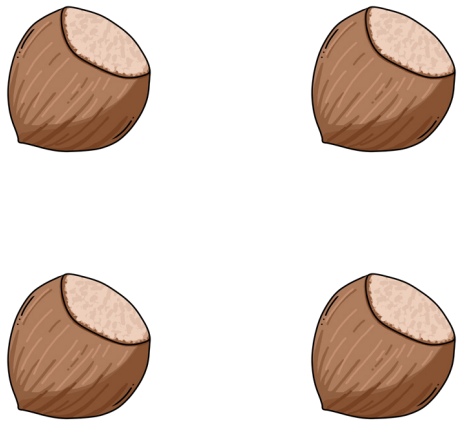
# Klemmespil - TÆLLE

Print kortene, klip dem ud og laminer dem.

Eleverne skal tælle objekterne på kortet og sætte en klemme på det rigtige antal. Træner det at tælle og genkendelse af tallene.

De kan også sætte en ring om med en whiteboardtus.



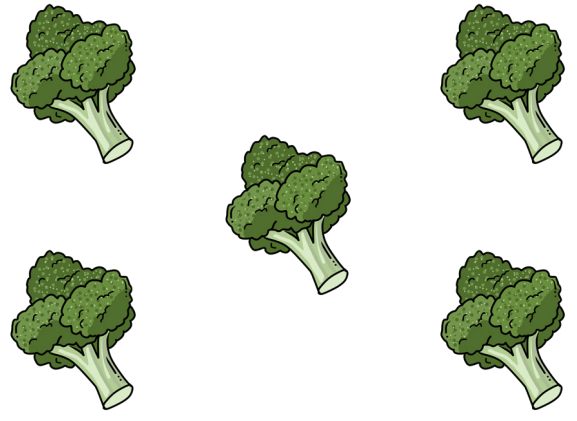


MATEMATIKBORGEN Forlaget Pingo

2

4

8

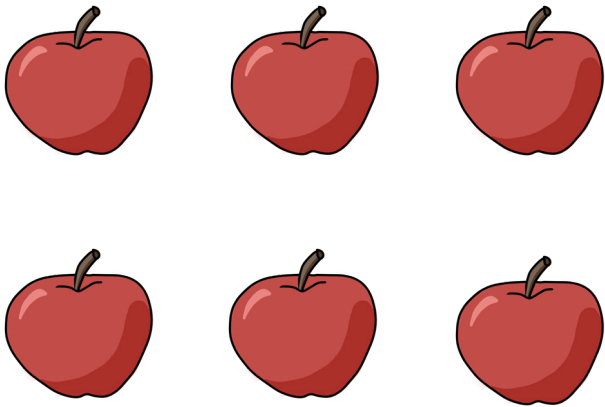


MATEMATIKBORGEN Forlaget Pingo

1

9

5

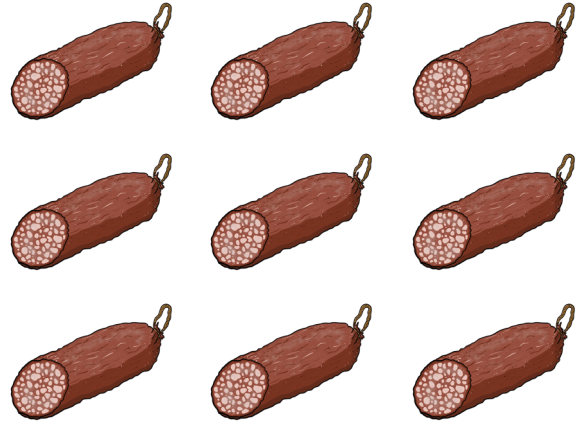


MATEMATIKBORGEN Forlaget Pingo

3

6

9

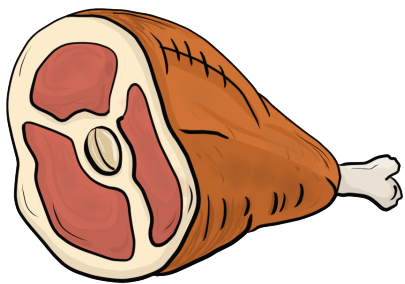


MATEMATIKBORGEN Forlaget Pingo

9

2

4

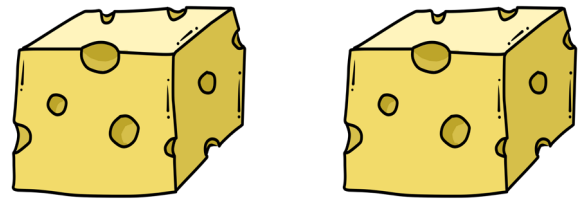


MATEMATIKBORGEN Forlaget Pingo

3

6

9

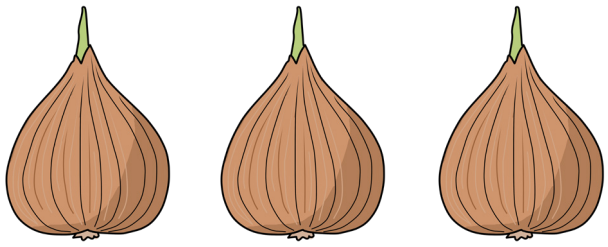


MATEMATIKBORGEN Forlaget Pingo

9

2

4



MATEMATIKBORGEN Forlaget Pingo

8

5

3

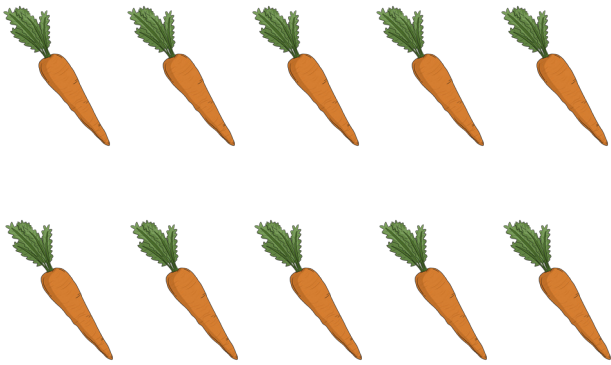


MATEMATIKBORGEN Forlaget Pingo

6

7

8

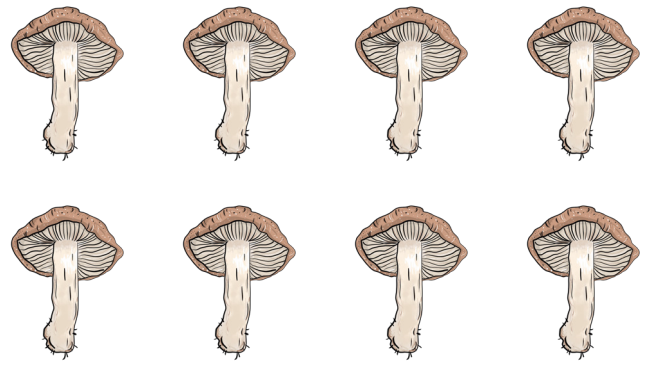


MATEMATIKBORGEN Forlaget Pingo

2

8

10

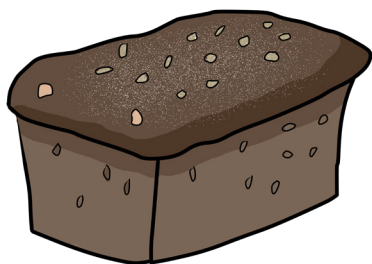


MATEMATIKBORGEN Forlaget Pingo

5

8

1

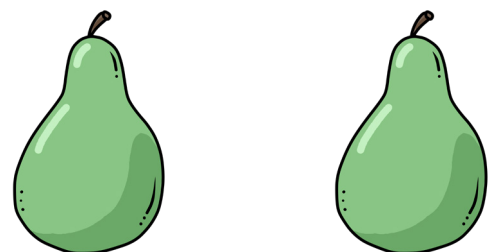


MATEMATIKBORGEN Forlaget Pingo

3

2

1

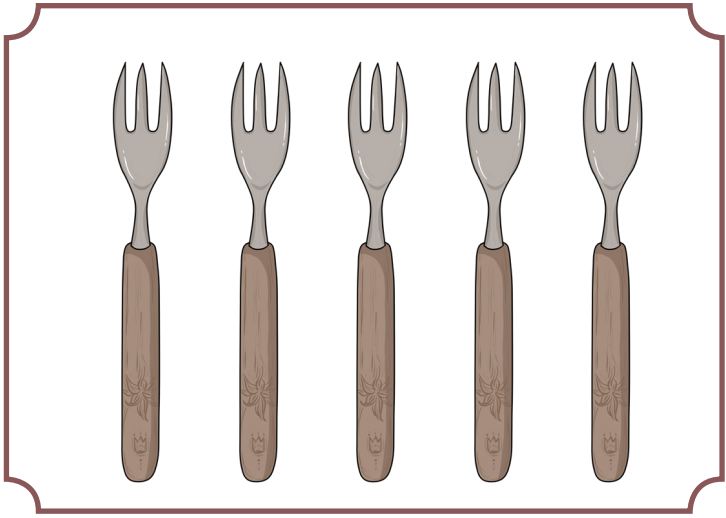


MATEMATIKBORGEN Forlaget Pingo

9

2

4

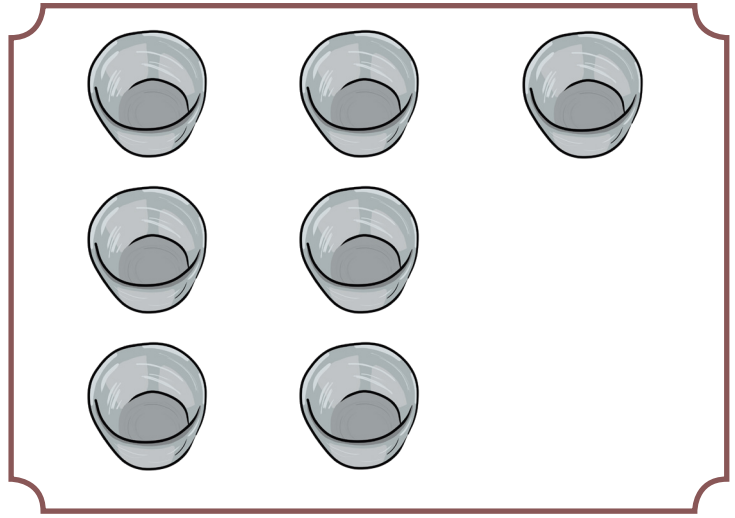


MATEMATIKBORGEN Forlaget Pingo

5

10

7

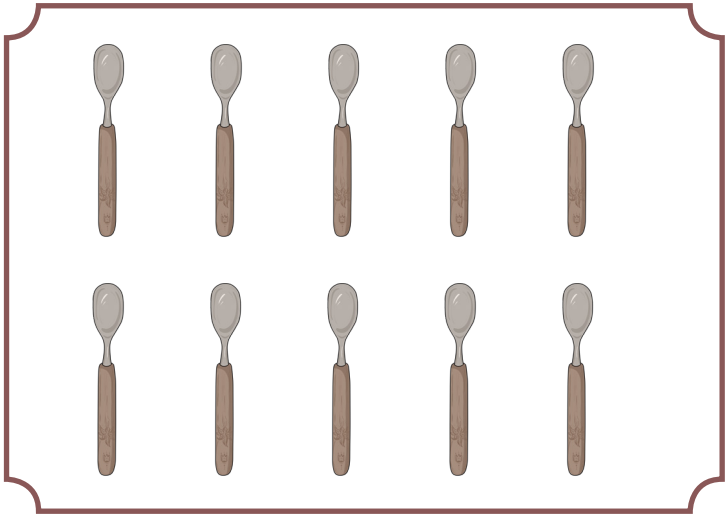


MATEMATIKBORGEN Forlaget Pingo

6

2

7

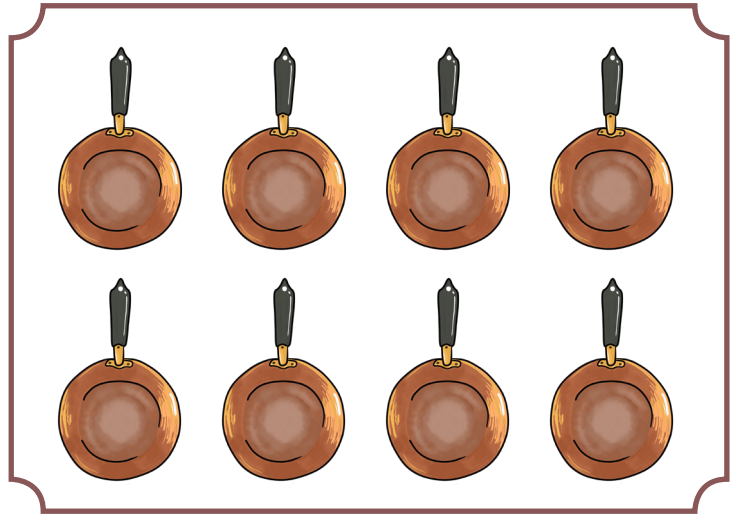


MATEMATIKBORGEN Forlaget Pingo

10

1

6

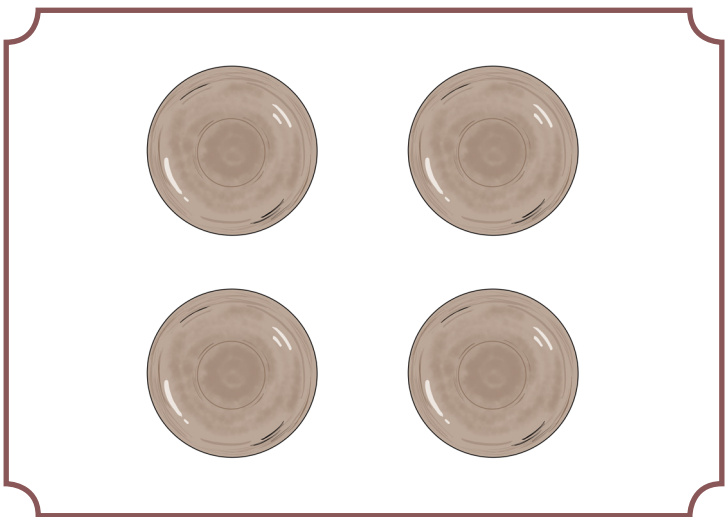


MATEMATIKBORGEN Forlaget Pingo

7

8

2

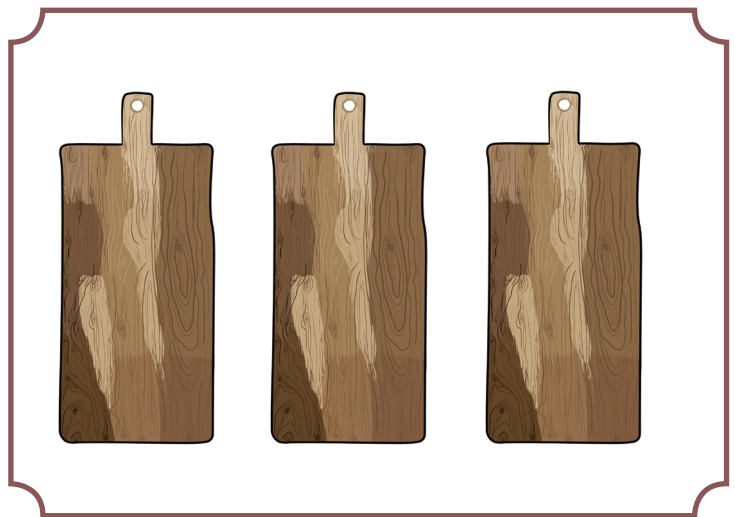


MATEMATIKBORGEN Forlaget Pingo

5

4

2



MATEMATIKBORGEN Forlaget Pingo

9

2

4