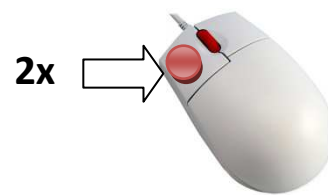


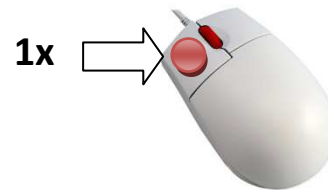


# Anders

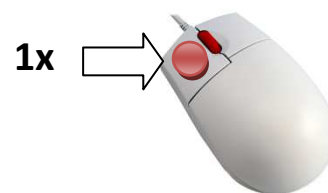
1 



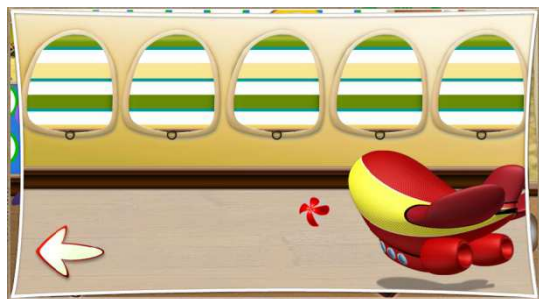
2 



3 

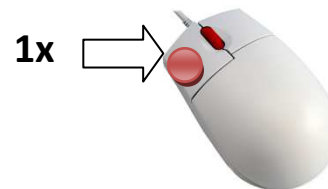


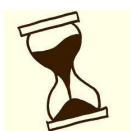
4 



Als er geen  
nieuwe plaatjes  
verschijnen, is  
de oefening af.

5 

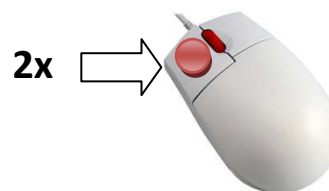




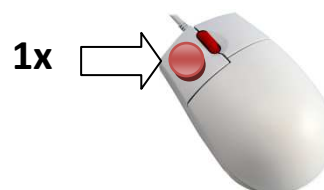
# Tellen tot 10



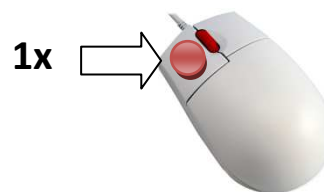
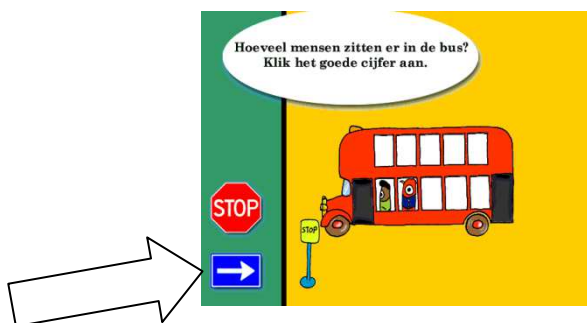
1



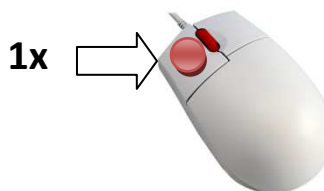
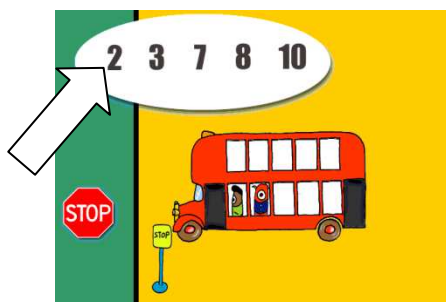
2



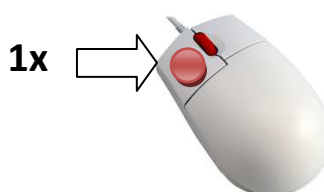
3



4



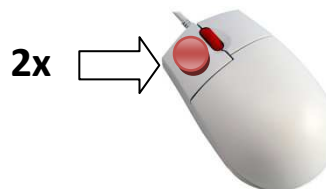
5



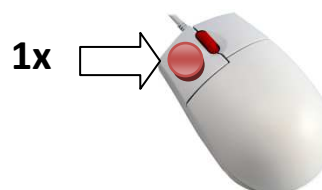
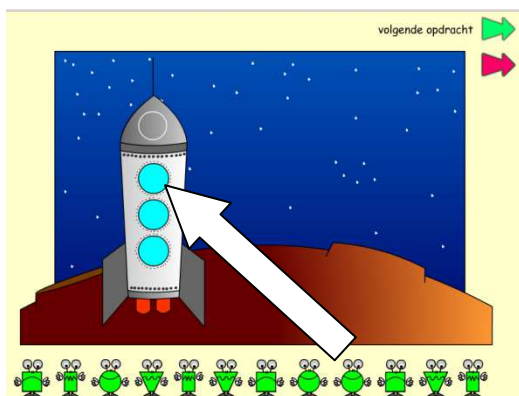


# Vormen

1 

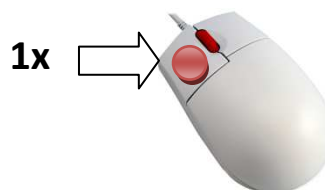
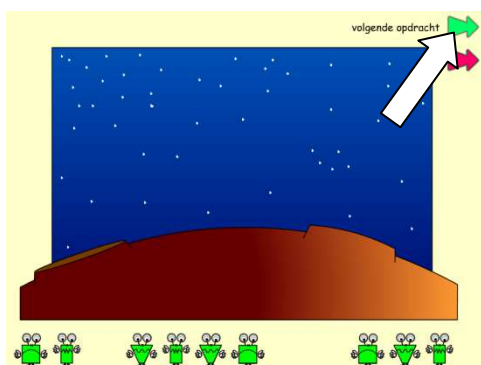


2 

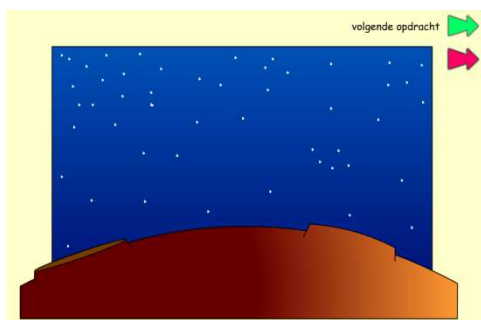


Kijk naar het vormpje bovenin de raket. Enkel de mannetjes met dezelfde vorm, mogen achter het raampje plaatsnemen.

3 

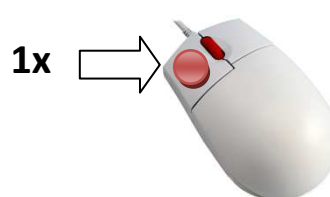


4 



Als er geen mannetjes meer zijn, is de oefening af.

5 





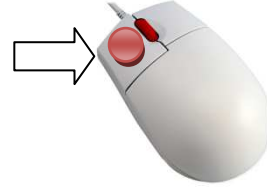
# Kleur en plaats



1



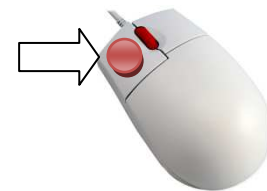
2x



2



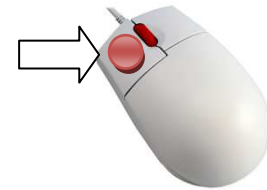
1x



3



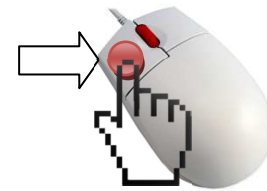
1x



4



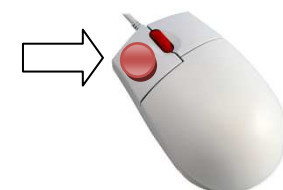
1x



5



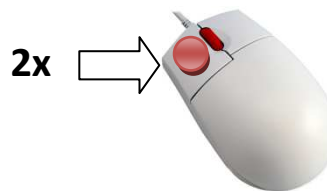
1x



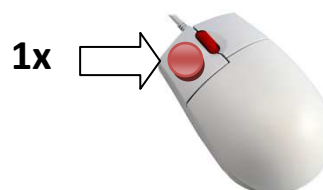


# Verbinden

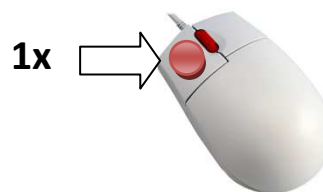
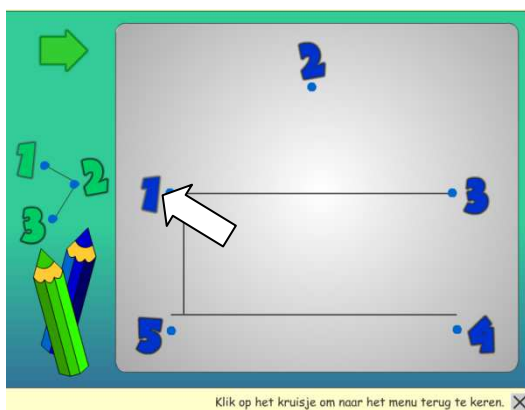
1 



2 

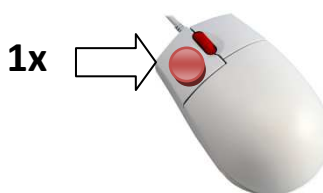
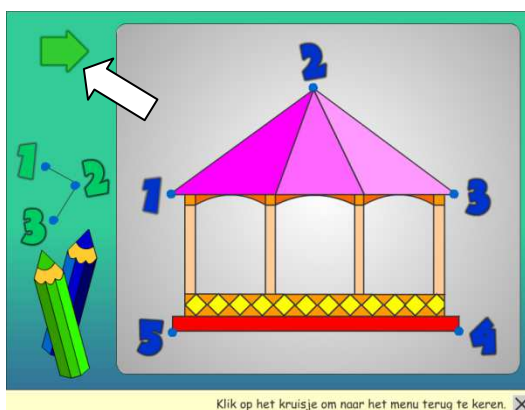


3 

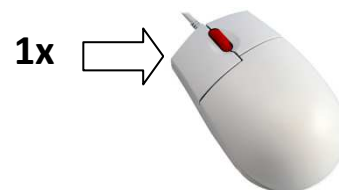
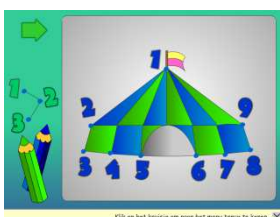


Klik op de getallen in de juiste volgorde. De lijnen verschijnen vanzelf.

4 



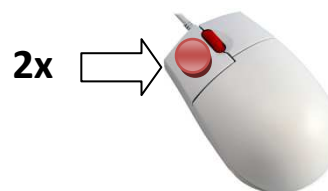
5 



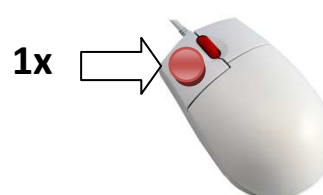


# Soort

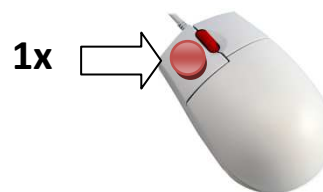
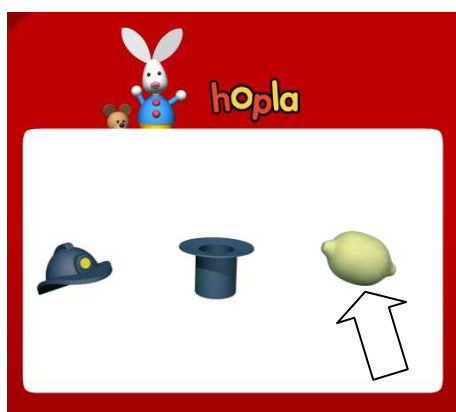
1 



2 



3 



4 

