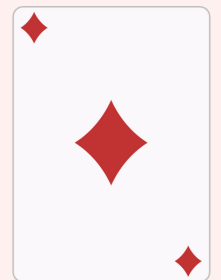
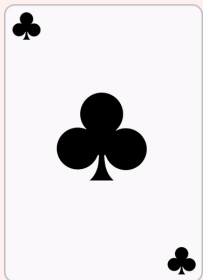
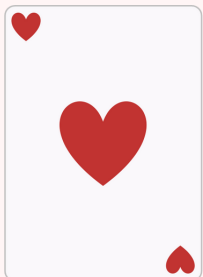
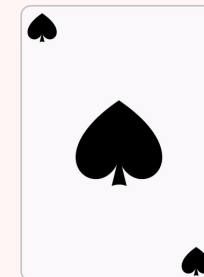


Keersommen spel tafel 1 t/m 12





Keersommen spel tafel 1 t/m 12



Bedankt voor het downloaden van dit document!

Je kunt het gratis delen met iedereen.

Deel je het dan vanuit onze website?

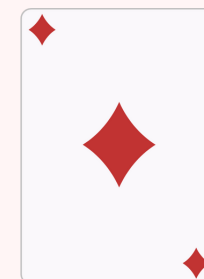
www.juffrouwemke.com



Veel plezier met het keersommen spel!

Ik zou het leuk vinden als je onze site aanraadt bij anderen.

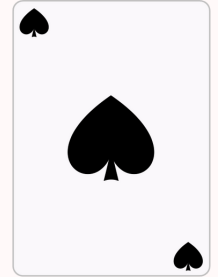
Wist je dat je mij ook kunt volgen op @tipsvanjufmaaike?





Keersommen spel

tafel 1 t/m 12



Wat heb je nodig?

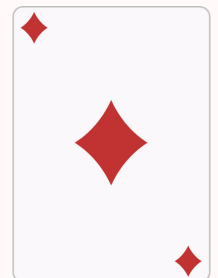
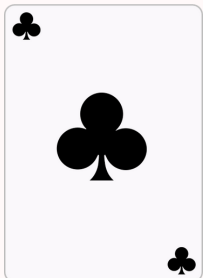
- Kaartspel of UNO
- Whitebordstiften
- Werkblad (gelamineerd)

Hoe moet je dit spel spelen?

- Dit spel speel je in tweetallen.

Je draait een kaart om en legt deze in het lege vak, je rekent de som uit die er staat en zeg het antwoord hardop. De eerste die het goede antwoord zegt, mag een krul/ streep door het goede antwoord zetten.

Wie de meeste vakjes heeft afgekruist is de winnaar van het spel.



1

Keersommen

4

5

spel

9

2

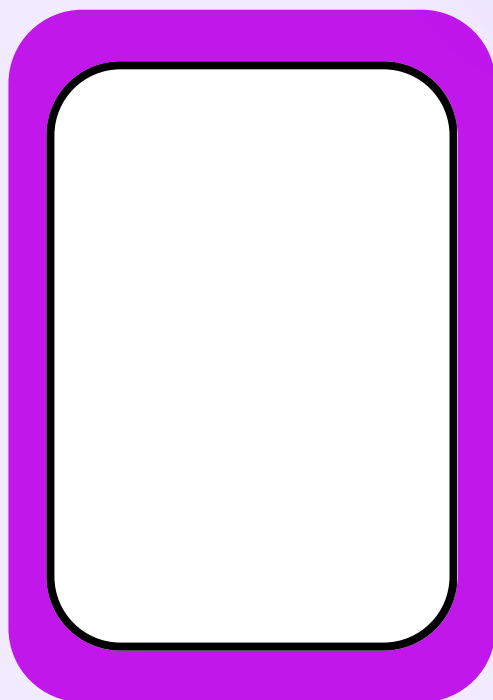
7

10

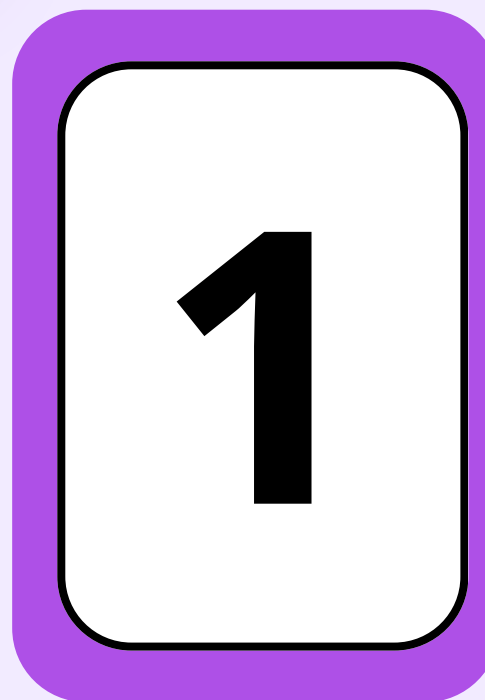
8

6

3



X



20

8

18

14

2

Keersommen

spel

4

16

12

6

10

X

2

9

30

15

12

6

Keersommen

spel

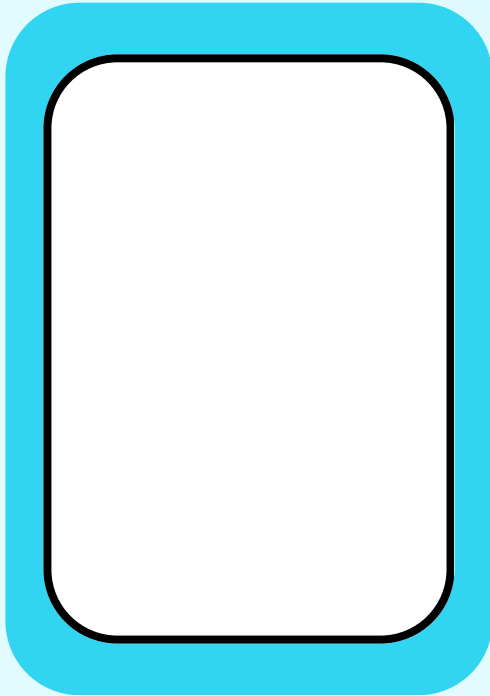
27

3

21

18

24



X



4

Keersommen

12

36

spel

40

16

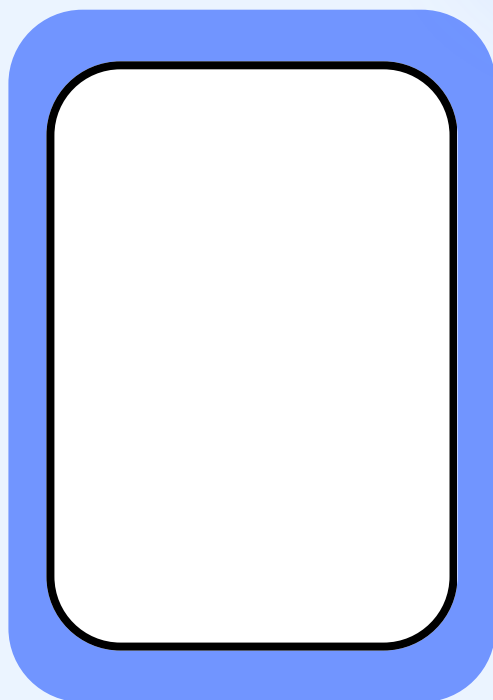
32

8

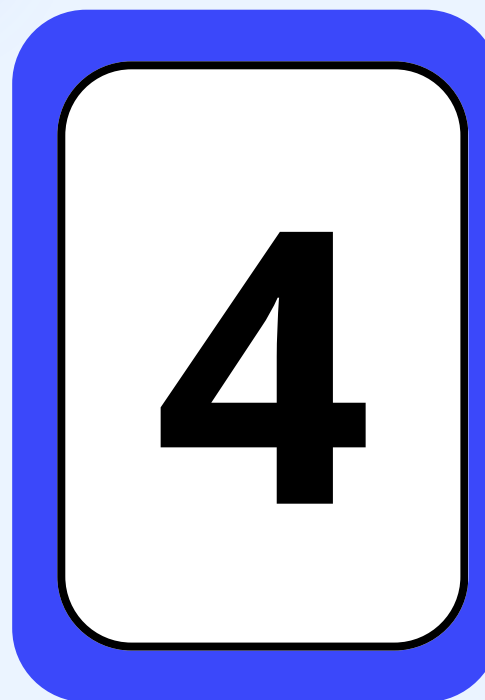
20

28

24



X



10

50

45

25

15

Keersommen

spel

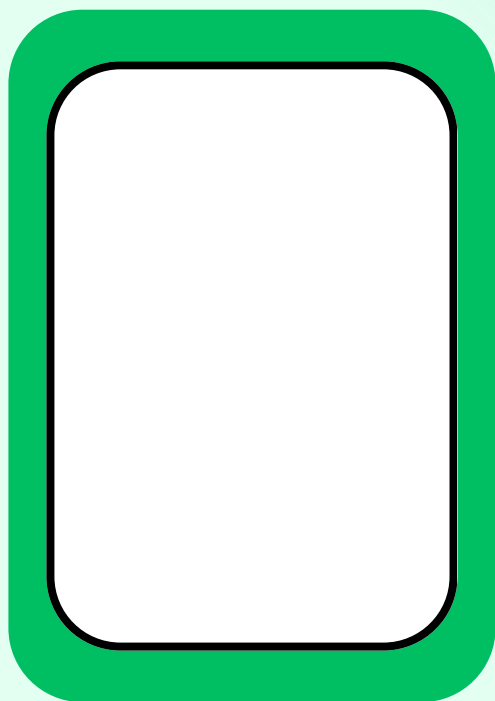
40

20

35

30

5



X



12

18

6

48

60

Keersommen

spel

30

42

54

36

24

X

6

7

Keersommen

42

49

spel

70

28

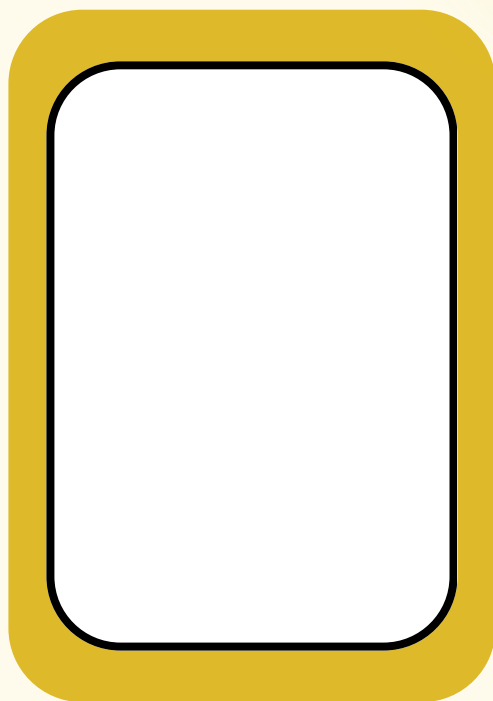
21

63

56

35

14



X



8

Keersommen

16

80

spel

64

32

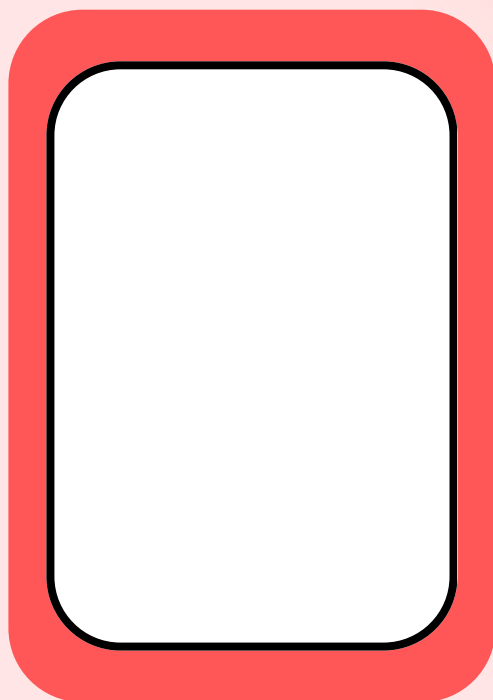
48

72

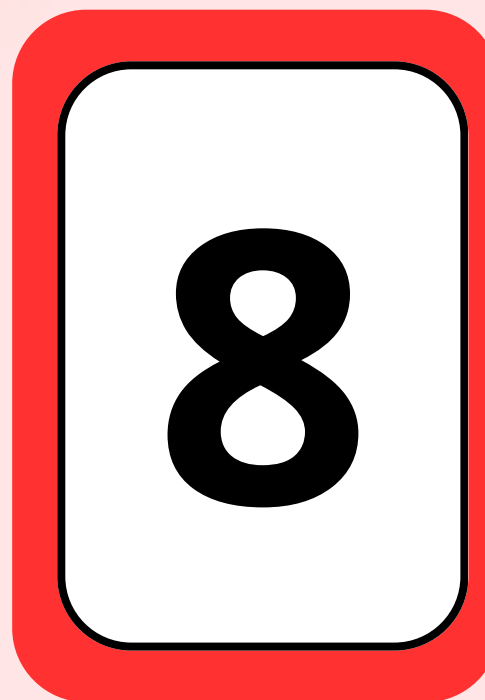
40

24

56



X



9

Keersommen

54

72

spel

27

45

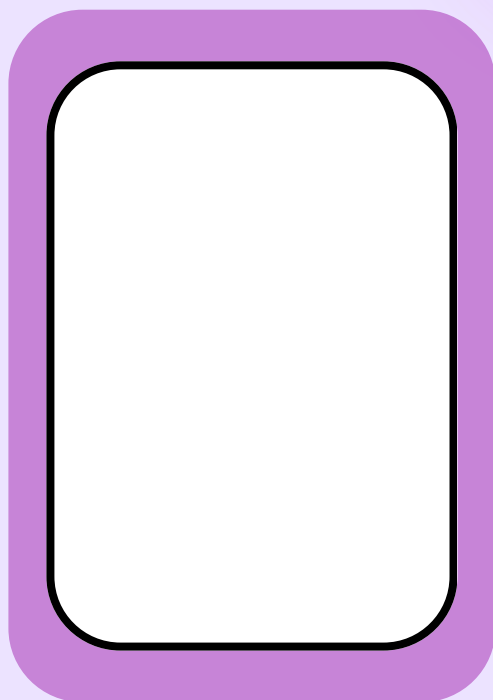
36

18

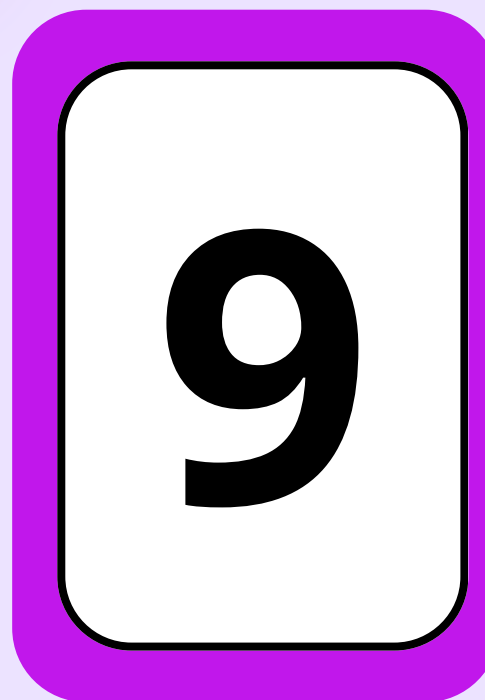
63

90

81



X



80

30

50

20

90

Keersommen

spel

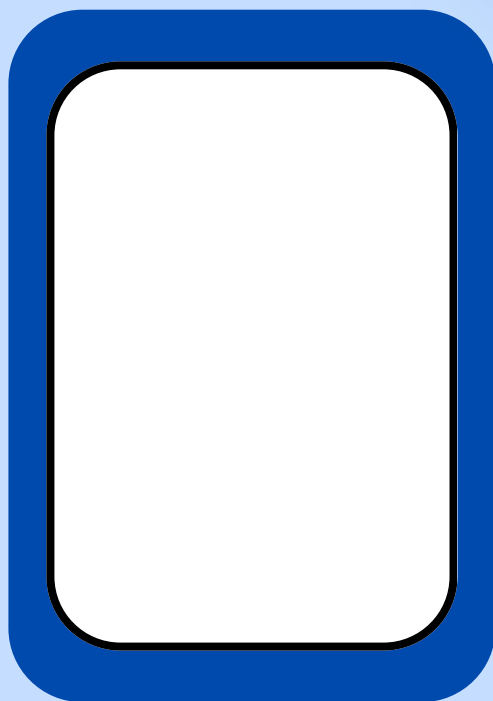
100

70

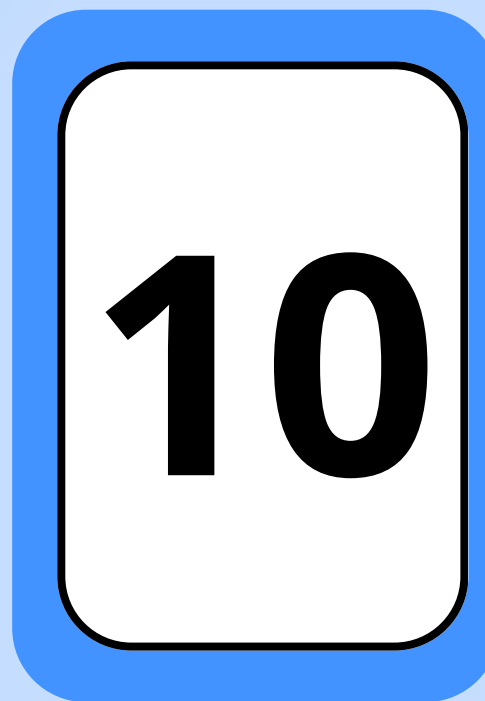
10

40

60



X



99

44

66

22

110

Keersommen

spel

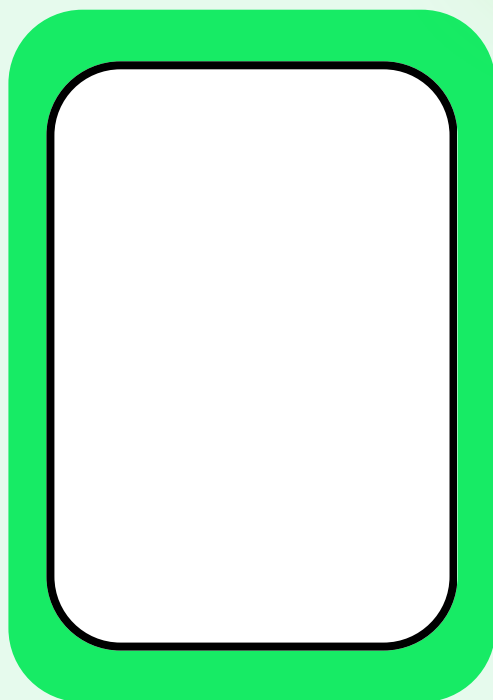
11

77

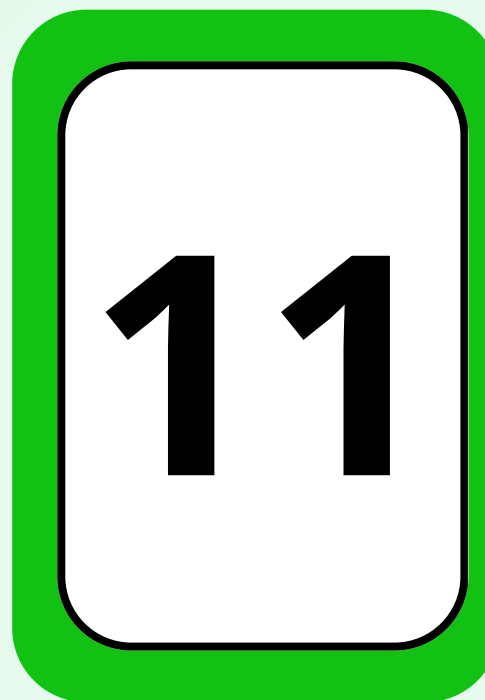
55

33

88



X



12

Keersommen

48

120

spel

84

36

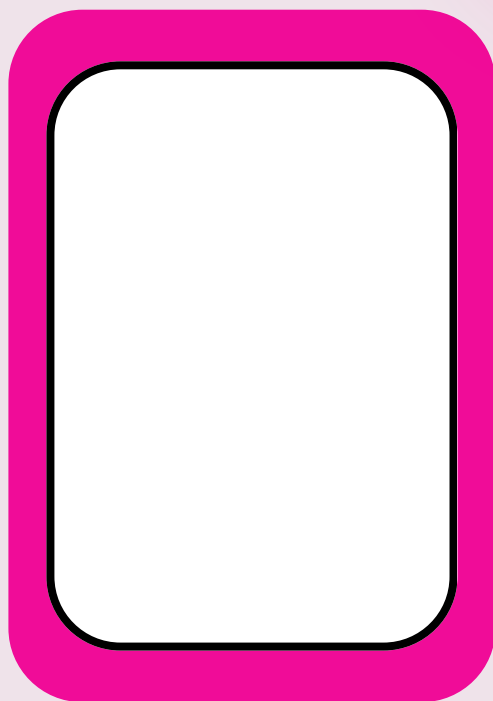
108

60

96

24

72

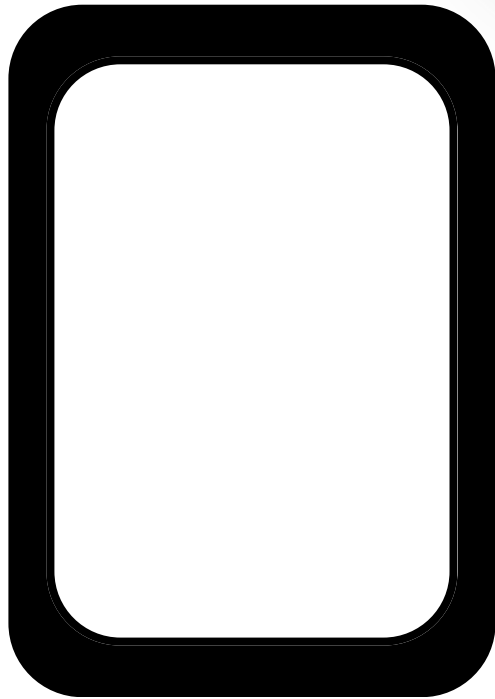


X



Keersommen

spel



X

