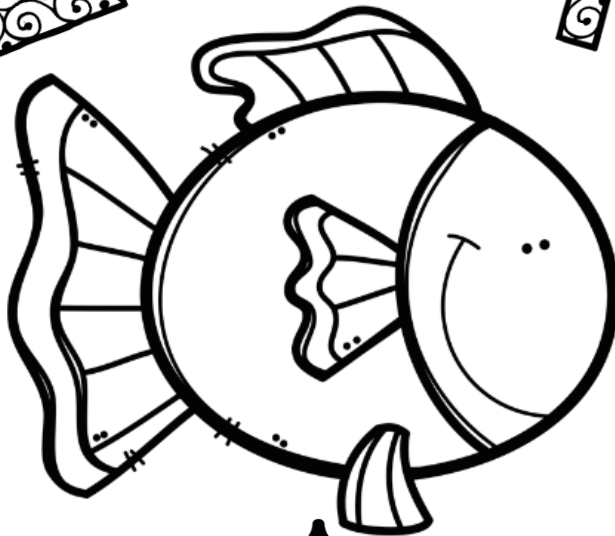




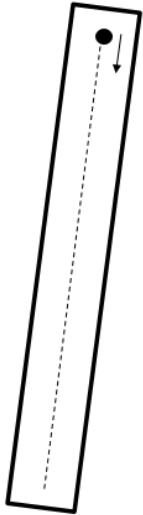
Wiskunde

Graad 1 - Kwartaal 1

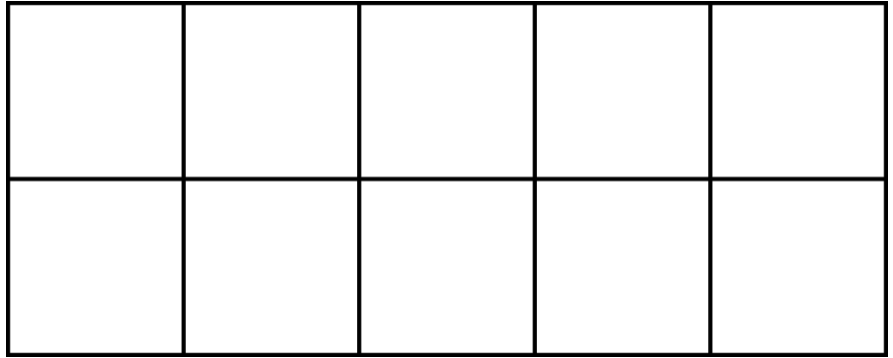


Naam:





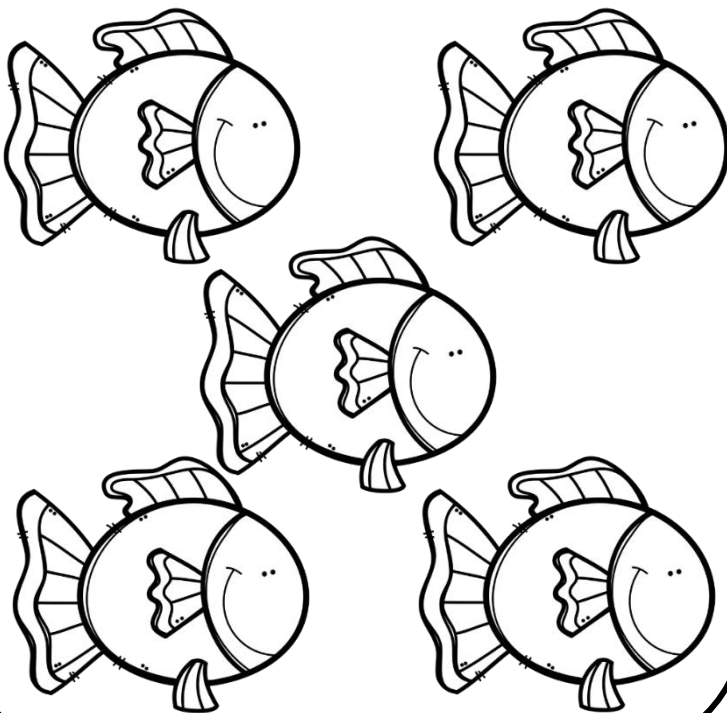
Teken een sirkel in een van die blokkies.



Skryf oor die stippellyn en voltooi dan die res van die lyn.

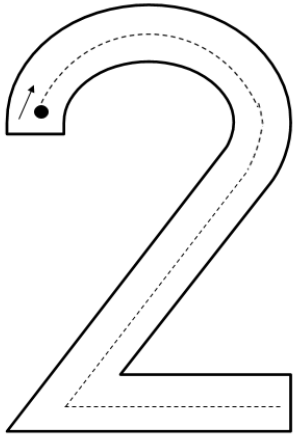


Kleur een vis in.



Omkring die getal 1.

2	3	1	
4	6	5	10
1	7	9	
2	5	1	
6	1	8	
7	10	3	



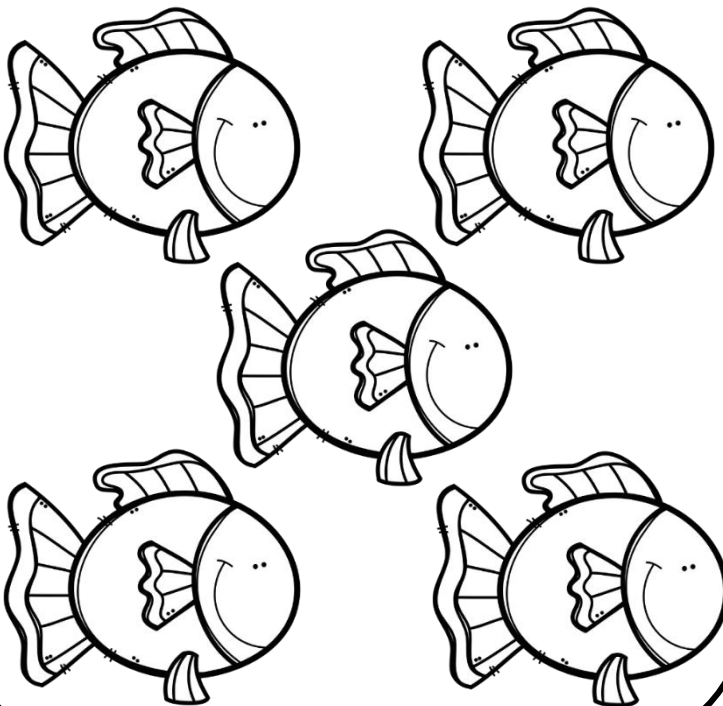
Teken twee sirkels in twee van die blokkies.

Skryf oor die stippellyn en voltooi dan die res van die lyn.

twee

2 2 2

Kleur 2 visse in.



Omkring die getal 2.

2 3 1

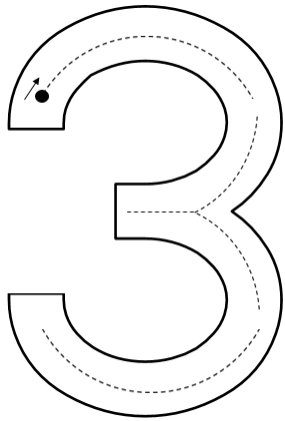
4 6 5 10

1 7 9

2 5 1

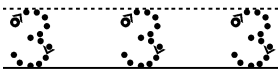
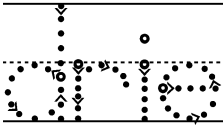
6 1 8

7 10 3

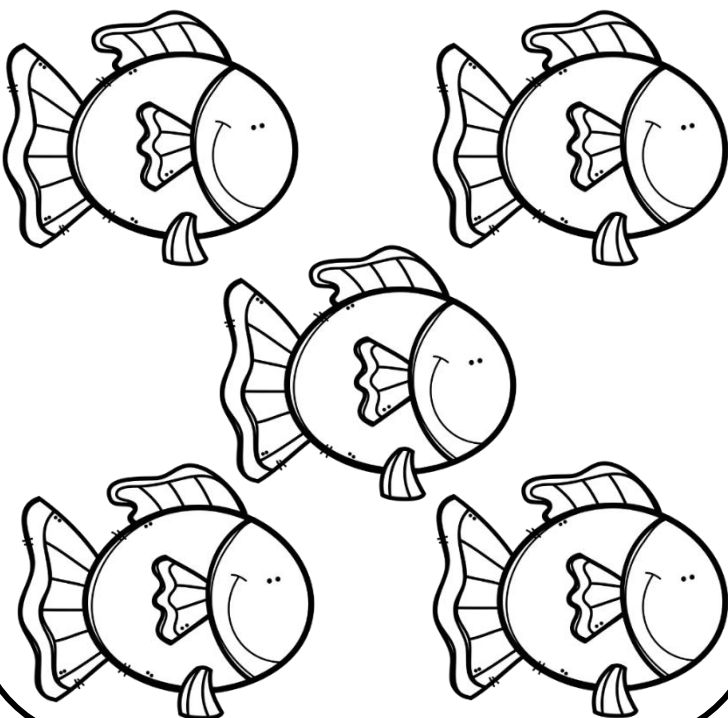


Teken drie sirkels in drie van die blokkies.

Skryf oor die stippellyn en voltooi dan die res van die lyn.

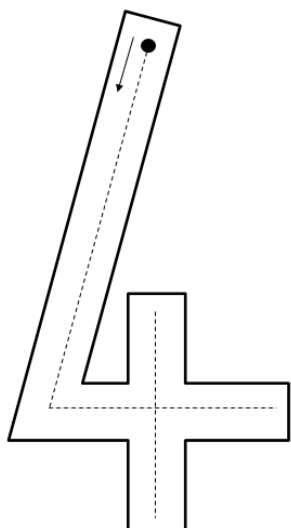


Kleur 3 visse in.

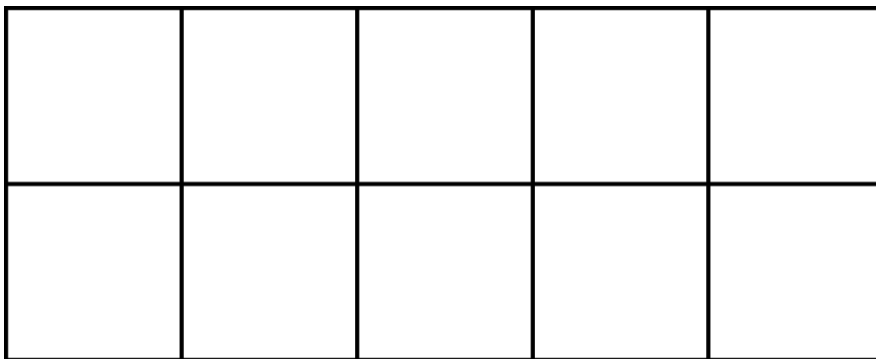


Omkring die getal 3.

2	3	1	
4	6	5	10
1	7	9	
3	5	1	
6	1	8	
7	10	3	



Teken vier sirkels in vier van die blokkies.

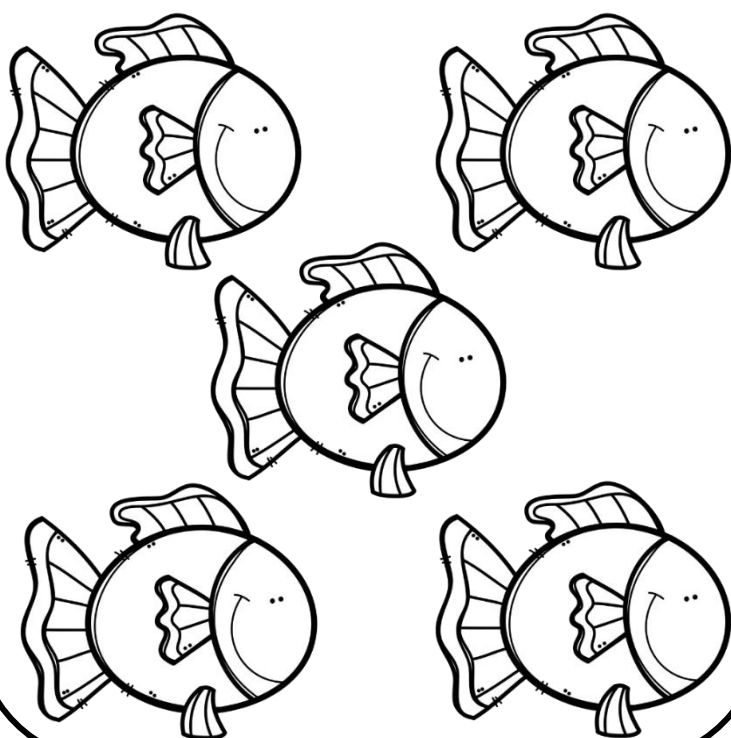


Skryf oor die stippellyn en voltooi dan die res van die lyn.

vier

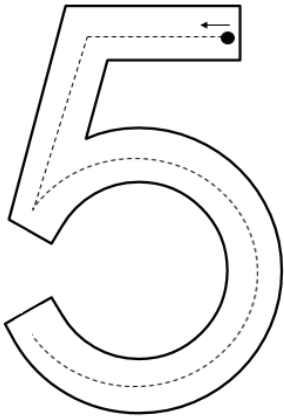
4 4 4

Kleur 4 visse in.



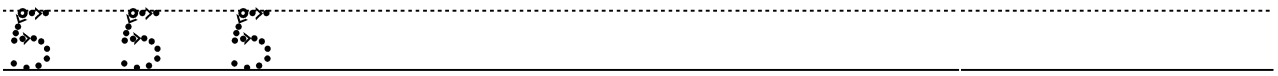
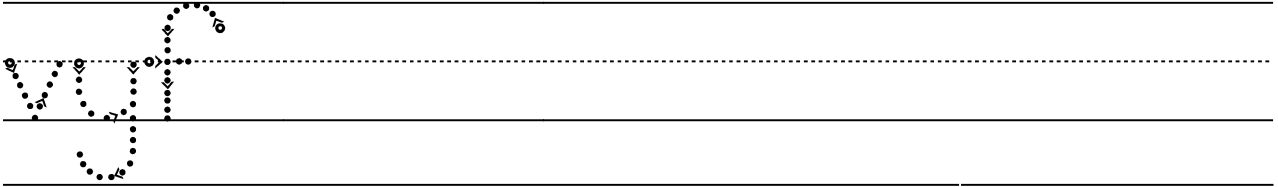
Omkring die getal 4.

2	3	1	
4	6	5	10
1	7	9	
2	5	1	
6	1	8	
7	10	3	4

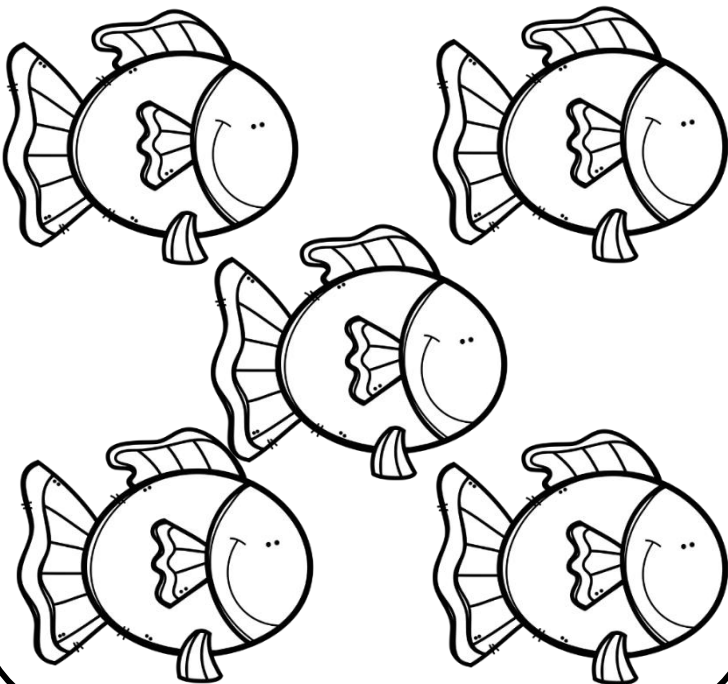


Teken vyf sirkels in vyf van die blokkies.

Skryf oor die stippellyn en voltooi dan die res van die lyn.



Kleur 5 visse in.



Omkring die getal 5.

5	3	1	
4	6	5	10
1	7	9	
2	5	1	
6	1	8	
5	10	3	

1

een

2

teen

3

deen

4

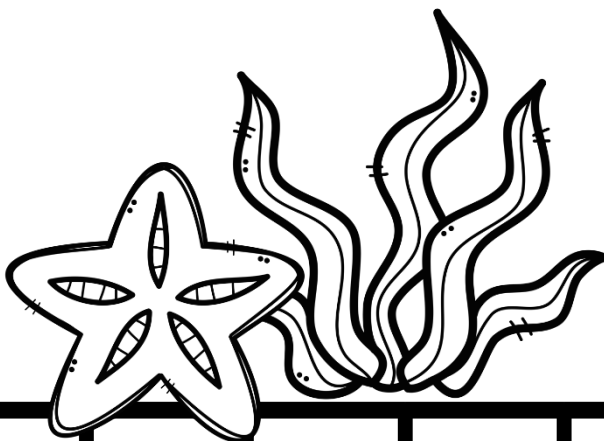
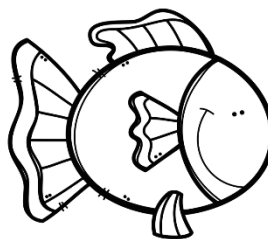
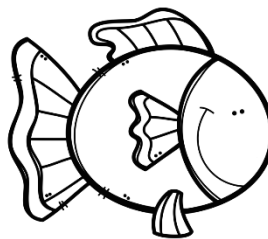
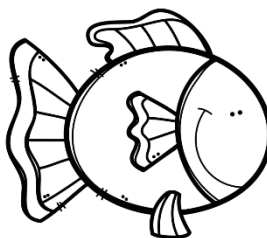
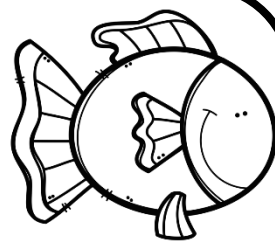
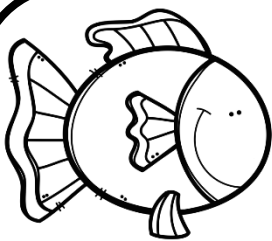
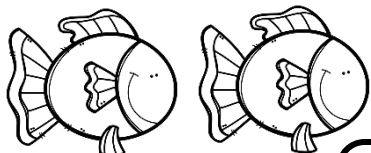
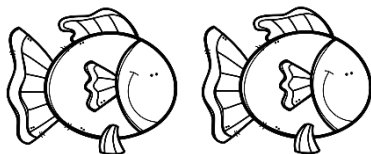
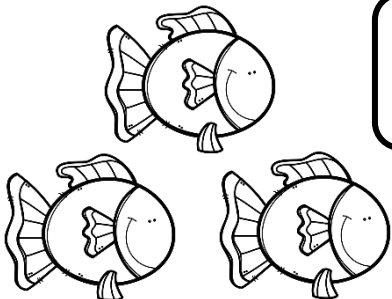
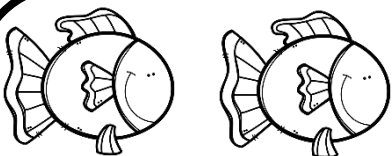
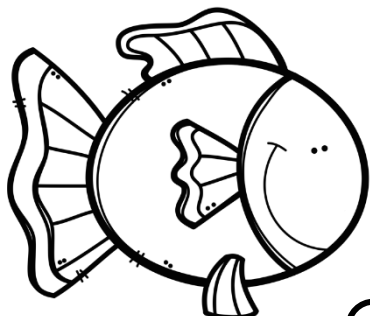
veer

5

veer

Onder die see tel

Tel hoeveel visse jy sien en skryf die syfer in die blok.



Help die meermin om die syf'er
by sy naam te pas deur 'n lyn
te trek met jou liniaal.



1

een

2

twee

3

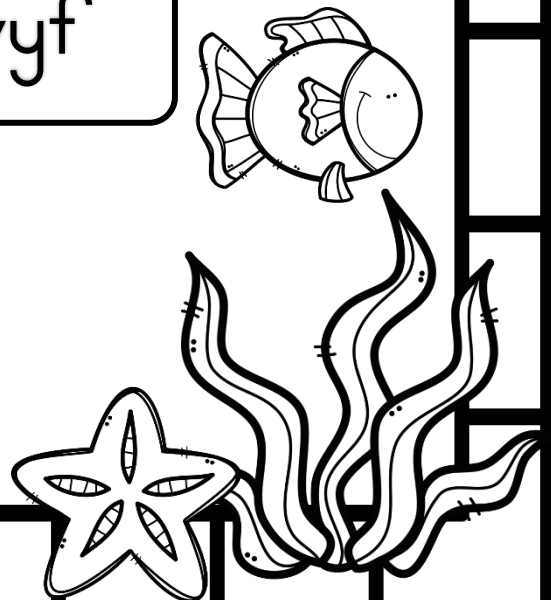
drie

4

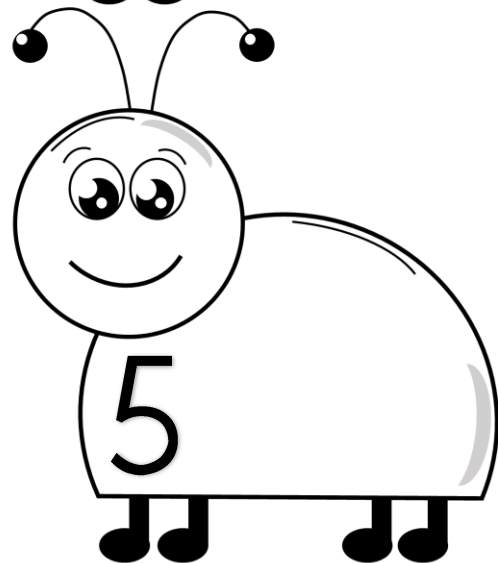
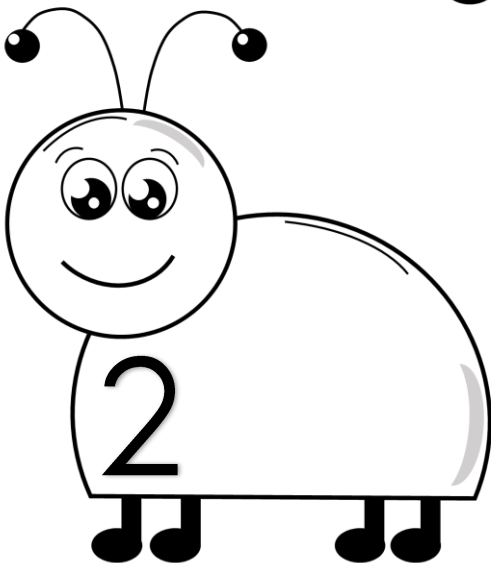
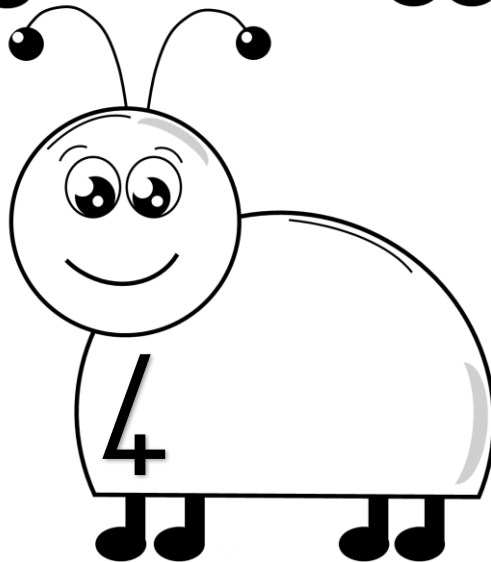
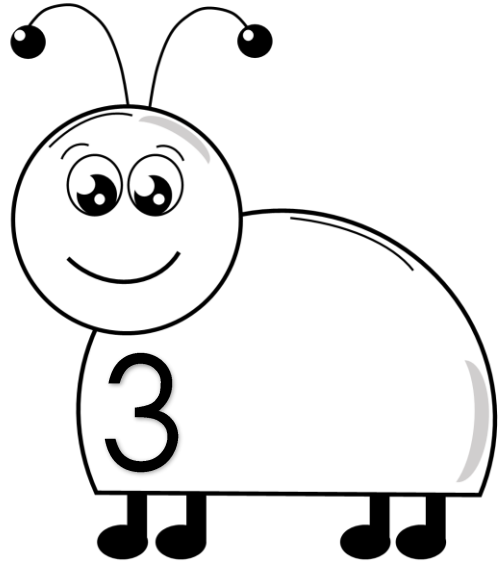
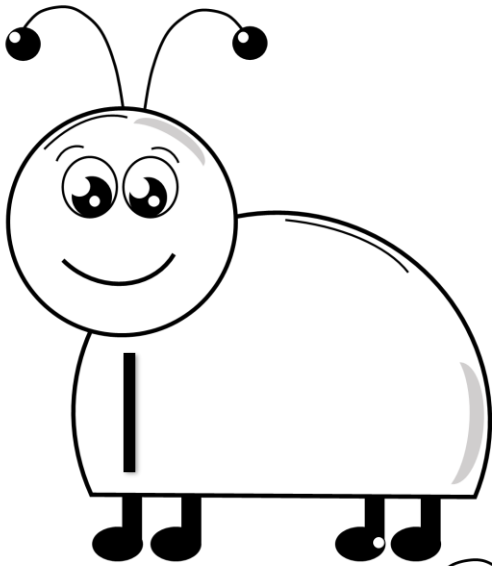
vier

5

vyf



Teken die getal kolle op die liewenheersbesiese lyfie.



Tel aan

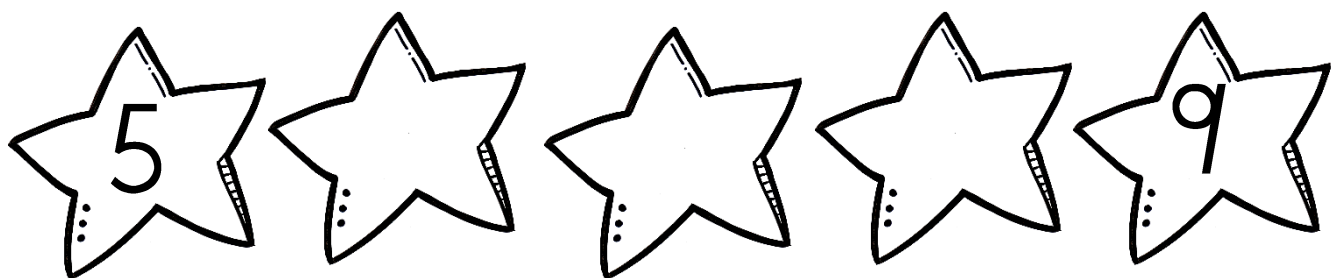
Tel aan in die sterre tot by 10.



Tel aan in die sterre van 2 tot by 8.

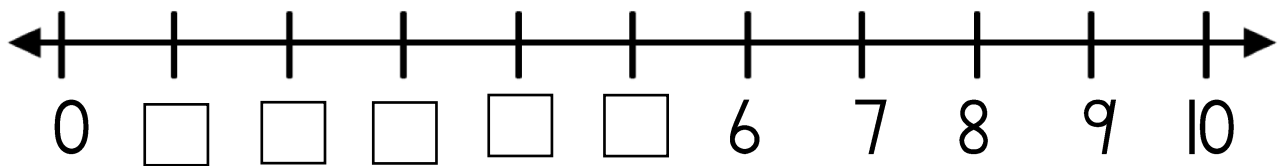
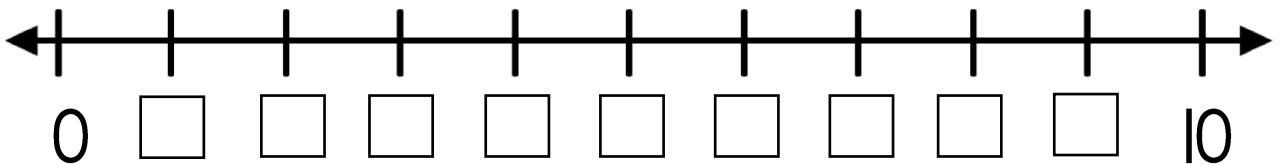
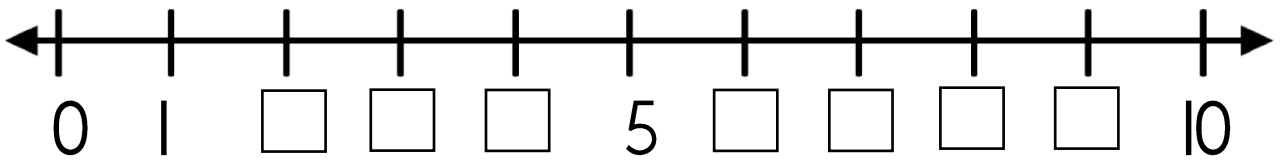


Tel aan in die sterre van 5 tot by 9.



Ek ken my getalle

Voltooi die getallelyne.

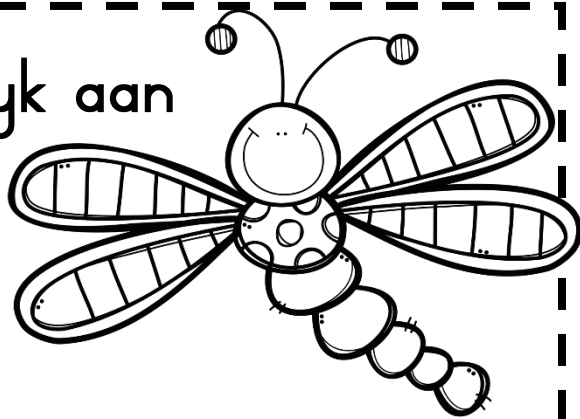


Skryf die naam van die getalle neer.

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____



Kleiner as, groter as en gelyk aan



Skryf of die voorste getal
kleiner as, groter as of gelyk
aan die agterste getal is.

5

3

4

4

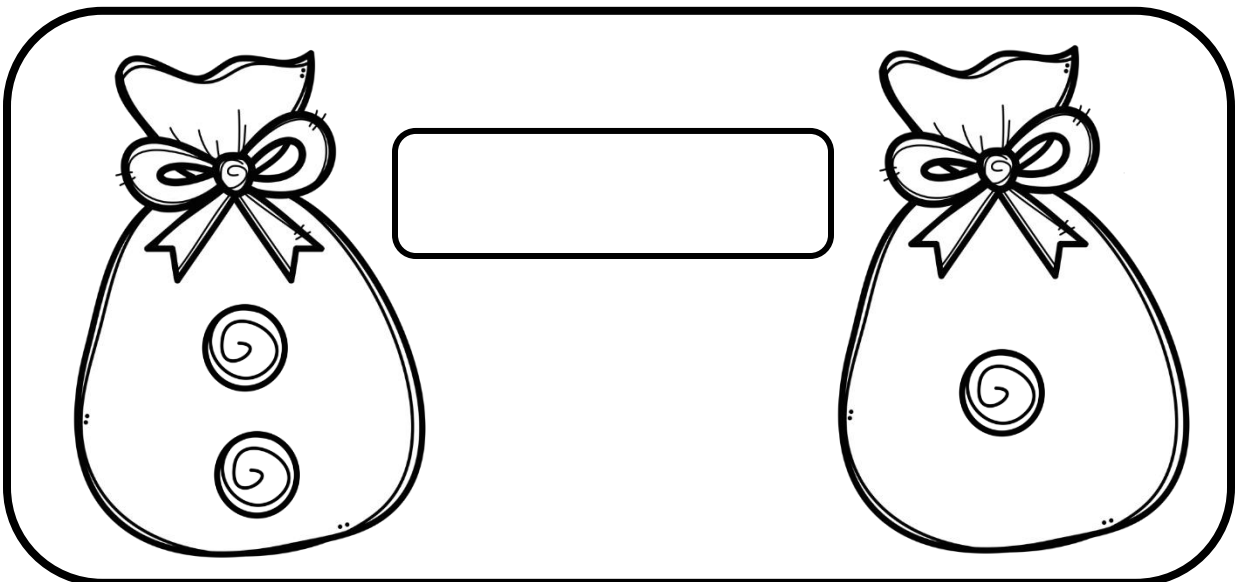
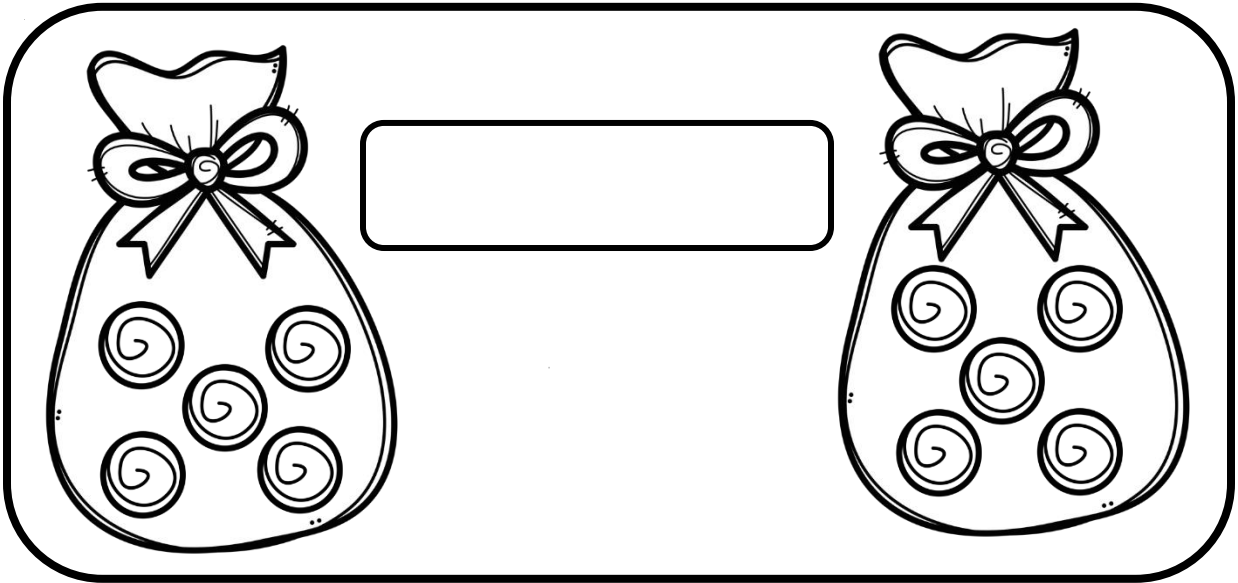
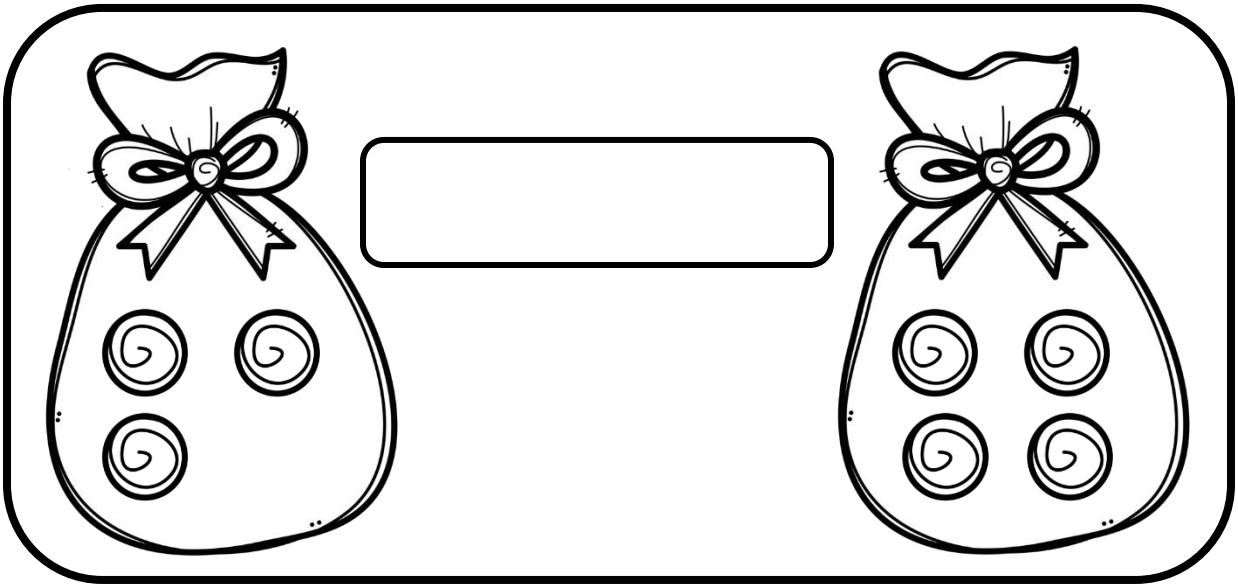
1

4

3

2

Kyk na die sakkies met die lekkers in. Skryf of die eerste sakkie lekkers meer as, minder as of dieselfde aantal as die tweede sakkie het.

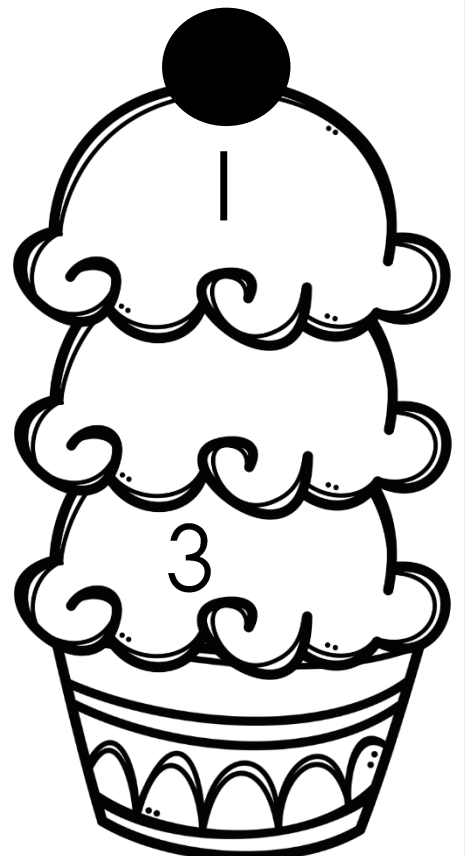
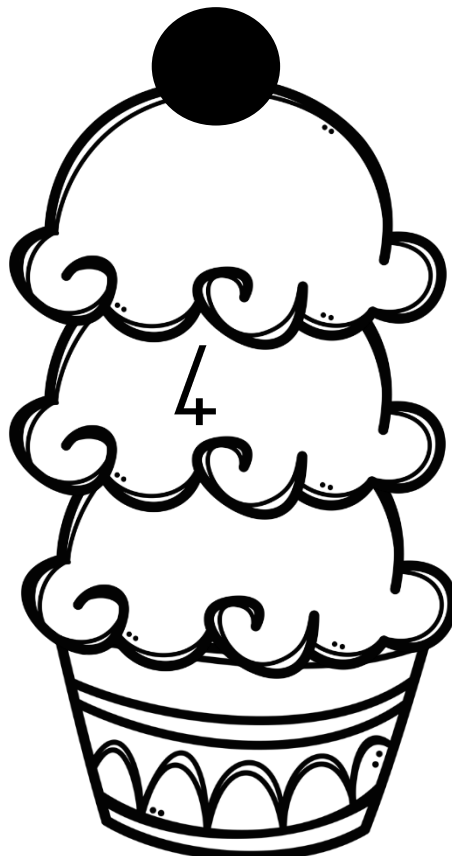


Voor, tussen en na

Skryf watter getal kom voor, tussen en na.

Voor	Tussen	Na
	5	
1		3
	4	
2		4

Vul die
syfers wat
kort in die
roomys
torings in.



Verdubbel en halveer

Verdubbel die getalle.

2 verdubbel is _____

3 verdubbel is _____

1 verdubbel is _____

4 verdubbel is _____

5 verdubbel is _____

Halveer die getalle.

Die helfte van 2 is _____

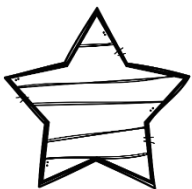
Die helfte van 4 is _____

Die helfte van 6 is _____

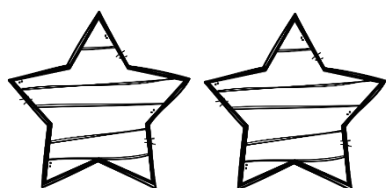
Die helfte van 10 is _____

Die helfte van 8 is _____

Verdubbel die sterre en teken dan die prente.

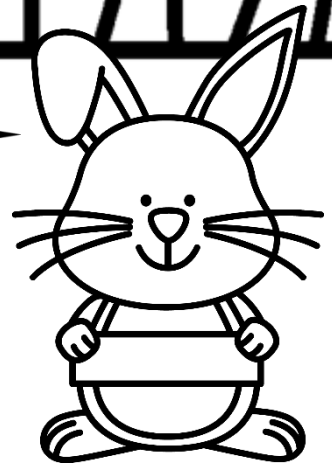


verdubbel is

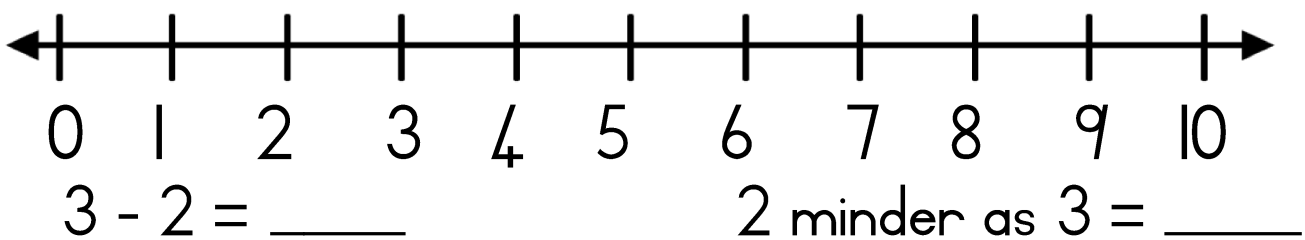
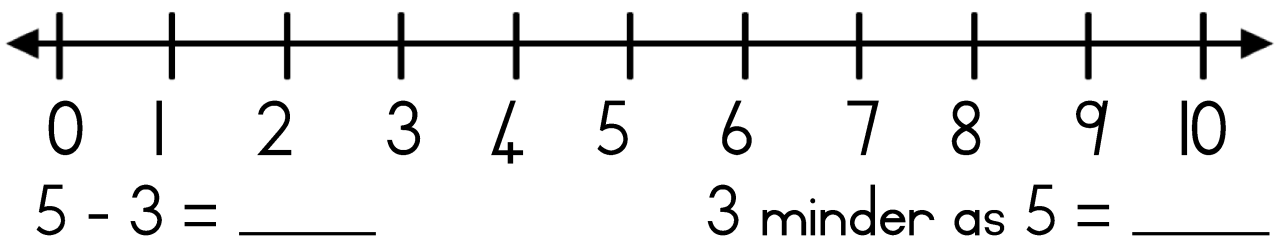
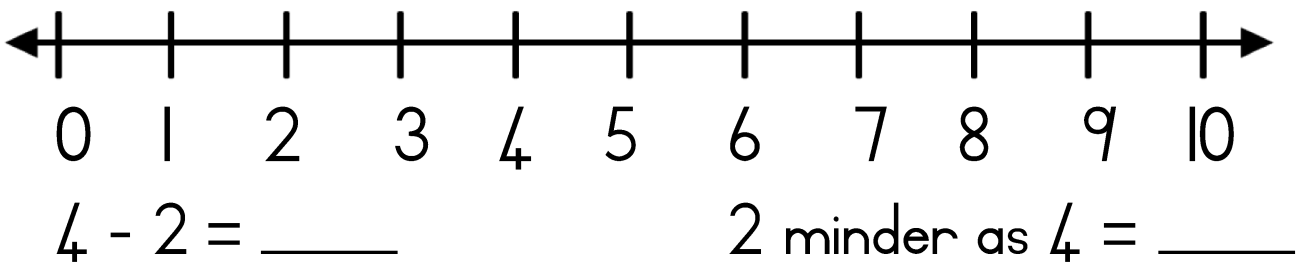
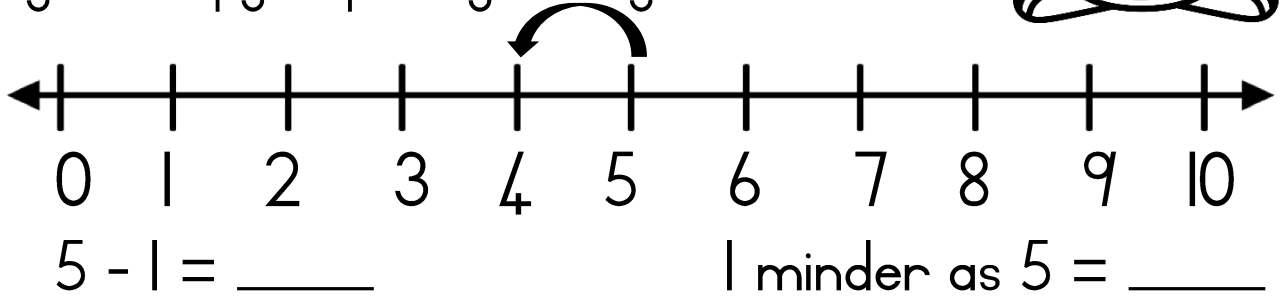


verdubbel is

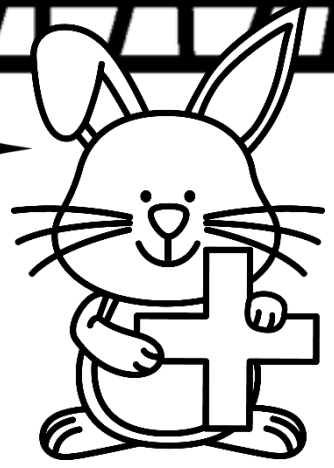
Getallelyn pret MINUS



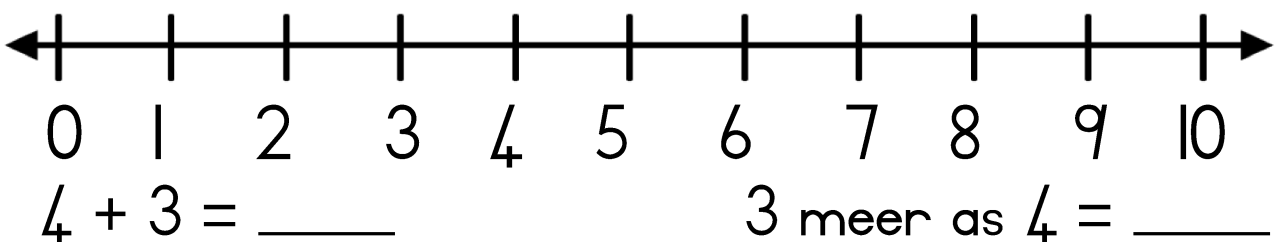
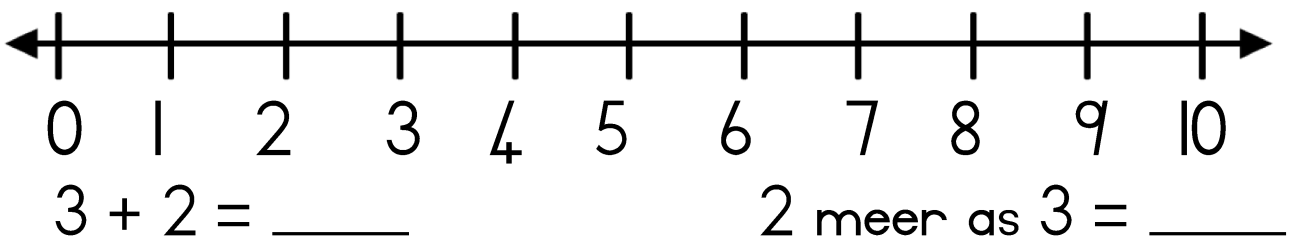
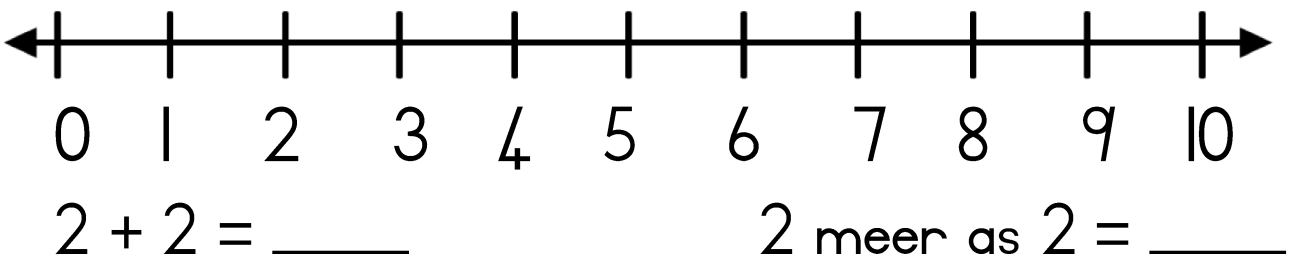
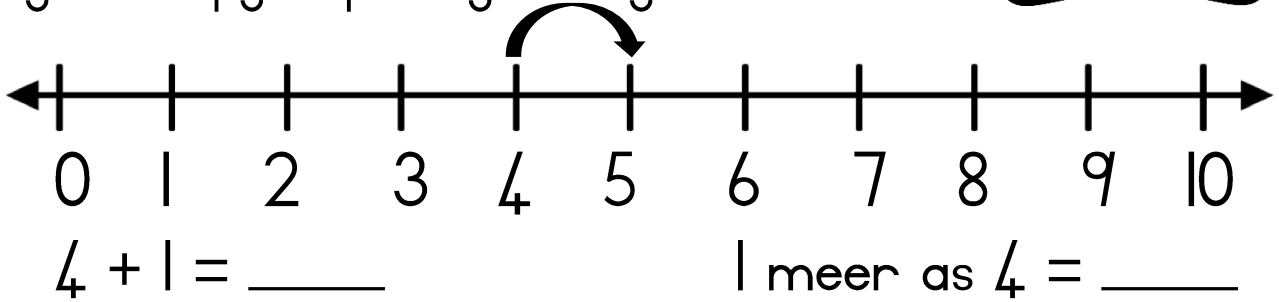
Voltooi die somme op die getallelyn.
Jy moet pyle op die getallelyn trek.



Getallelyn pret PLUS



Voltooi die somme op die getallelyn.
Jy moet pyle op die getallelyn trek.



Optelling by die see



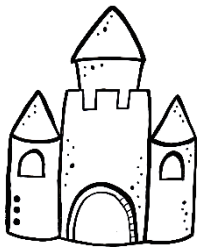
1

en

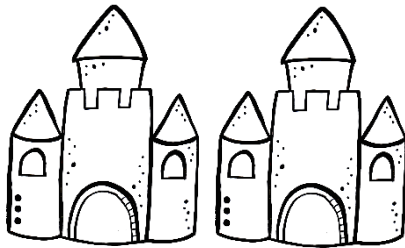


1

maak

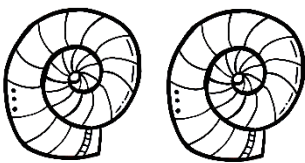


en

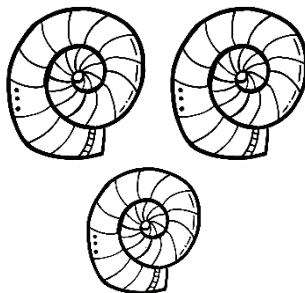


maak

3

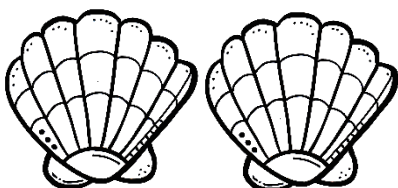


en



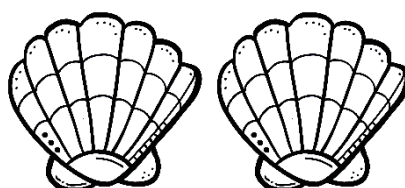
maak

5



2

en



2

maak



HOOFREKENE



Dit kom voor 5 = _____

Dit kom voor 3 = _____

Dit kom na 4 = _____

Dit kom na 1 = _____

1 minder as 3 = _____

1 minder as 2 = _____

1 meer as 4 = _____

1 meer as 3 = _____

2 minder as 3 = _____

2 minder as 5 = _____

2 meer as 3 = _____

2 meer as 2 = _____

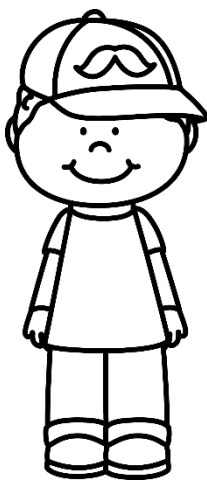
Wat is minder, 3 of 5? _____

Wat is meer, 3 of 4? _____

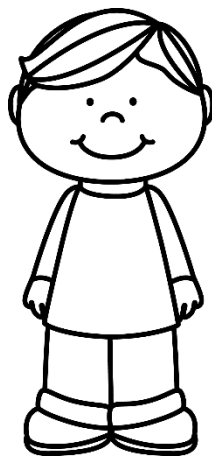
Wat is minder, 2 of 1? _____

Watter getal kom tussen 1 en 3? _____

Watter getal kom tussen 3 en 5? _____



Ben



Jan



Koos



Juffrou

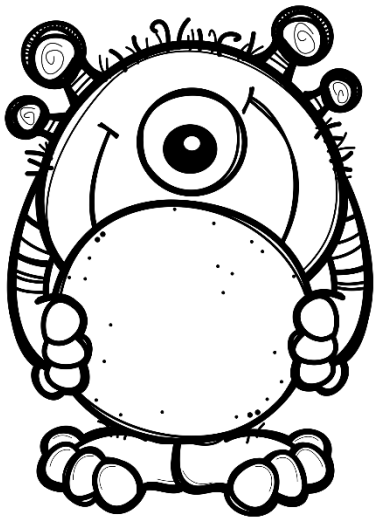
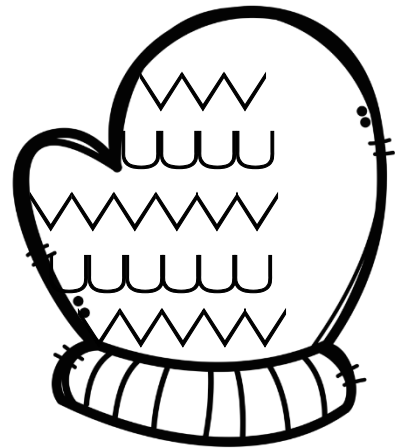
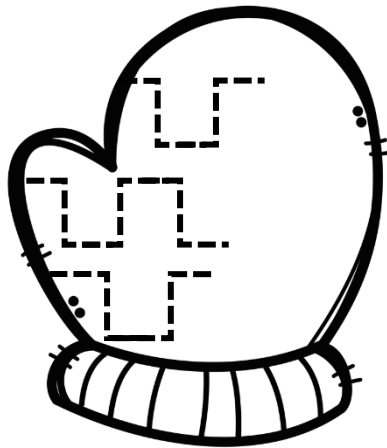
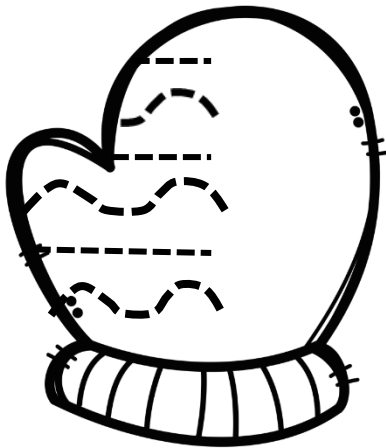
1. Wie staan eerste in die ry by juffrou? _____

2. Wie staan tweede in die ry by juffrou? _____

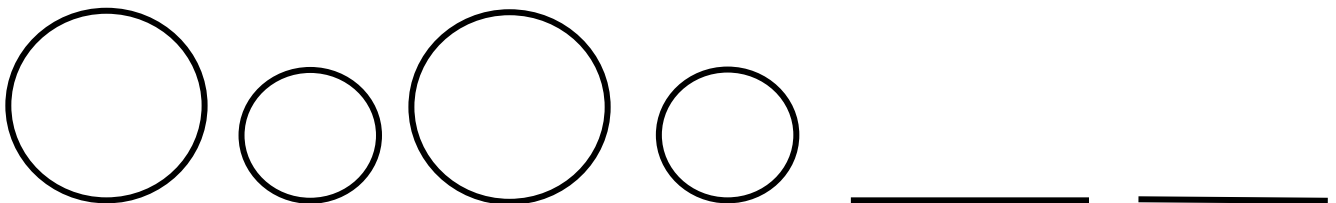
3. Wie staan derde in die ry by juffrou? _____

Patrone pret!

Teken die ander helfte van die patroon.

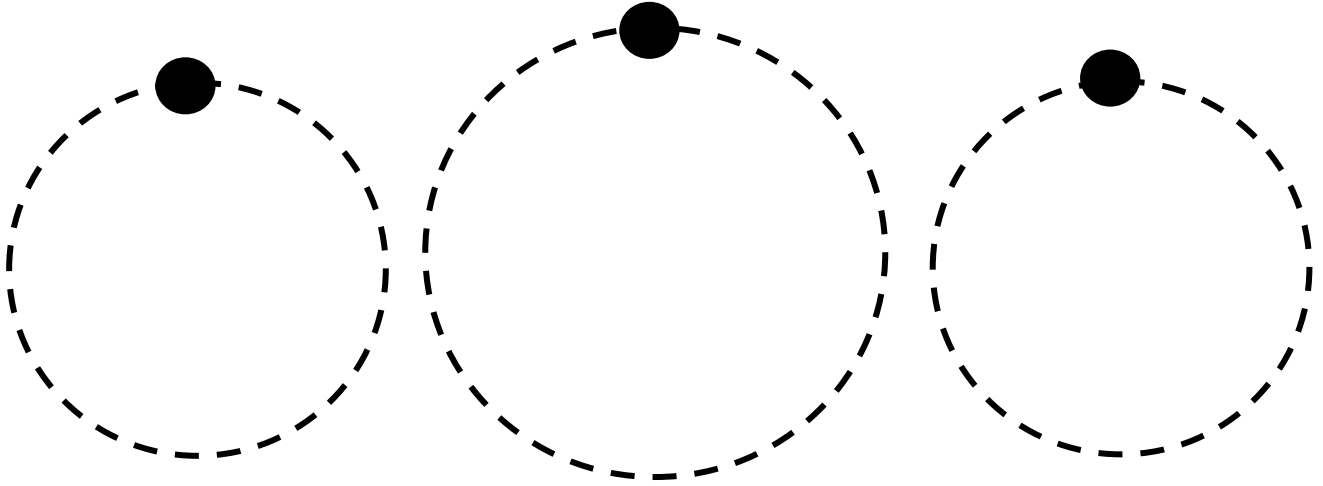


Help vir Mina monster om die volgende vorm in die patroon te teken.



Sirkel

Oefen die sirkel. Begin by die kol.



Oefen die sirkel se naam.

sirkel sirkel sirkel

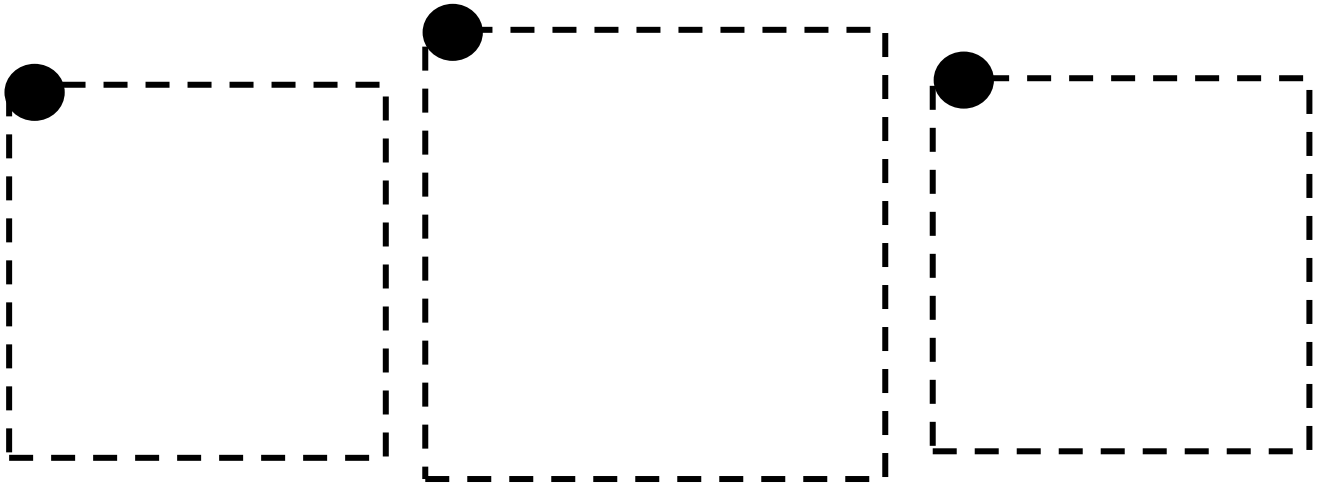
sirkel

'n Sirkel is
so rond, hy
rol oor die
grond.

Teken 2 sirkels.

Vierkant

Oefen die vierkant. Begin by die kol.



Oefen die vierkant se naam.

vierkant vierkant

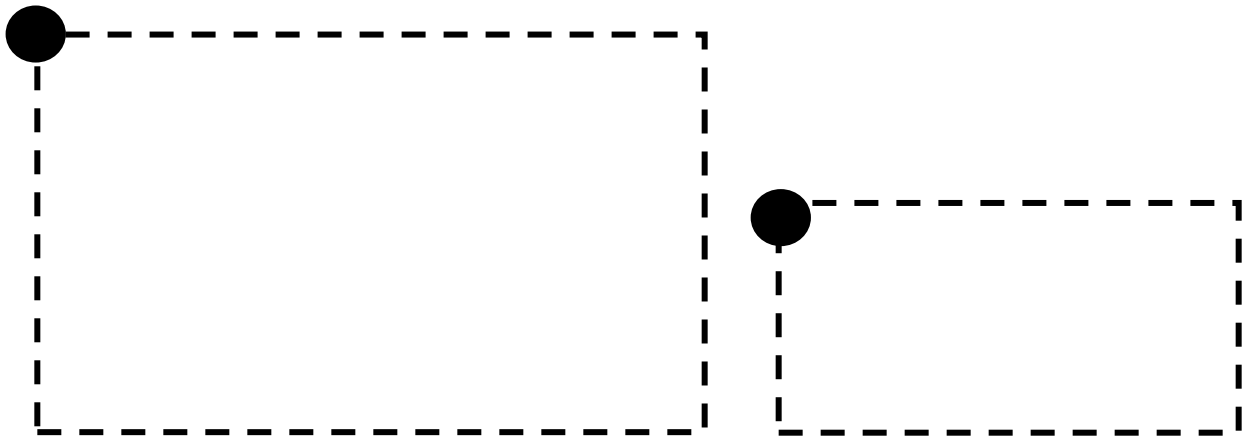
vierkant

'n Vierkant
het vier hoeke,
net soos ons
mooi boeke.

Teken 4 vierkante.

Reghoek

Oefen die reghoek. Begin by die kol.



Oefen die reghoek se naam.

reghoek reghoek reghoek

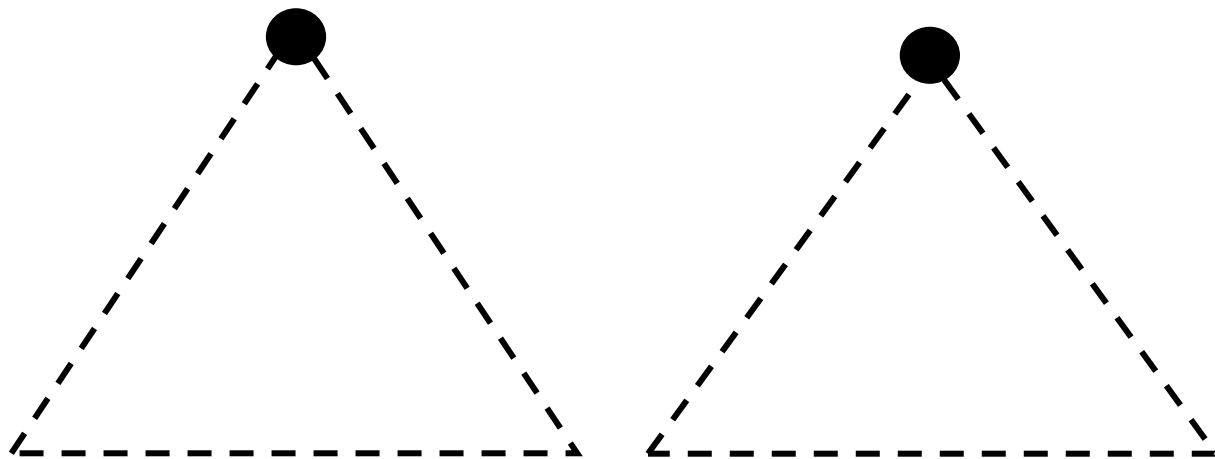
reghoek

'n Reghoek het
lang en kort
sy, hy is 'n
vorm op sy eie.

Teken 1 reghoek.

Driehoek

Oefen die driehoek. Begin by die kol.



Oefen die driehoek se naam.

driehoek driehoek driehoek

driehoek

'n Driehoek het
3 hoeke, net
soos snye van
koeke.

Teken 3 driehoeke.

2D VORMS

Kleur die vorms op die volgende maniere in:

Vierkant



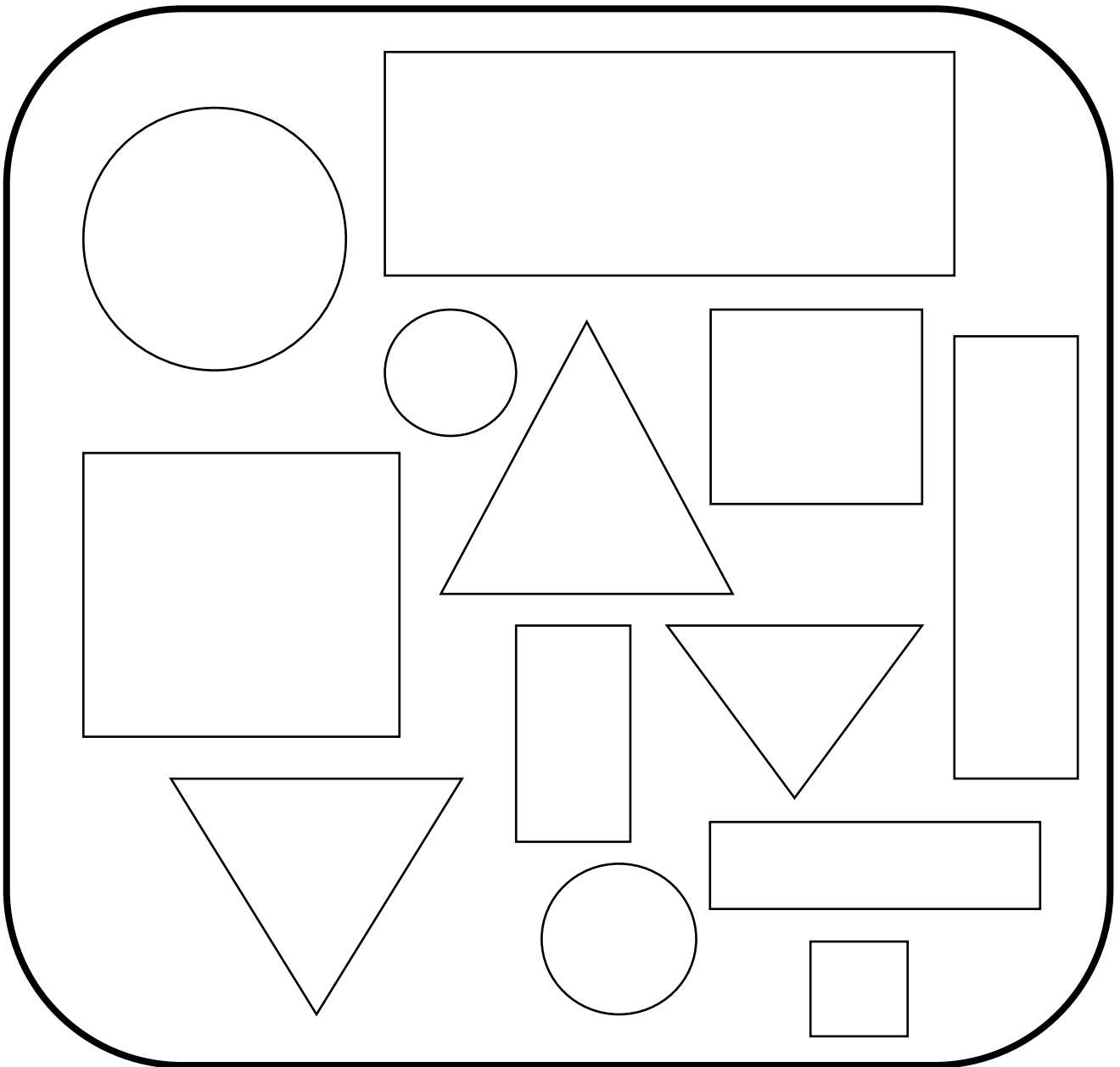
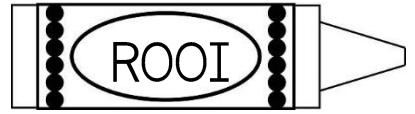
Driehoek



Sirkel

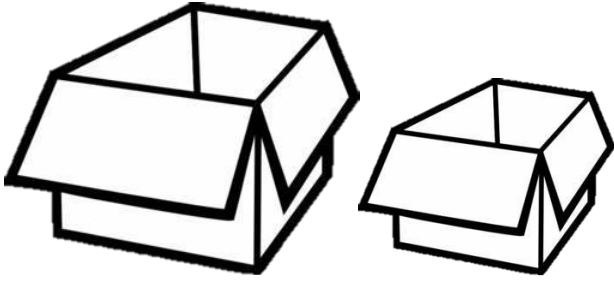


Reghoek

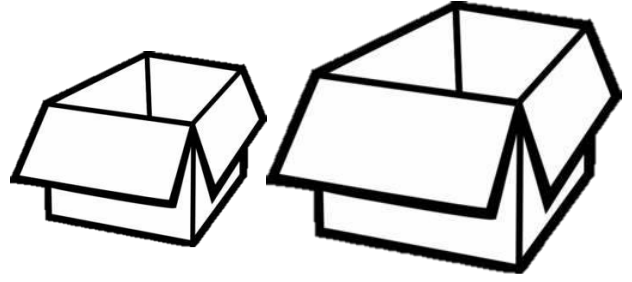


3D VORMS

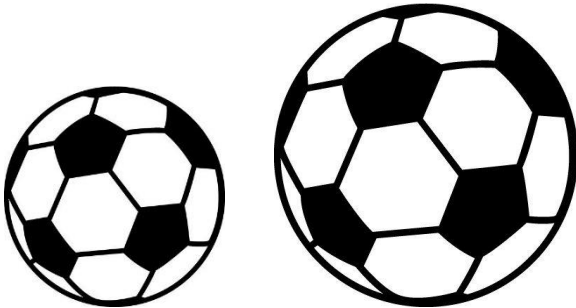
Kleur die kleiner boks in.



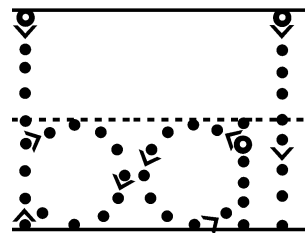
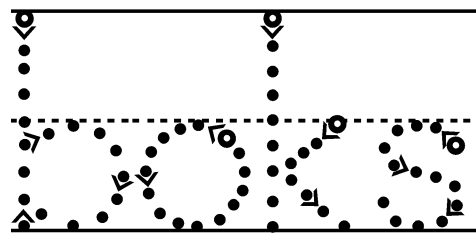
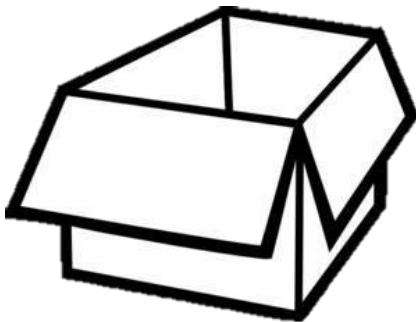
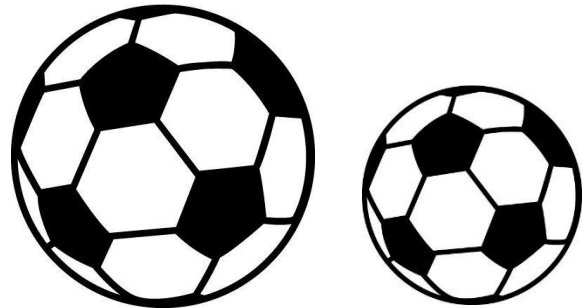
Kleur die groter boks in.



Kleur die kleiner bal in.



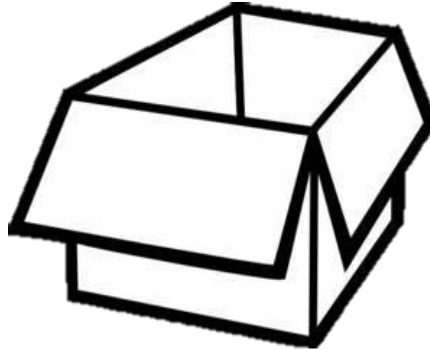
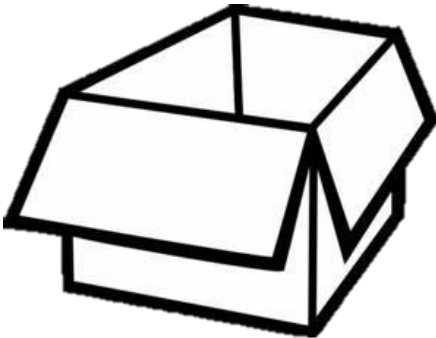
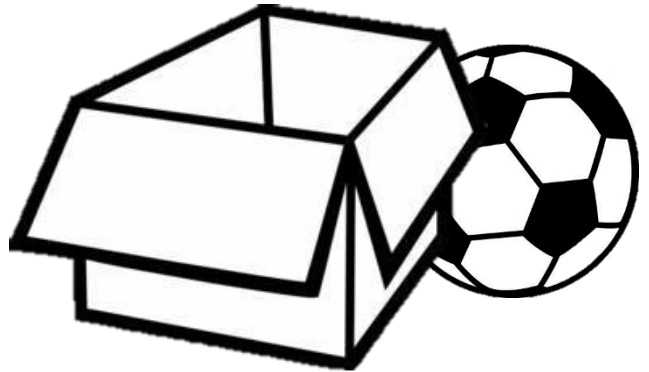
Kleur die groter bal in.



POSISIE

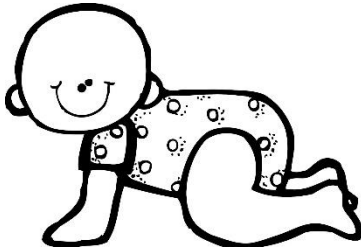
Waar is die bal?

Skryf voor, agter, binne, links of regs.



TYD

Rangskik die prentjies van die jongste tot die oudste.
Skryf 1, 2, 3 en 4.



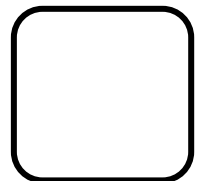
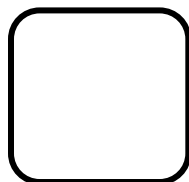
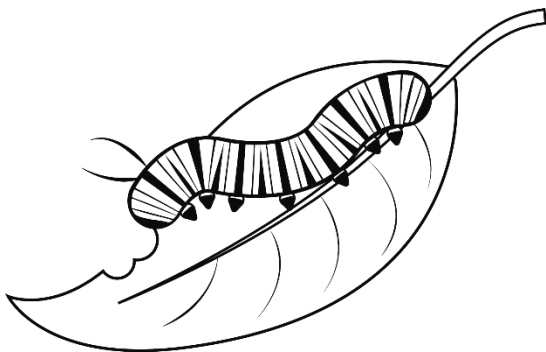
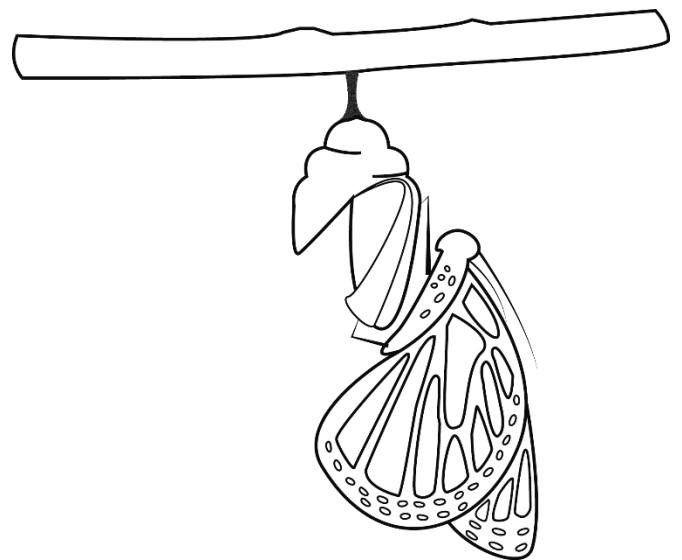
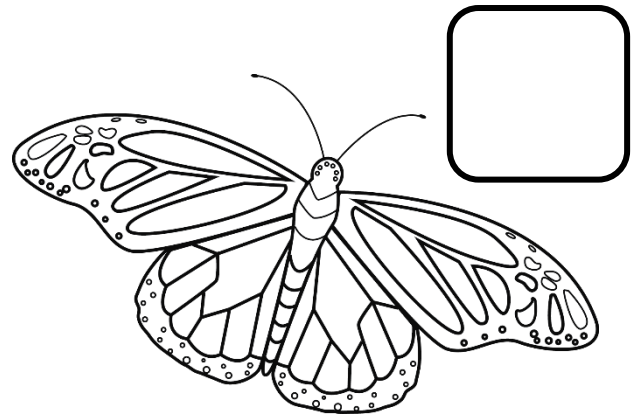
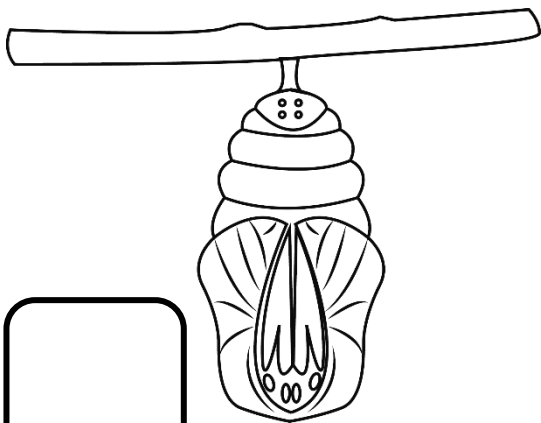
Maak 'n lys van alles wat jy doen in die oggend as jy wakker word totdat jy skool toe gaan.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____



Lewensiklus van 'n skoенlapper

Rangskik die prentjies volgens hoe 'n skoенlapper ontwikkel. Skryf 1, 2, 3 of 4.



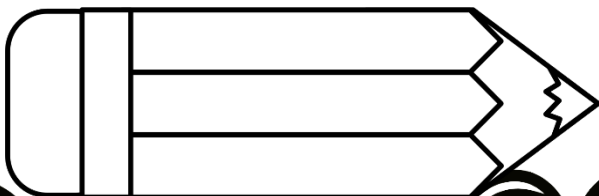
Lengte

Teken 'n breë rivier en 'n
smal rivier.

Teken 'n hoë boom en 'n lae
boom.

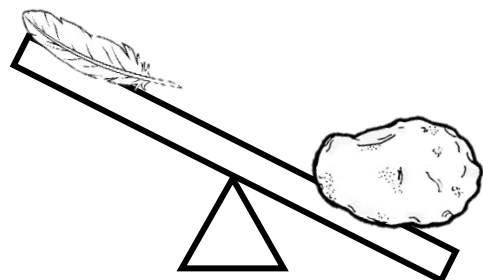
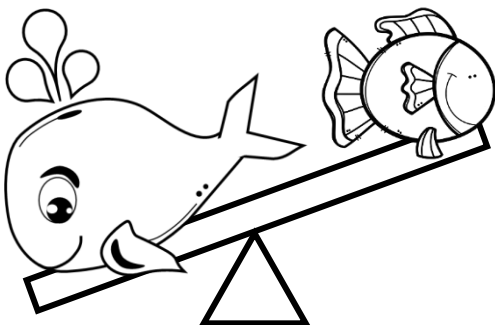
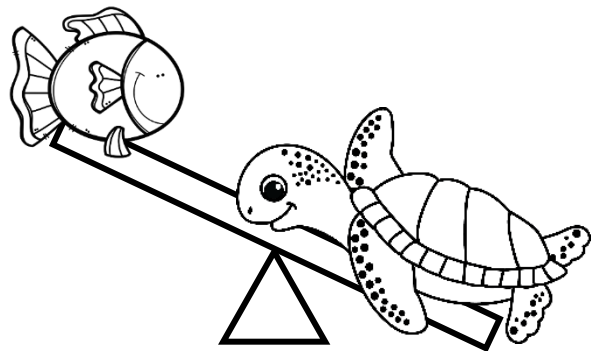
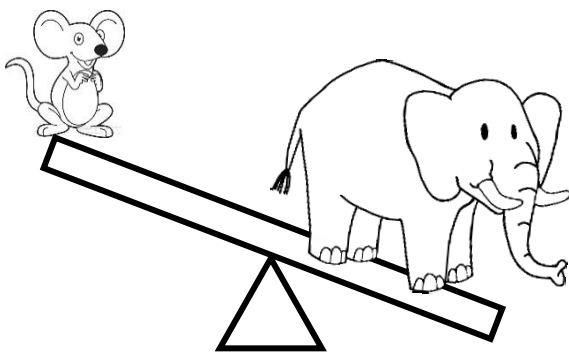
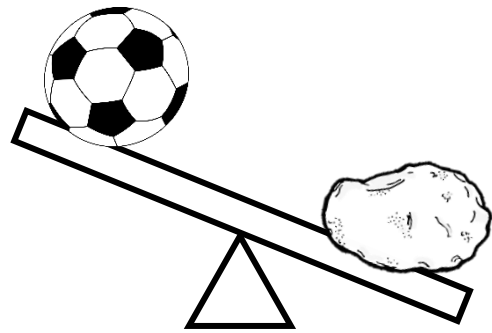
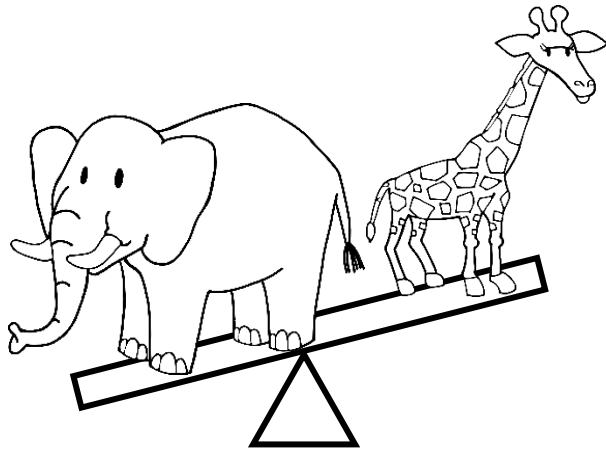
Teken 'n hoë toring van
blokkies en 'n lae toring van
blokkies.

Teken 'n lang juffrou en 'n
kort juffrou.



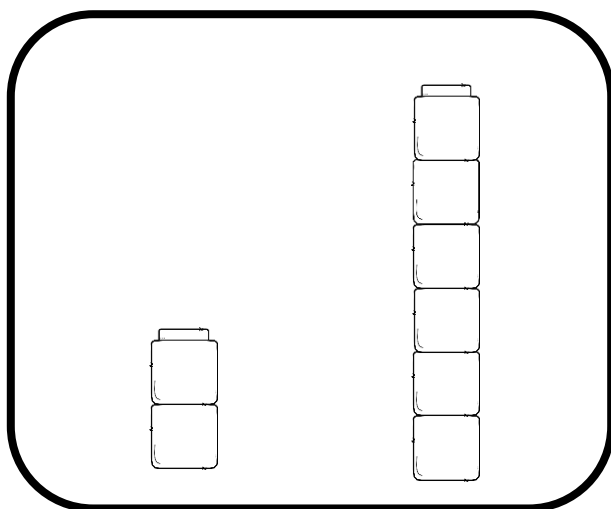
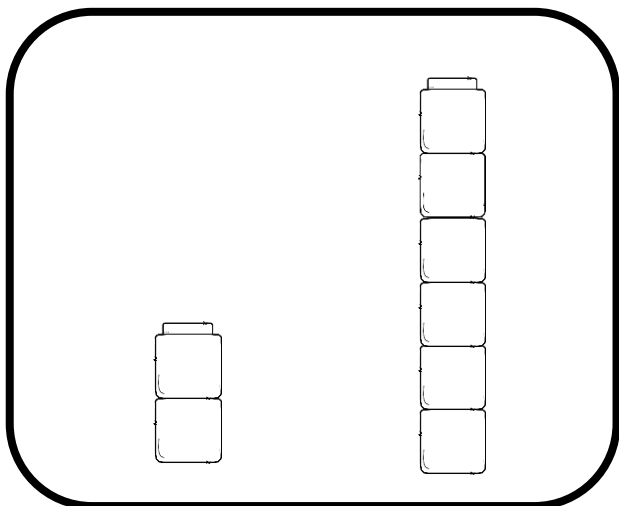
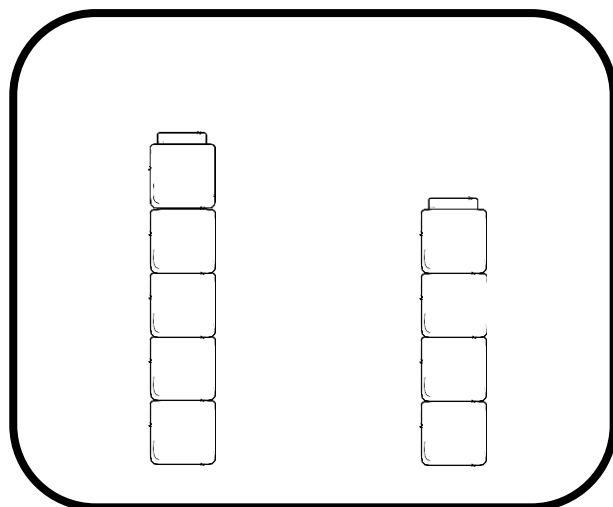
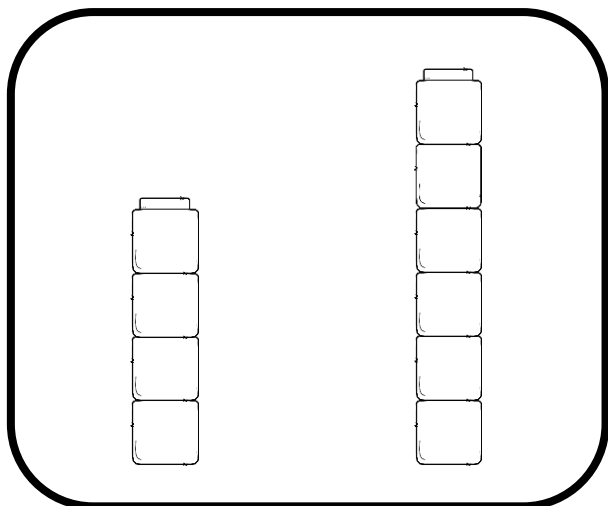
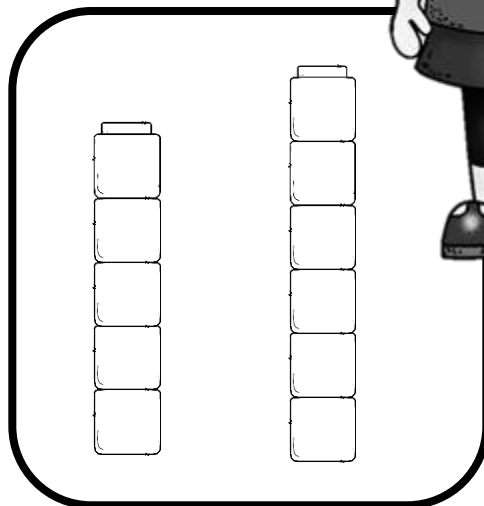
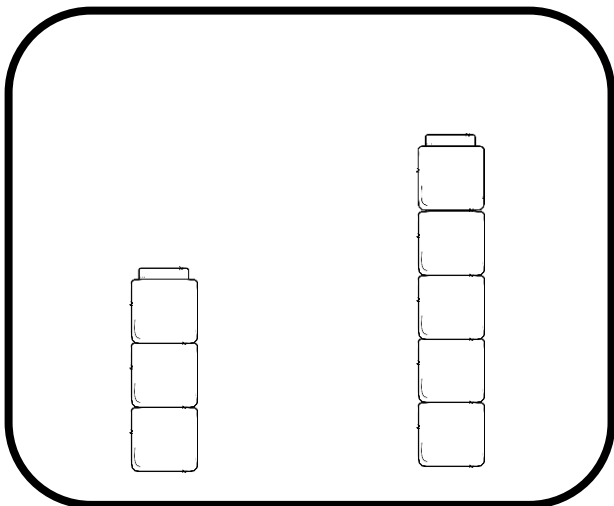
Watter een is die SWAARSTE?

Die diere en voorwerpe is op 'n weegskaal. Kleur die dier of voorwerp in wat die swaarste is.



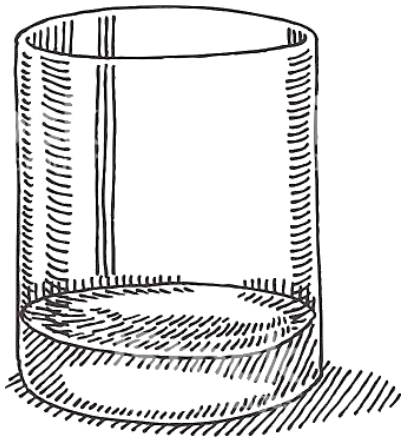
Watter toring is die LANGSTE?

Kleur die toring van blokkies in wat die langste is.

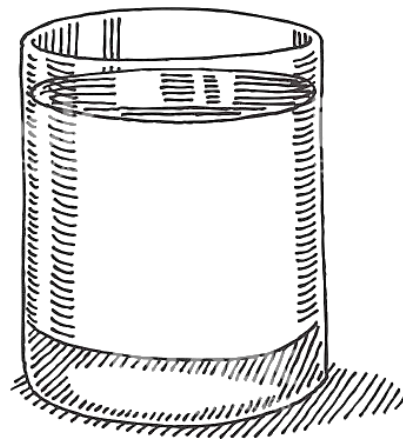


Volume

Kyk na die volgende glase en kleur in of dit vol of leeg is.



vol
leeg



vol
leeg

Vul in of die eerste glas meer of minder water as die tweede glas in het.

