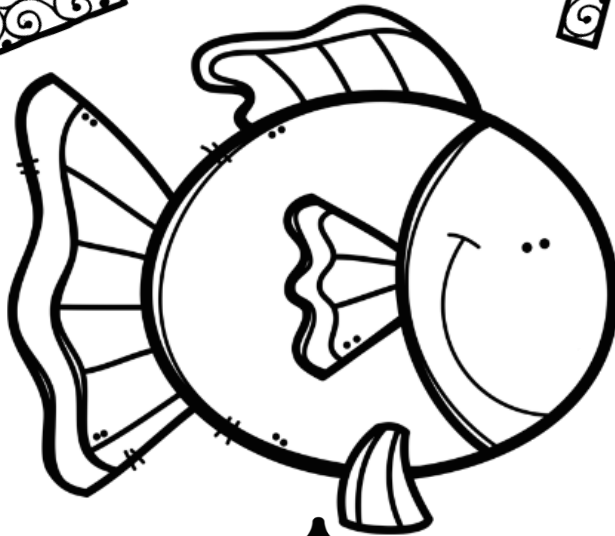




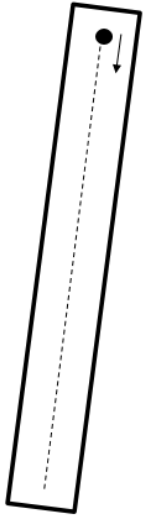
# Wiskunde

Graad I - Kwartaal I

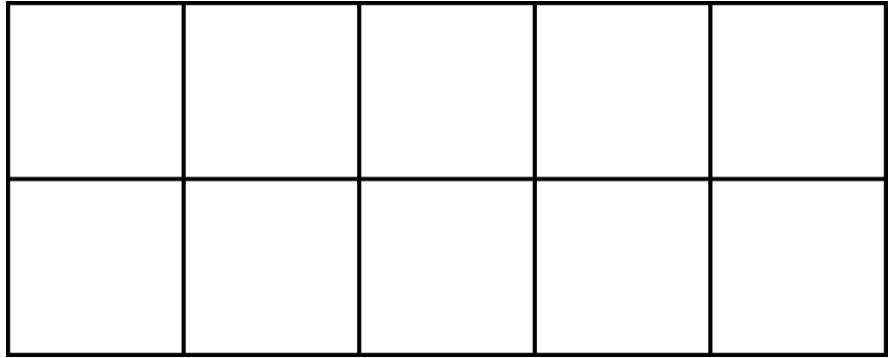


Naam:





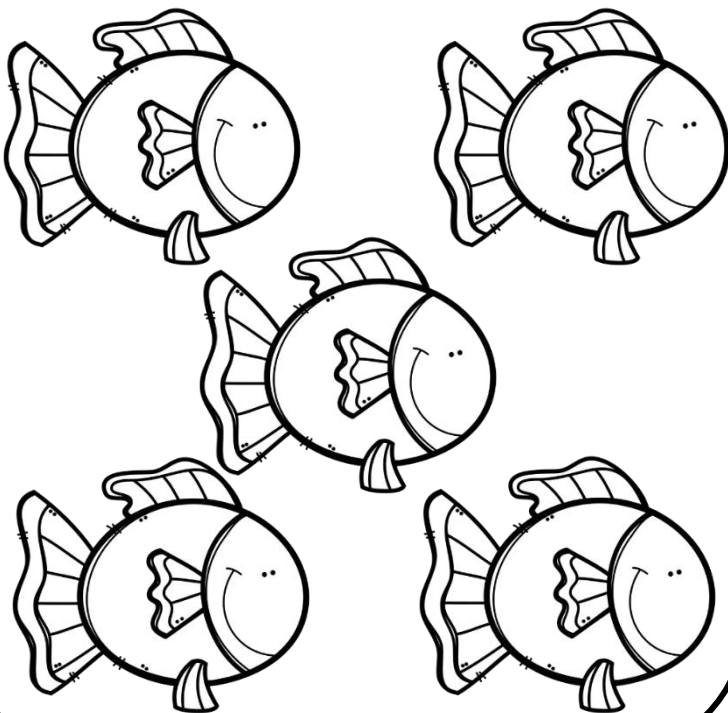
Teken een sirkel in een van die blokkies.



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

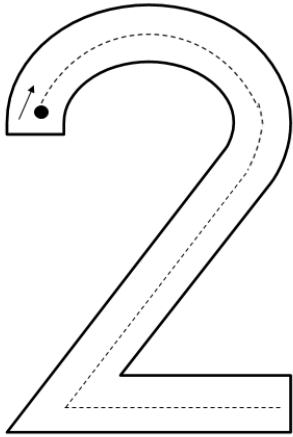


Kleur een vis in.



Omkring die getal 1.

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



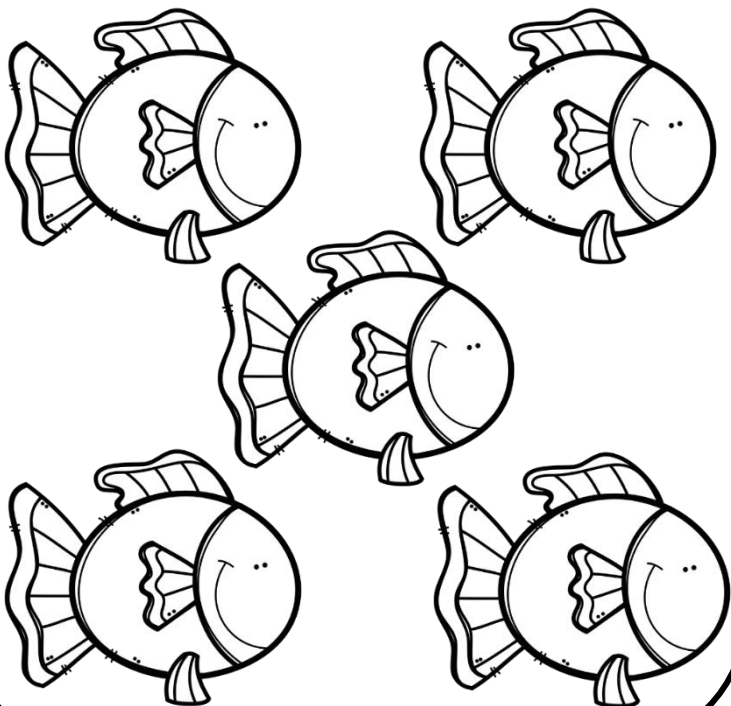
Teken twee sirkels in twee van die blokkies.


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

twee

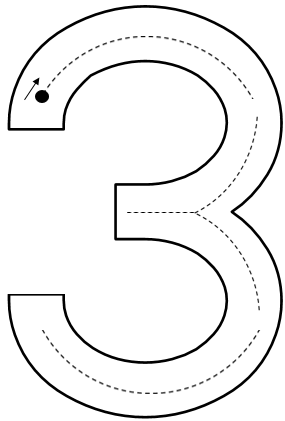
2 2 2

Kleur 2 visse in.



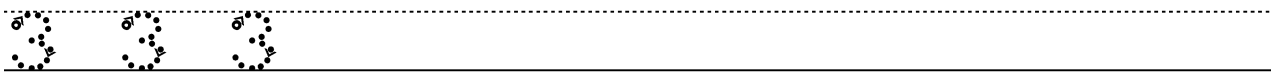
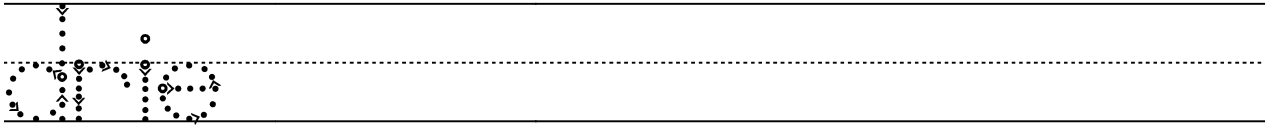
Omkring die getal 2.

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

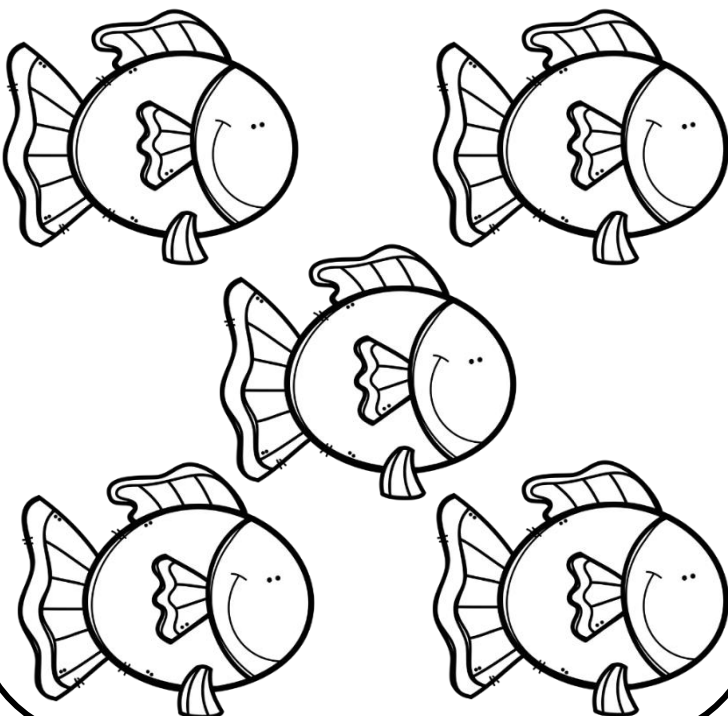


Teken drie sirkels in drie van die blokkies.


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

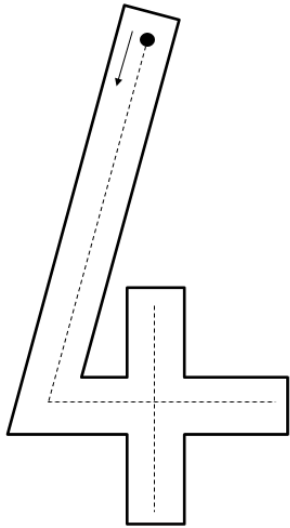


Kleur 3 visse in.

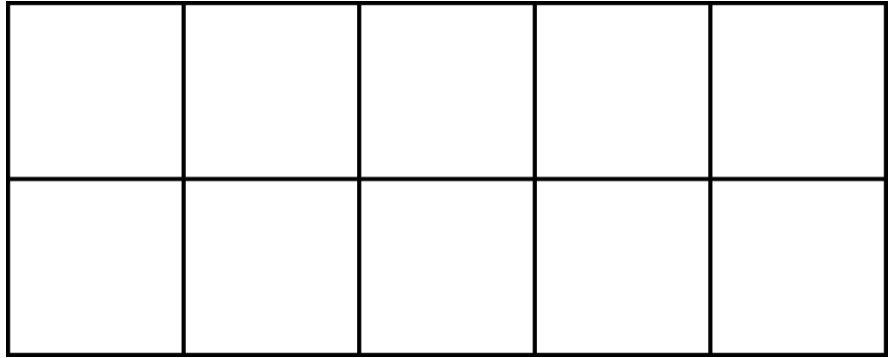


Omkring die getal 3.

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.

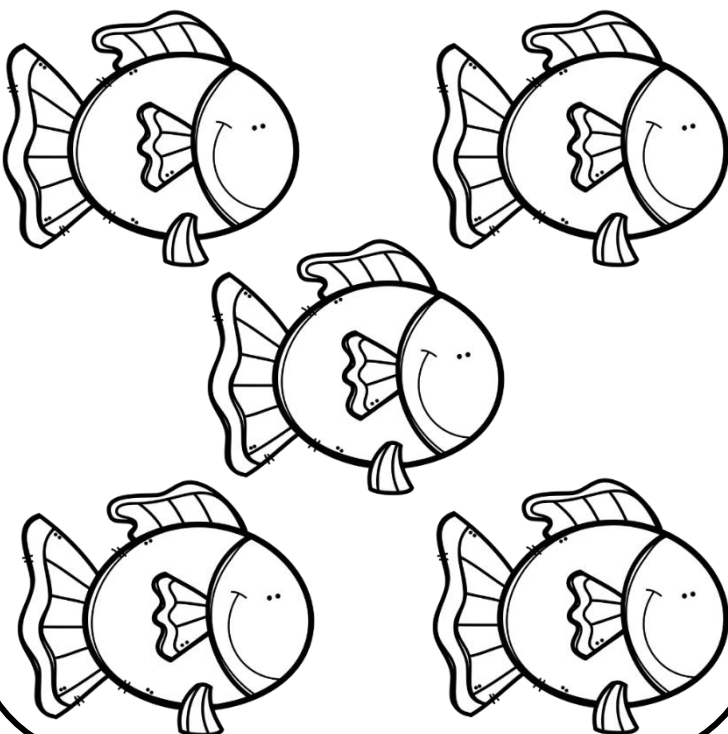


Skryf oor die stippellyn en voltooi dan die res van die lyn.

vier

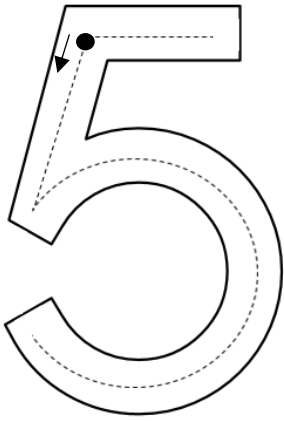
4 4 4

Kleur 4 visse in.



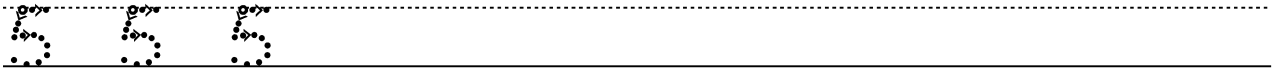
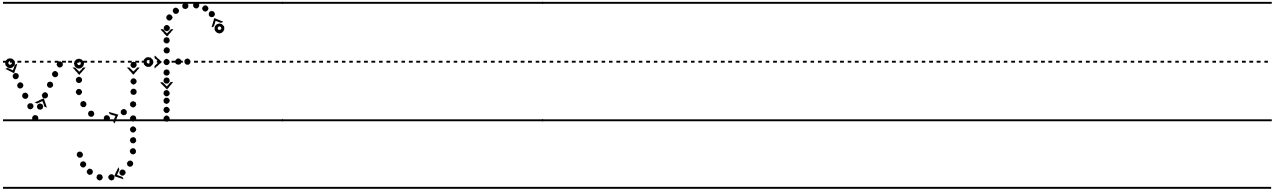
Omkring die getal 4.

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

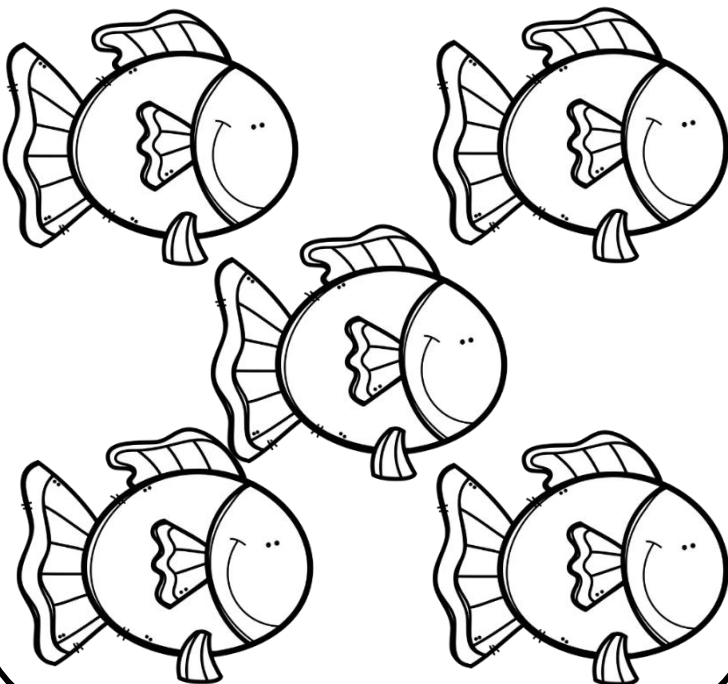


Teken vyf sirkels in vyf van die blokkies.


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	

i

een

o

toes

e

die

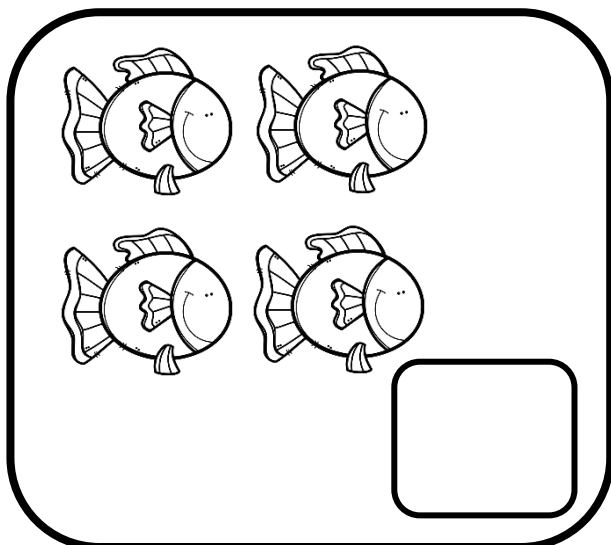
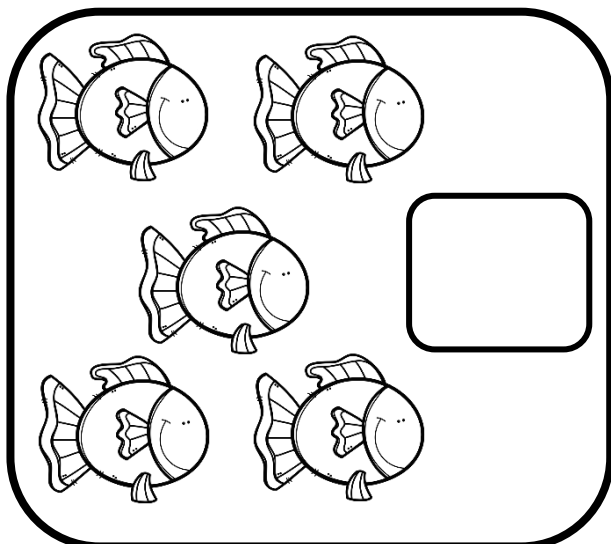
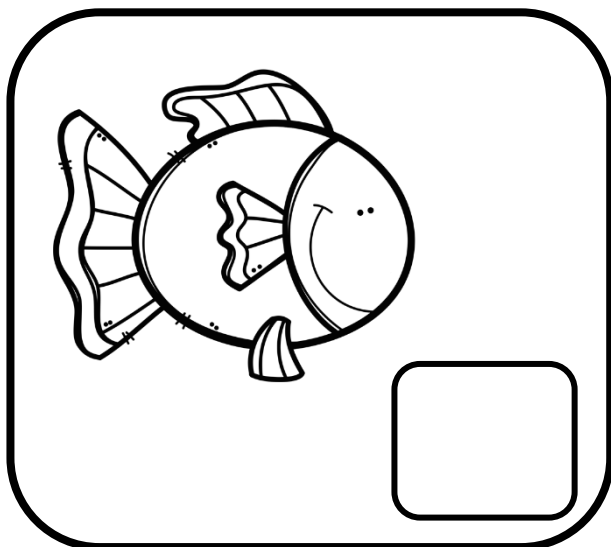
o

vier

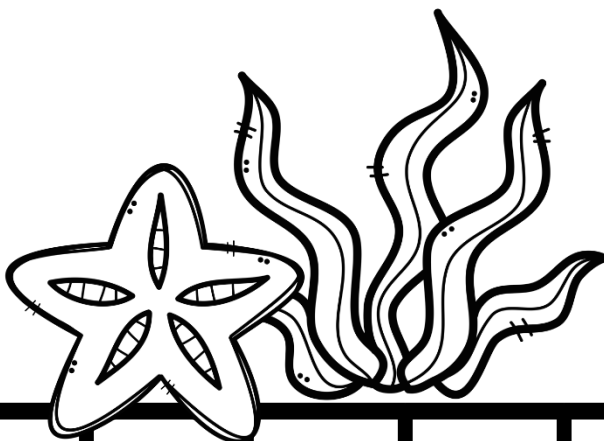
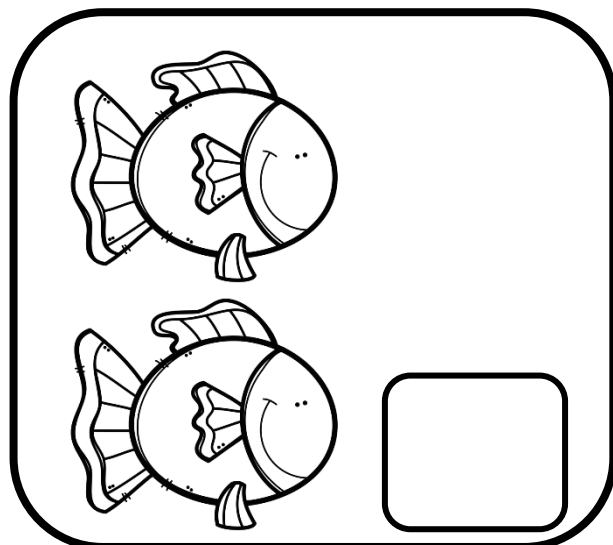
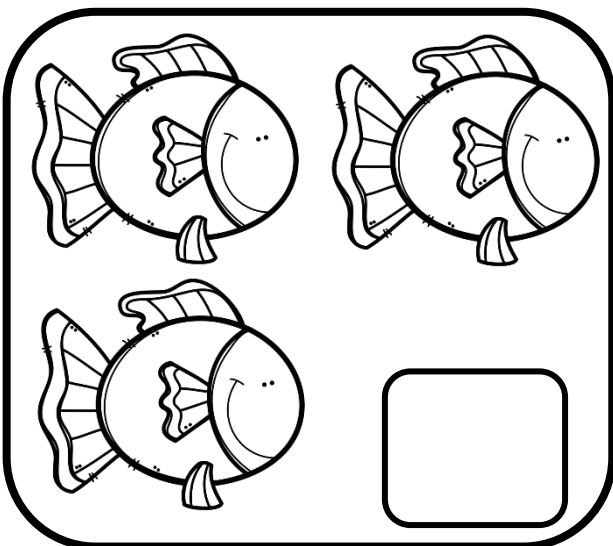
e

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

2

3

4

5

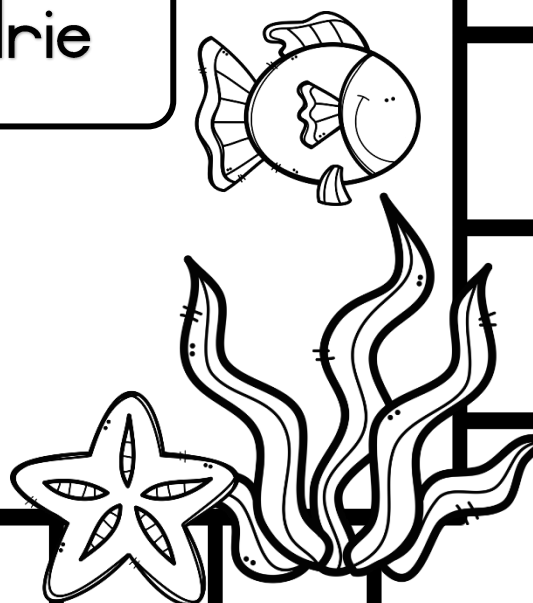
vier

vyf

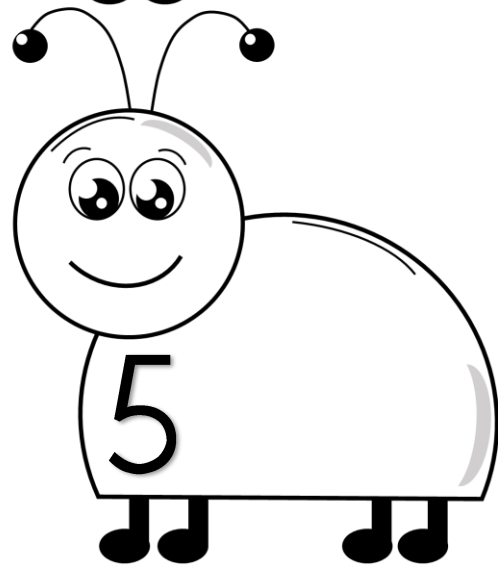
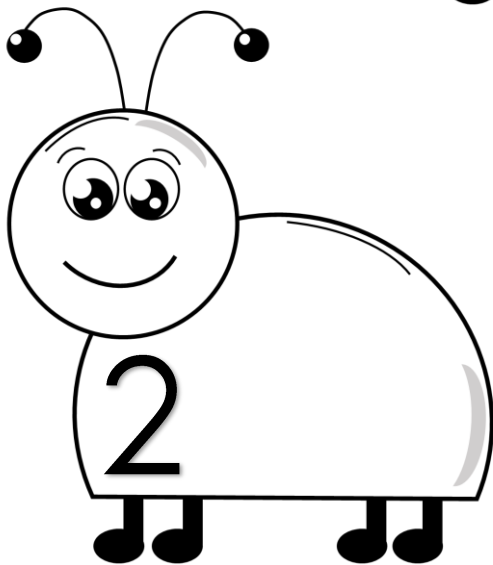
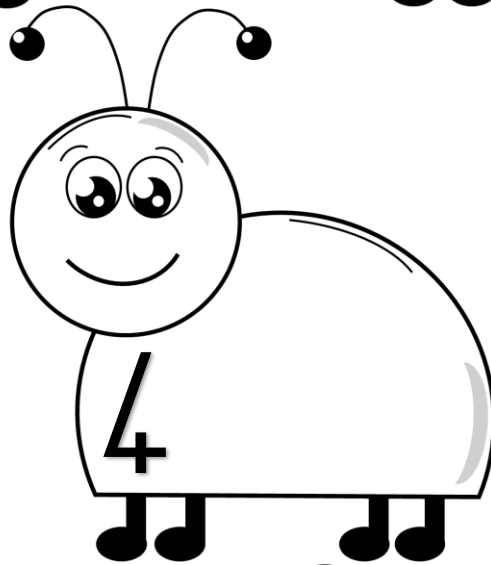
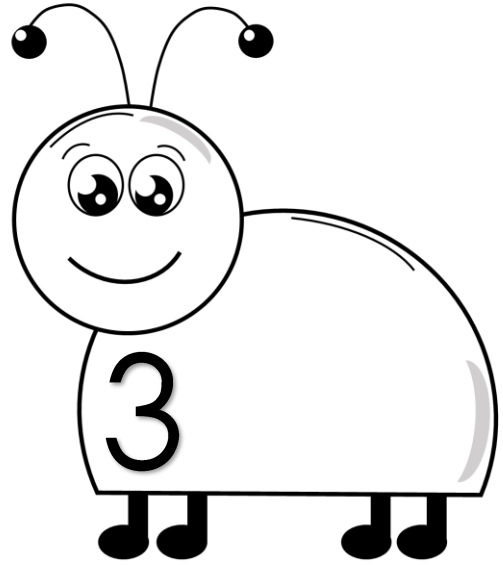
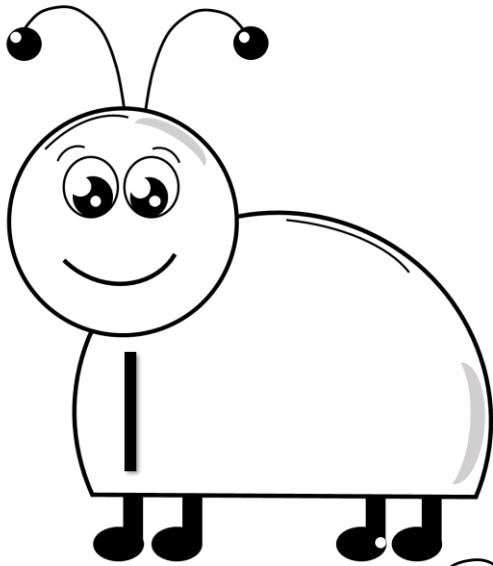
twee

een

drie



Teken die getal kolle op die liewenheersbesiese lyfie.



# Tel aan

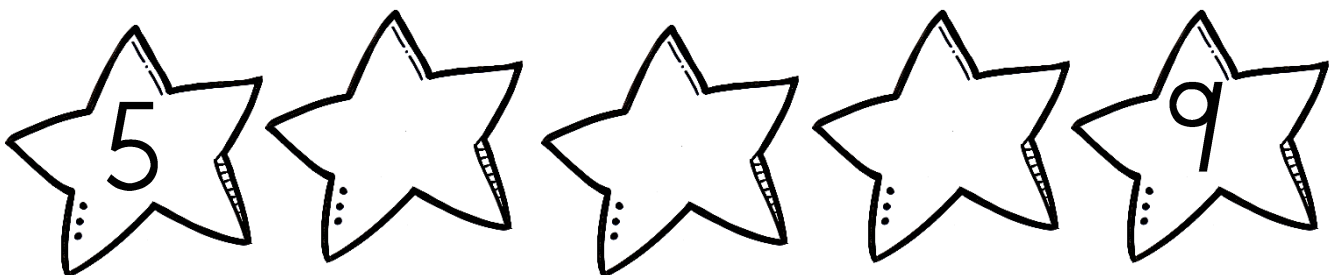
Tel aan in die sterre tot by 10.



Tel aan in die sterre van 2 tot by 8.

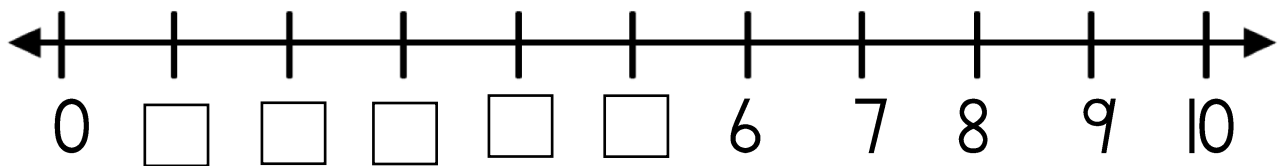
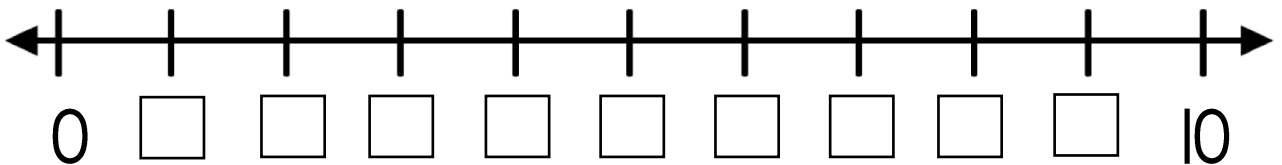
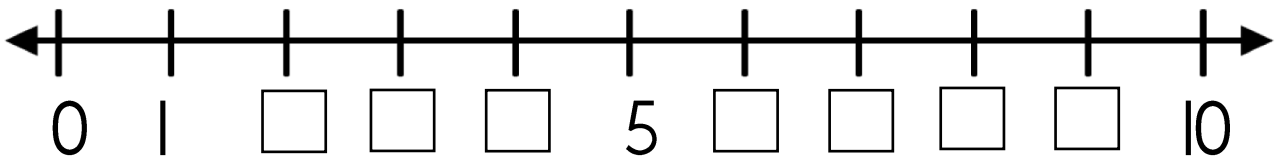


Tel aan in die sterre van 5 tot by 9.



# Ek ken my getalle

Voltooi die getallelyne.

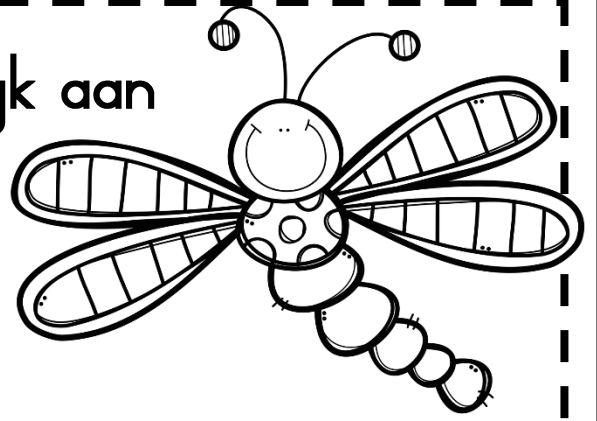


Skryf die naam van die getalle neer.

- 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.

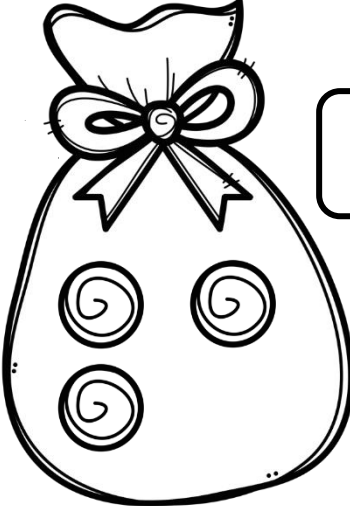
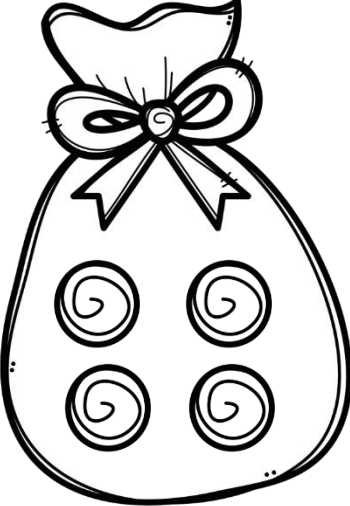
5  3

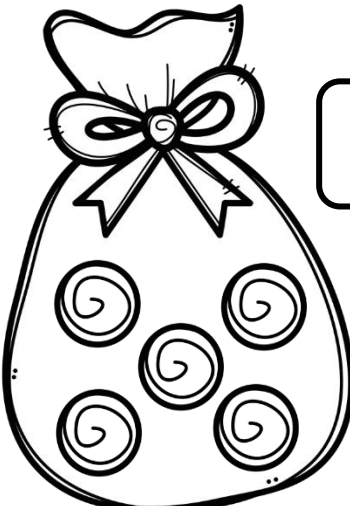
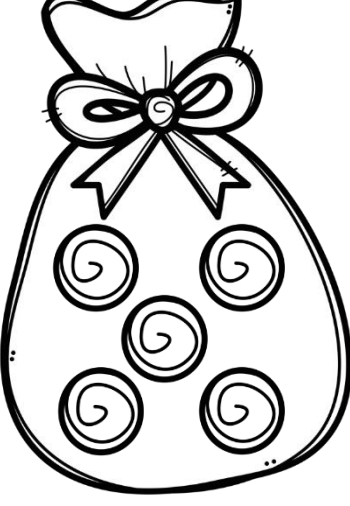
4  4


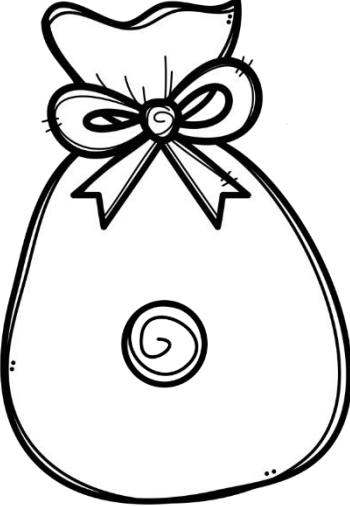
1  4

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.

	<input data-bbox="518 481 997 616" type="text"/>	
---	--	---

	<input data-bbox="518 1064 997 1198" type="text"/>	
--	--	--

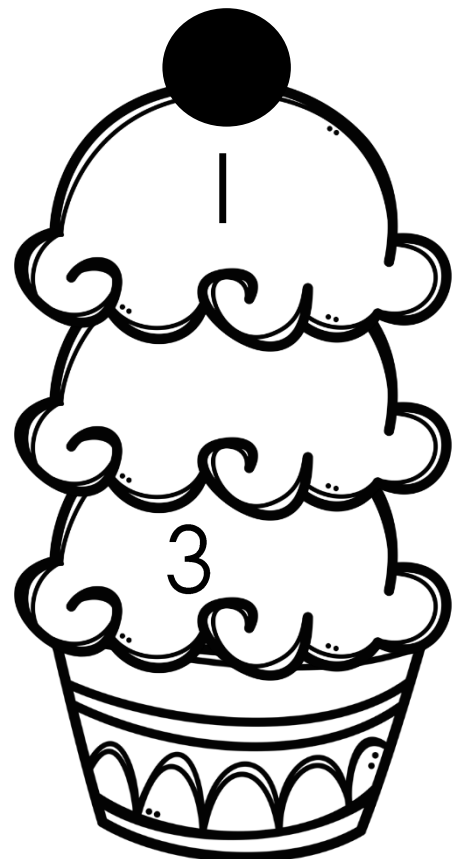
	<input data-bbox="550 1668 997 1803" type="text"/>	
---	--	---

# 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 \_\_\_\_\_

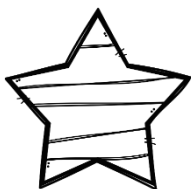
Die helfte van 4 is \_\_\_\_\_

Die helfte van 6 is \_\_\_\_\_

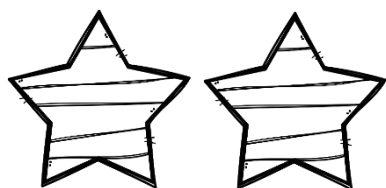
Die helfte van 10 is \_\_\_\_\_

Die helfte van 8 is \_\_\_\_\_

Verdubbel die sterre en teken dan die prente.



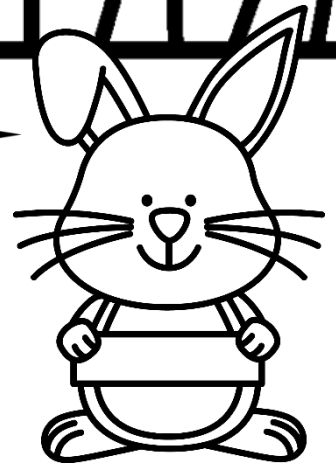
verdubbel is



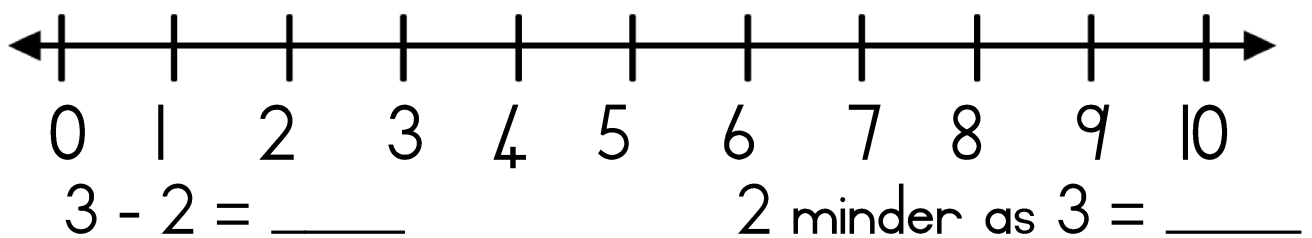
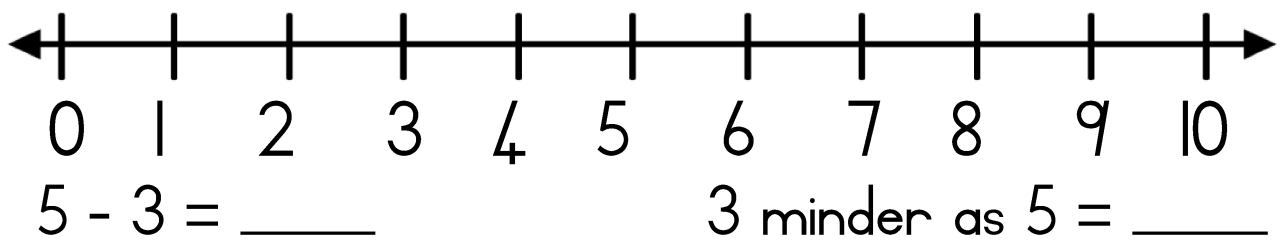
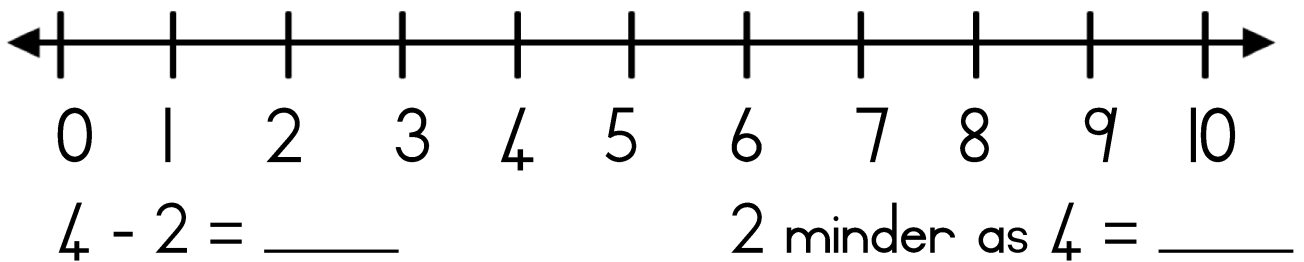
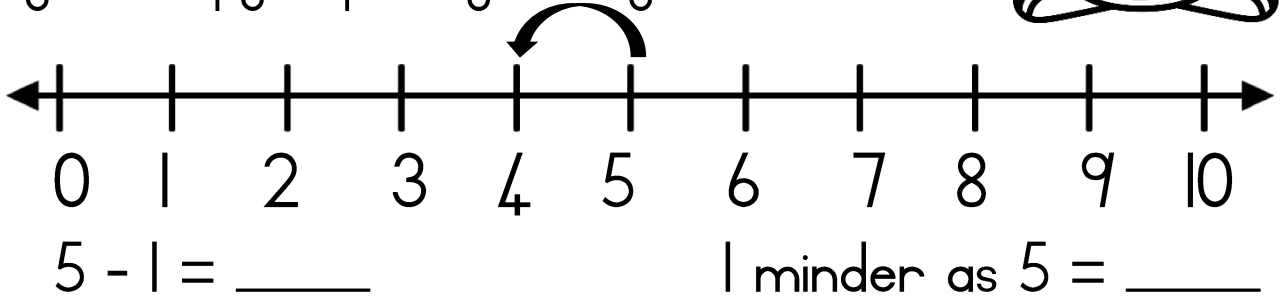
verdubbel is



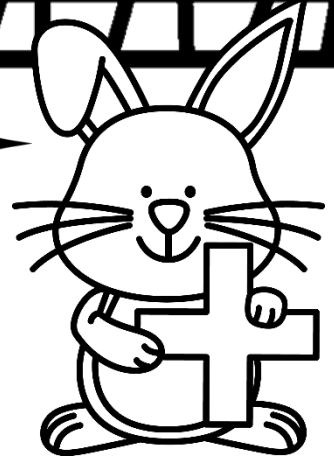
# Getallelyn pret MINUS



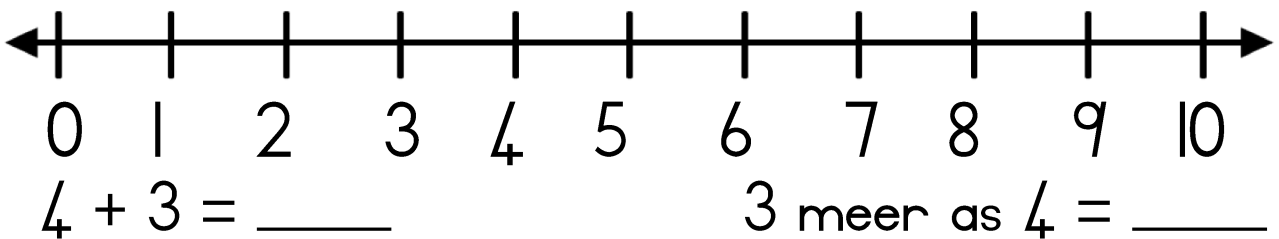
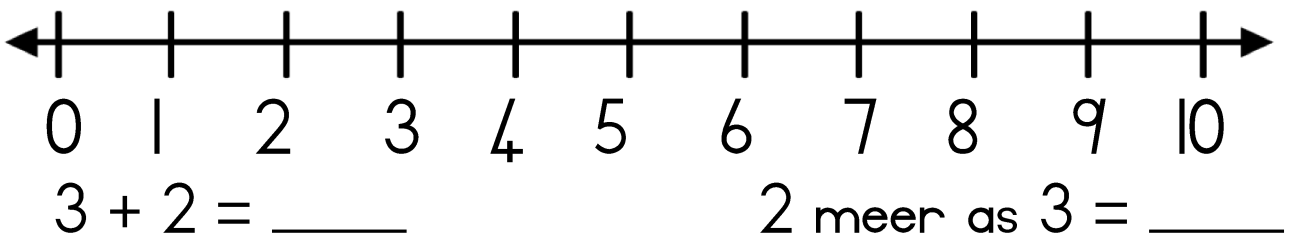
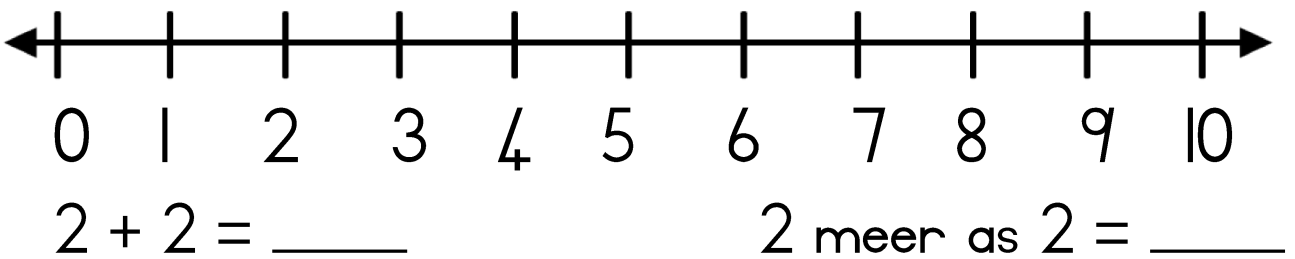
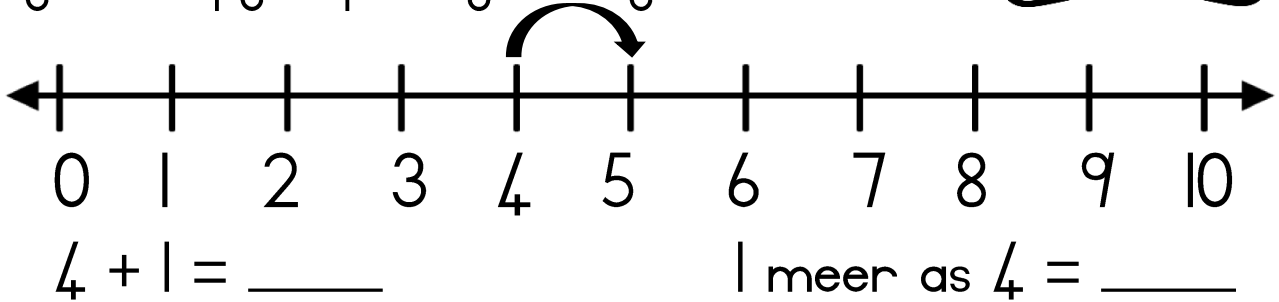
Voltooi die somme op die getallelyn.  
Jy moet pyle op die getallelyn trek.



# Getallelyn pret PLUS



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



# Optelling by die see



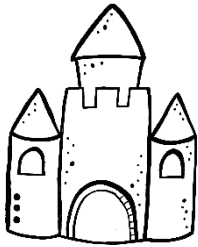
1

en

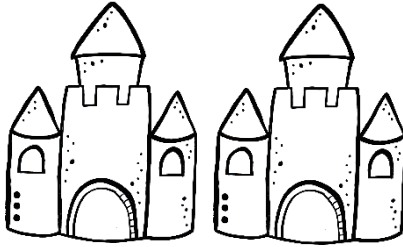


1

maak

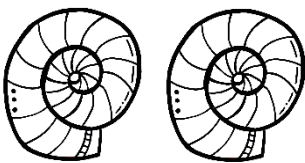


en

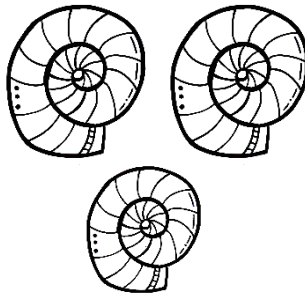


maak

3

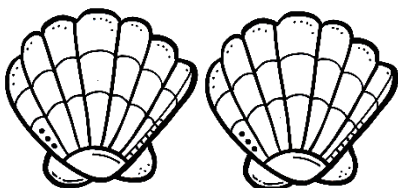


en



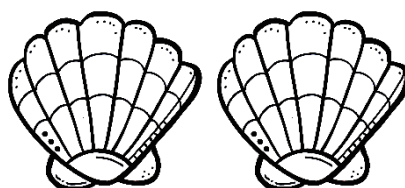
maak

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 = \_\_\_\_\_

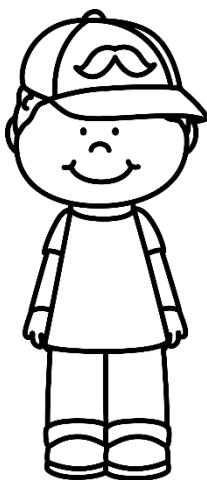
Wat is minder, 3 of 5? \_\_\_\_\_

Wat is meer, 3 of 4? \_\_\_\_\_

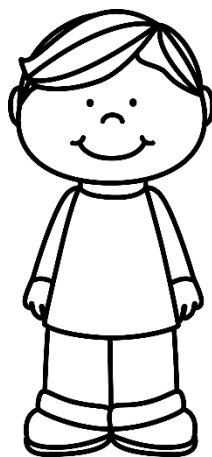
Wat is minder, 2 of 1? \_\_\_\_\_

Watter getal kom tussen 1 en 3? \_\_\_\_\_

Watter getal kom tussen 3 en 5? \_\_\_\_\_



Ben



Jan



Koos



Juffrou

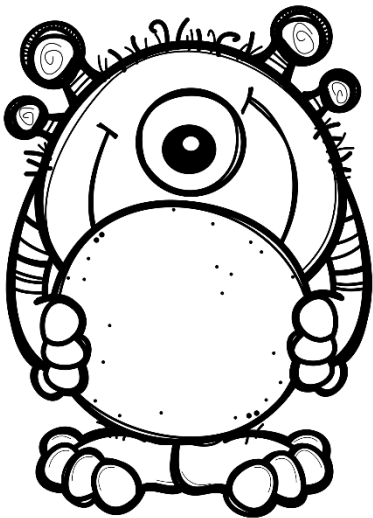
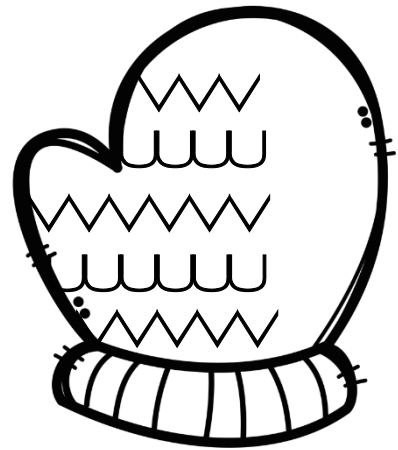
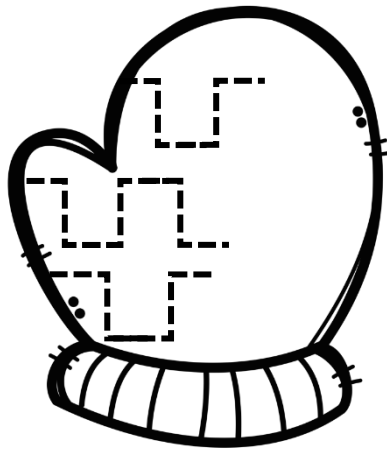
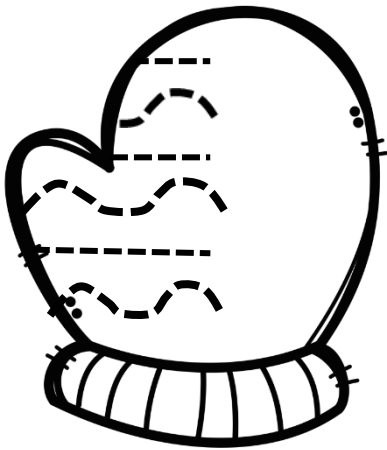
1. Wie staan eerste in die ry by juffrou? \_\_\_\_\_

2. Wie staan tweede in die ry by juffrou? \_\_\_\_\_

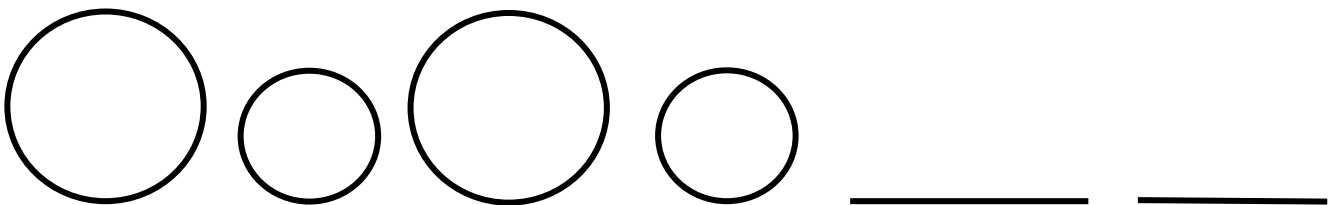
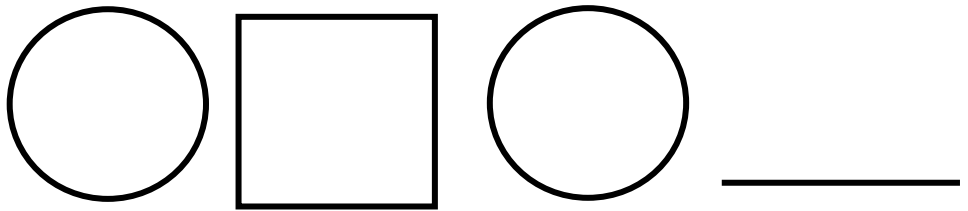
3. Wie staan derde in die ry by juffrou? \_\_\_\_\_

# Patrone pret!

Teken die ander helfte van die patroon.

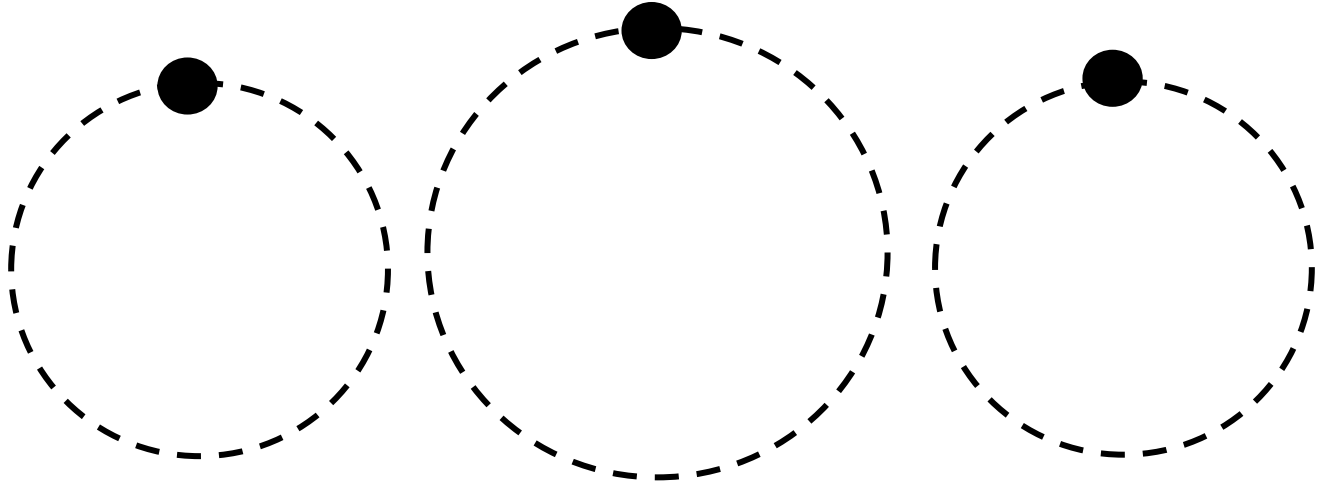


Help vir Mina monster om die volgende vorm in die patroon te teken.

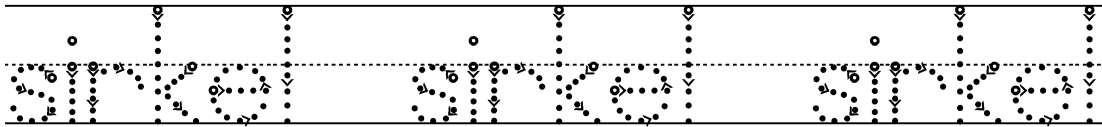


# Sirkel

Oefen die sirkel. Begin by die kol.



Oefen die sirkel se naam.



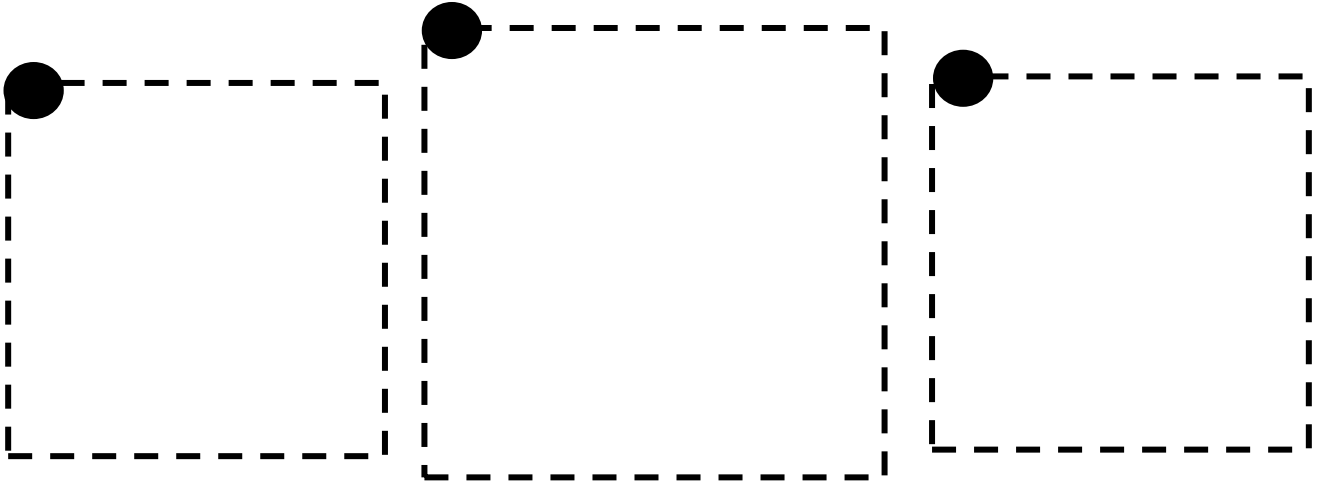
sirkel

'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

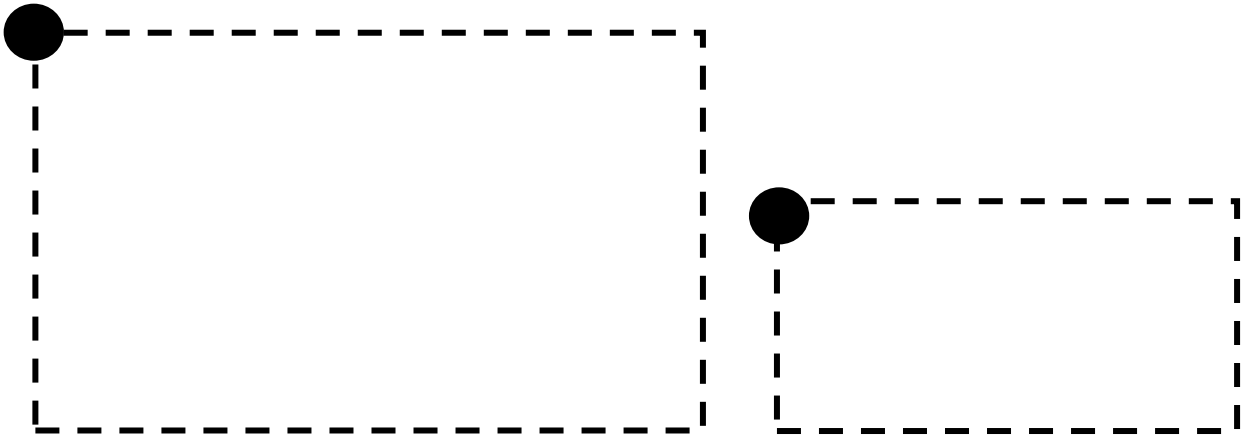
vierkant

'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

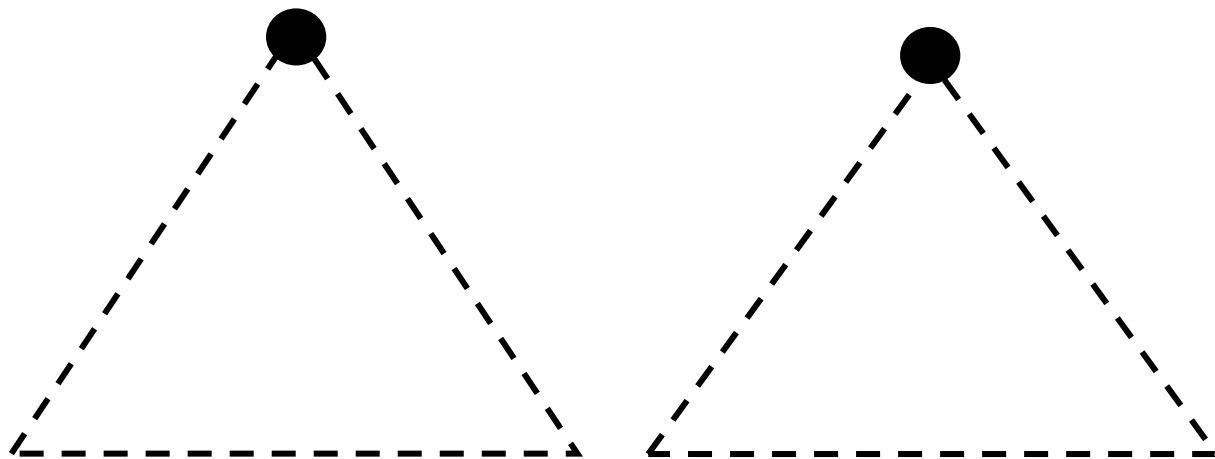
'n Reghoek het  
lang en kort  
sy, hy is 'n  
vorm op sy eie.

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



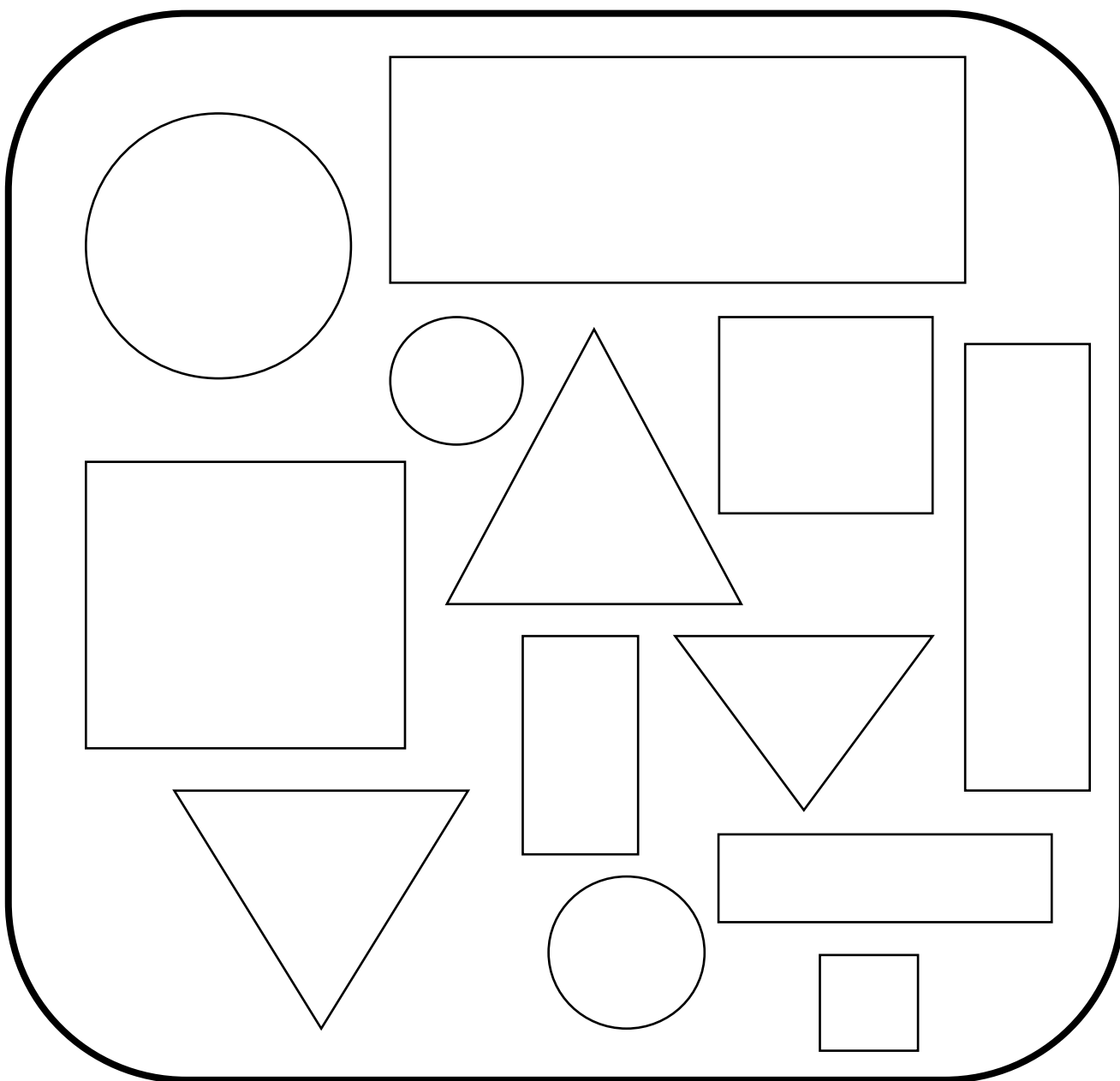
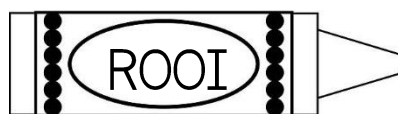
driehoek



sirkel

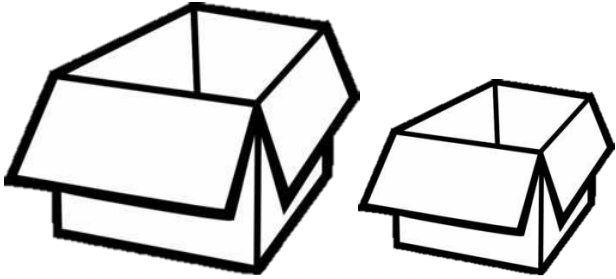


reghoek

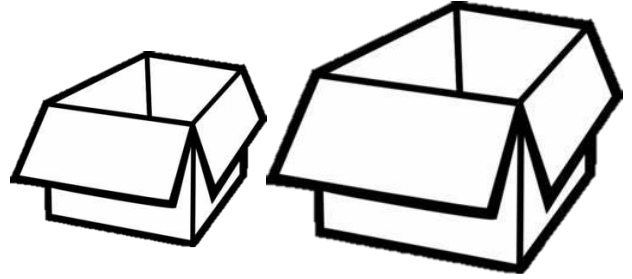


# 3D voorwerpe

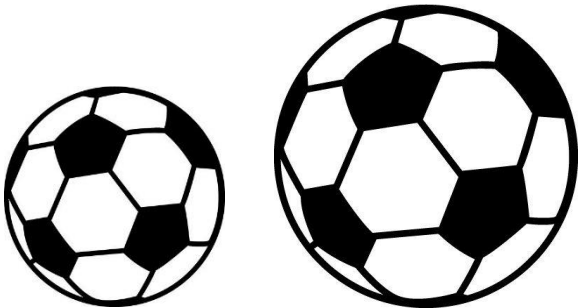
Kleur die kleiner boks in.



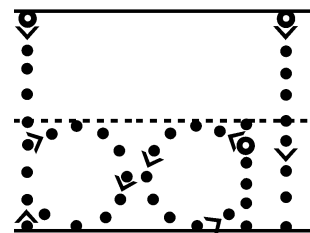
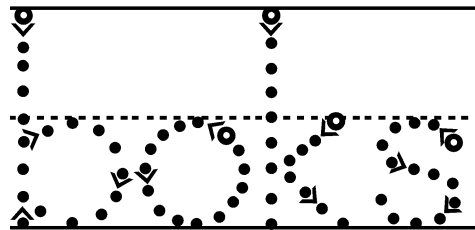
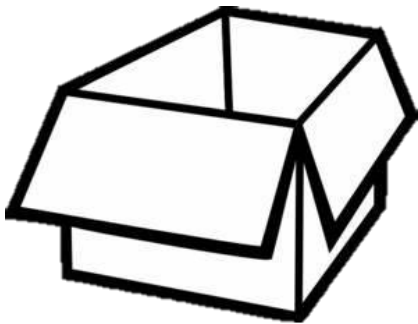
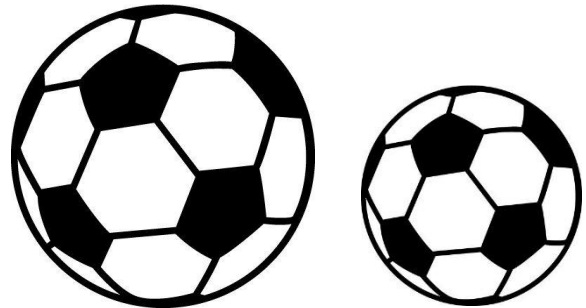
Kleur die groter boks in.



Kleur die kleiner bal in.



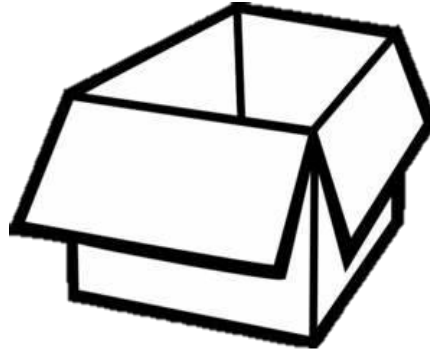
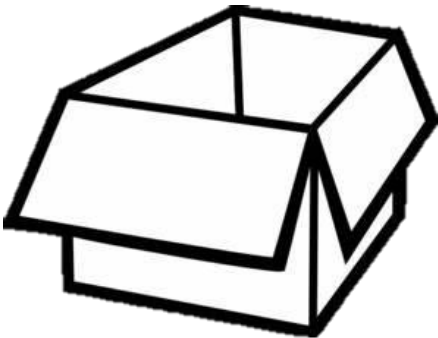
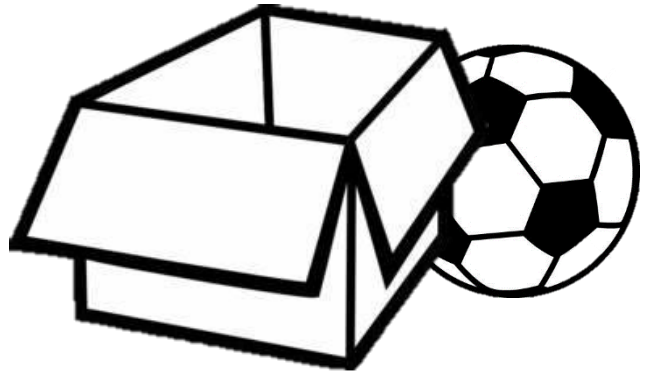
Kleur die groter bal in.



# POSISIE

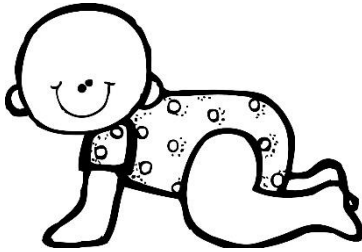
Waar is die bal?

Skryf voor, agter, binne, links of regs.



# TYD

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



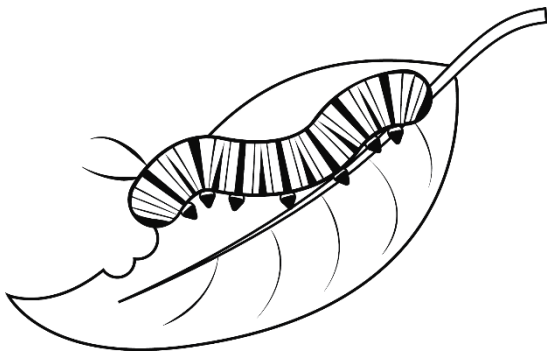
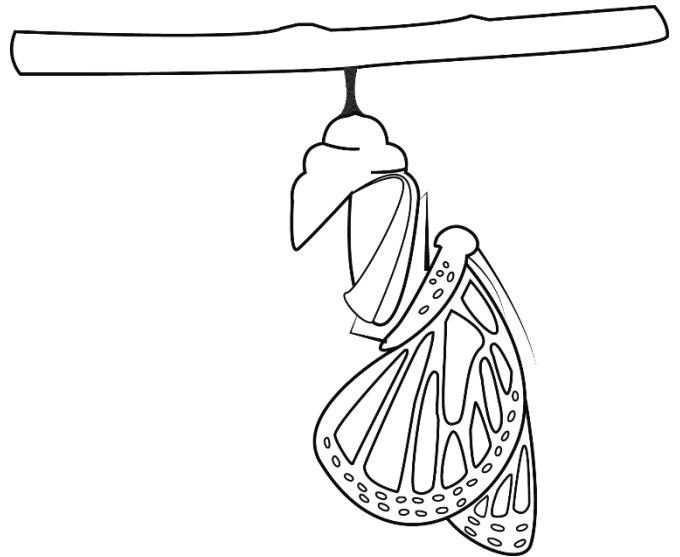
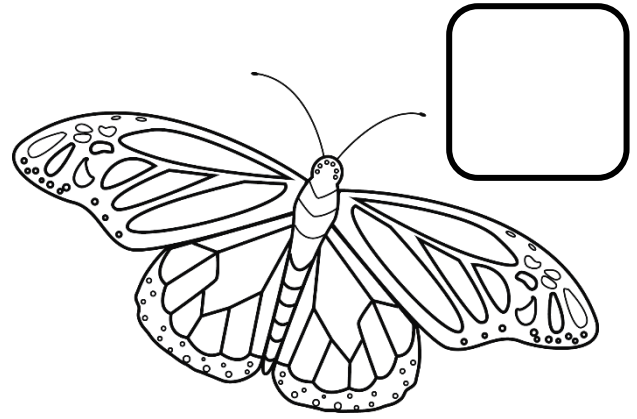
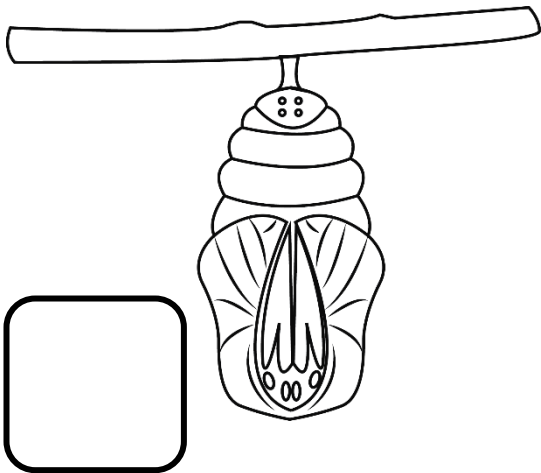
Maak 'n lys van alles wat jy doen in die oggend as jy wakker word totdat jy skool toe gaan.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_



# Lewensiklus van 'n skoelapper

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



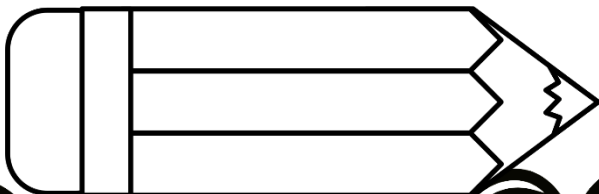
# Lengte

Teken 'n breë rivier en 'n  
smal rivier.

Teken 'n hoë boom en 'n lae  
boom.

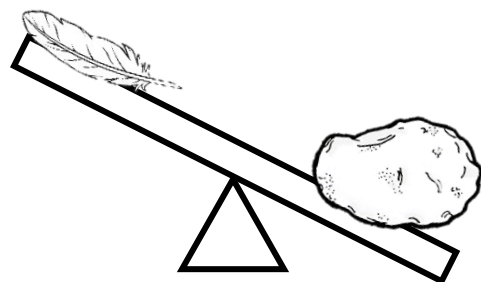
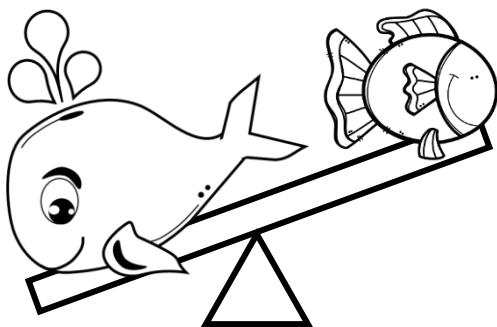
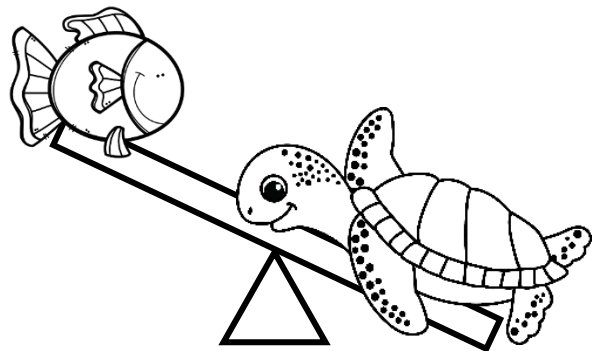
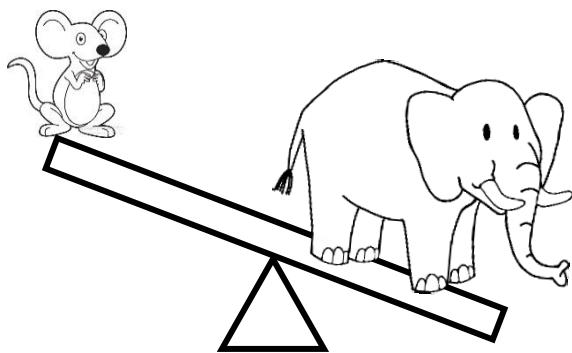
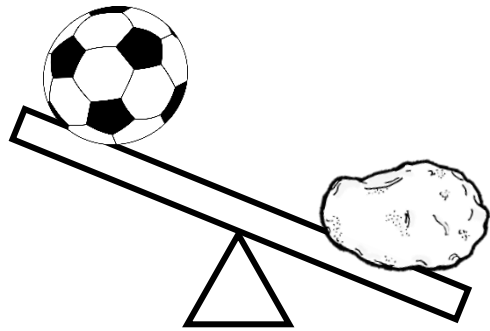
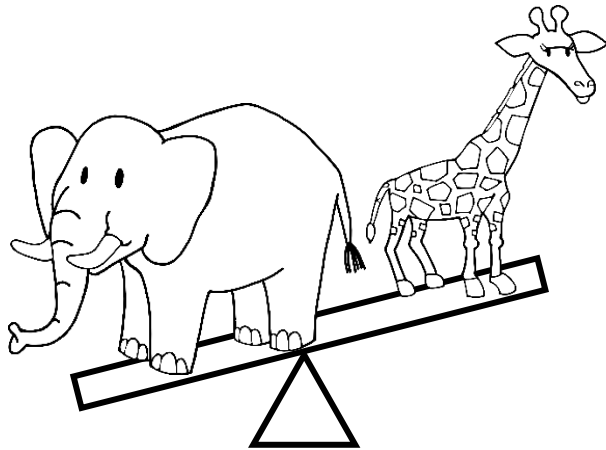
Teken 'n hoë toring van  
blokkies en 'n lae toring van  
blokkies.

Teken 'n lang juffrou en 'n  
kort juffrou.



# Watter een is die SWAARSTE?

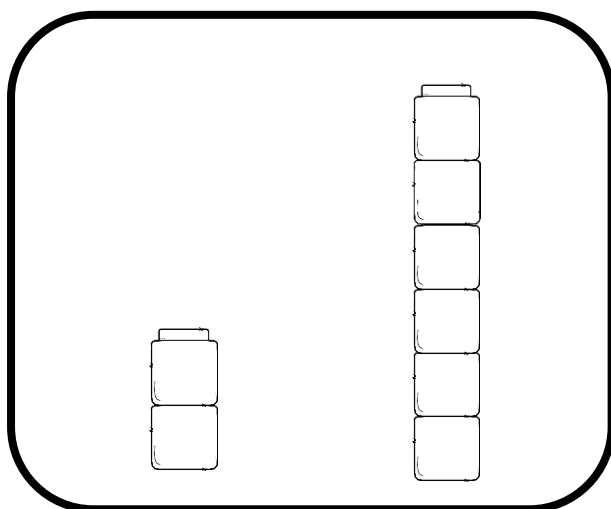
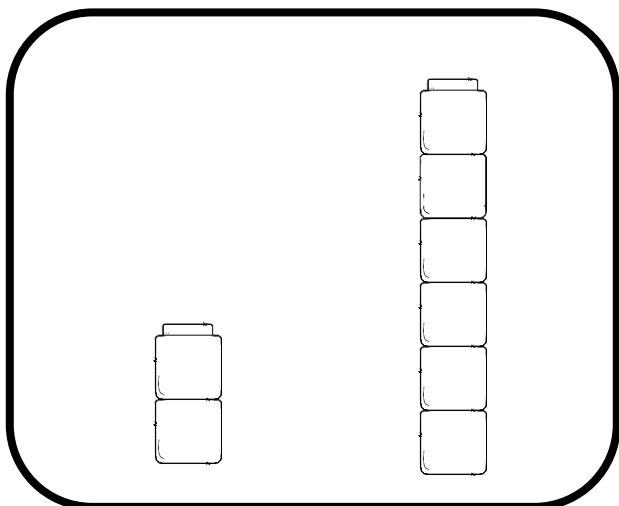
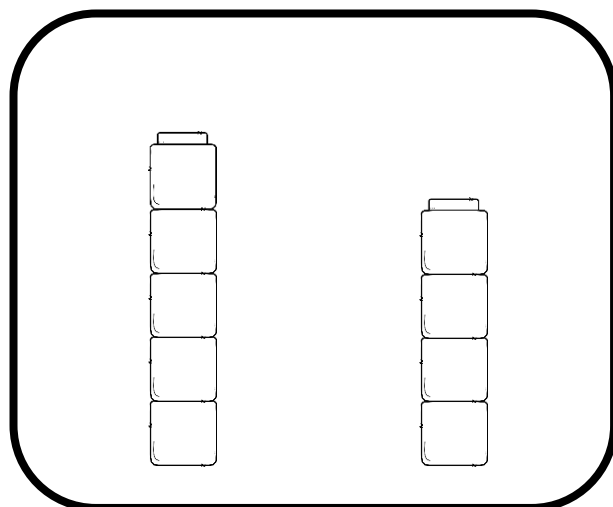
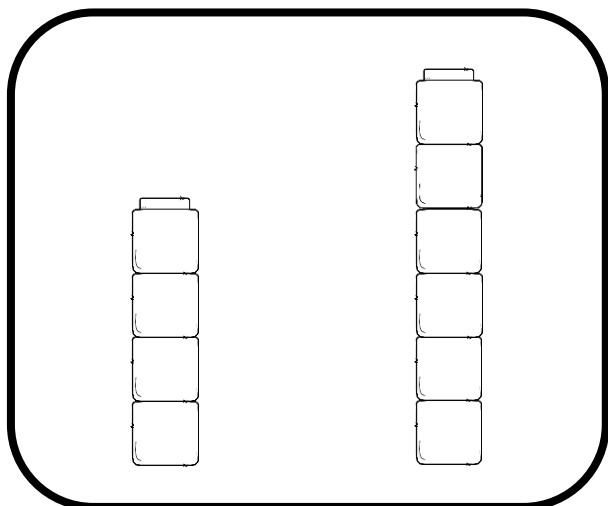
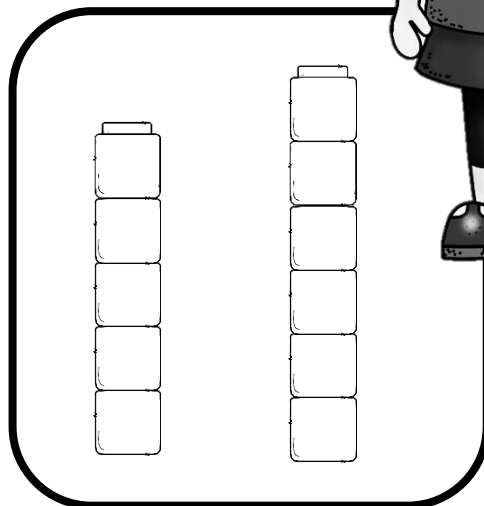
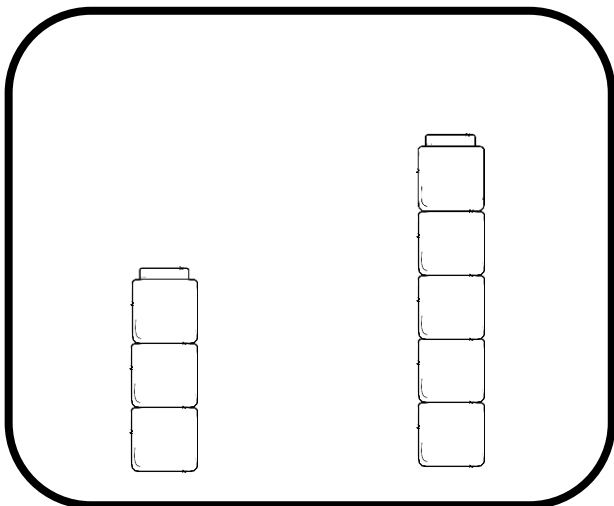
Die diere en voorwerpe is op 'n weegskaal. Kleur die dier of voorwerp in wat die swaarste is.





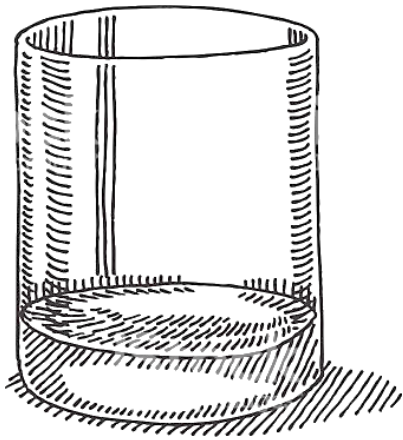
# Watter toring is die LANGSTE?

Kleur die toring van blokkies in wat die langste is.

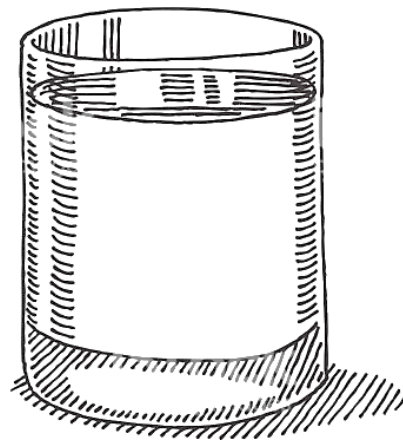


# Volume

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.

