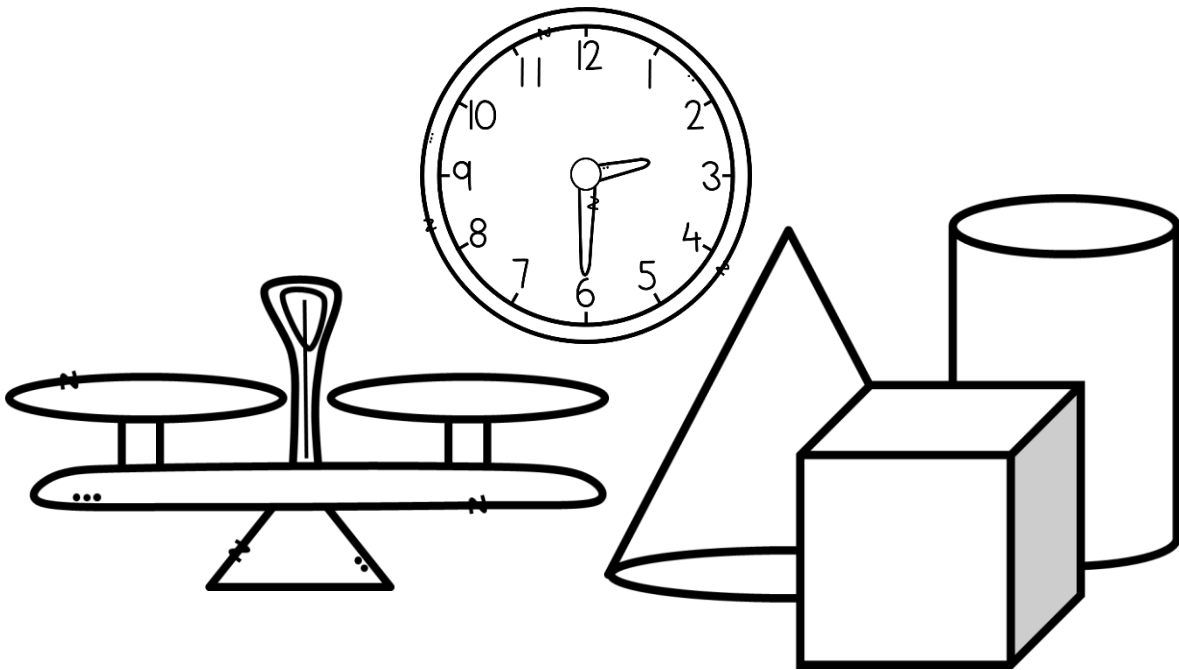




# Wiskunde

## GRAAD 2

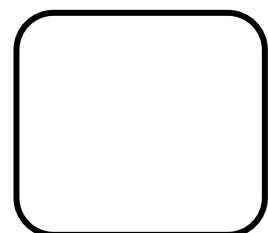
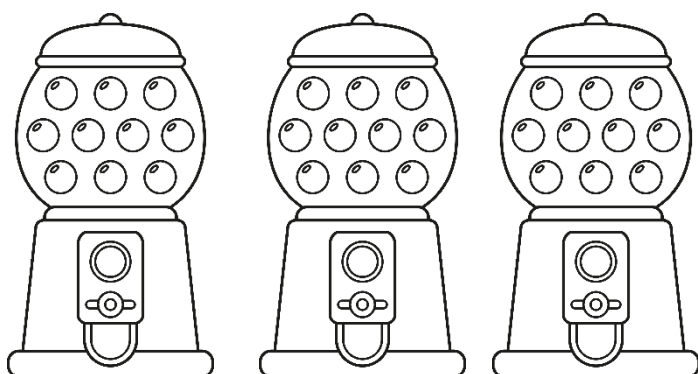
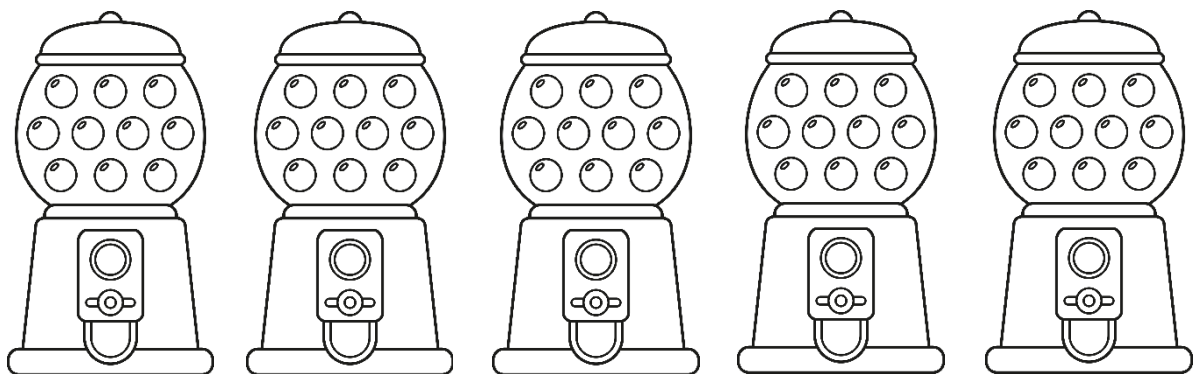
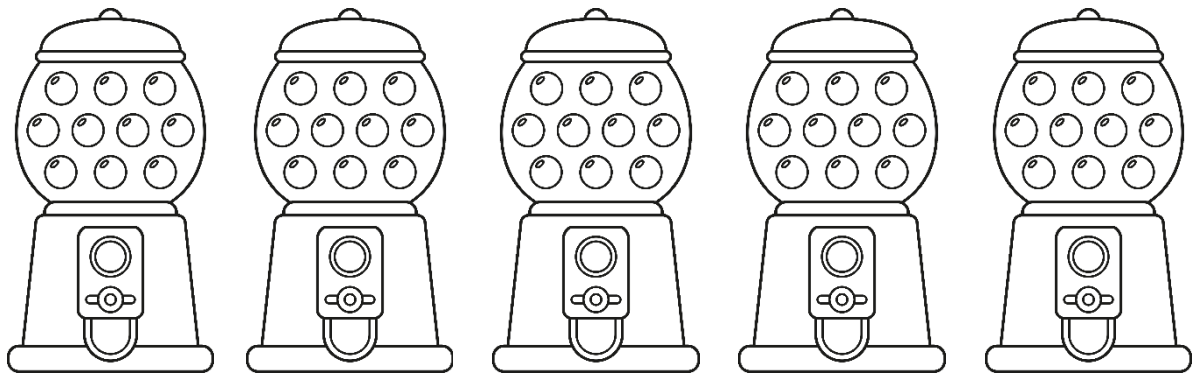
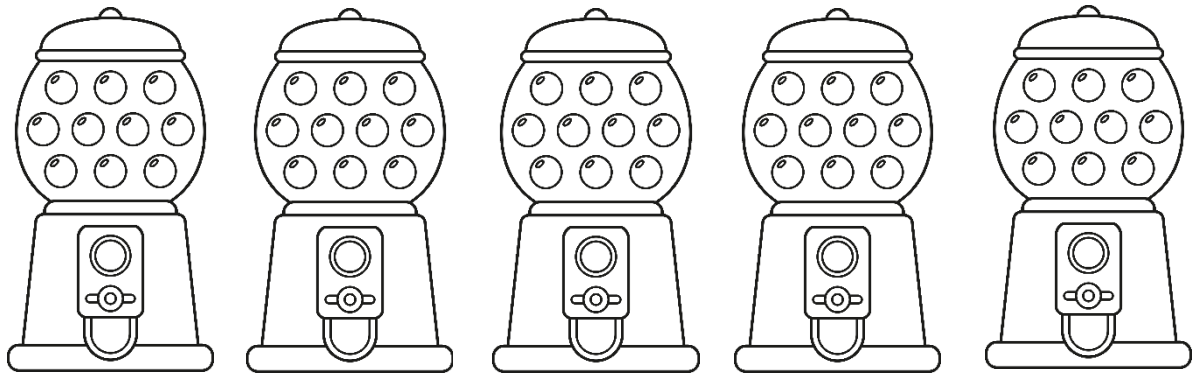
## Kwartaal 4



Naam:

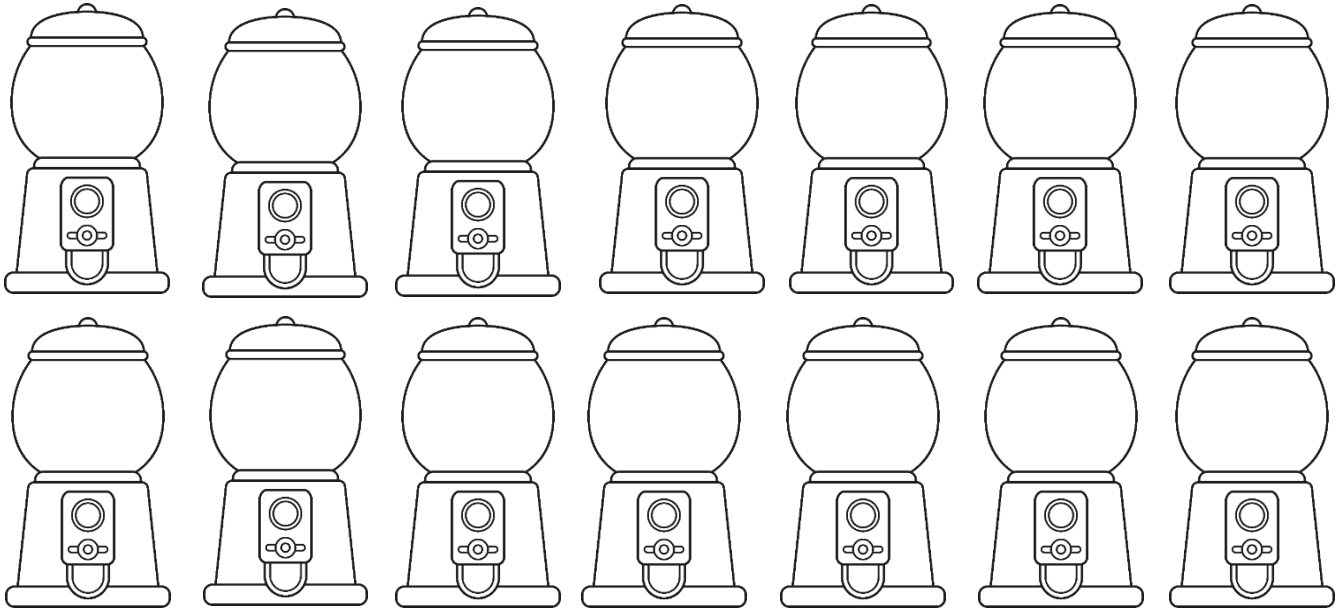
# ○ Tel voorwerpe ○

Tel hoeveel kougom daar altesaam in die mas jiene is deur in groepe te tel.

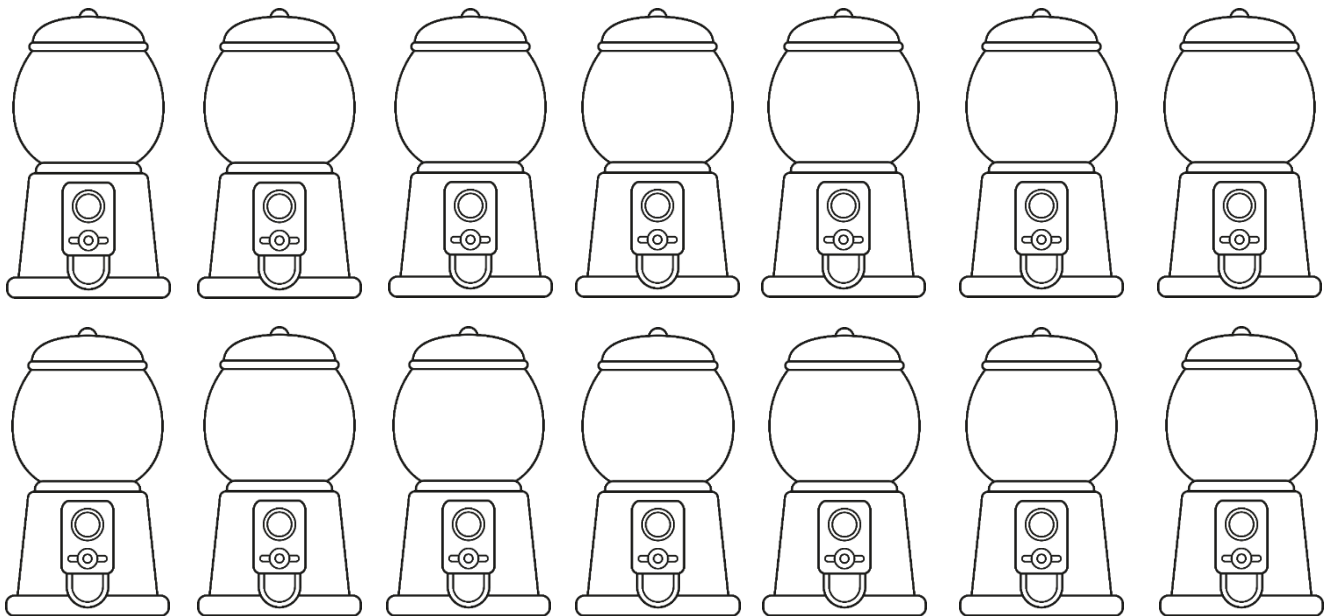


# ○ Tel in groepe ○

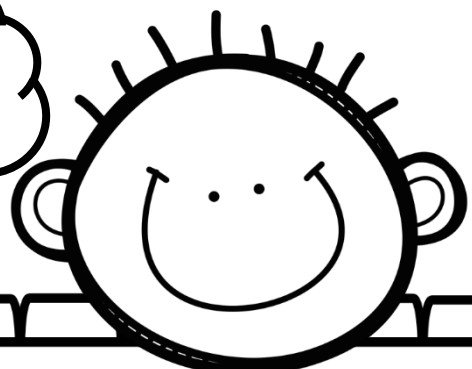
Lisa wil 36 van die kougom hê. Help haar om in groepe van 3 tot by 36 te tel. (Jy moet dus 3 balle kougom in elke mas sien teken tot jy by 36 kom.)



Ben wil 48 van die kougom hê. Help hom om in groepe van 4 tot by 48 te tel. (Jy moet dus 4 balle kougom in elke mas sien teken tot jy by 48 kom.)

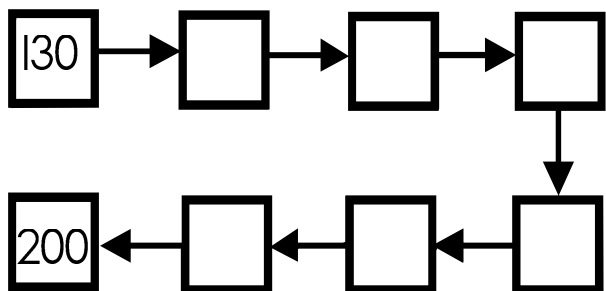


Mmm  
kougom!

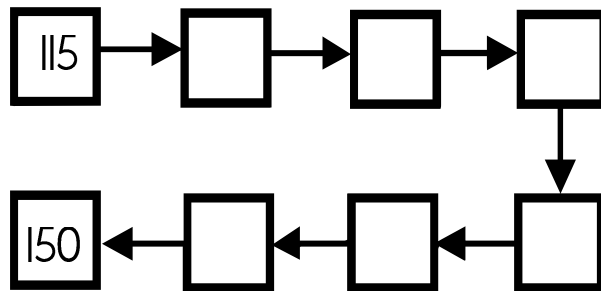


# Tel aan en terug

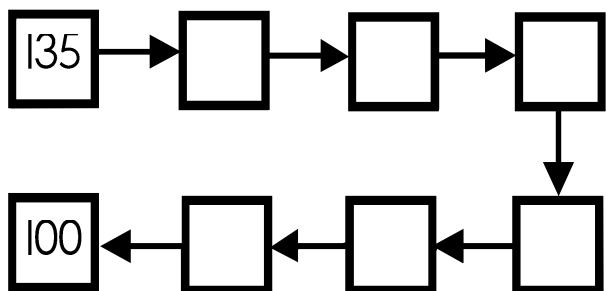
Tel in tiene vanaf 130 tot 200.



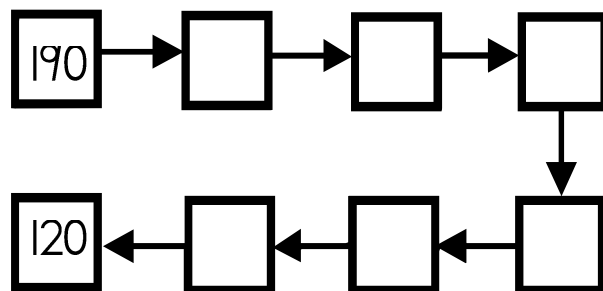
Tel in vywe vanaf 115 tot 150.



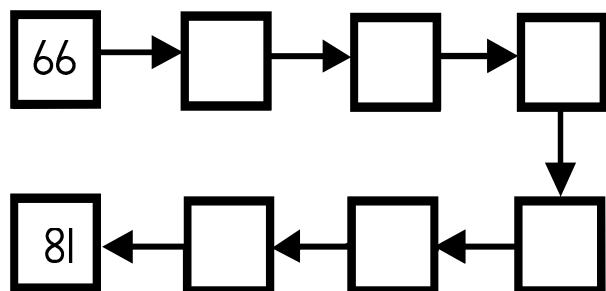
Tel terug in vywe vanaf 135 tot by 100.



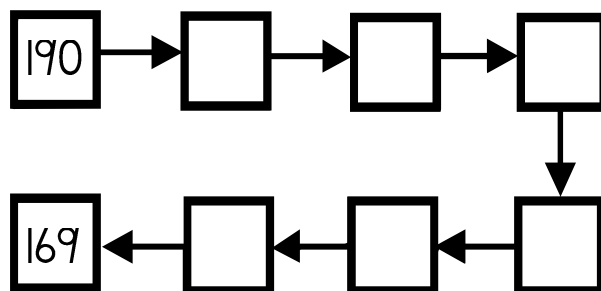
Tel terug in tiene vanaf 190 tot by 120.



Tel in drie's vanaf 66 tot 81.

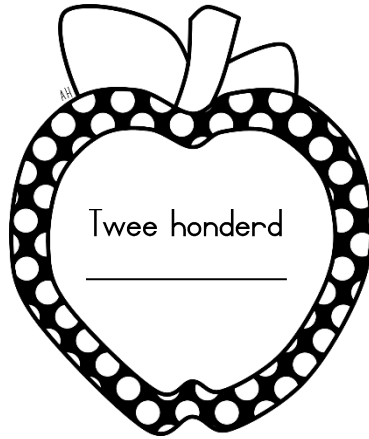


Tel terug in drie's vanaf 190 tot 169.



# Getalsimbole en getalname

Skryf die getalsimbool van elke getalname in die appels.



# Getalsimbole en getalname

Skryf die getalsimbool vir elke getalname.

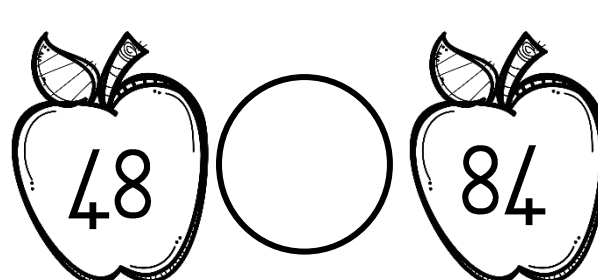
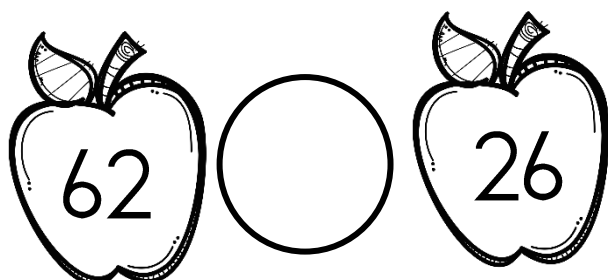
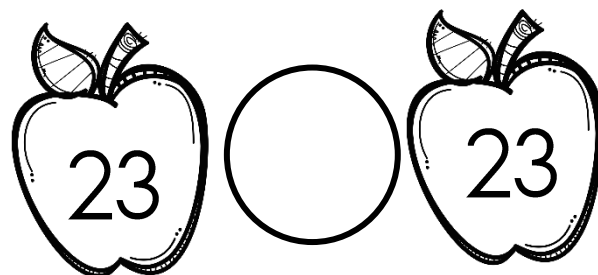
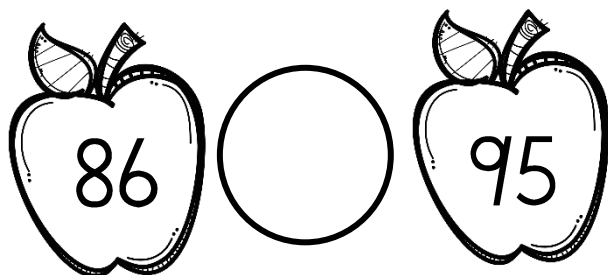
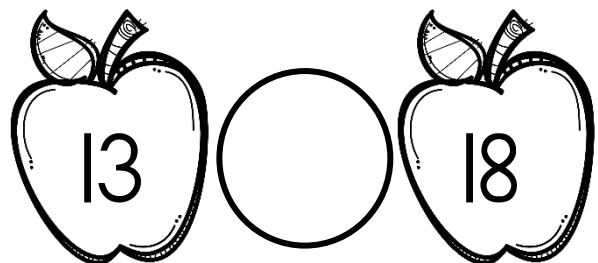
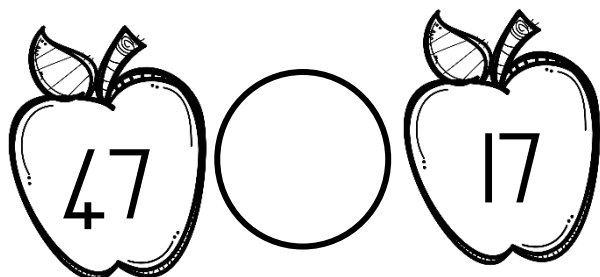
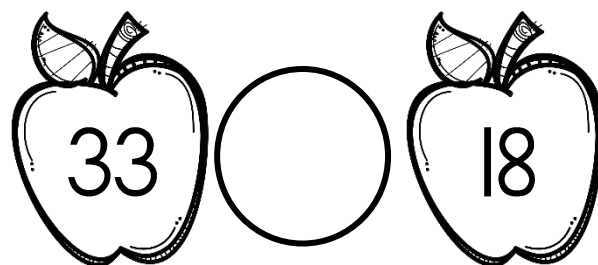
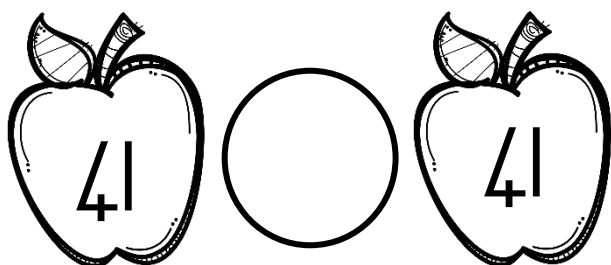
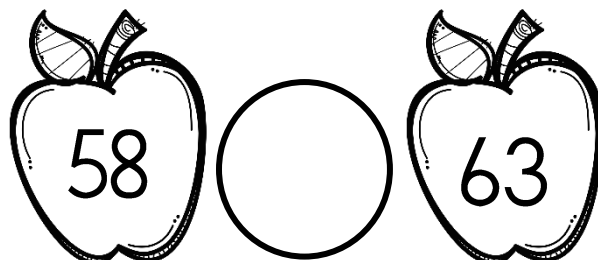
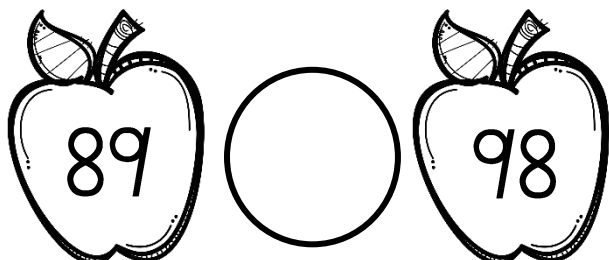
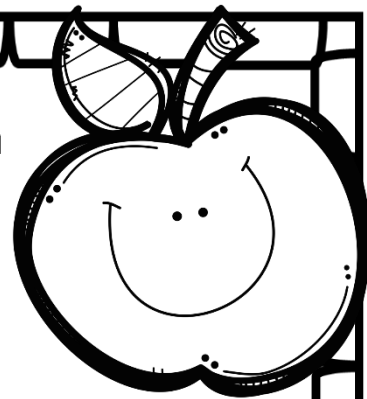
1. Drie en twintig - \_\_\_\_\_
2. Sewe en vyftig - \_\_\_\_\_
3. Twee en negentig - \_\_\_\_\_
4. Een honderd en nege - \_\_\_\_\_
5. Een honderd en elf - \_\_\_\_\_
6. Een honderd sewe en twintig - \_\_\_\_\_

Pas die simbool by die getalname deur 'n lyn te trek met jou liniaal.

66		een honderd twee en veertig
8		veertig
172		agt en dertig
109		drie en vyftig
91		agt
40		een honderd en nege
53		een honderd twee en sewentig
38		een en negentig
142		ses en sestig

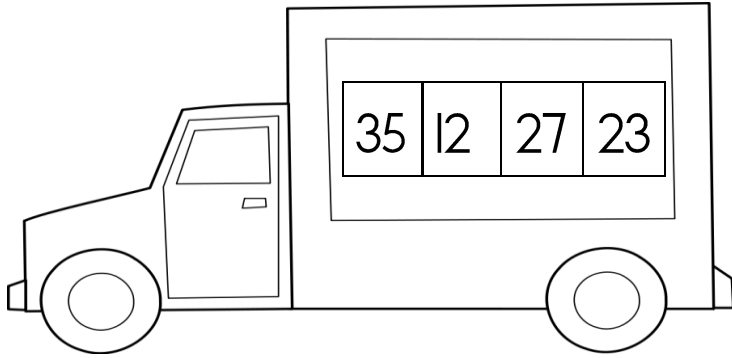
# Groter as, kleiner as en is gelyk aan

Kyk na die getalle in die appels. Skryf in die die middelste sirkel of is die twee getalle groter as, kleiner as of gelyk aan mekaar.

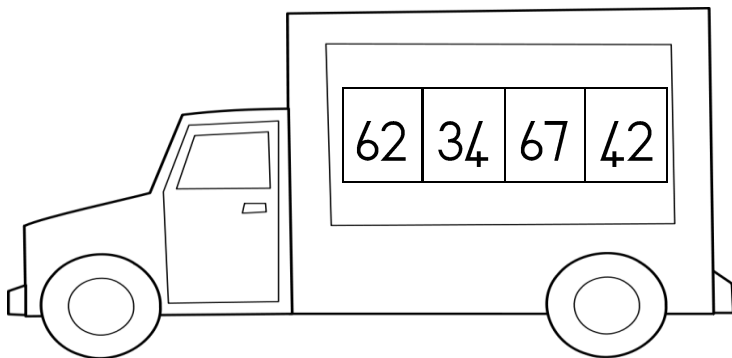


# Rangskik

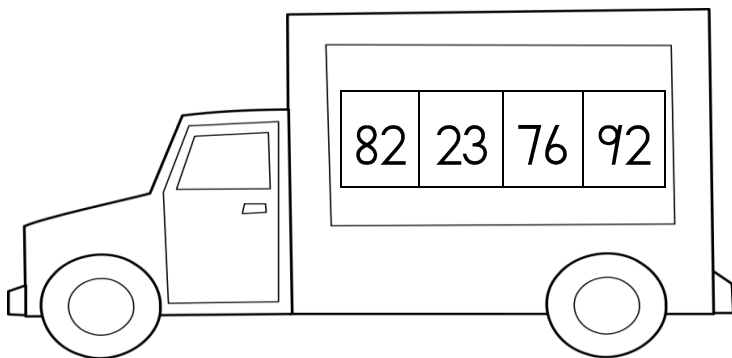
Rangskik die syfers van die kleinste tot die grootste.



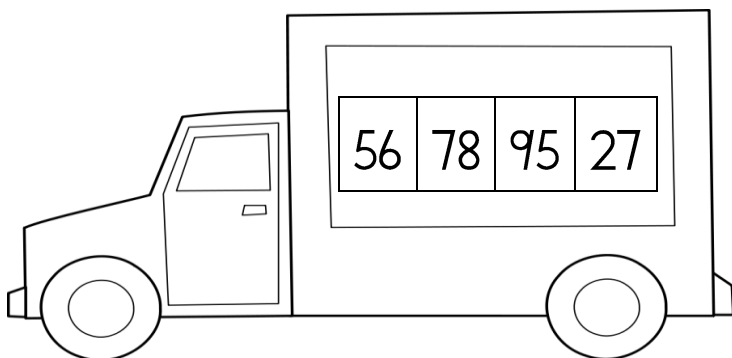
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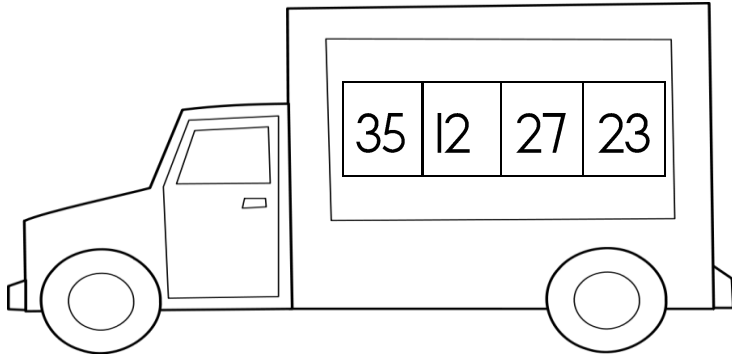


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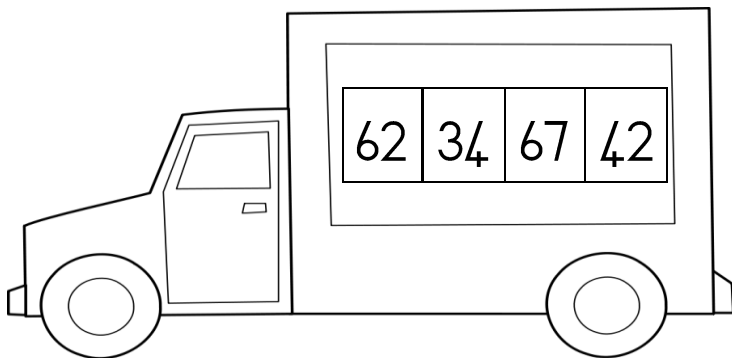


# Rangskik

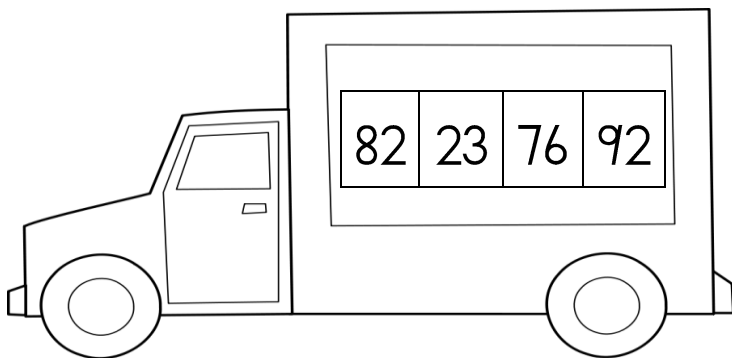
Rangskik die syfers van die grootste tot die kleinste.



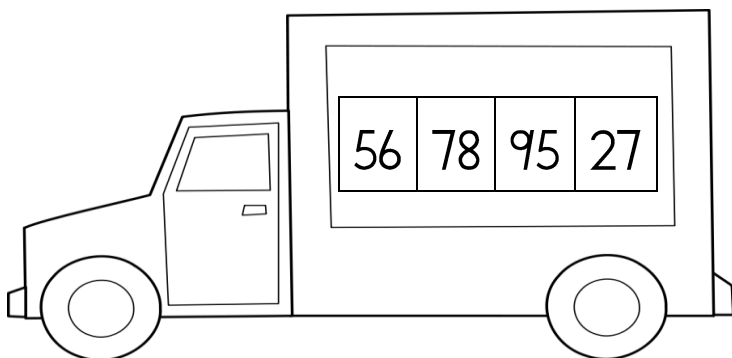
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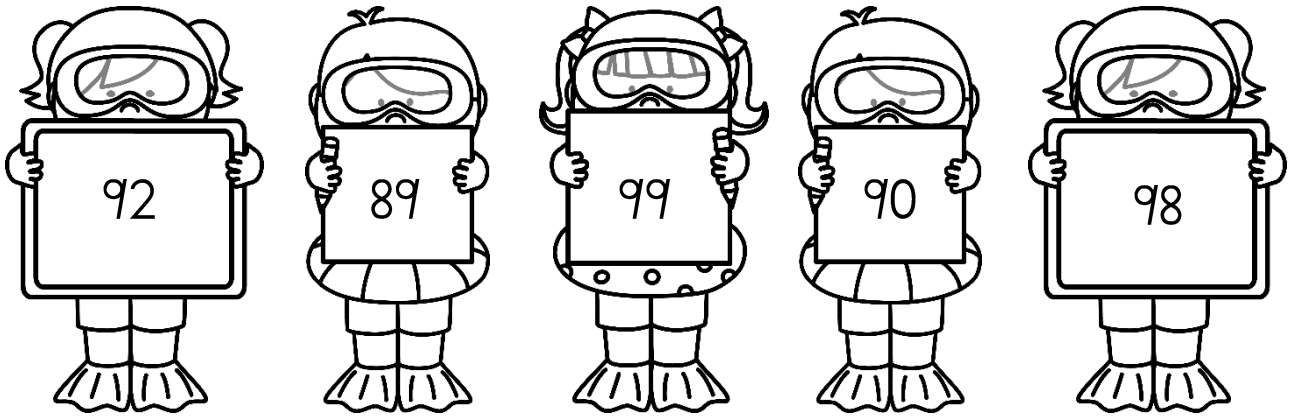


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# Rangskik die getalle



Rangskik die getalle hierbo van die grootste tot die kleinste.

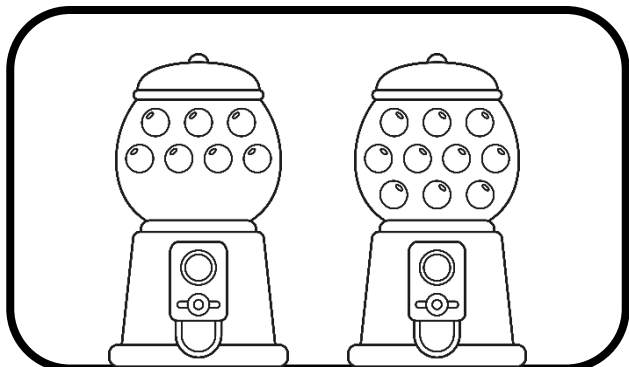
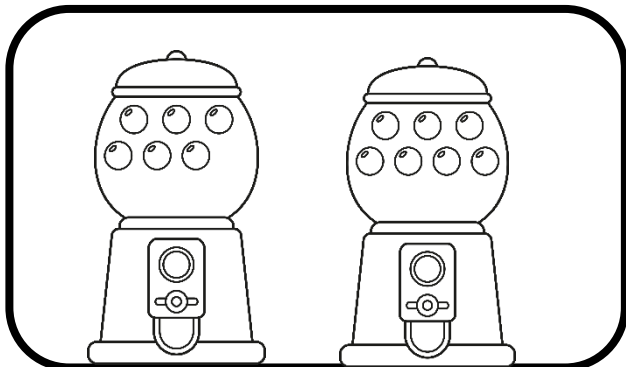
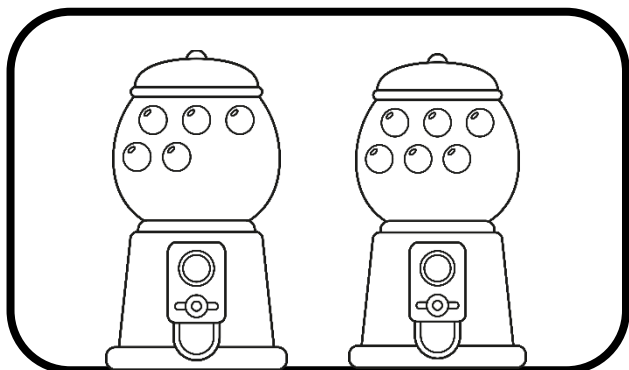
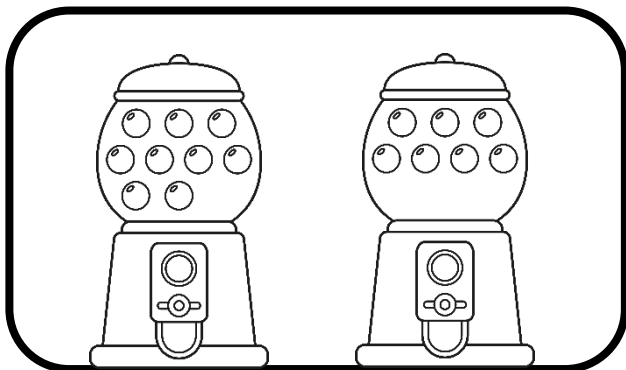
\_\_\_\_\_

Rangskik die getalle hierbo van die kleinste tot die grootste.

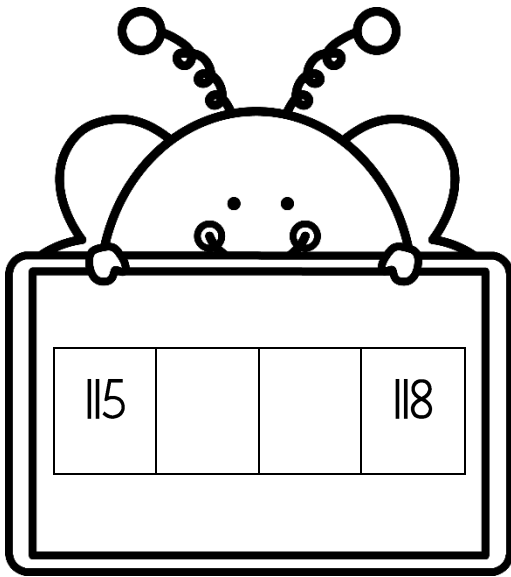
\_\_\_\_\_

## Groter as, kleiner as en is gelyk aan

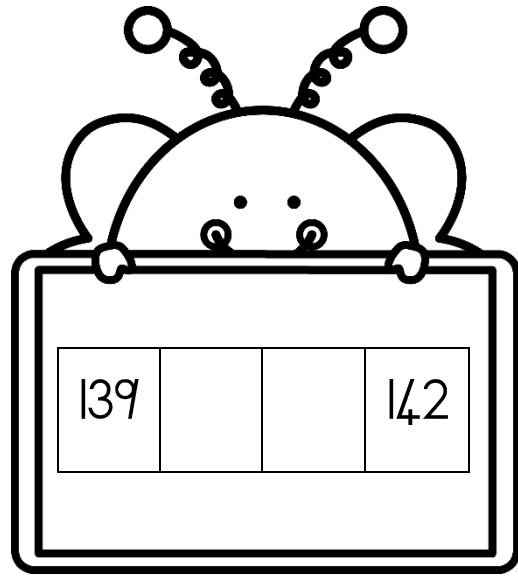
Kleur die mas jien in wat die meeste kougom in het.



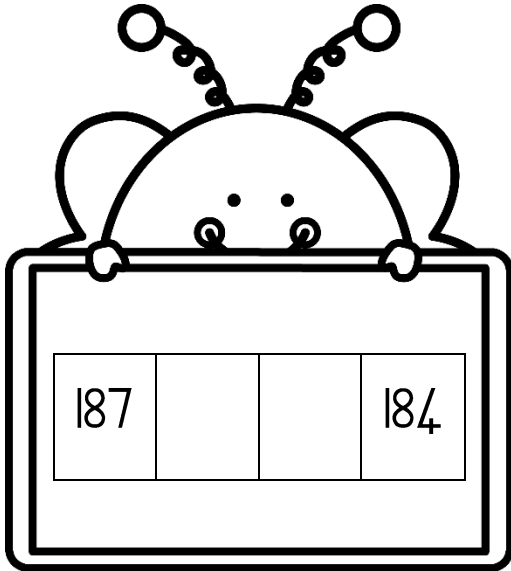
Skryf die getalle neer wat tussen die volgende getalle kom.



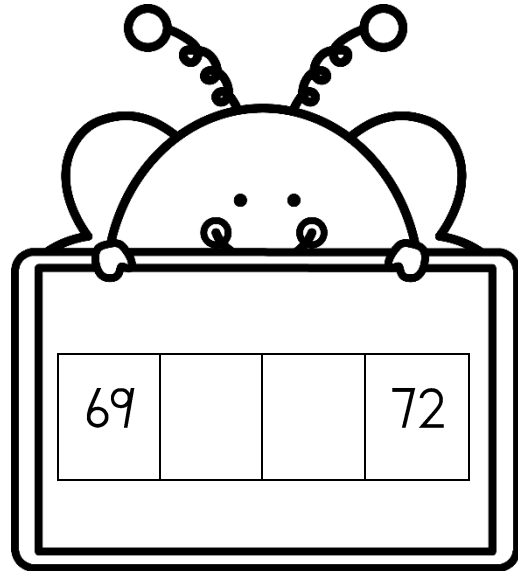
115          118



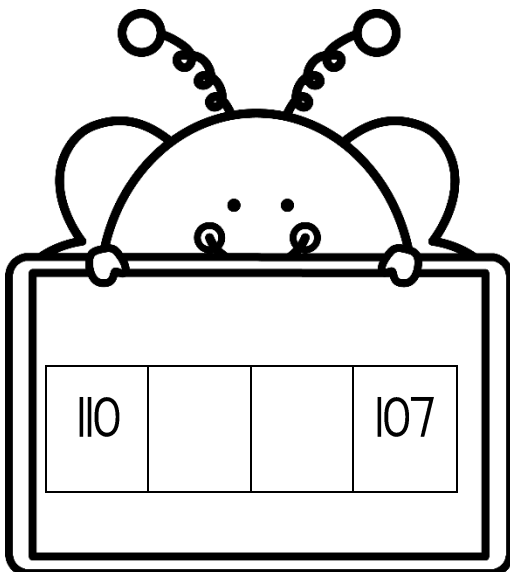
139          142



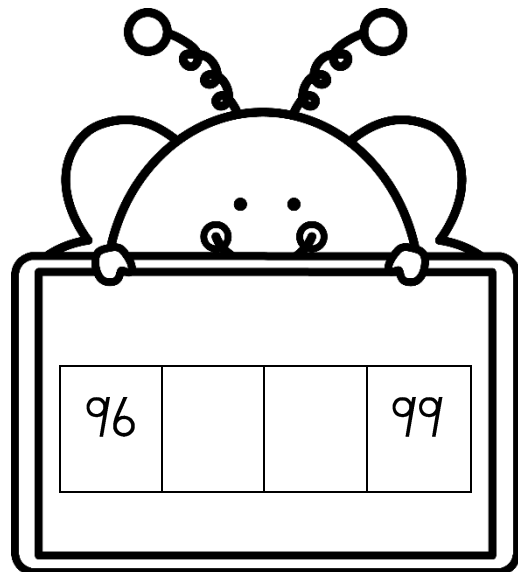
187          184



69          72

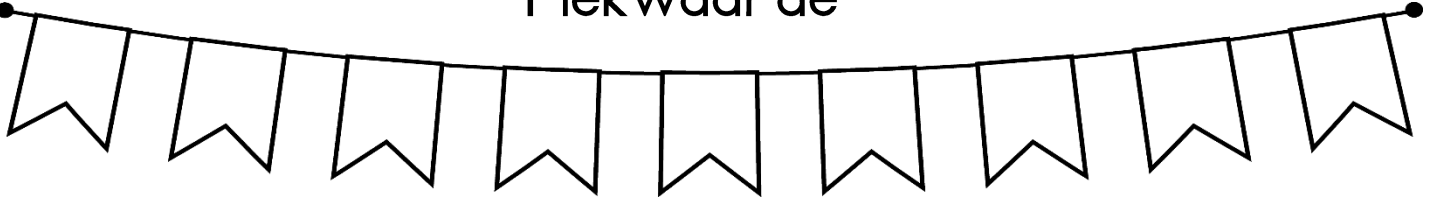


110          107



96          99

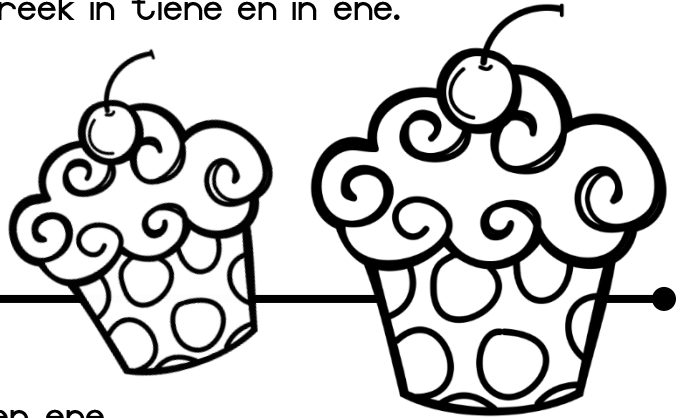
# Plekwaarde



Plekwaarde is wanneer jy 'n getal opbreek in tiene en in ene.

Byvoorbeeld:

$$62 = 6 \text{ tiene en } 2 \text{ ene}$$



Breek die volgende getalle op in tiene en ene.

62

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89

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36

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53

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45

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61

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74

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37

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26

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16

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37

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92

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# GELD

Skryf die name van die munte en note neer.



# Geld

Kleur die regte hoeveelheid in:

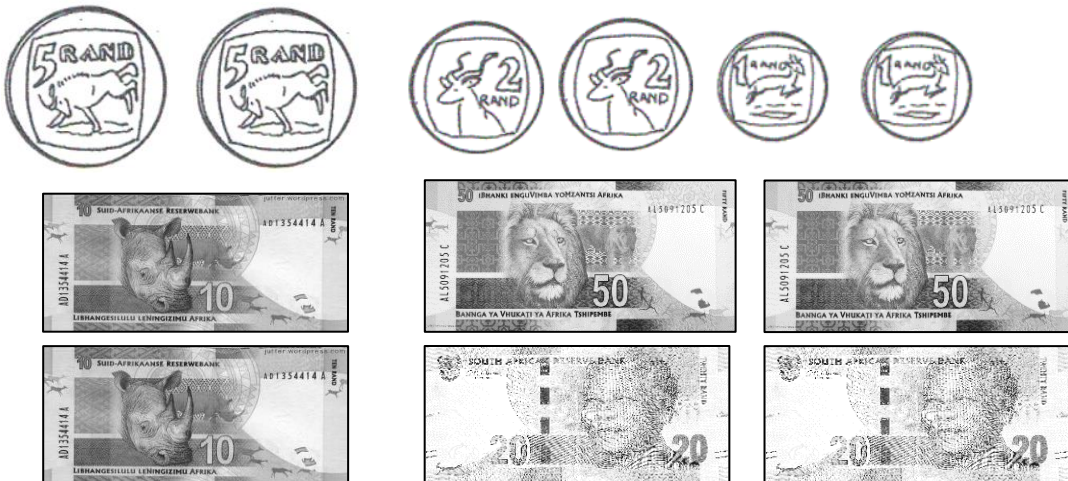
1. Kleur die munte in wat 95c maak.




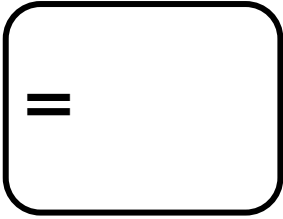
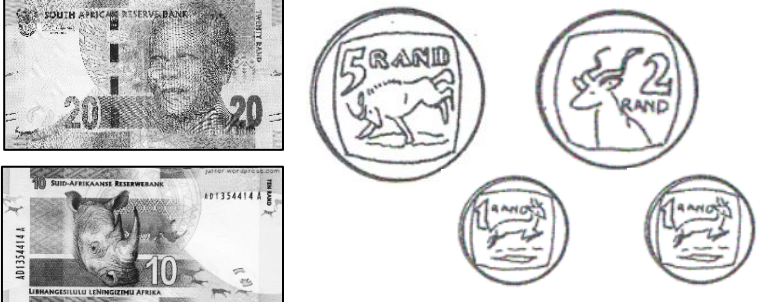
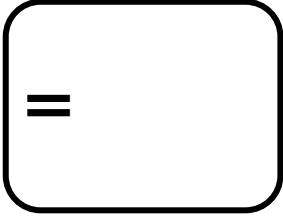

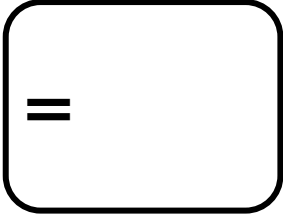
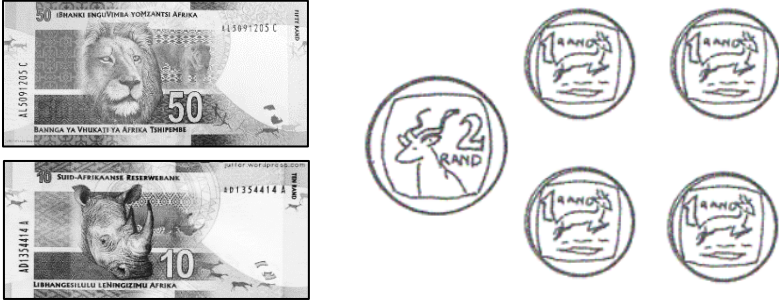
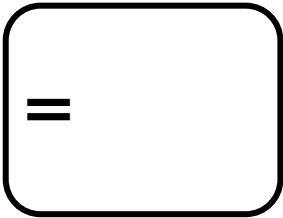

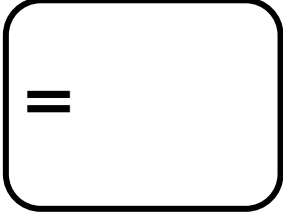
2. Kleur die geld in wat R26 maak.



3. Kleur die geld in wat R99 maak.



Tel die geld in elke ry en skryf die totaal in die blokkie neer.

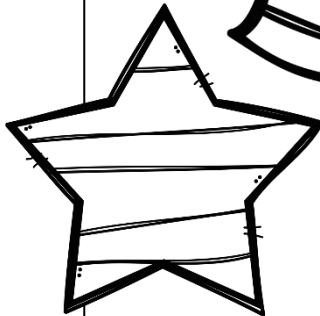




# SUPER optelling

Help die SUPERHELD om die somme te doen.

$58 + 35$



$63 + 14$

$43 + 36$

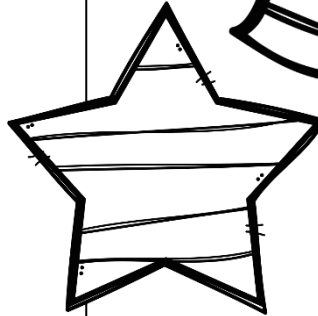
$73 + 17$

$51 + 35$

# SUPER af trekking

Help die SUPERHELD om die somme te doen.

$87 - 56$



$92 - 48$

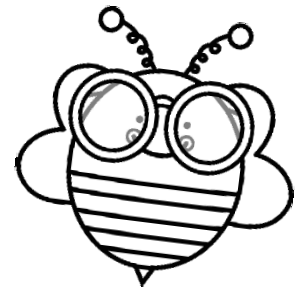
$58 - 35$

$34 - 26$

$81 - 36$



# Optelling



Tel die volgende op:

$60 + 4 = \square$

$30 + 2 = \square$

$60 + 6 = \square$

$70 + 5 = \square$

$40 + 4 = \square$

$100 + 20 + 3 = \square$

$100 + 40 + 9 = \square$

$100 + 70 + 8 = \square$

$100 + 60 + 1 = \square$

$100 + 50 + 5 = \square$

Vul die ontbrekende getalle in.

$60 + \square = 67$

$30 + \square = 34$

$50 + \square = 51$

$90 + \square = 98$

$40 + \square = 45$

$100 + \square + 3 = 133$

$100 + \square + 9 = 169$

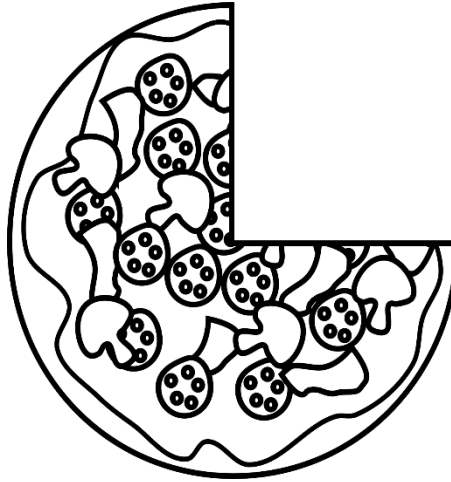
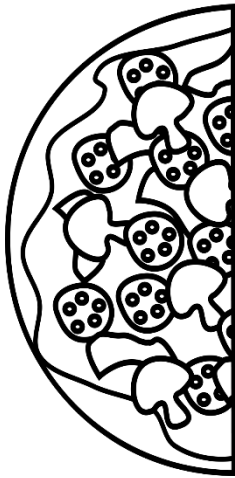
$\square + 10 + 9 = \square$

$\square + 20 + 6 = \square$

$100 + 50 + \square = 155$

# PIZZA BREUKE

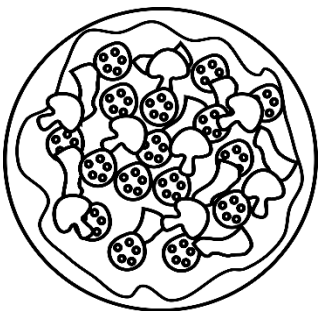
Hoeveel dele van elke pizza is geëet? Skryf jou antwoord in die blok.



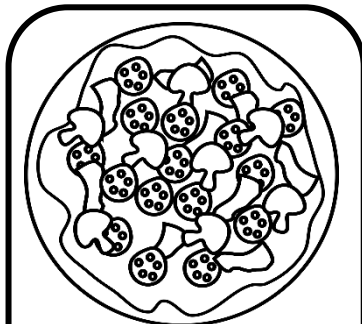
Voltooi die sinne.

1. Twee halwes is dieselfde as \_\_\_\_ hele.
2. Drie derdes is dieselfde as \_\_\_\_ hele.
3. Vier kwarte is dieselfde as \_\_\_\_ hele

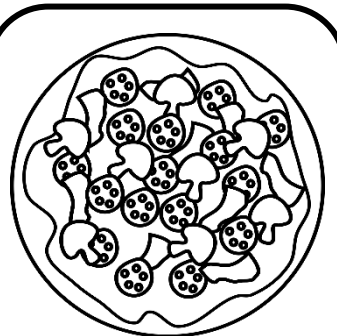
Deel die pizza's op die volgende maniere:



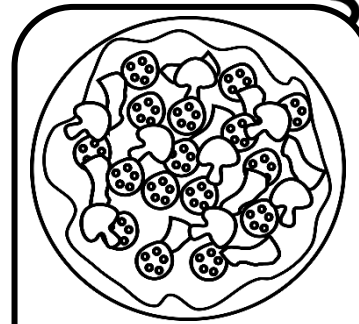
helfte



kwarte



derdes



vyfdes

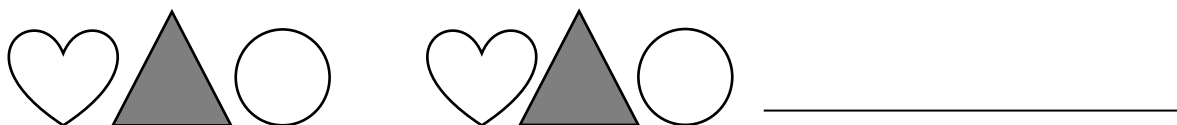
# Meetkundige patrone

1. Brei die volgende patrone slegs een keer uit.

a.



b.



2. Voltooi die patrone in die tabel.


# Getalpatrone

1. Voltooi die volgende getalpatrone.

a. 215, 220, \_\_\_\_, \_\_\_\_, \_\_\_\_, 240.

b. 190, 180, 170, \_\_\_\_, \_\_\_\_, \_\_\_\_, 130.

c. 50, 52, 54, \_\_\_\_, \_\_\_\_, 60, \_\_\_\_.

d. 2, 12, 22, \_\_\_\_, \_\_\_\_, \_\_\_\_, 62.

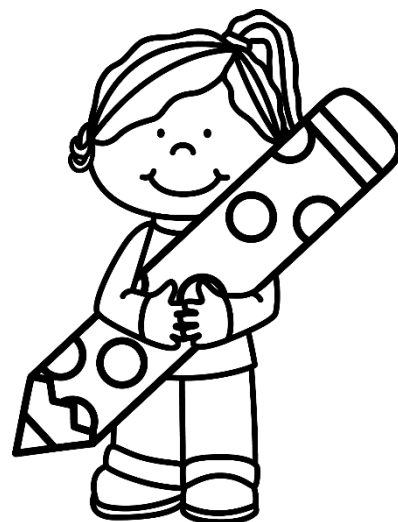
2. Beskryf in woorde wat jy in die volgende patrone sien.

a. 188, 177, 166, 155, 144.

Reël: \_\_\_\_\_

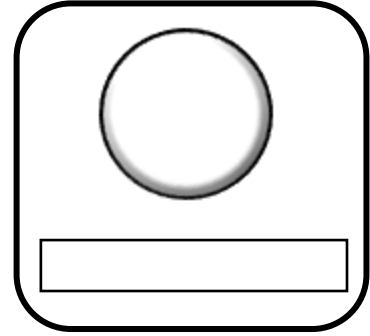
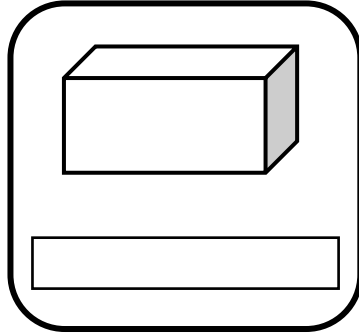
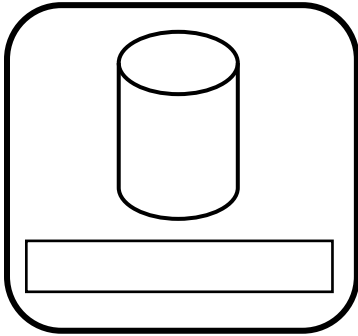
b. 55, 60, 65, 70, 75.

Reël: \_\_\_\_\_



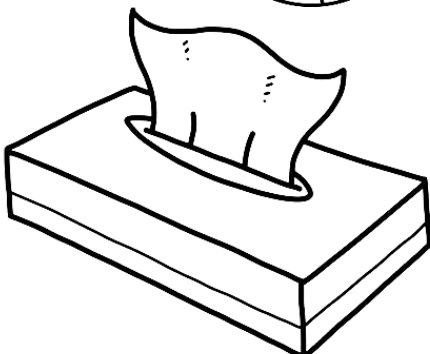
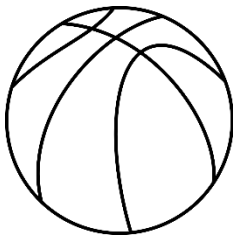
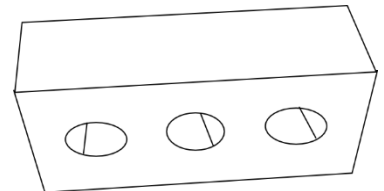
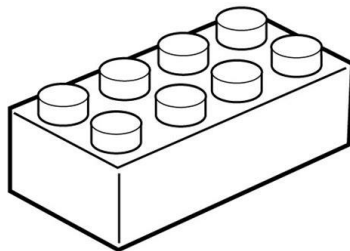
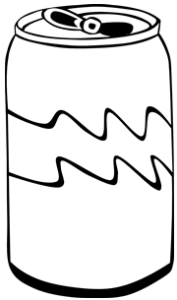
# 3D Vorms

Benoem die volgende 3D vorms deur te sê of dit 'n sfeer, prisma of silinder is.



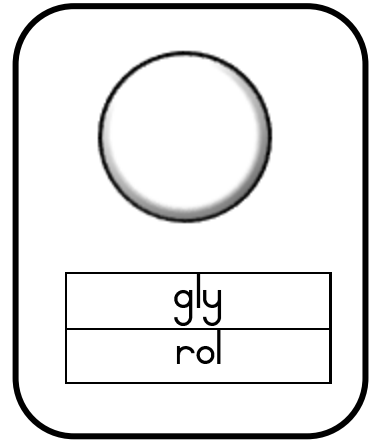
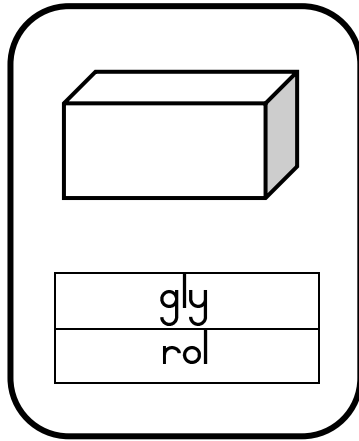
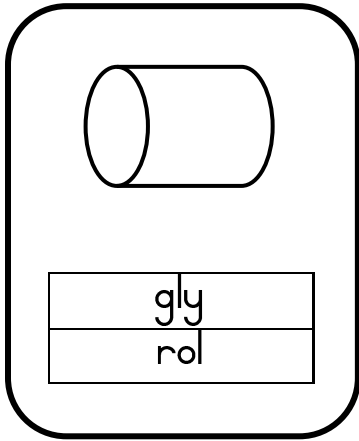
Kleur die prente op die volgende maniere in:

1. Kleur al die voorwerpe wat 'n sfeer is GEEL in.
2. Kleur al die voorwerpe wat 'n prisma is BLOU in.
3. Kleur al die voorwerpe wat 'n silinder is ROOI in.

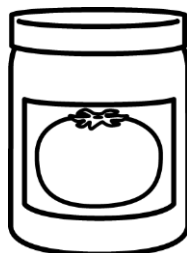
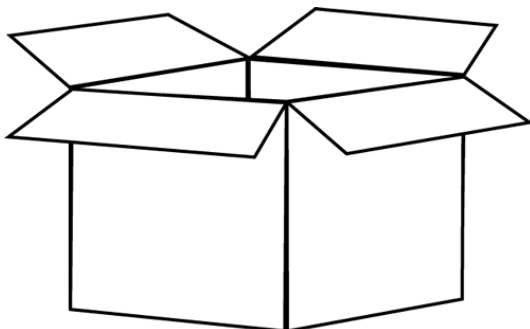
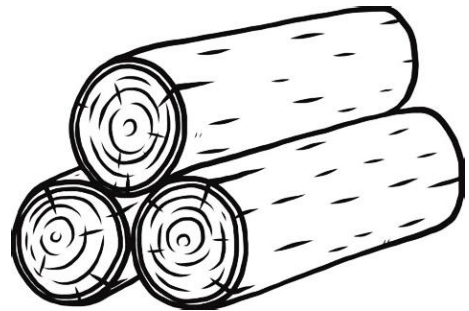
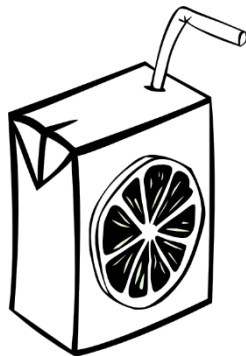


# 3D VORMS

Sal die volgende 3D vorm gly of rol? Kleur die regte antwoord in.

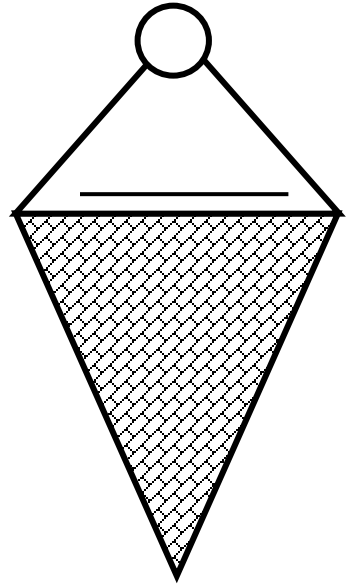
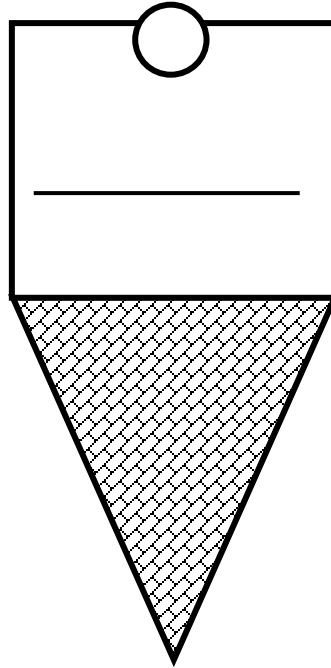
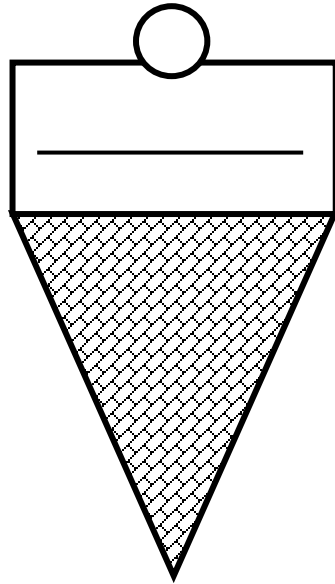
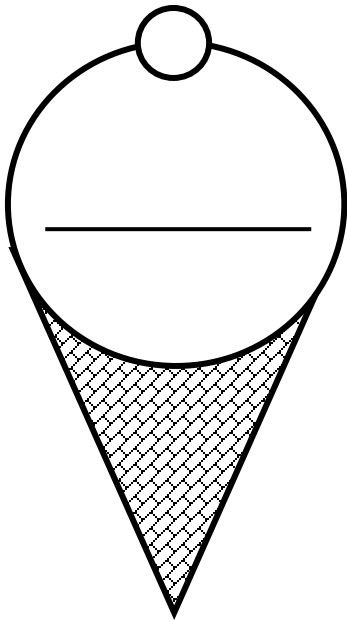


Kleur die prente in volgens die kryte hieronder.

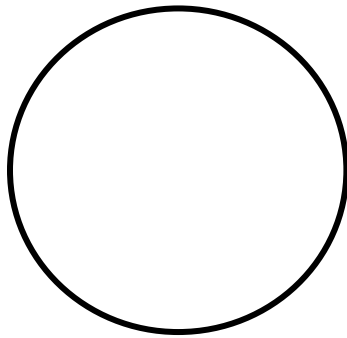


# ROOMYS 2D VORMS

Skryf die naam van elke vorm wat op die roomyshorinkie is op die lyn neer.



Het die volgende vorms reguit of ronde sye? Kleur die regte antwoord in.



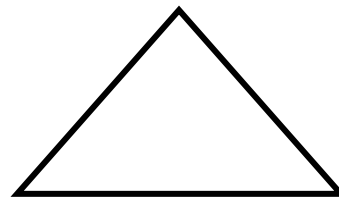
reguit
ronde



reguit
ronde



reguit
ronde

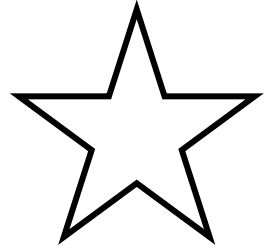
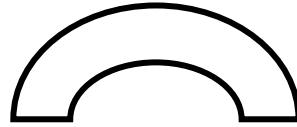
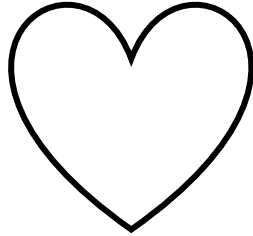
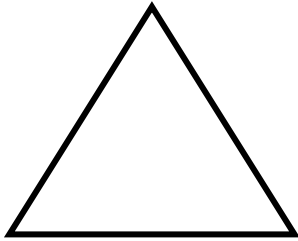


reguit
ronde

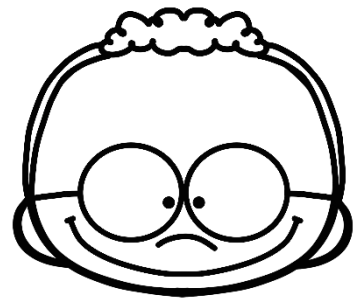
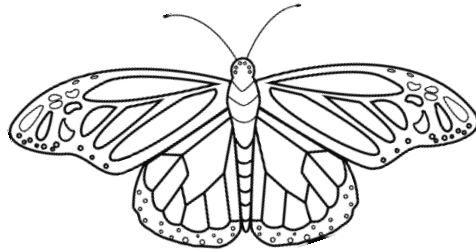
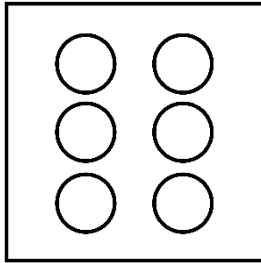


# Simmetrie

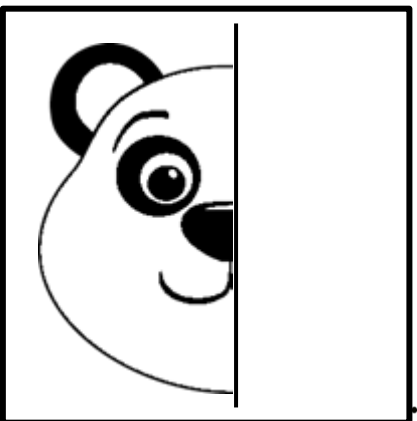
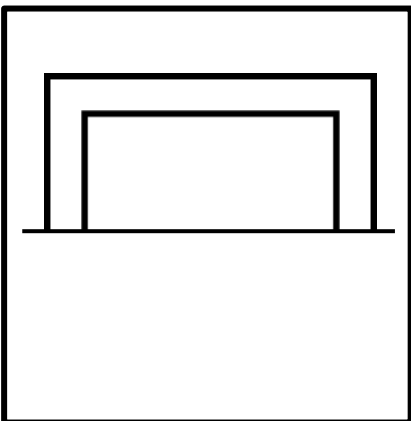
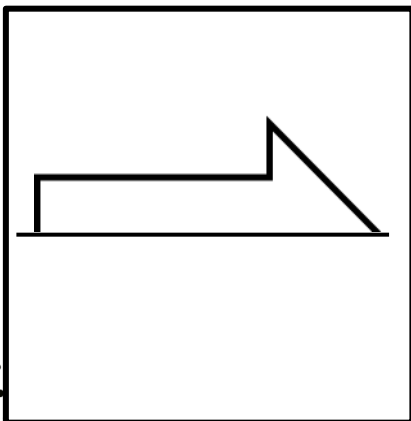
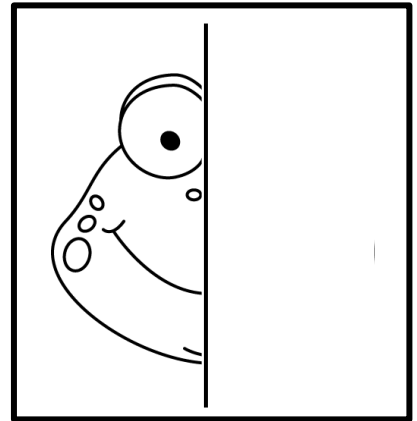
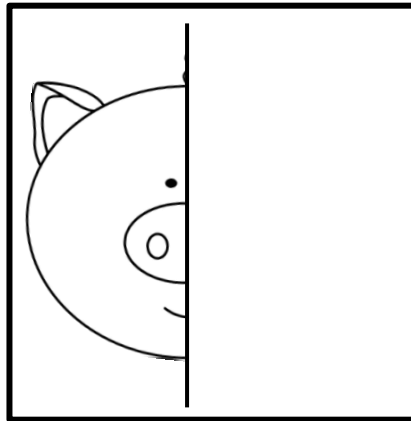
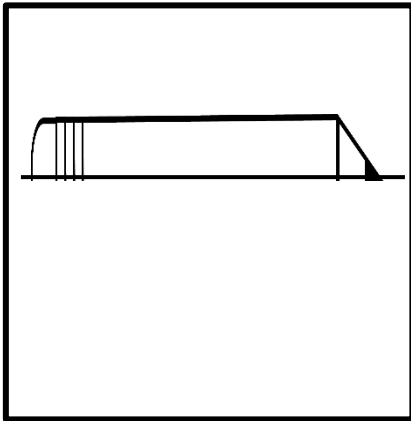
Deel die vorms in die helfte deur 'n lyn te trek.



Deel die prente in die helfte deur 'n lyn te trek.

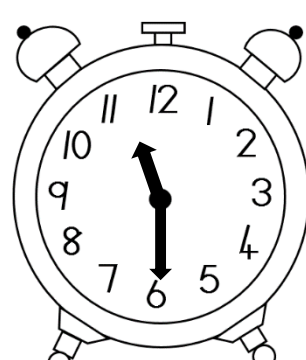
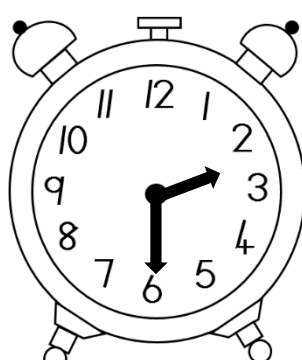
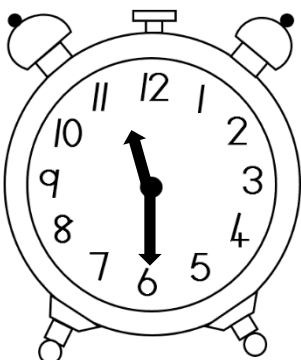
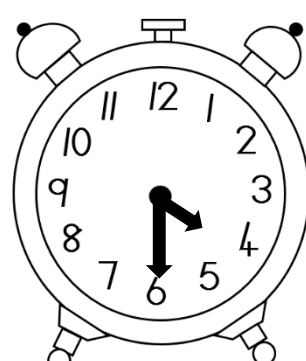
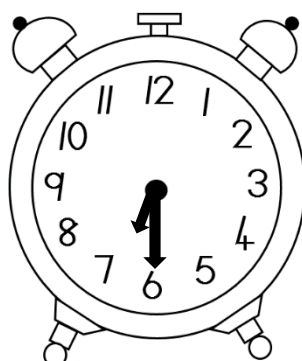
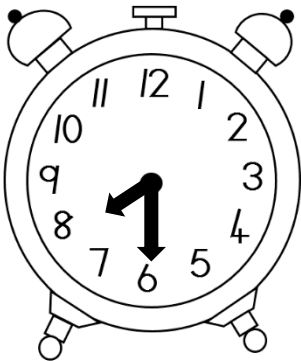
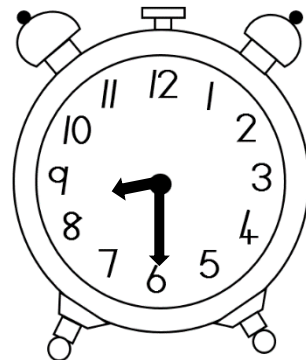
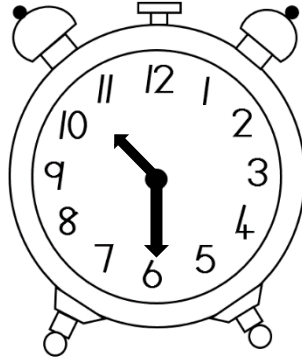
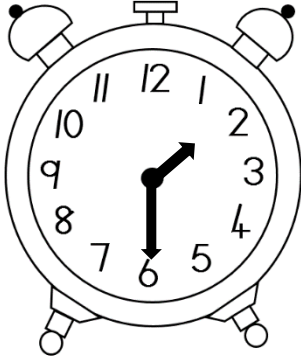


Teken die ander helfte van die prente.



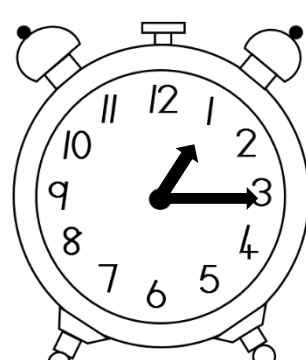
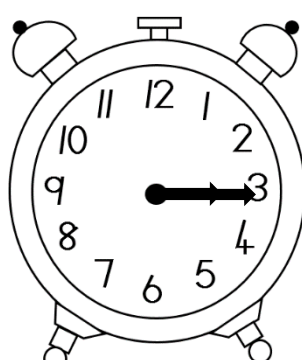
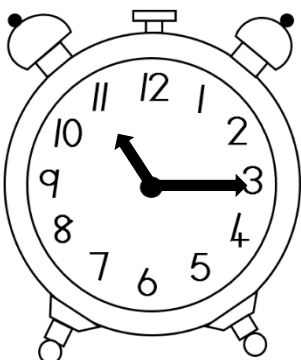
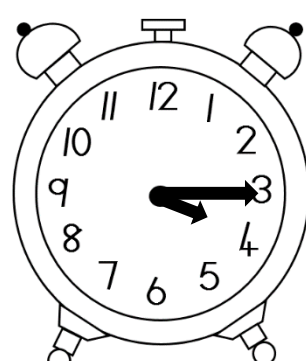
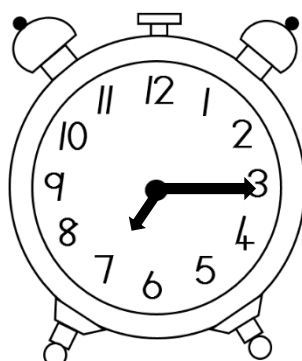
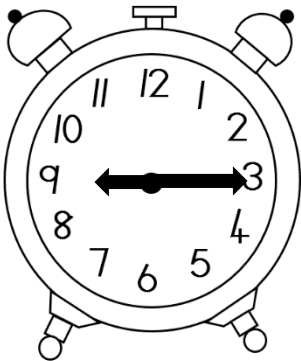
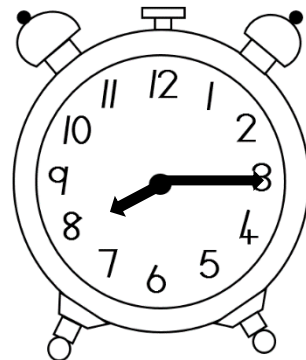
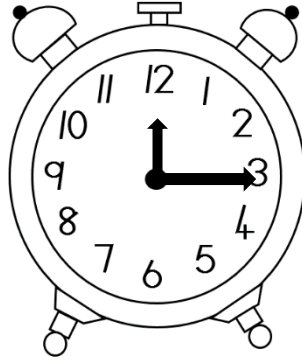
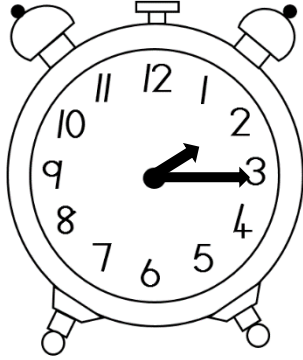
# TYD

Skryf die tyd van elke horlosie neer.



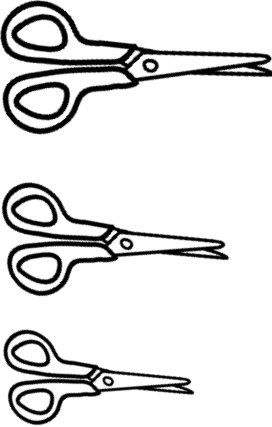
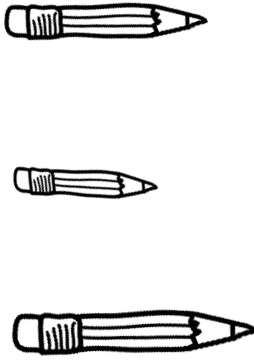
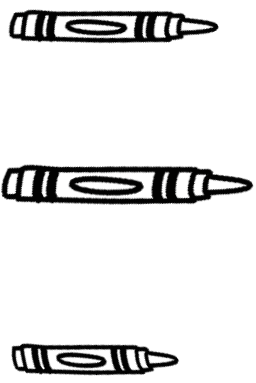
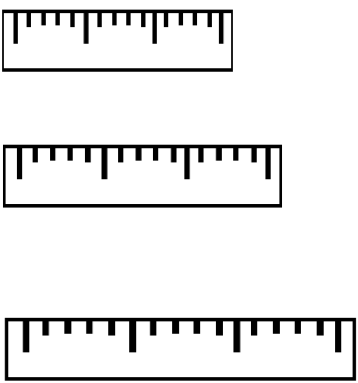
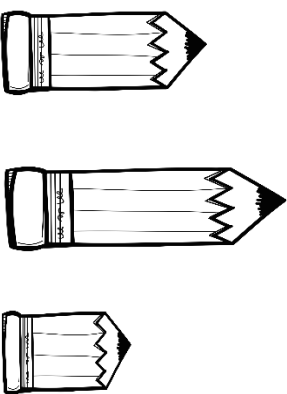
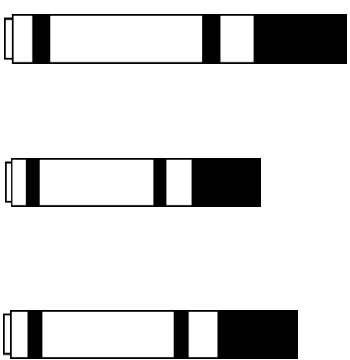
# TYD

Skryf die tyd van elke horlosie neer.



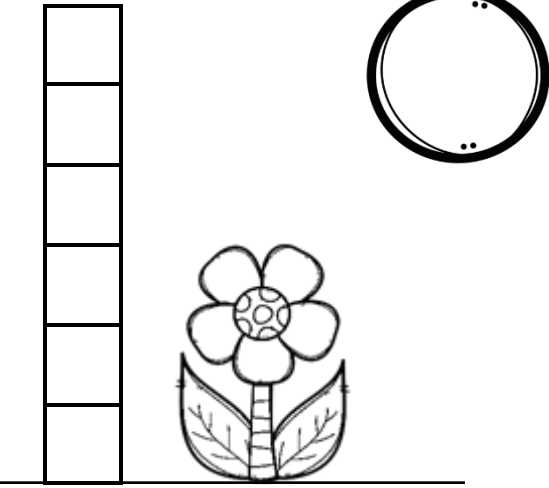

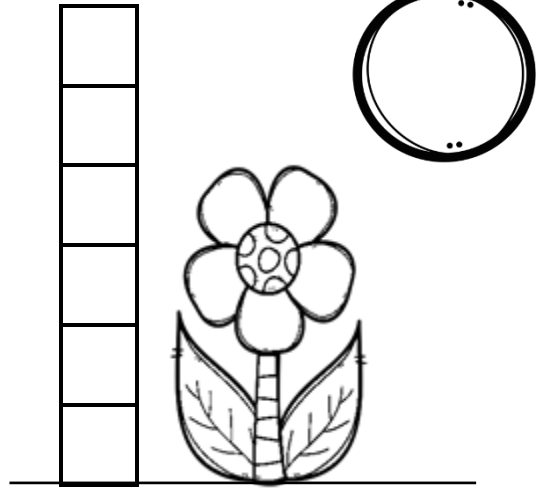

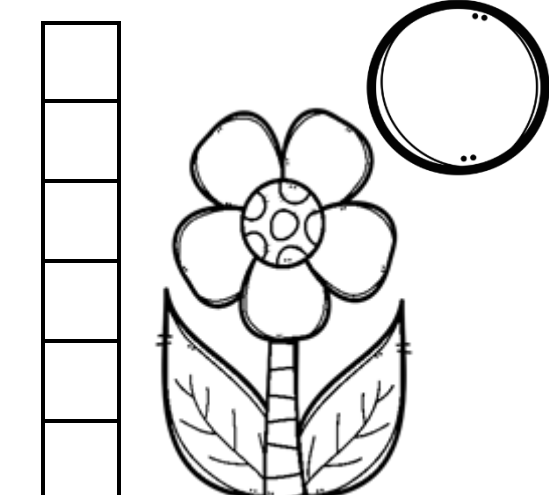

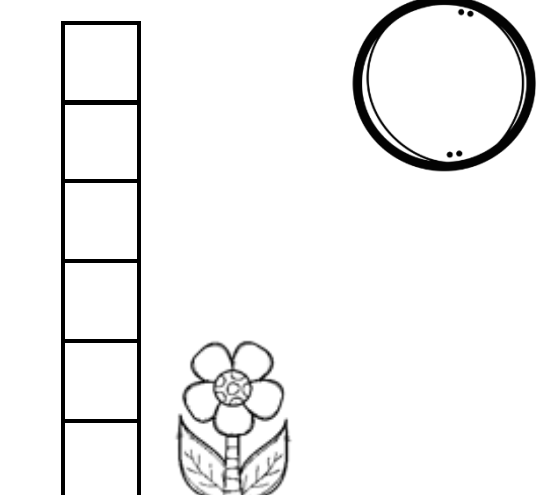

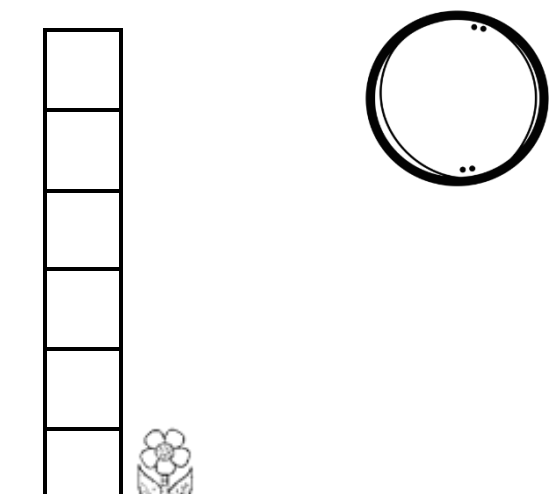

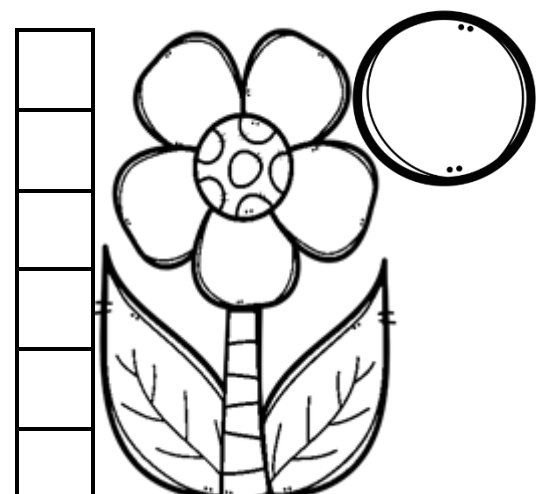

# LENGTE

Skryf 1, 2 en 3 in elke blok om die prente te rangskik van die kortste tot die langste.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

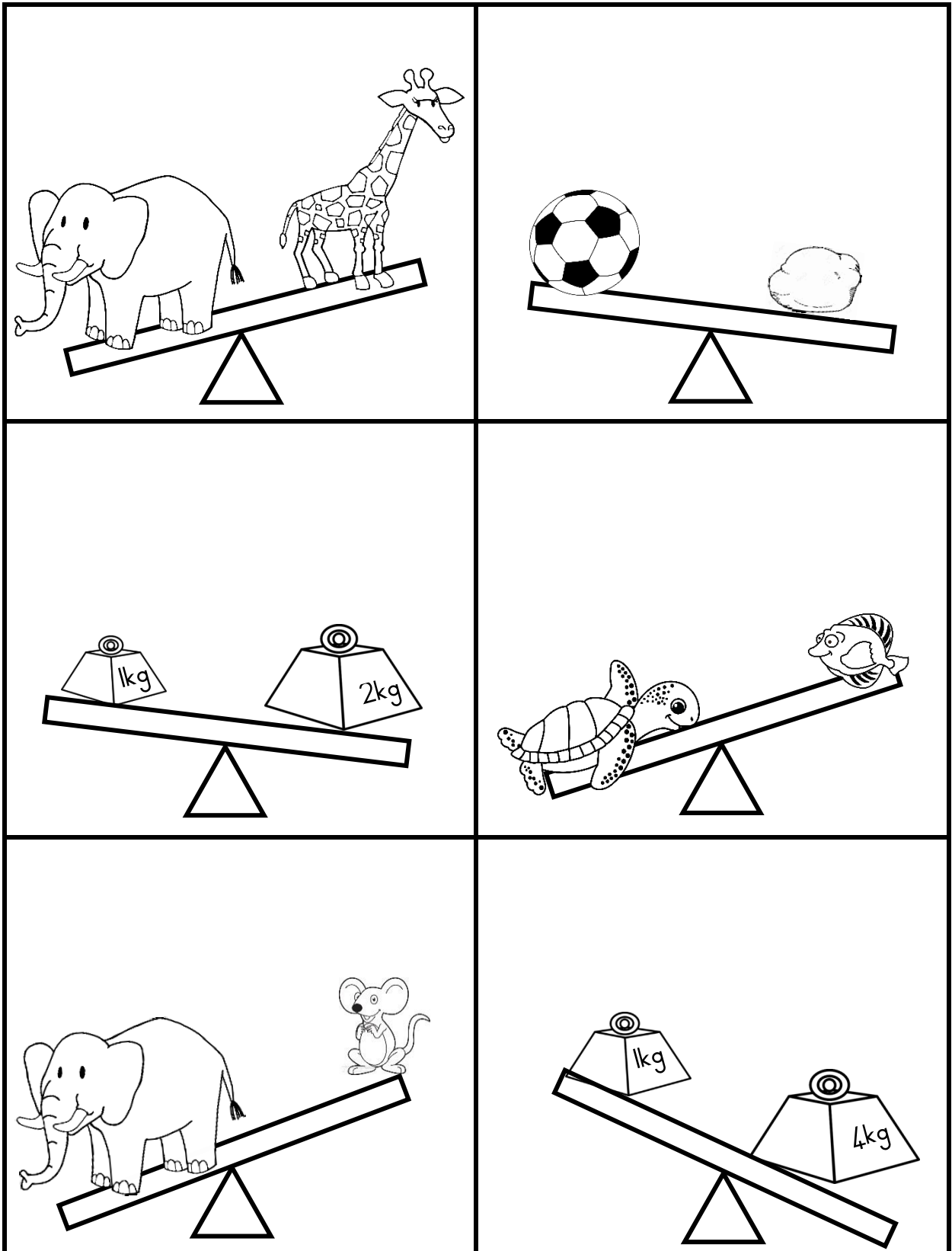
# LENGTE

Elke blok is 1 cm lank. Kleur die blokke in om te wys hoe lank die blomme is. Skryf dan hoeveel cm lank die blom is in die sirkel.



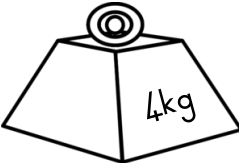
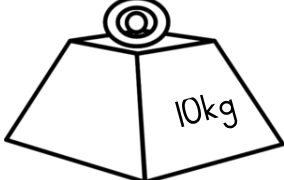
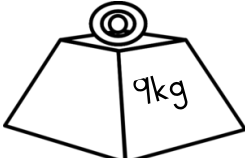
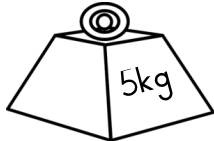



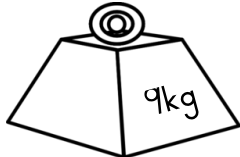
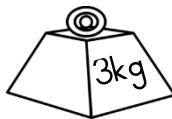
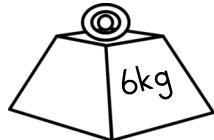


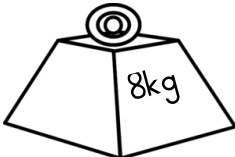



# Watter een is die SWAARSTE?

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



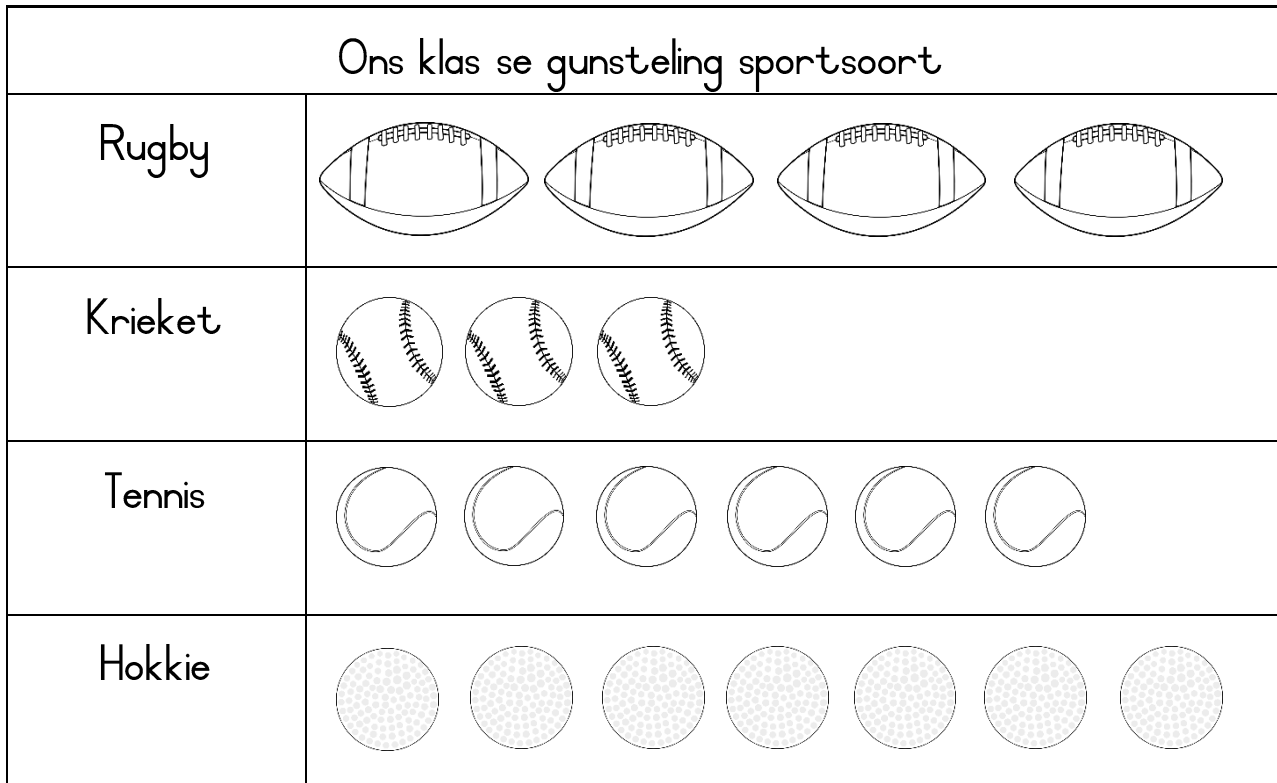
# MASSA

Rangskik die gewigte van die ligste tot die swaarste deur dit 1, 2 of 3 te nommer.

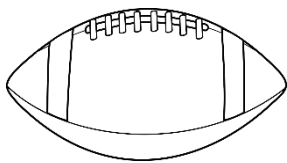
<input type="text"/> <input type="text"/> <input type="text"/>	  	<input type="text"/> <input type="text"/> <input type="text"/>	  
<input type="text"/> <input type="text"/> <input type="text"/>	  	<input type="text"/> <input type="text"/> <input type="text"/>	  
<input type="text"/> <input type="text"/> <input type="text"/>	  	<input type="text"/> <input type="text"/> <input type="text"/>	  

# PRENTGRAFIEK

Beantwoord die vrae oor die prentgrafiek.



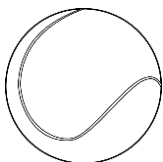
1. Hoe baie kinders hou van elke sport?



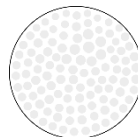
\_\_\_\_\_



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\_\_\_\_\_



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2. Van watter sport hou die klas die meeste? \_\_\_\_\_

3. Van watter sport hou die klas die minste? \_\_\_\_\_

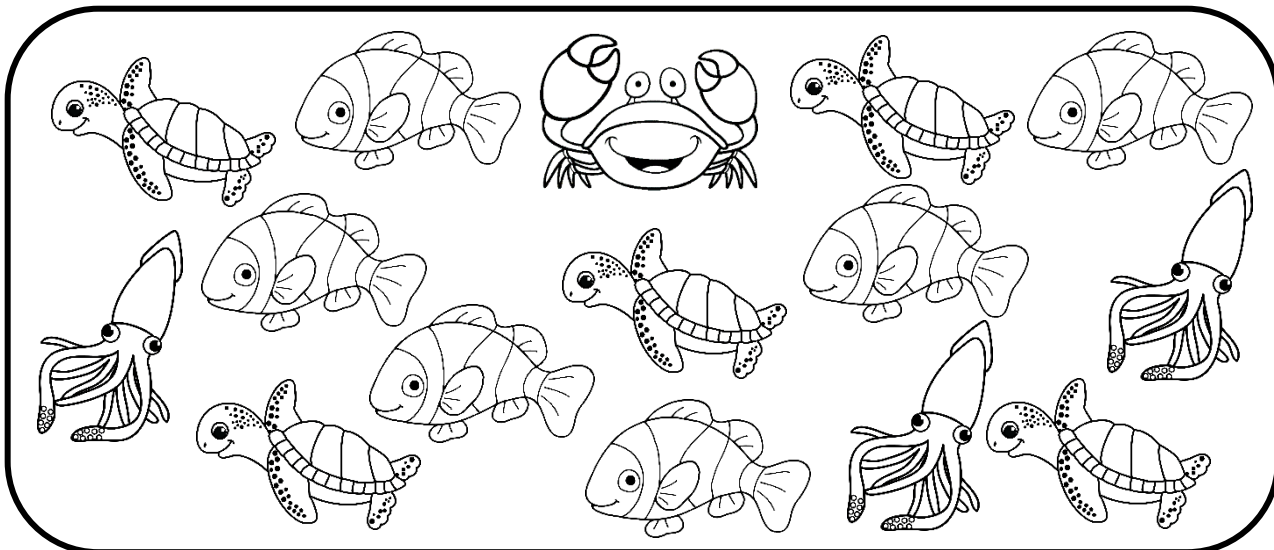
4. Hoeveel kinders hou meer van tennis as hokkie?

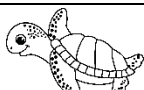



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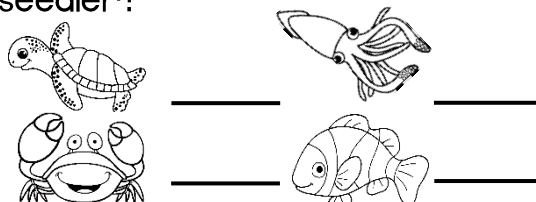
# DATA met seediere

Tel die hoeveelheid van elke seedier en stel dit dan voor op die grafiek.  
Beantwoord dan die vrae.

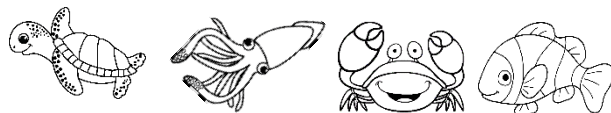


1. Hoeveel is daar van elke seedier?



2. Van watter seedier is daar die meeste? Kleur die regte prent in.



3. Van watter seedier is daar die minste? Kleur die regte prent in.

