

# PLEKWAARDE

Die PLEKWAARDE van 'n syfer in 'n getal is die WAARDE van die PLEK waar die syfer in die getal staan, bv Ene, Tiene, Honderde of Duisende.

Die PLEKWAARDE van die syfers in die getal 9 832 is:

Duisend    Honderd    Tien    Een  
9            8            3           2

1. Voltooi die tabel. Die eerste een is klaar vir jou gedoen.

Getal	Duisende	Honderde	Tiene	Ene
4563	4	5	6	3
1965				
487				
99				
7432				

2. Skryf die plekwaarde van die geonderstreepte syfer neer.

- $532\underline{4}$  - \_\_\_\_\_
- $5\underline{3}24$  - \_\_\_\_\_
- $5\underline{3}24$  - \_\_\_\_\_
- $532\underline{4}$  - \_\_\_\_\_

- Onderstreep die syfer in die volgende getalle met 'n plekwaarde van Honderd met GROEN.
- Onderstreep die syfer in die volgende getalle met 'n plekwaarde van Tien met BLOU.

5391

453

78

3910

974

# EWE en ONEWE getalle

## EWE

Ewe getalle is getalle wat deur 2 gedeel kan word sonder 'n res. Ewe getalle eindig altyd op 'n 0; 2; 4; 6 en 8.

## ONEWE

Onewe getalle het 'n res indien dit deur 2 gedeel word. Onewe getalle eindig op 1; 3; 5; 7 en 9

1. Skryf al die ewe getalle tussen 20 en 40 neer.

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2. Skryf al die onewe getalle tussen 30 en 50 neer.

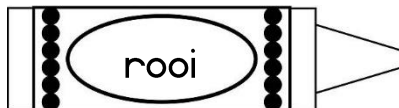
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3. Skryf al die ewe getalle tussen 100 en 120 neer.

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Kleur die ewe getalle rooi in en die onewe getalle blou.

EWE



ONEWE



47

101

228

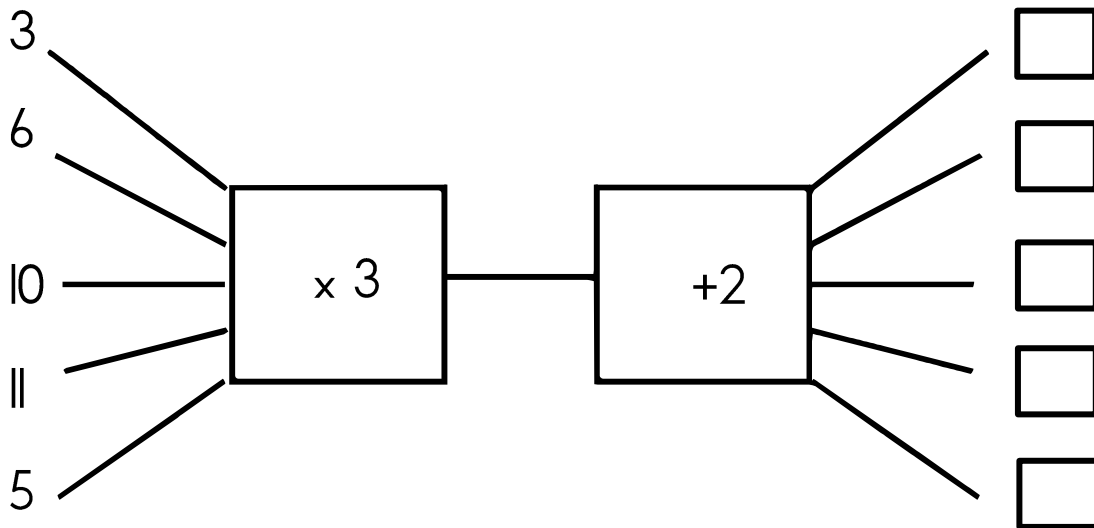
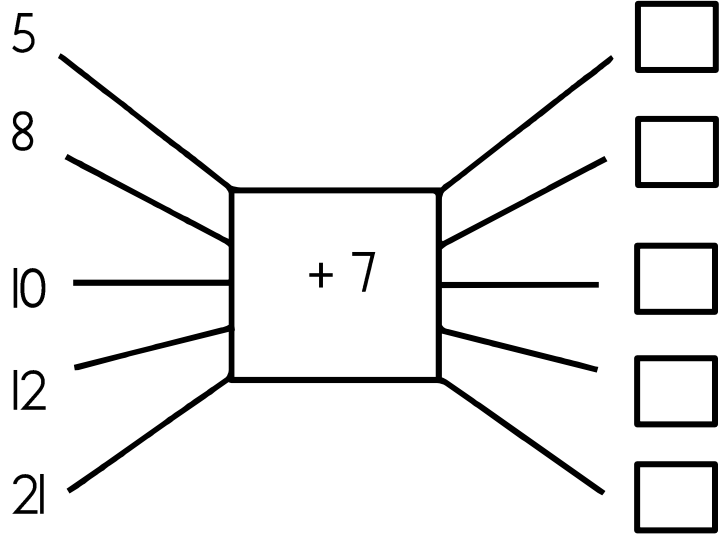
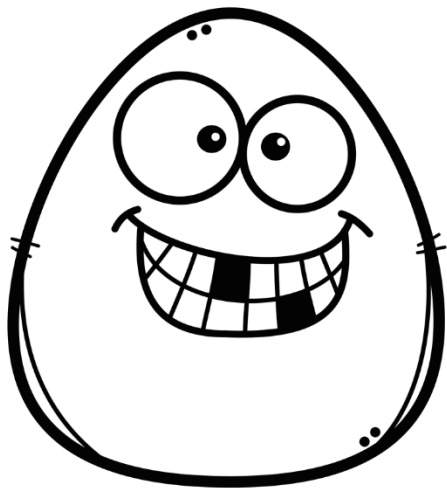
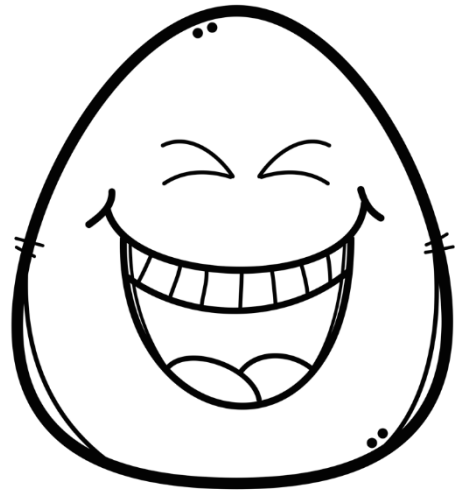
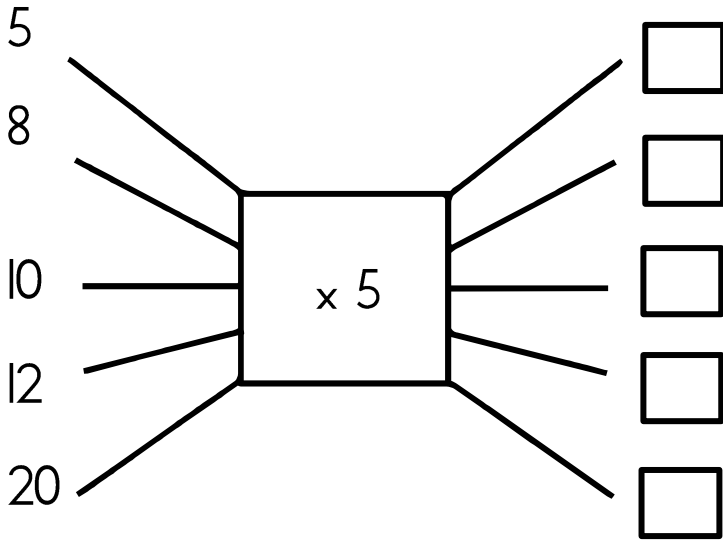
22

13

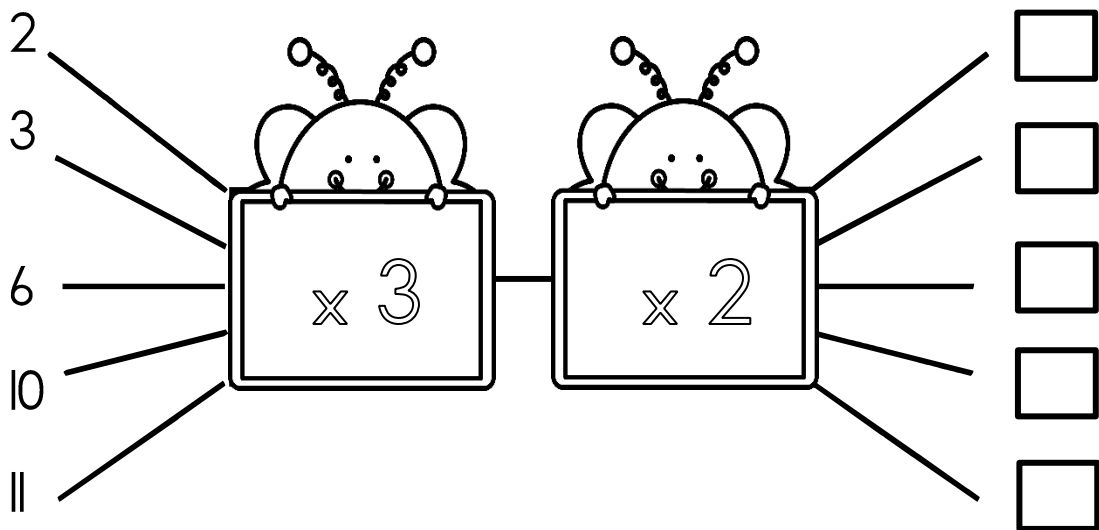
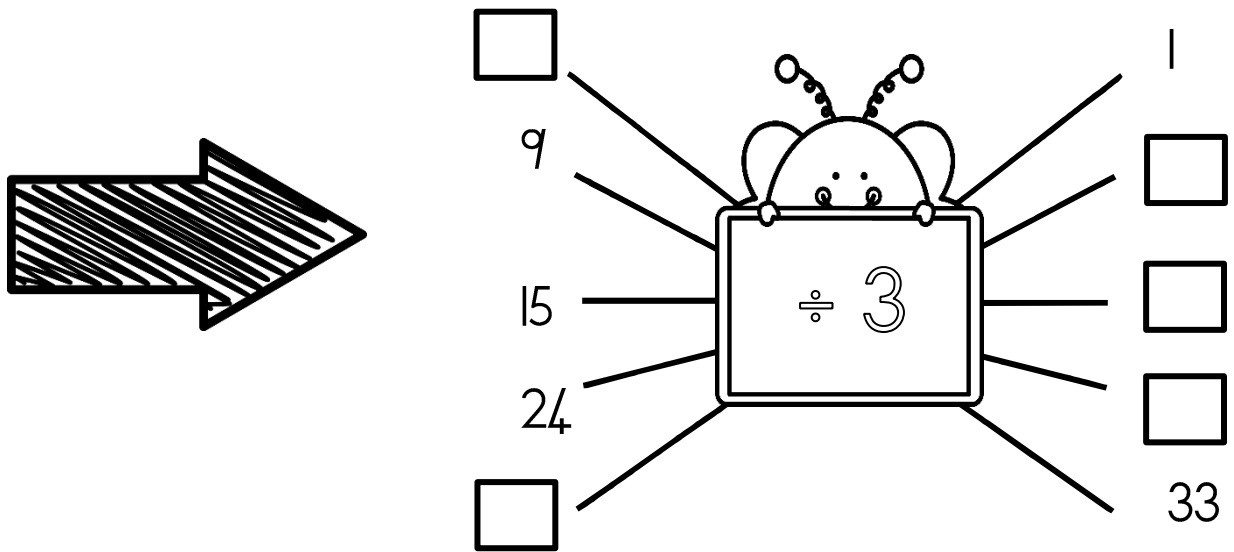
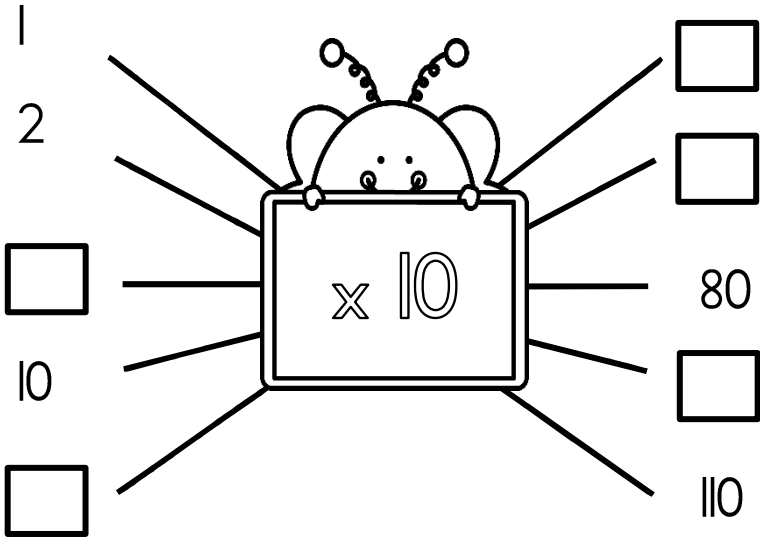
90

3786

# Vloeiagramme

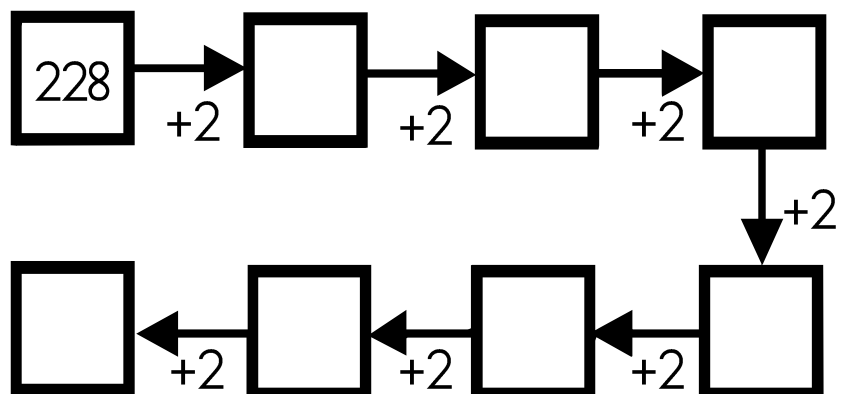
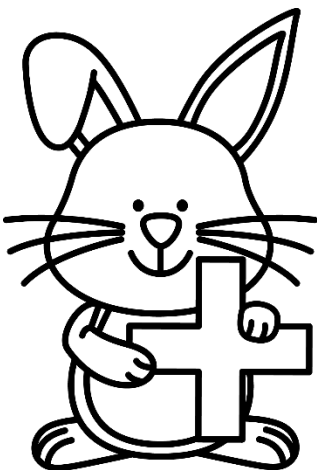
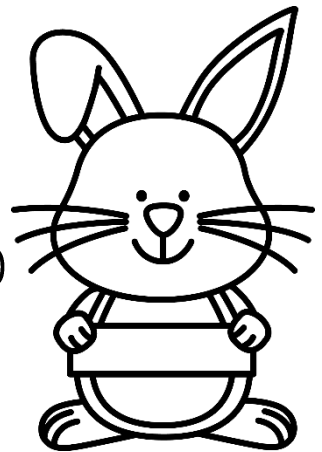
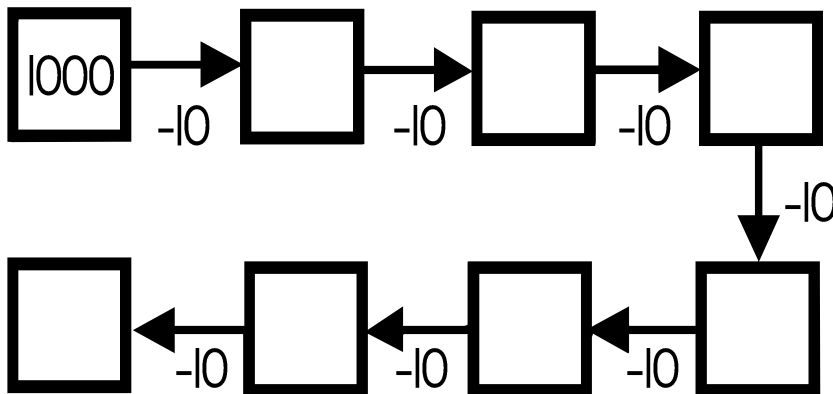
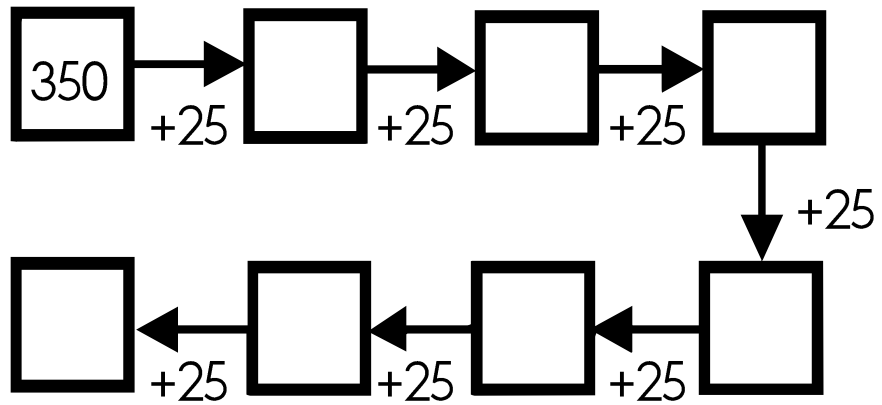
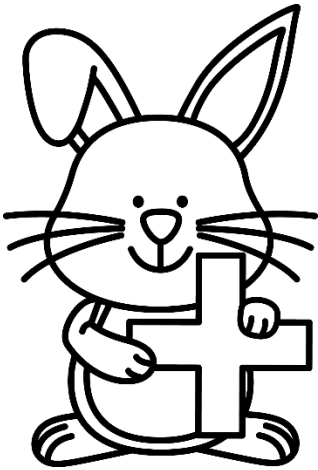


# Vloediagramme



# ! TEL !

Voltooi die diagramme deur aan of terug te tel.



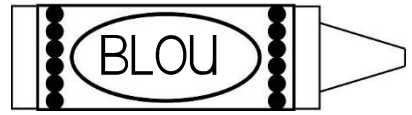
# 2D VORMS

Kleur die vorms op die volgende maniere in:

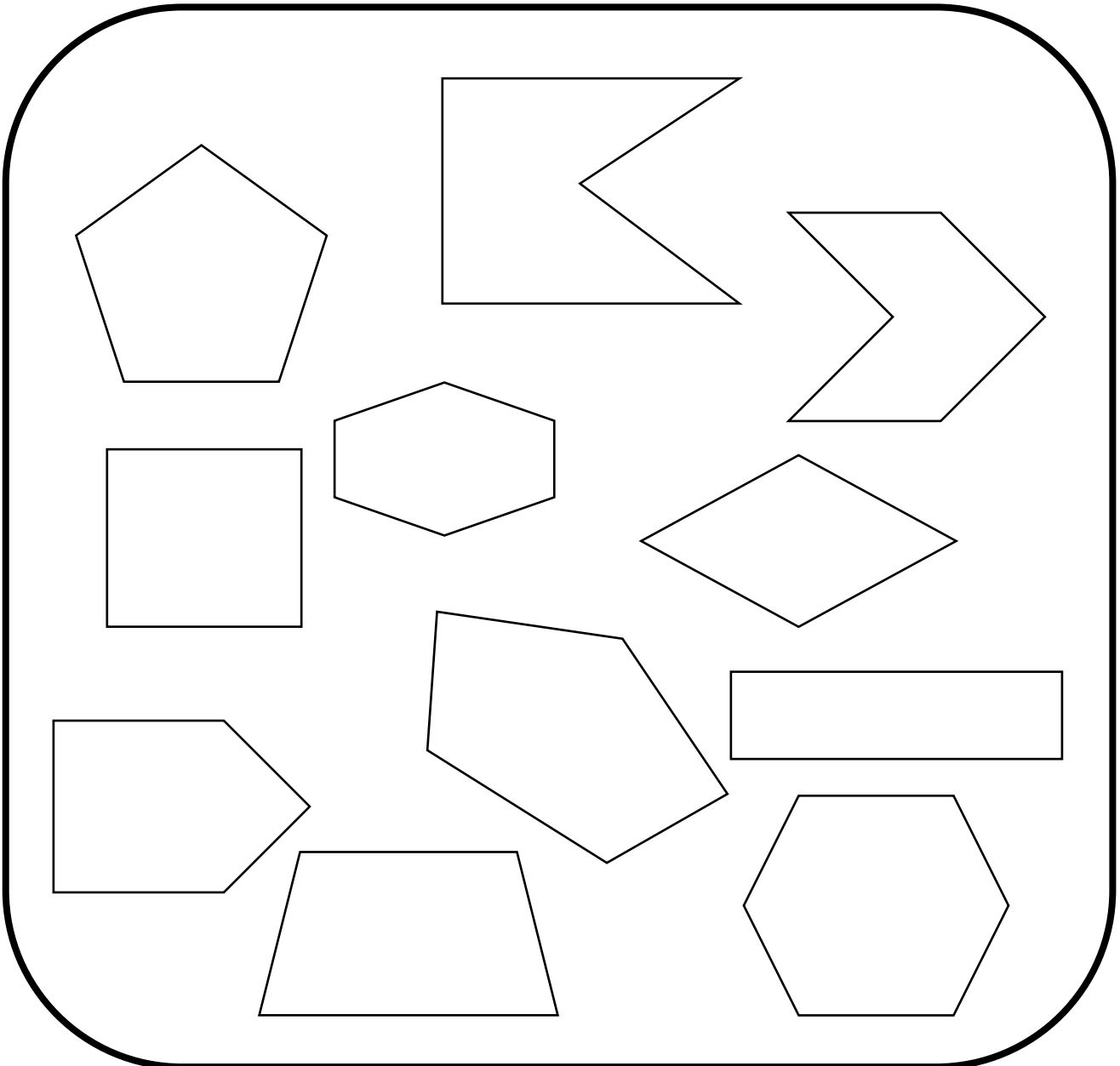
Vierhoeke



Vyfhoeke

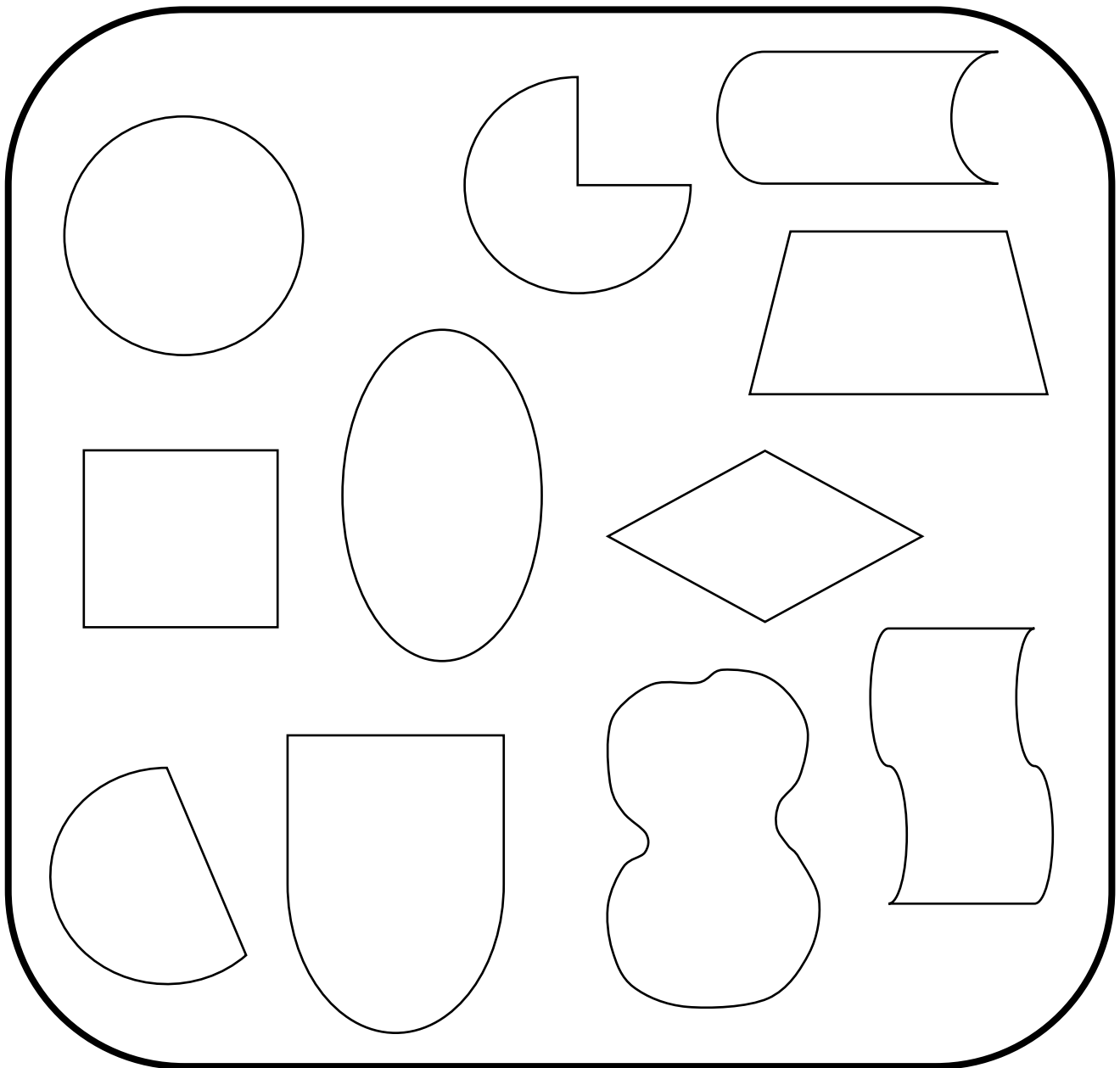
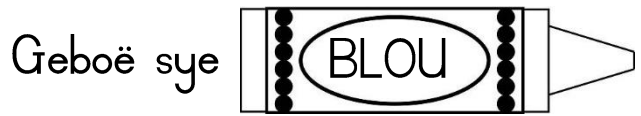
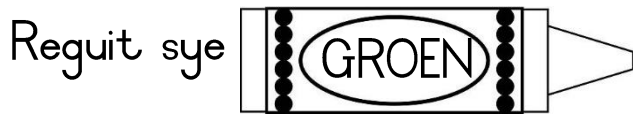


Seshoeke

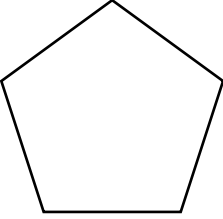
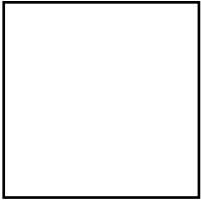
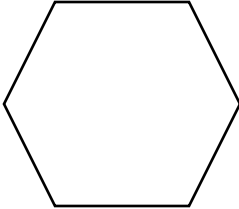
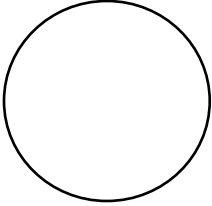
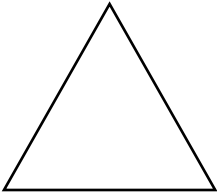


# 2D VORMS

Kleur die vorms op die volgende maniere in:



# Eienskappe van 2D VORMS

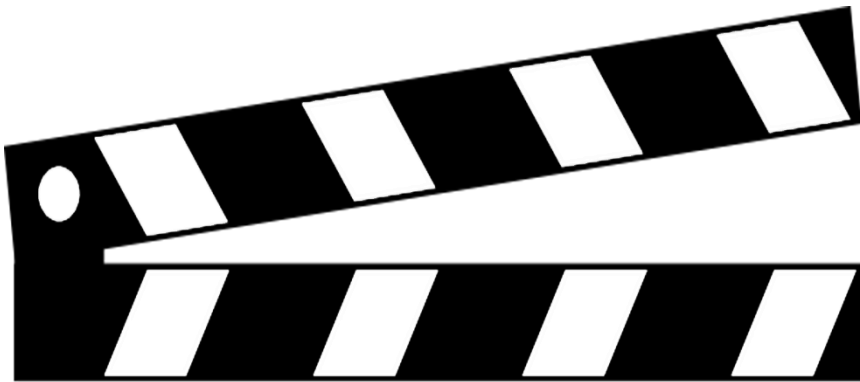
Vorm	Naam	Aantal hoeke	Aantal sye
			
			
			
			
			



> , < en =

Benoem die volgende tekens:

1. < \_\_\_\_\_
2. > \_\_\_\_\_
3. = \_\_\_\_\_



Vul in >, < of =

1.  $89$  \_\_\_\_\_  $98$
2.  $316$  \_\_\_\_\_  $316$
3.  $109$  \_\_\_\_\_  $190$
4.  $6 \times 4$  \_\_\_\_\_  $20 + 4$
5.  $1532$  \_\_\_\_\_  $1523$
6.  $100 - 60$  \_\_\_\_\_  $40$
7.  $5431$  \_\_\_\_\_  $5413$
8.  $100 + 90 + 9$  \_\_\_\_\_  $199$
9.  $5 \times 3$  \_\_\_\_\_  $5 + 5 + 5$












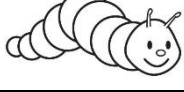













# Tellingstabel

Susan het insekte gevang vir haar wetenskap projek.

Opdrag:

Help Susan om 'n tellingstabel te teken. Voorsien die tabel van die korrekte opskrifte.

8					
7					
6					
5					
4					
3					
2					
1					
0					
	by	mier	wurm	vlieg	spinnekop



# Staafigrafiek

Ben gaan l8 van sy maats nooi na sy partyt jie. Hy wil weet van watter koeldrank elkeen hou om te drink. Kyk na sy maats se antwoorde in die tabel.

Tipe koeldrank	Hoeveelheid
1. Coke	6
2. Cream soda	8
3. Fanta grape	1
4. Sparberry	3

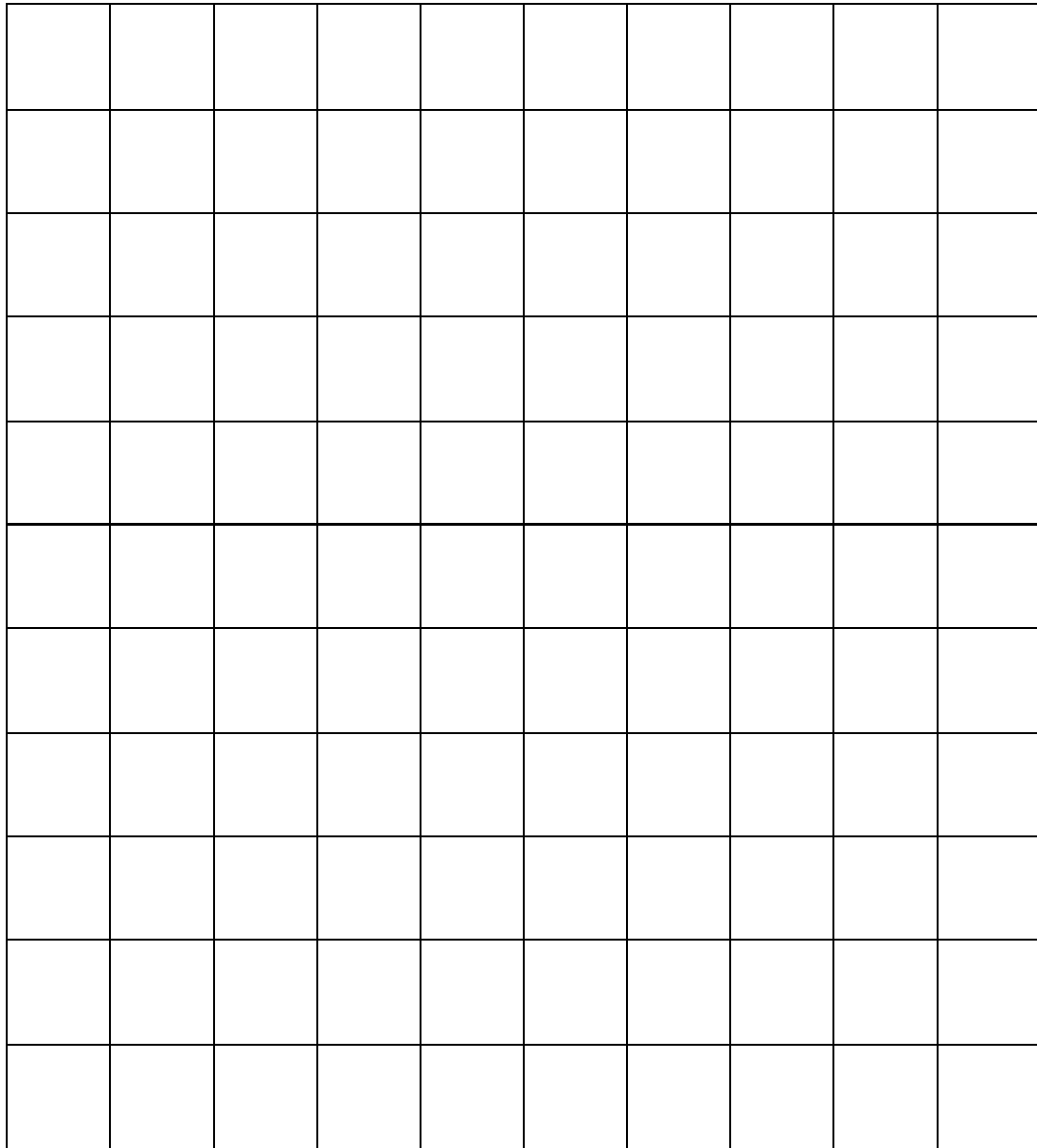
## Opdrag:

- Teken 'n staafigrafiek deur gebruik te maak van die inligting hierbo.
- Voorsien jou staafigrafiek van 'n hoofopskrif.
- Voorsien jou y-as en x-as van opskrifte.

# Staafigrafiek

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y-as



x-as

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