

redeneren

draai maar door

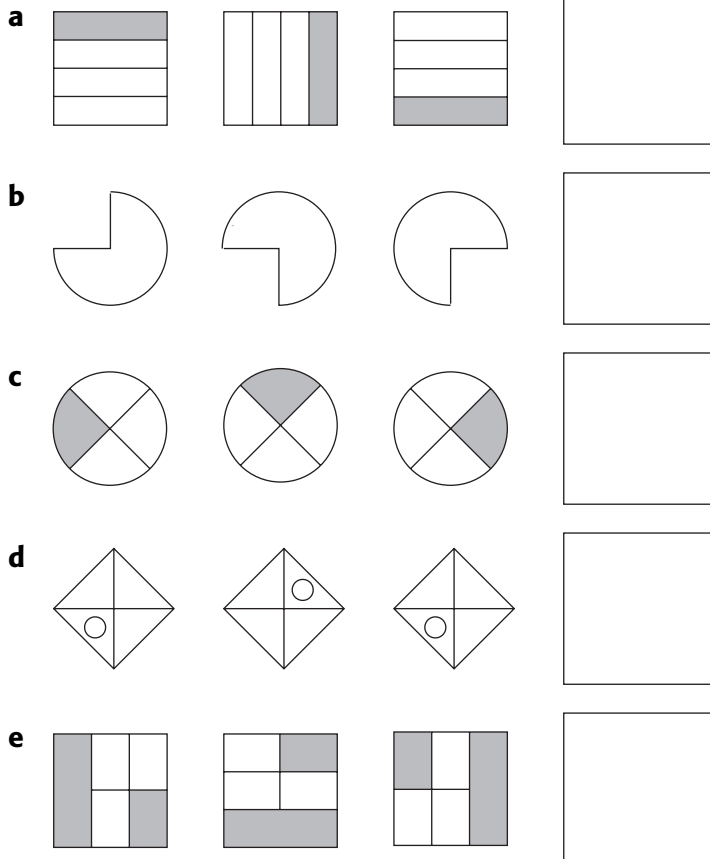
wat heb je nodig?

- tipboek, blz. 25
- antwoordenboek, blz. 50



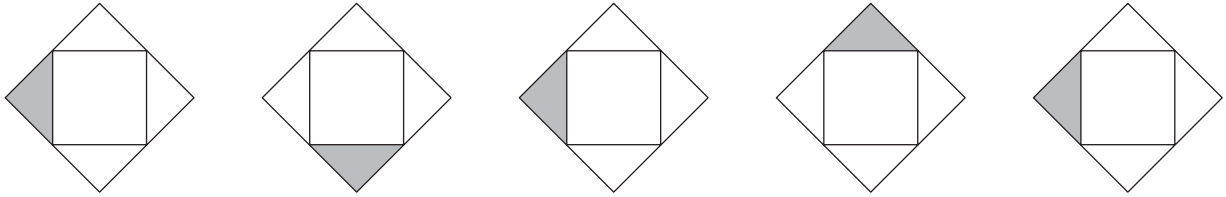
● elk figuur draait.

teken de figuur die in het lege vak hoort. ●

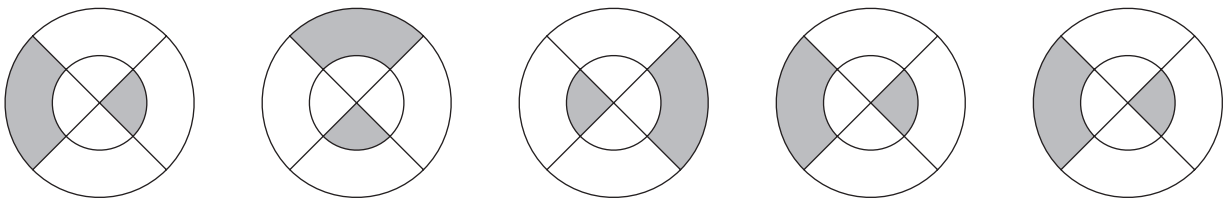


naar welke kant draait elk figuur?
in elke rij zit een fout.
maak de fout goed. ●

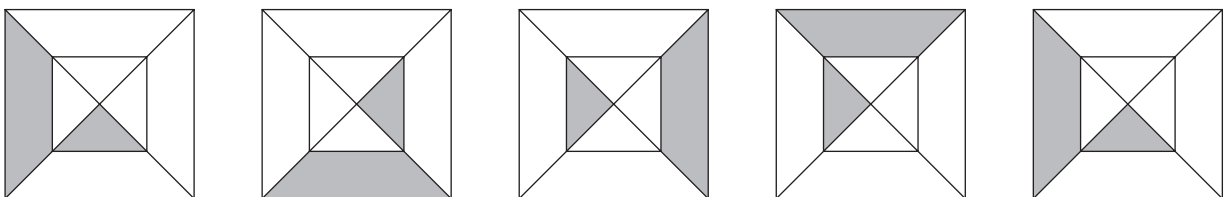
a



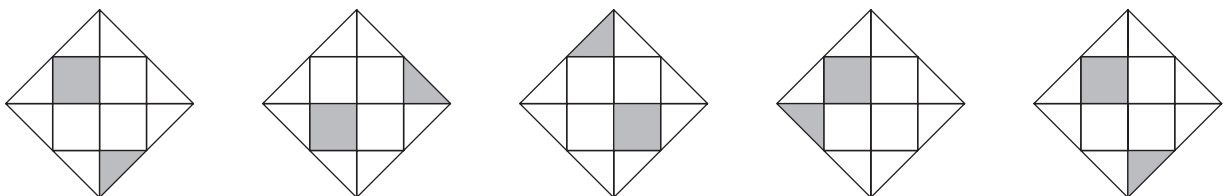
b



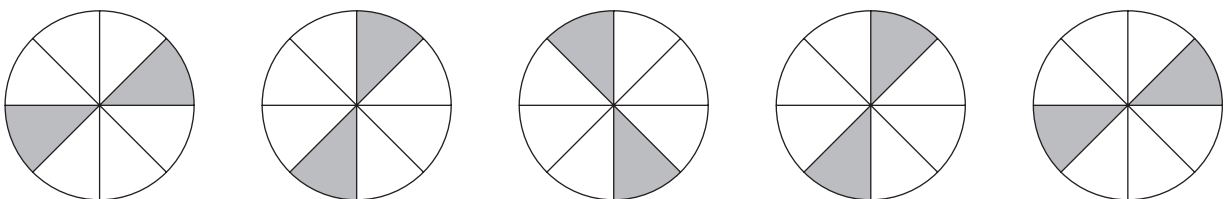
c

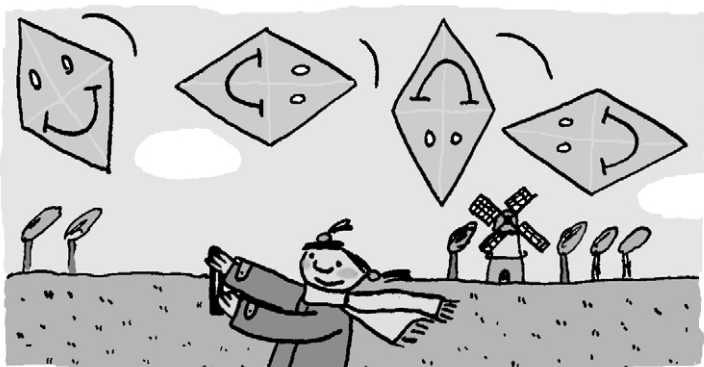


d

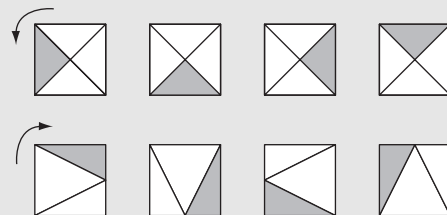


e

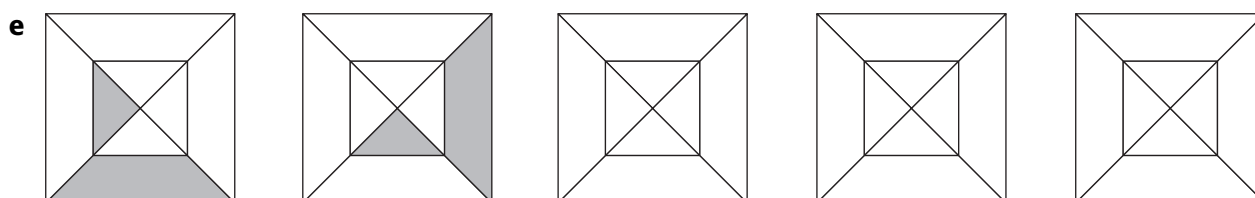
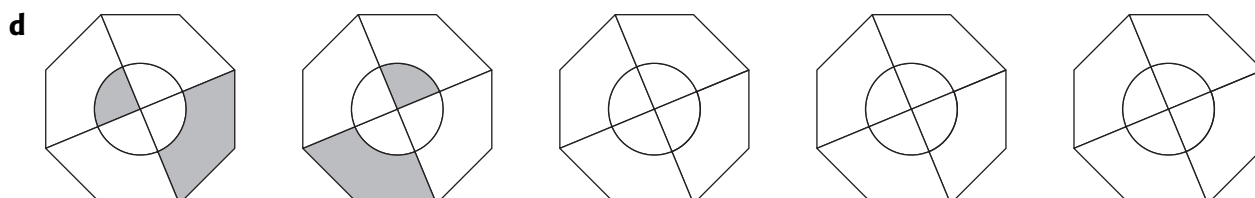
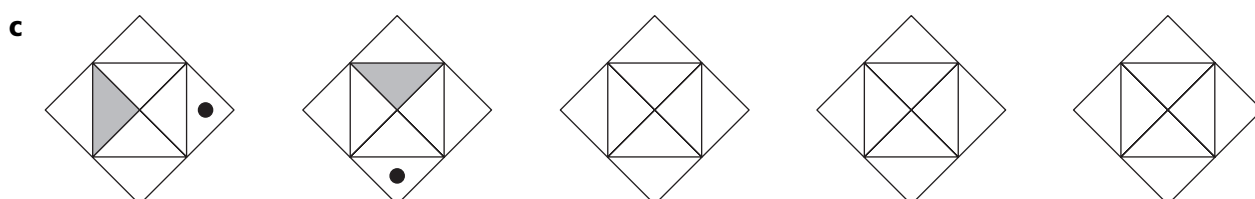
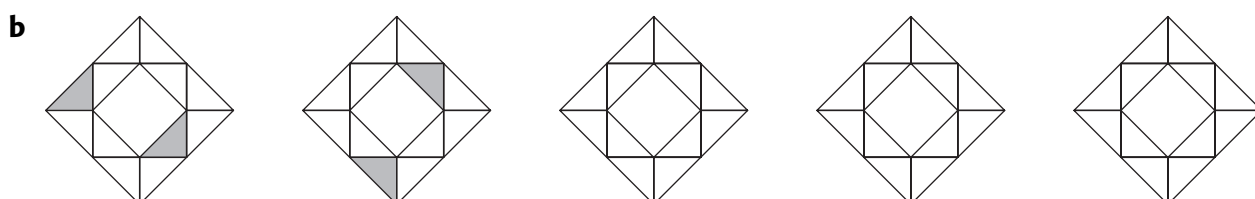
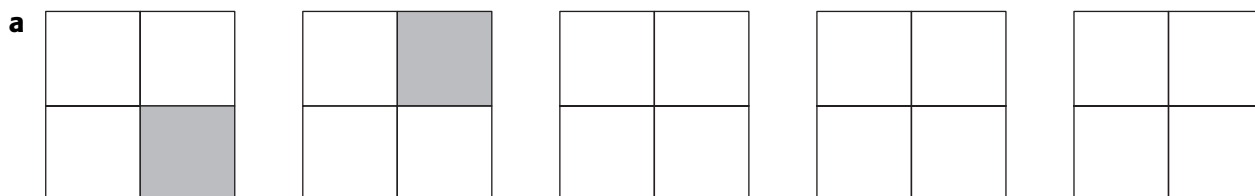




de figuur draait steeds.
de pijl laat zien welke kant op.

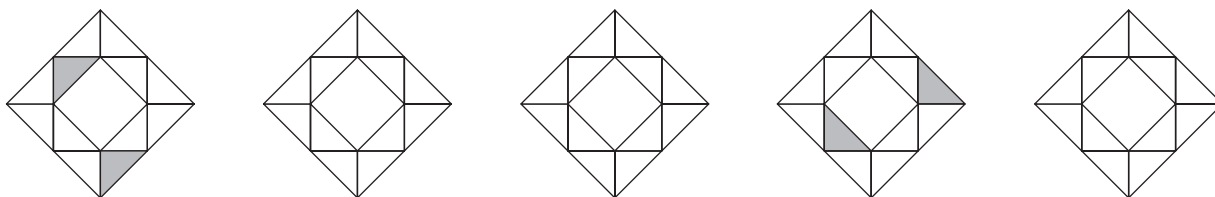


naar welke kant draait de figuur?
teken de pijl.
kleur de goede vakjes zwart. ●

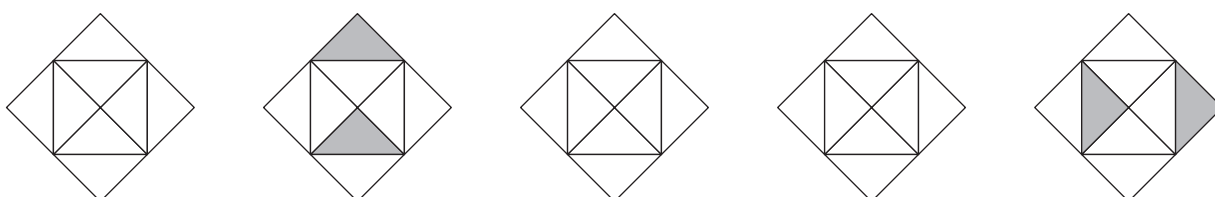


- naar welke kant draait de figuur?
teken de pijl en maak de rij af.
kleur de goede vakjes zwart. ●

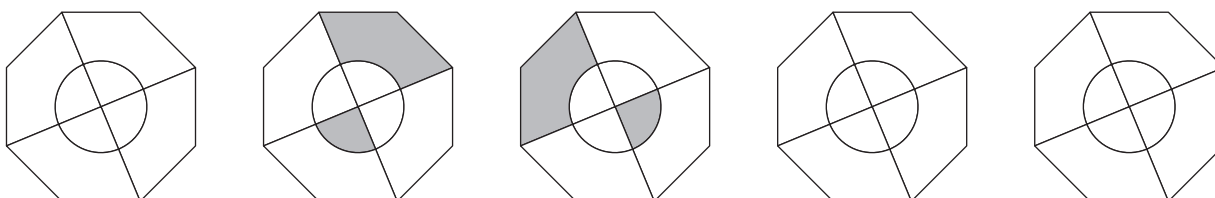
a



b



c



- bedenk zelf 3 rijen. ●

b teken de pijl bij jouw rijen.