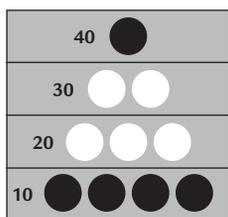
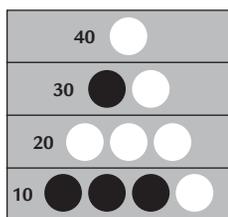
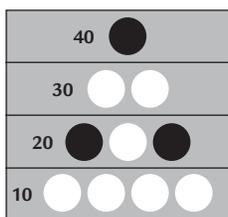
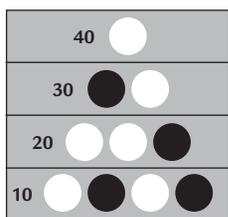
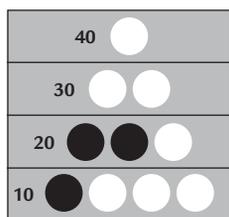
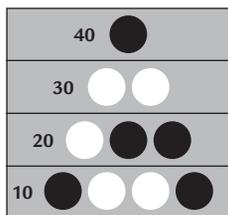
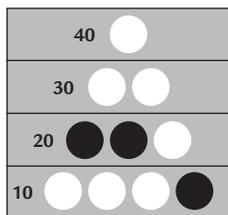
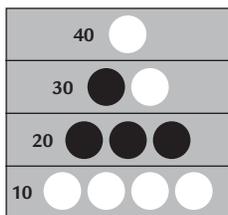
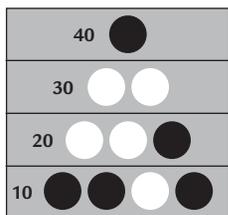
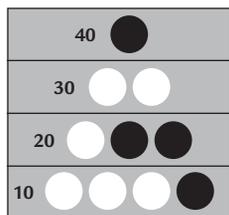
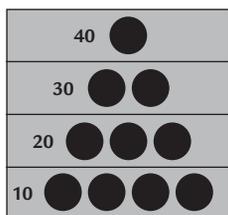
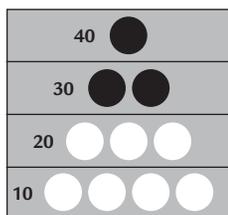
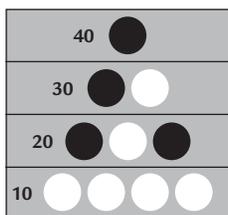
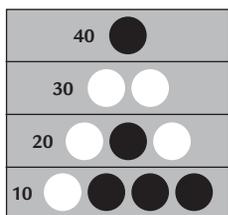
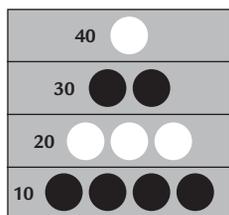


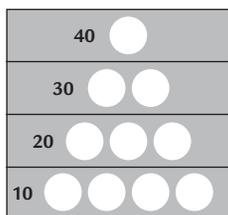
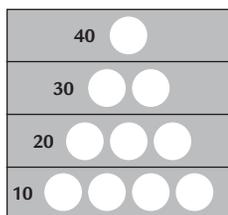
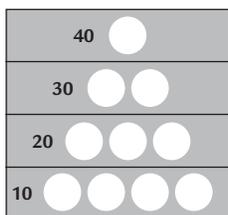
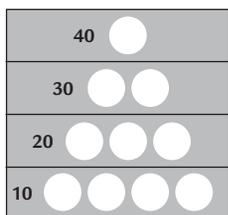
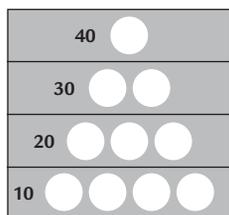
Tæl point og tegn bolde

127









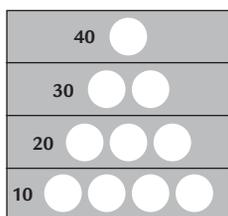
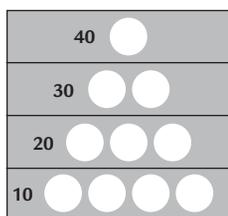
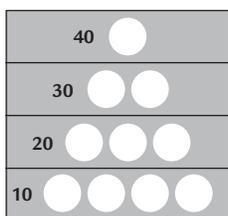
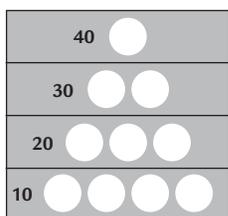
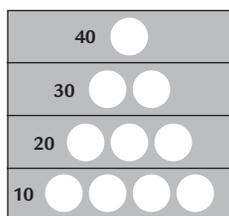
50 point

70 point

80 point

80 point

90 point



120 point

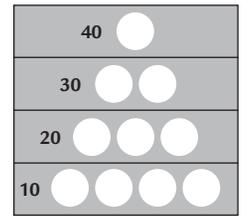
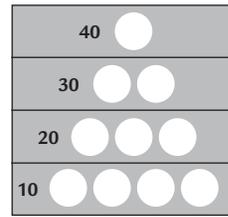
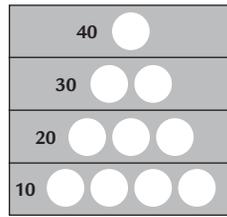
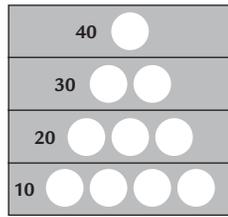
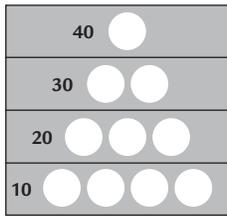
130 point

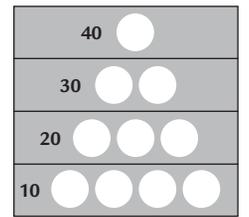
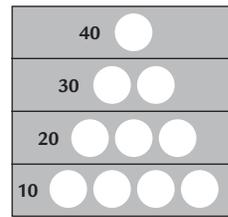
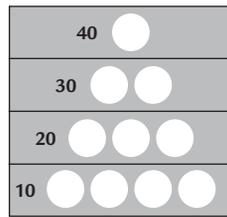
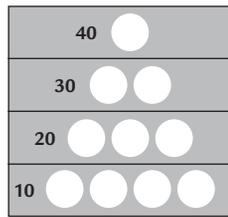
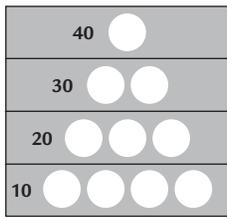
150 point

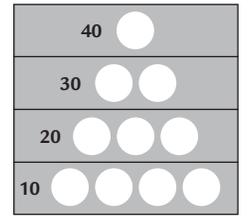
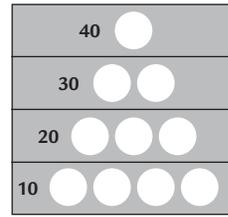
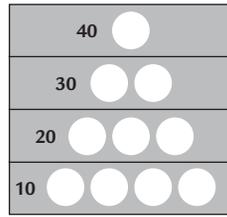
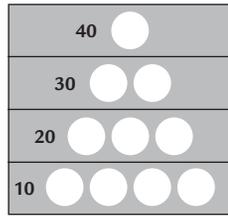
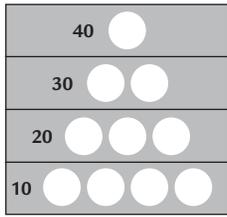
170 point

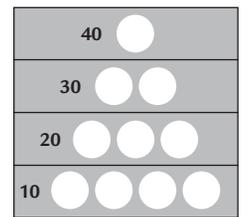
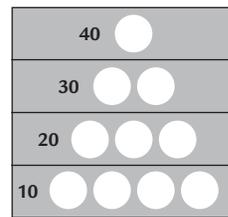
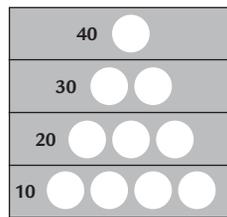
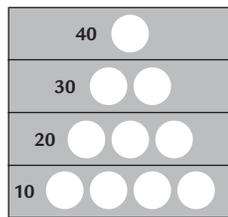
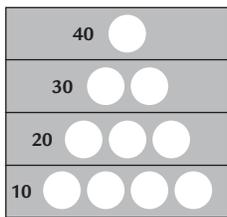
180 point

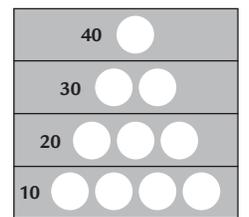
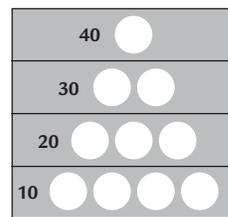
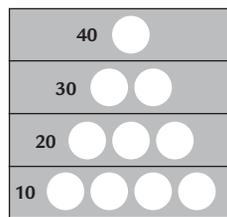
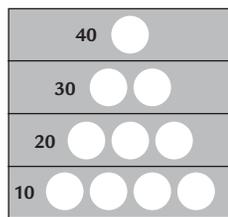
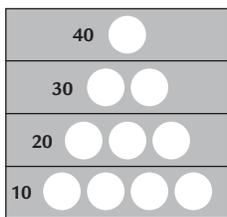
Lav opgaver til en anden





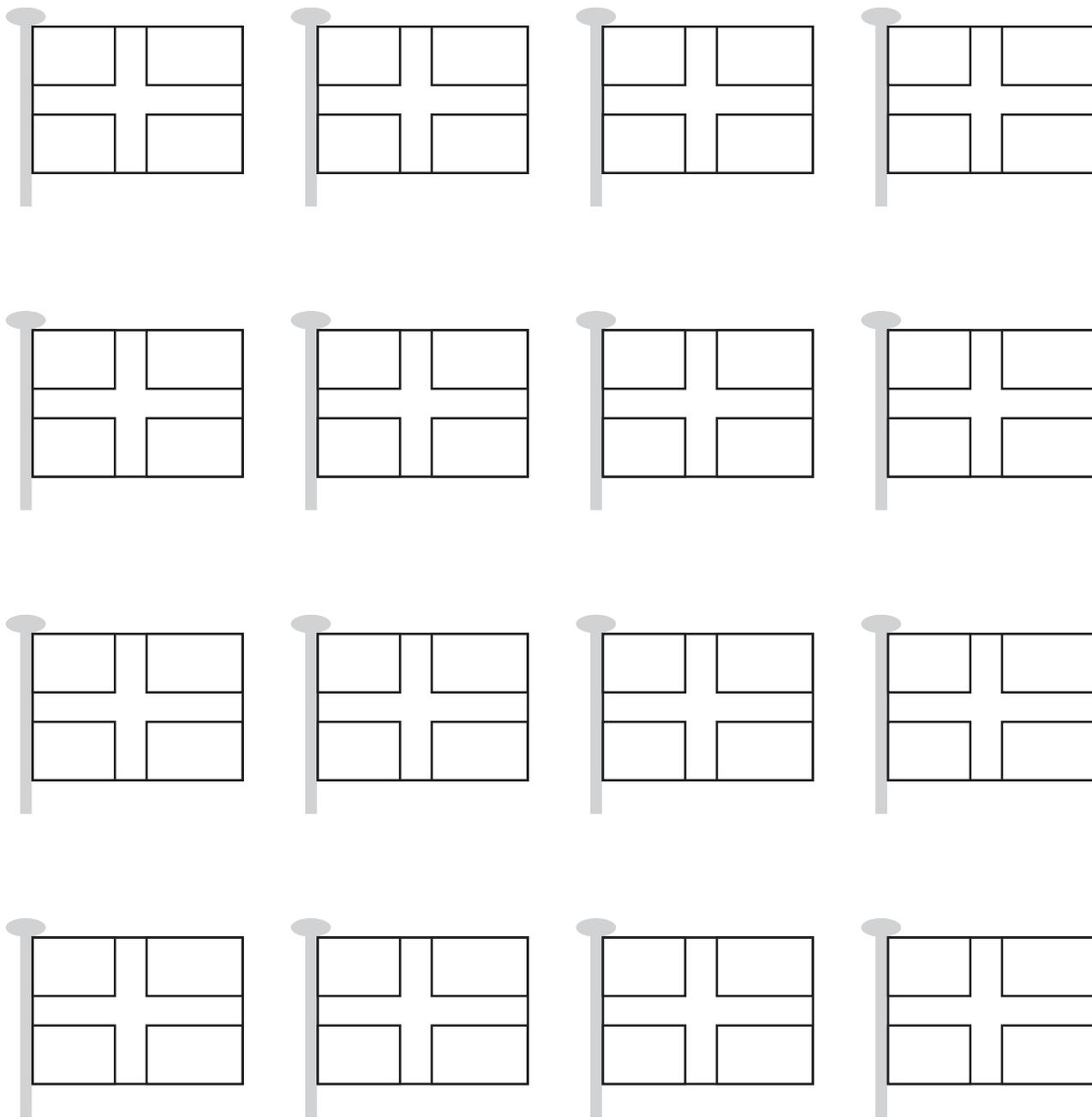






Kontext 1B · Kopmappe · Bestillingsnr.: 90-24113 · © forlag Malling Beck

Farv flag med fire farver

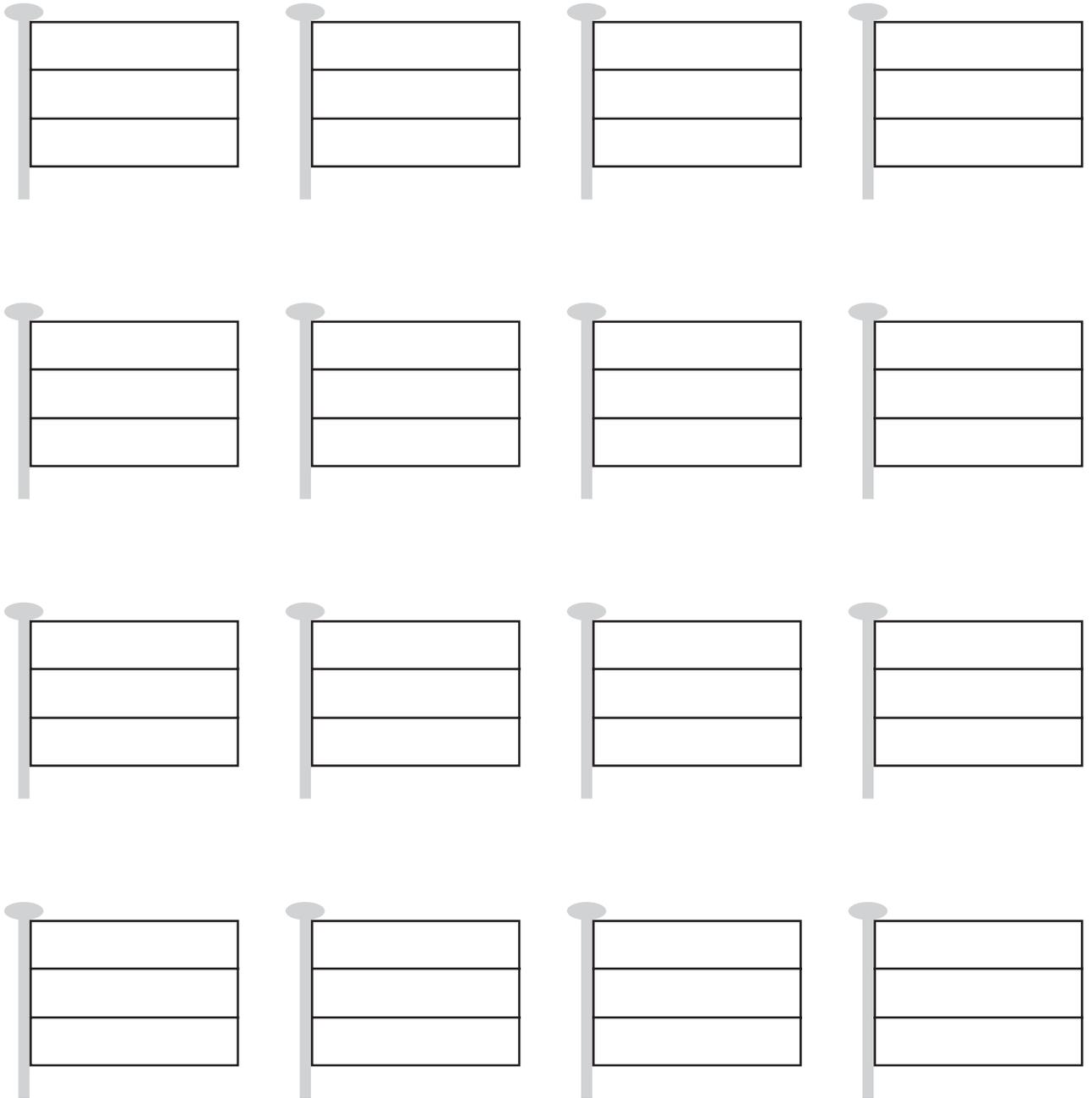


Kontext 1B · Kopimappe · Bestillingsnr.: 9024113 · © forlag Malling Beck

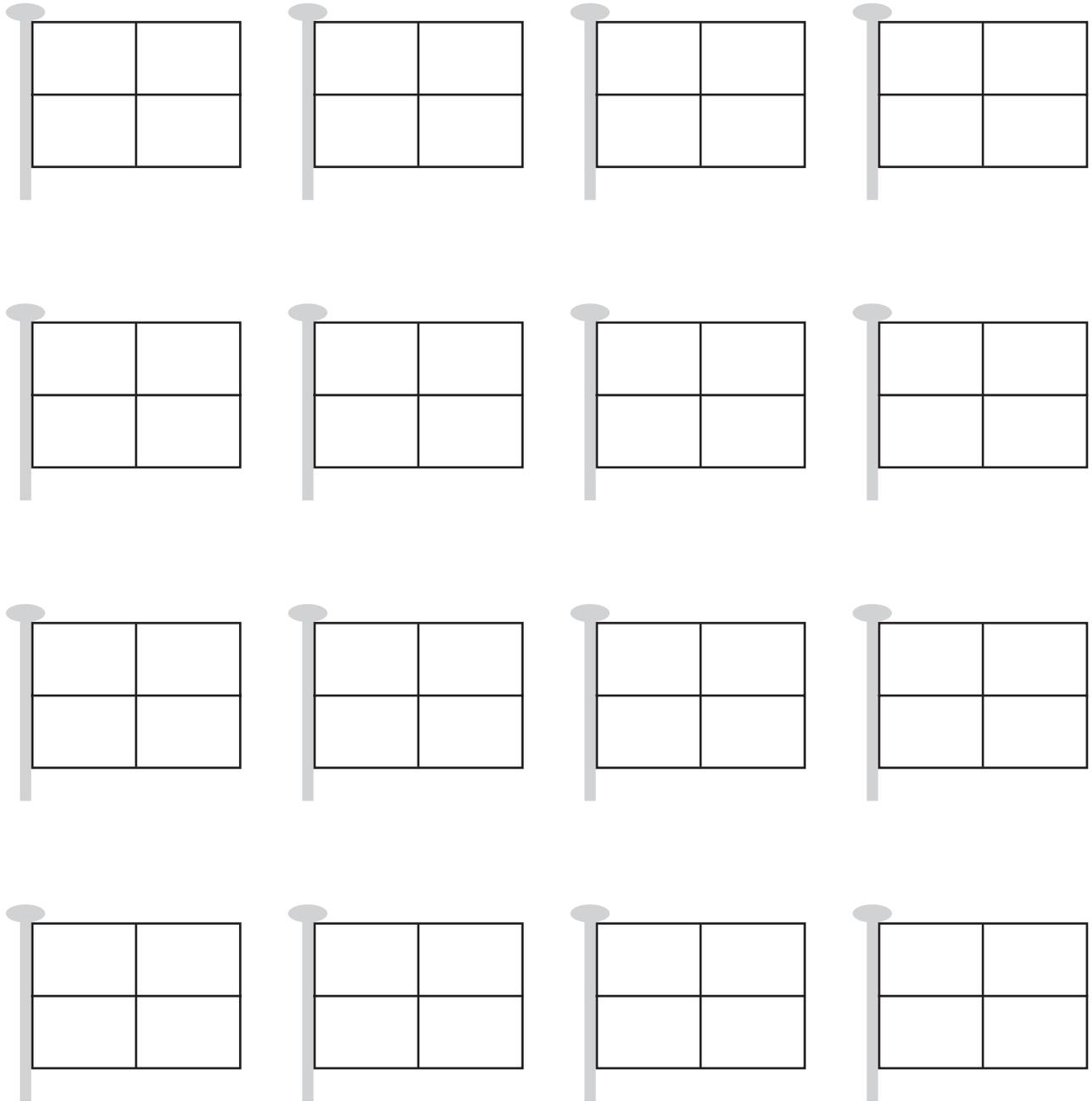
Farv flag med fire farver

130

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Farv flag med fire farver



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Brug så få slag som muligt

133



 dækker

1	2	3	4	5	6
7	8	9	10	11	12

 eller

1	2	3	4	5	6
7	8	9	10	11	12

1	2	3	4	5	6
7	8	9	10	11	12

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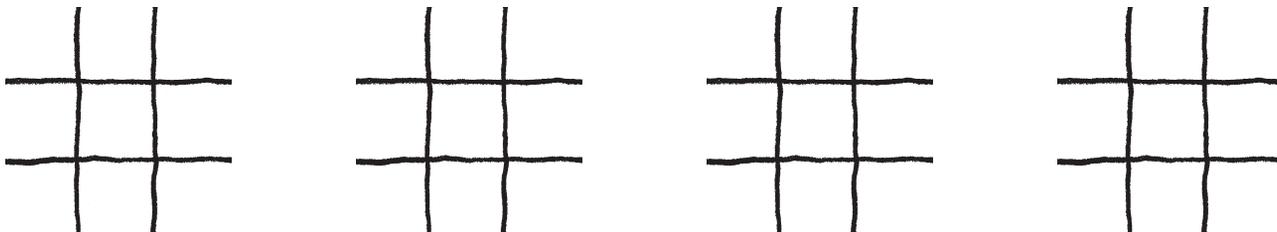
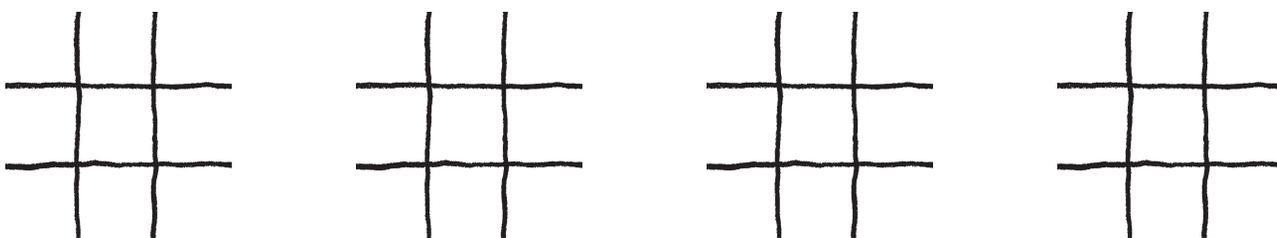
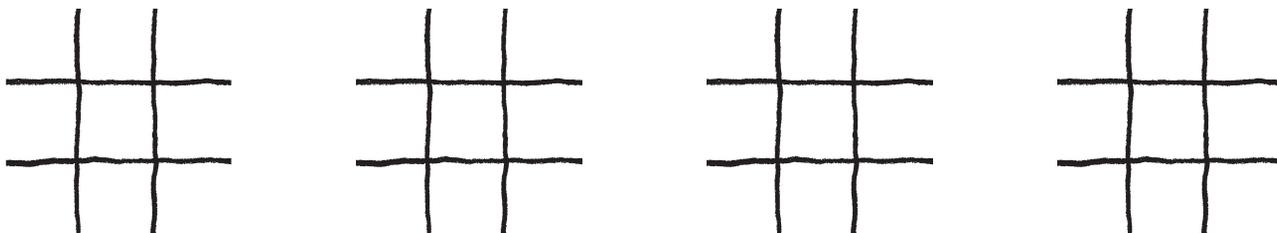
1	2	3	4	5	6
7	8	9	10	11	12

1	2	3	4	5	6
7	8	9	10	11	12

Kryds og bolle

134

To spillere, den ene har kryds, den anden bolle.
 Sæt på skift kryds eller bolle.
 Vinderen er den, der får tre på stribе.
 Får ingen tre på stribе, er spillet uafgjort.



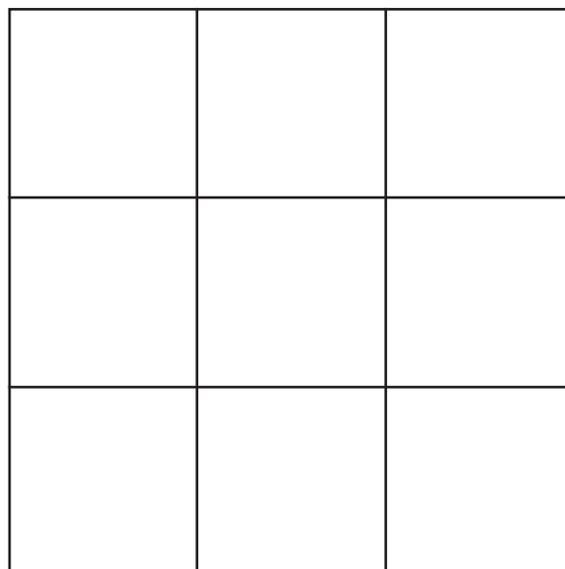
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Kryds og bolle med flyt

To spillere med tre kuber hver.
 Placer på skift jeres kuber.

Når kuberne er placeret, må
 man rykke en kube ad gangen.

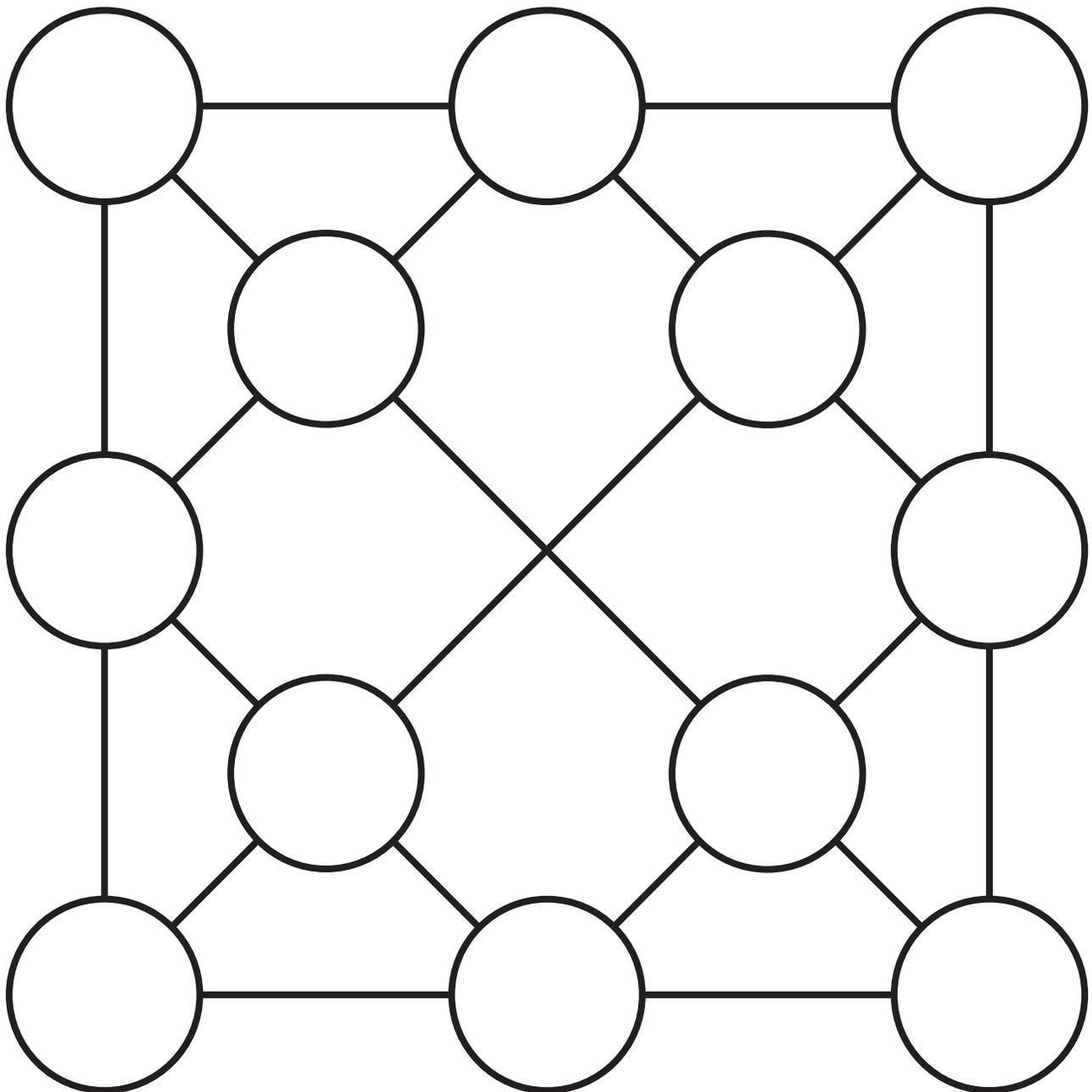
Vinderen er den, der først får
 tre på stribе.



Tre på stribe

135

To spillere. Hver spiller har tre kuber i hver sin farve.
Placer på skift en kube på pladen.
Når kuberne er placeret kan de rykkes frit.
Vinderen er den, der først får tre på stribe.



Fire på stribe

136

To spillere. Hver spiller har 12 kuber i hver sin farve.
Når kuberne er placeret, kan de rykkes frit.
Vinderen er den, der først får fire på stribe vandret,
lodret eller diagonalt.

