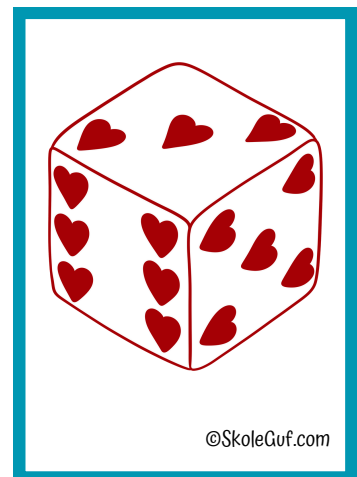
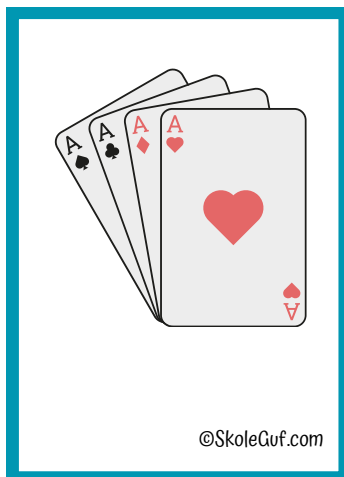
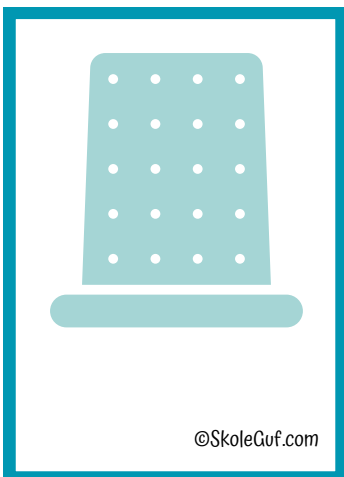
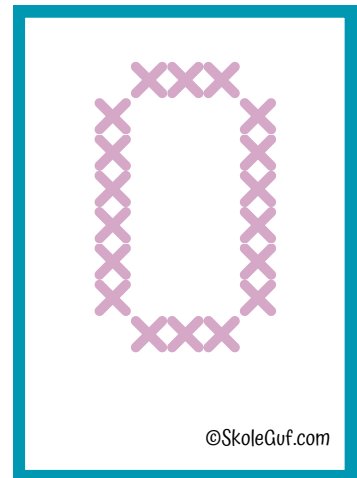
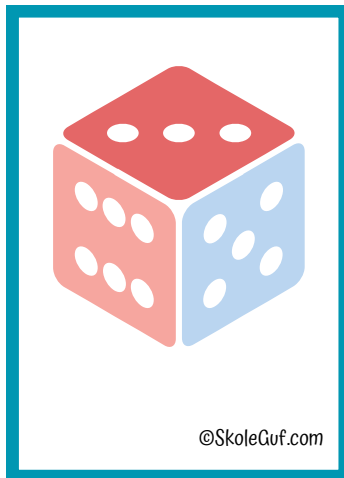
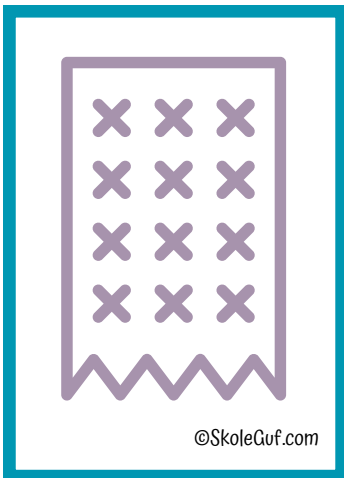
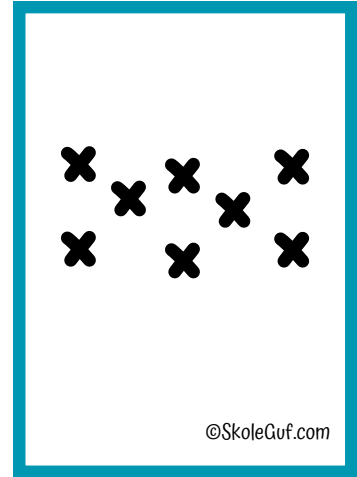
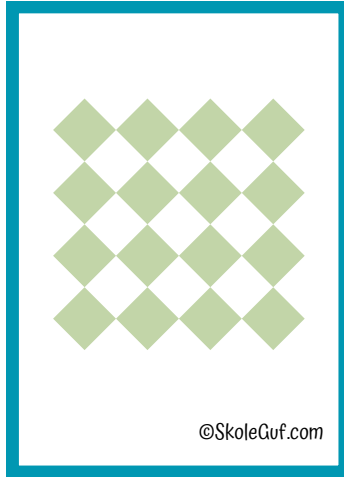
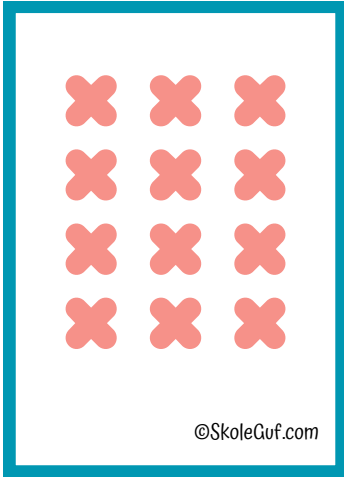
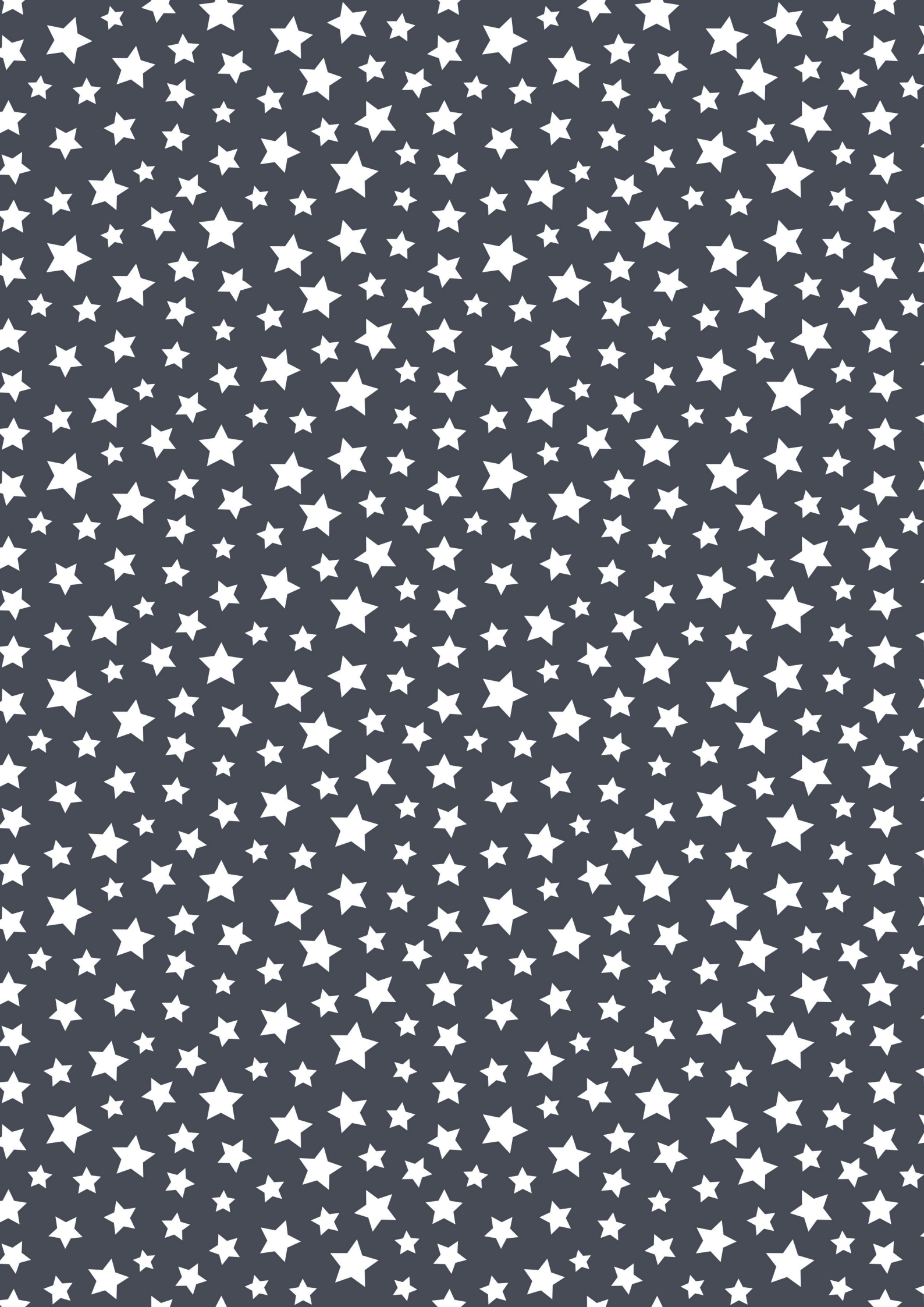
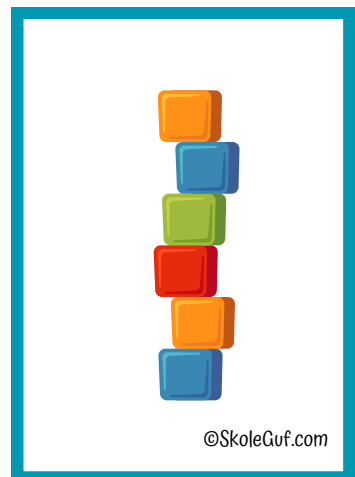
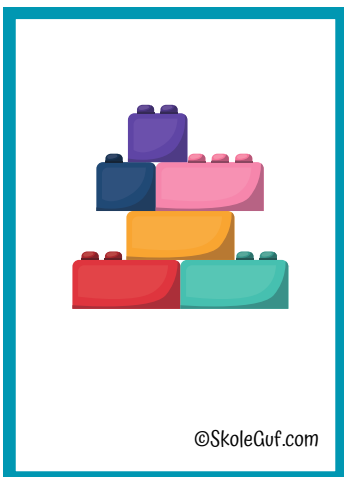
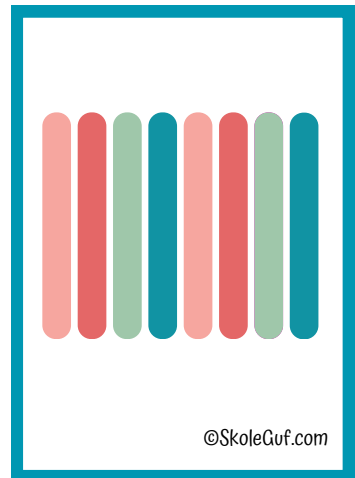
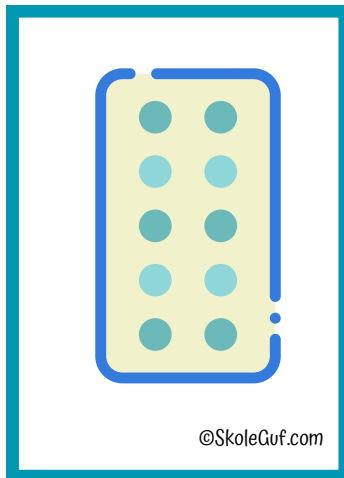
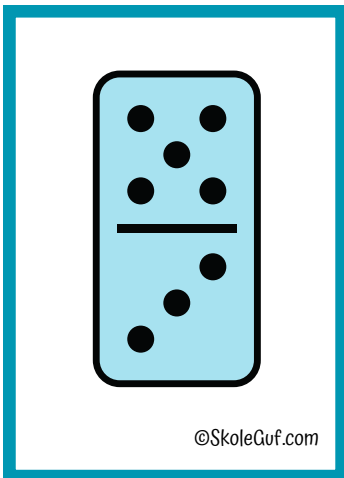
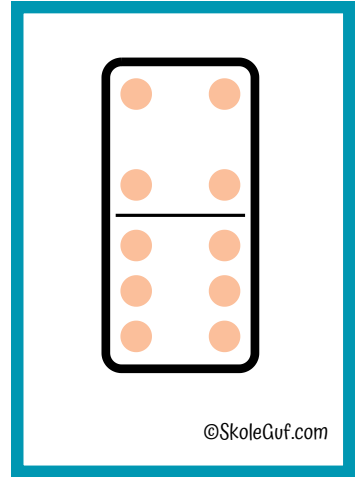
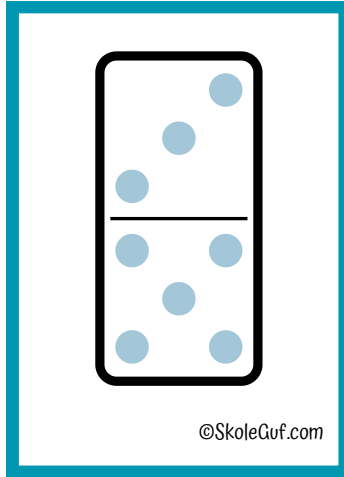
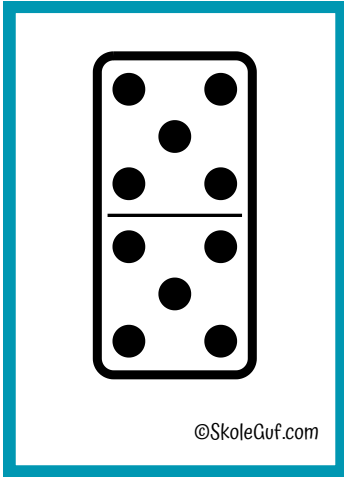


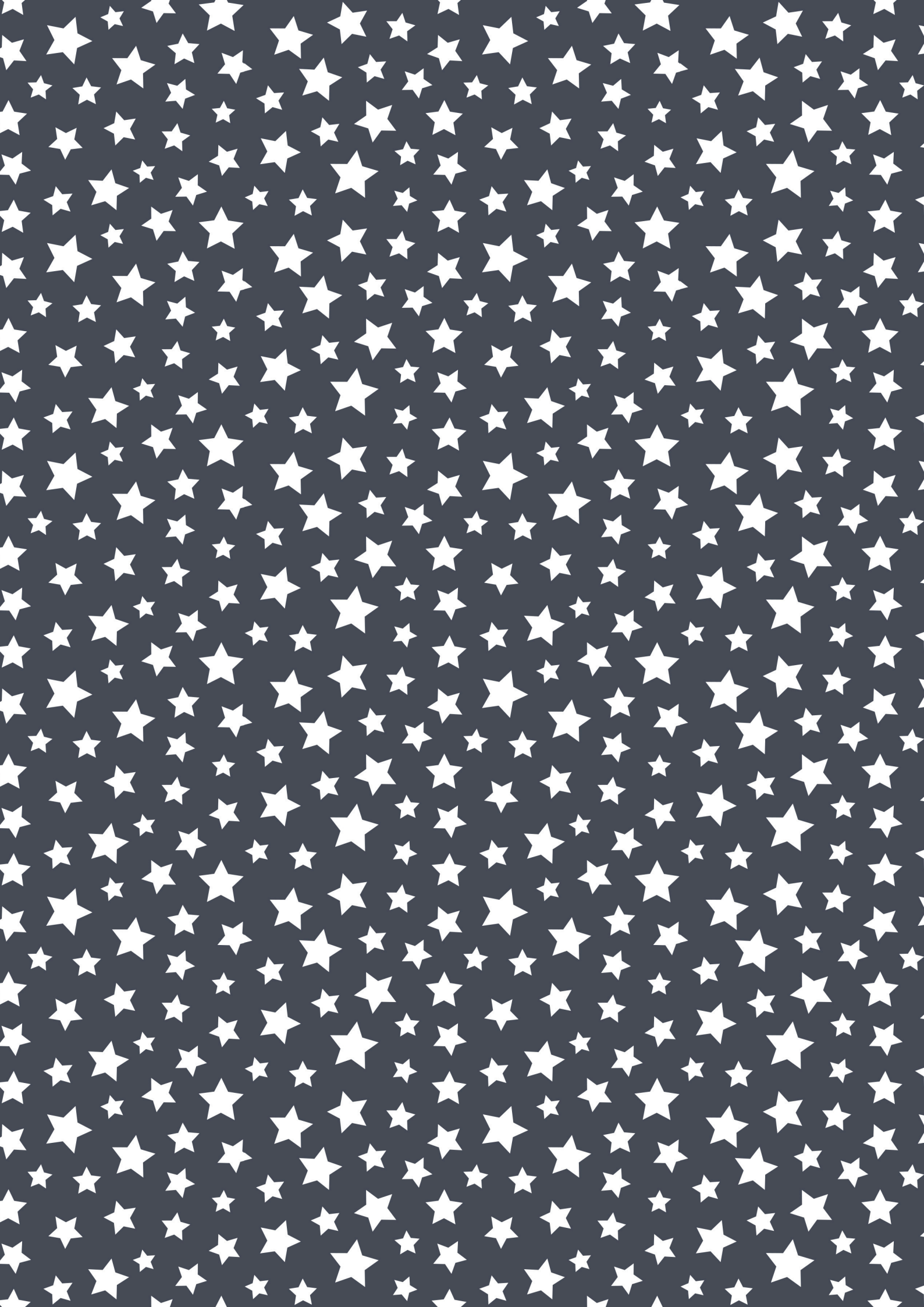
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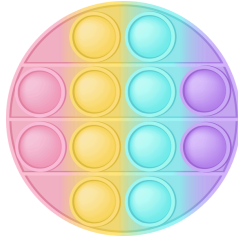




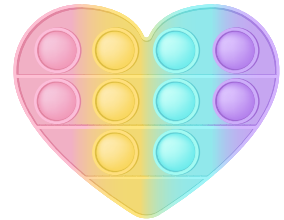
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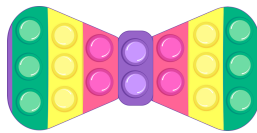
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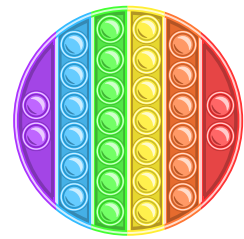
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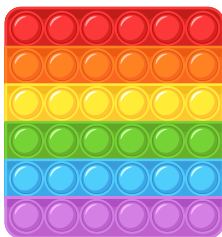
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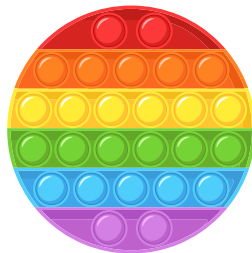
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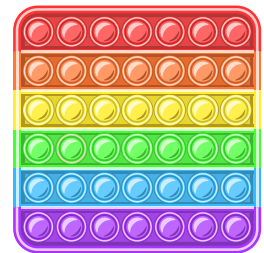
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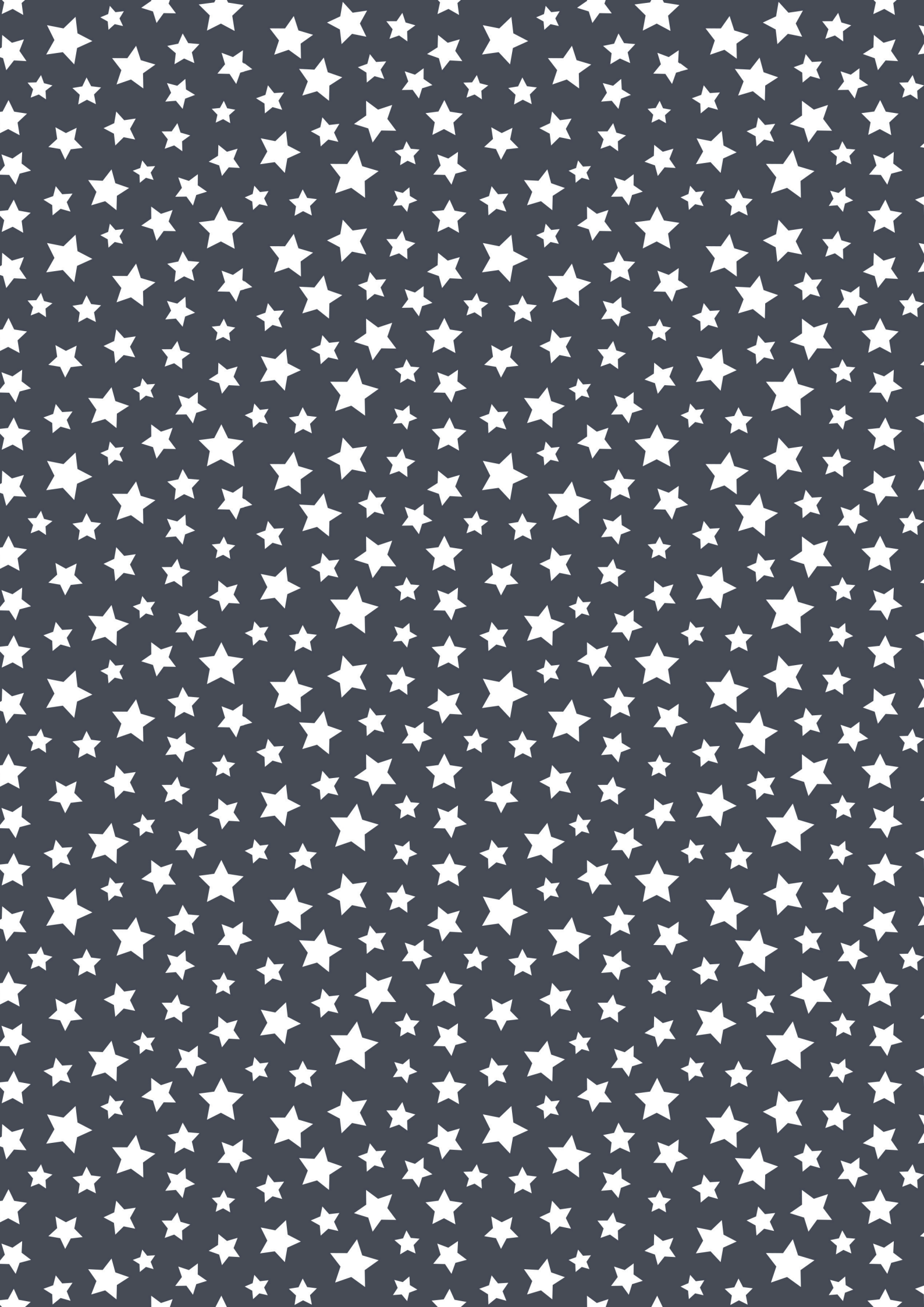


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To spil, der spilles som makkerspil tiltænkt 2. - 3. klasse. Bland de laminerede kort og del i to lige store bunker.

Spil 1: Makker 1 vender et kort, og makker 2 siger antallet af øjne/kryds/cirkler mv, der er på kortet. Makker 2 fortæller, hvordan vedkommende er kommet frem til resultatet. Makker 2 sikrer, at resultatet er rigtigt. Herefter omvendt.

Spil 2: Makker 1 vender et kort, og makker 2 siger det halve af antallet af øjne/kryds/cirkler mv, der er på kortet. Makker 2 fortæller, hvordan resultat er fremkommet. Makker 2 sikrer, at resultatet er rigtigt. Herefter omvendt.

Afhængig af elevsammensætning kan det sidste ark med kort fravælges. Husk at printe bagside.

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