

EXTRA WERKJES-OPDRACHTENBUNDEL

blauwtjes



Schilderen met spaghetti

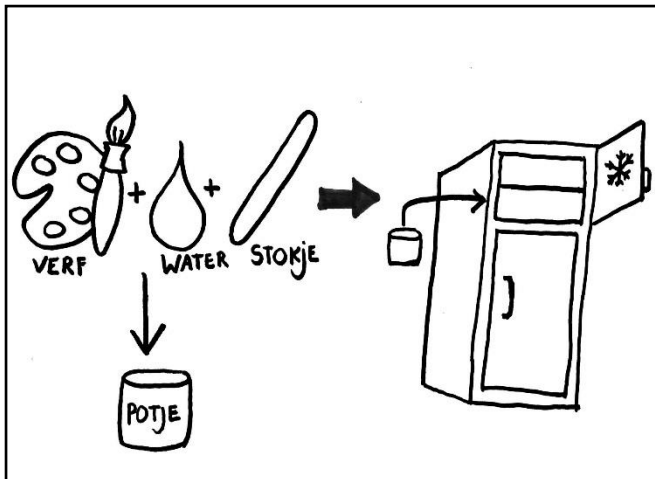
Bind een bundel pasta samen met touw. Laat vervolgens de onderkant van de pastaslierten gaar worden in kokend water. Wanneer de spaghetti is afgekoeld kan je beginnen schilderen.



Schilderen met een wasknijper en zelf gevonden spullen.



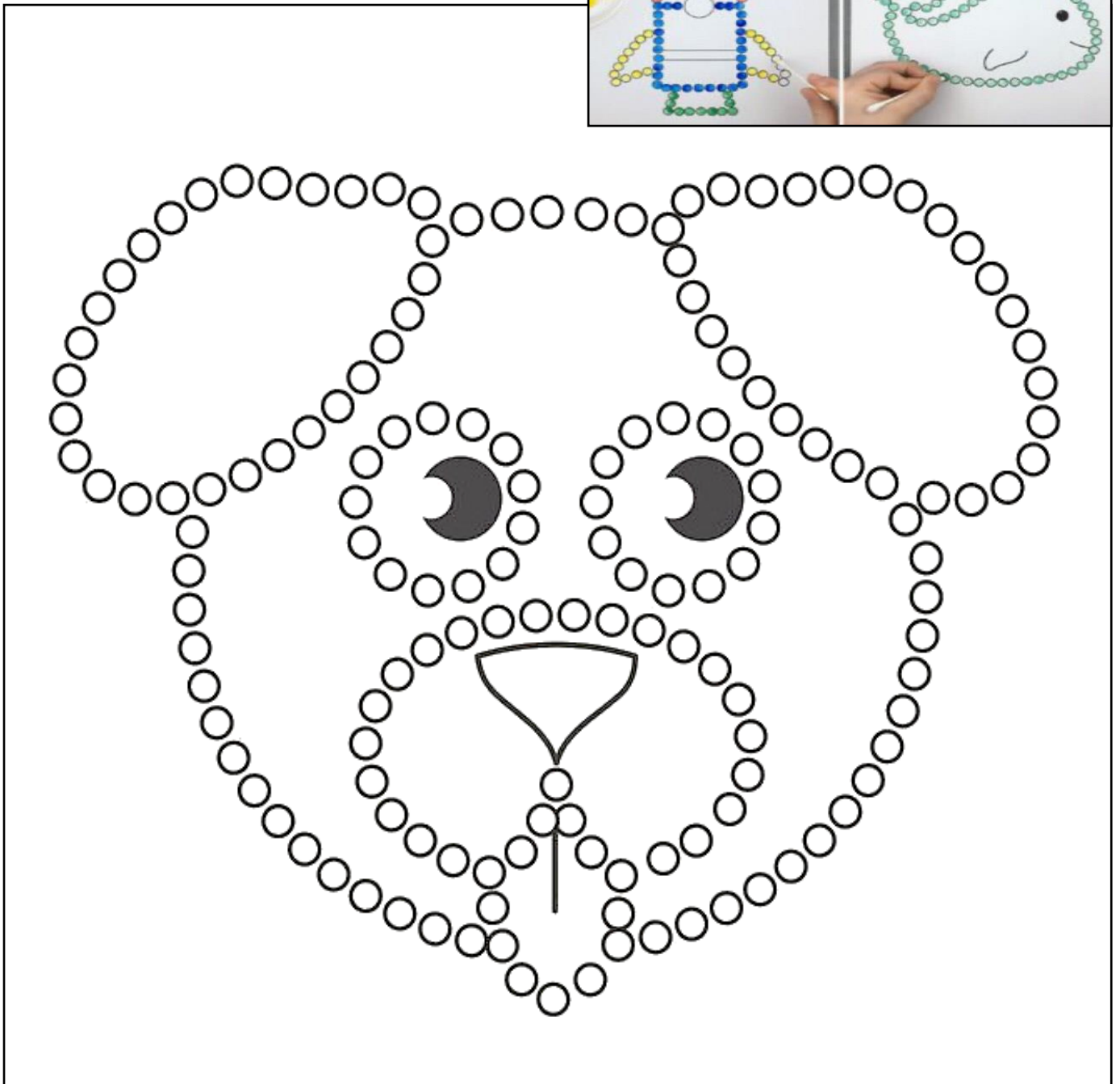
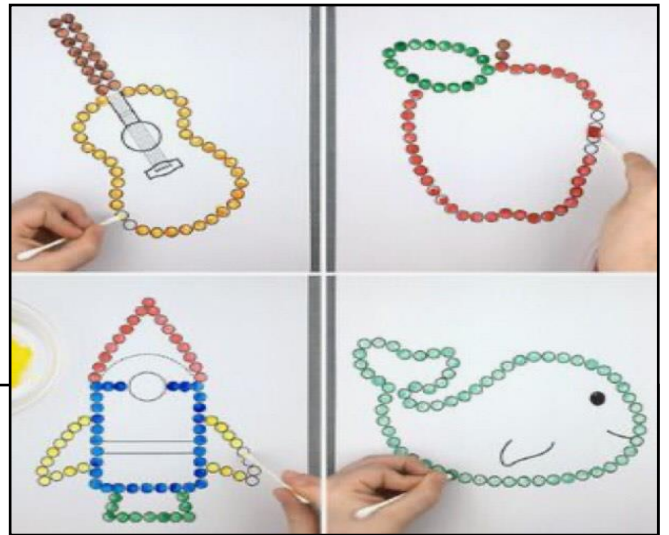
Schilderen met ijs

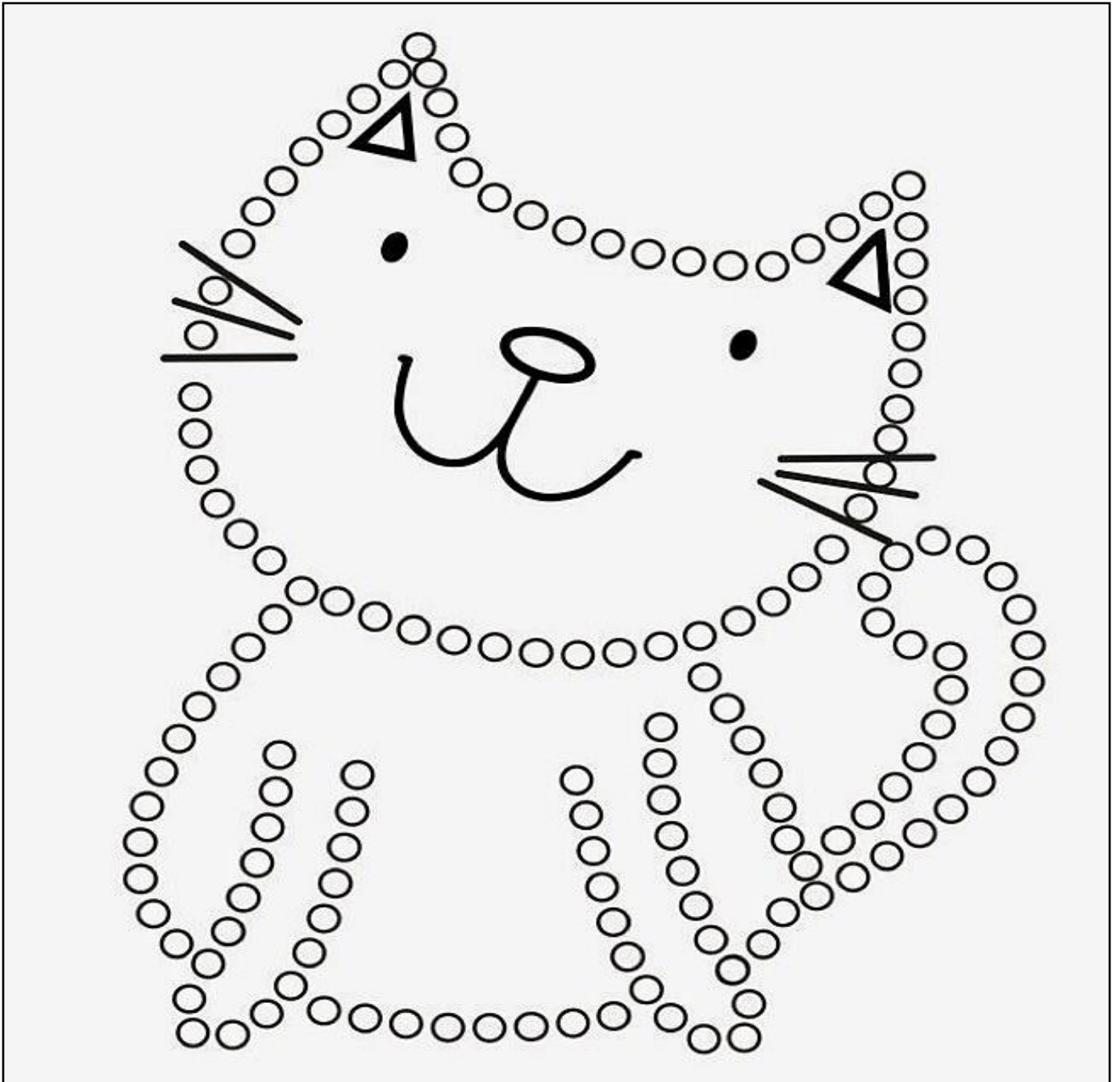


Probeer een tekening te maken aan de onderkant van de tafel. Kan je ook een tekening maken met je voeten?



Stempelen met een oorstokje

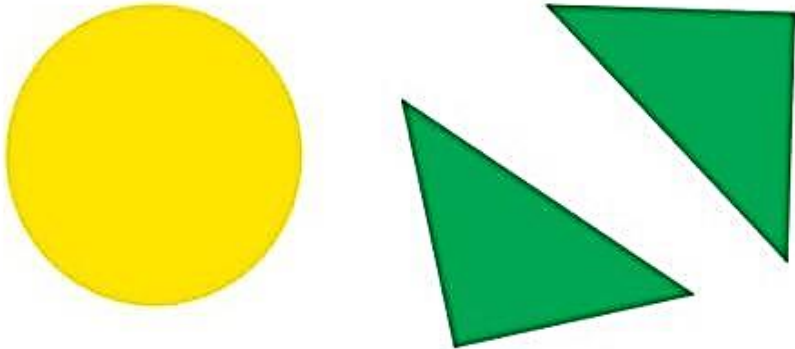
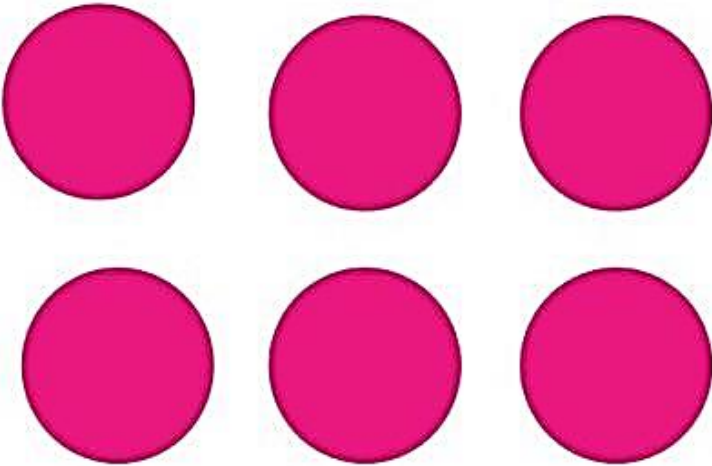
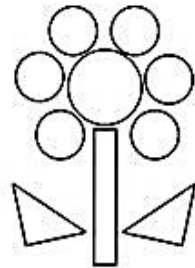


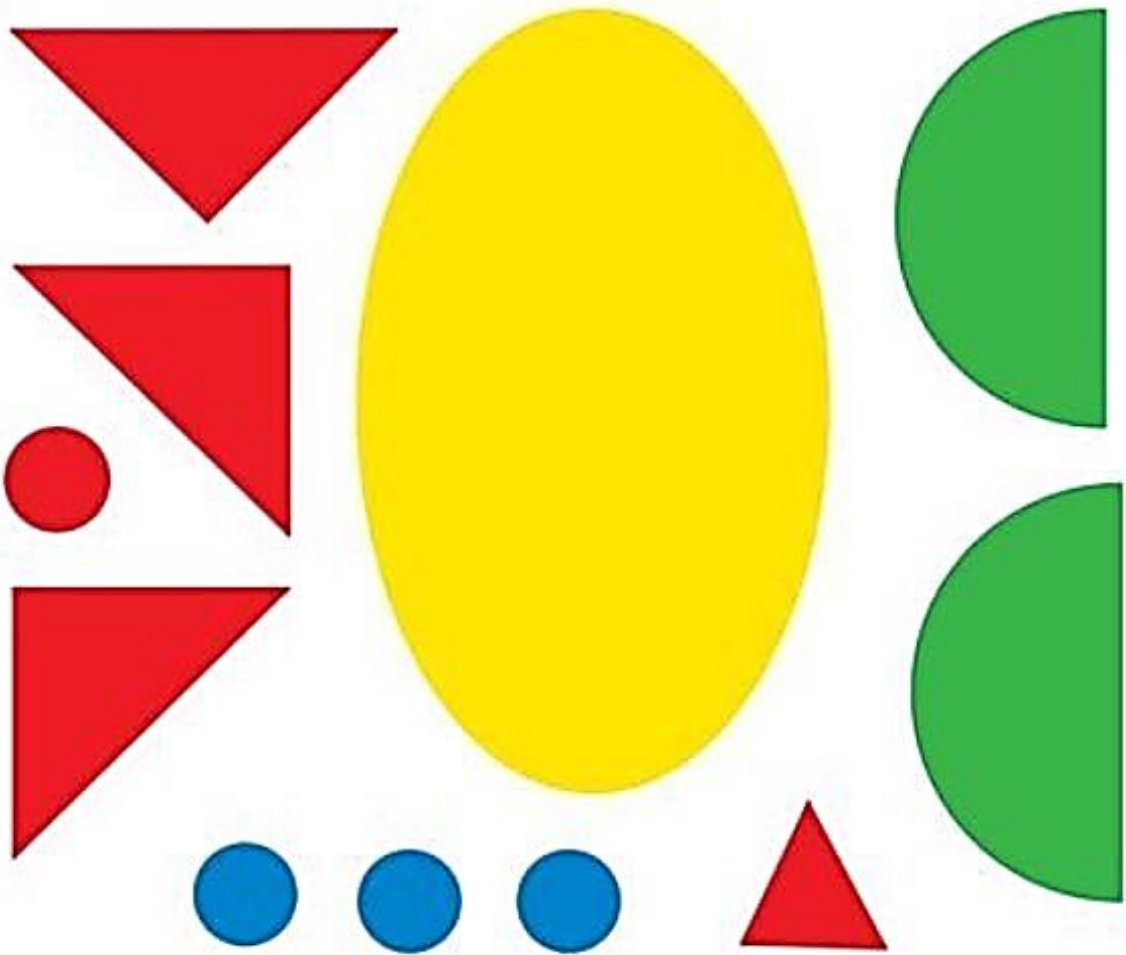
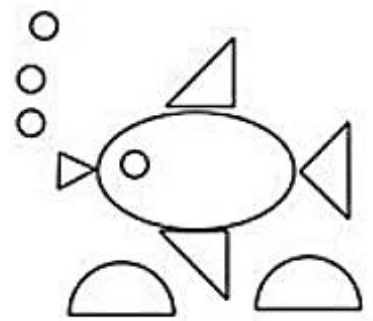


Kan je ook zelf dingen stempelen met een oorstokje?



Knip de vormen uit en maak de figuur rechts boven na.





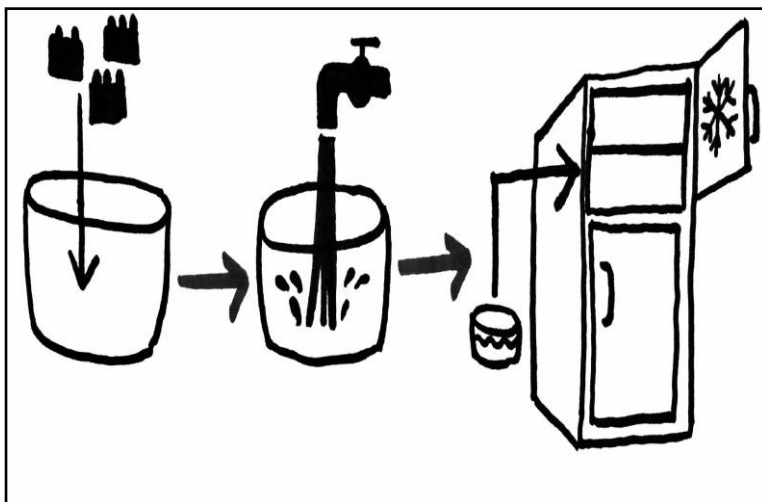
Dieren leren tekenen



SPELLETJES EN DOE-ACTIVITEITEN

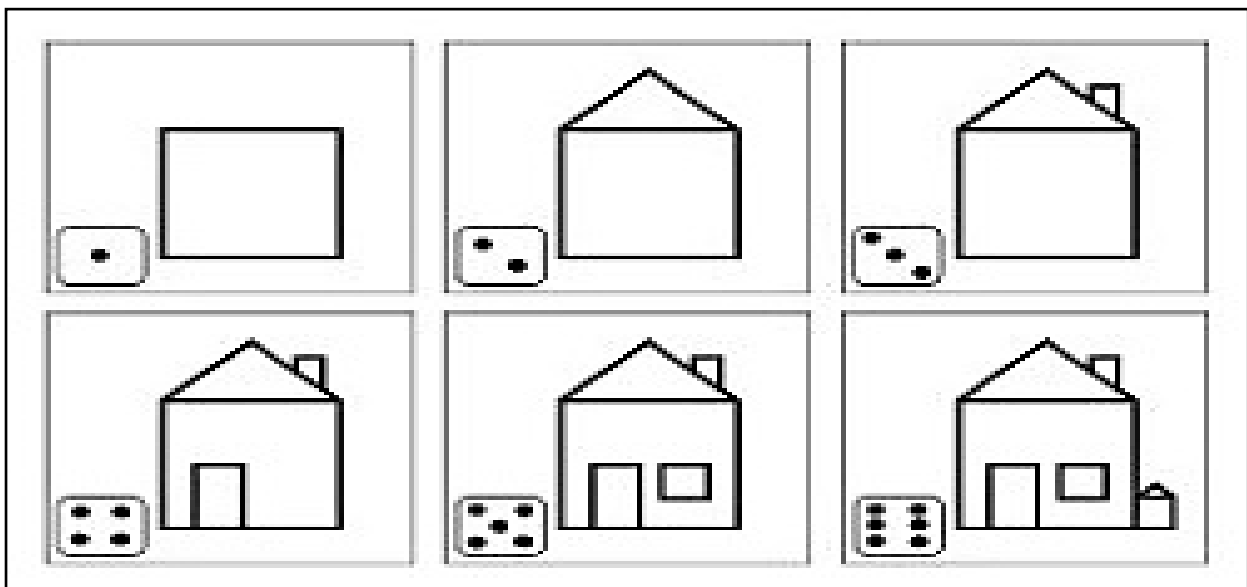
Speelgoed uit ijs halen

Neem enkele stukken speelgoed en steek het in een potje. Vul het potje vervolgens met water en steek het in de diepvries. Wanneer het water bevroren is, kan je proberen het speelgoed er terug uit te halen. Brrrr, wat koud!

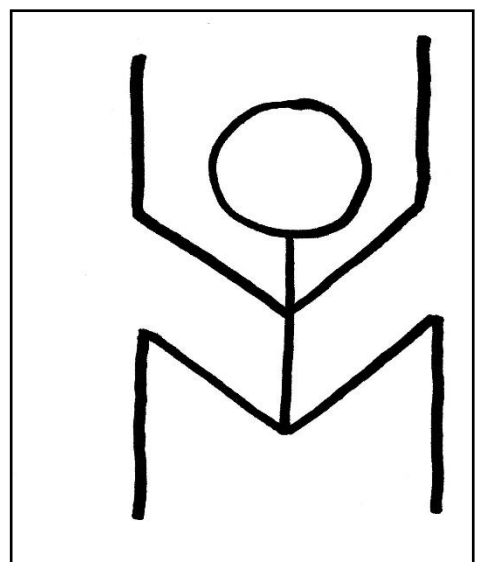
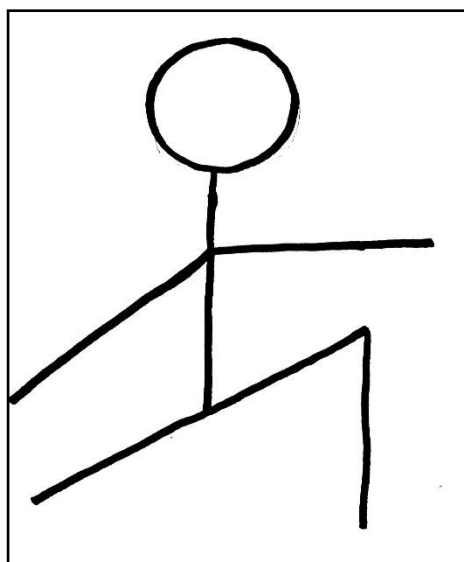
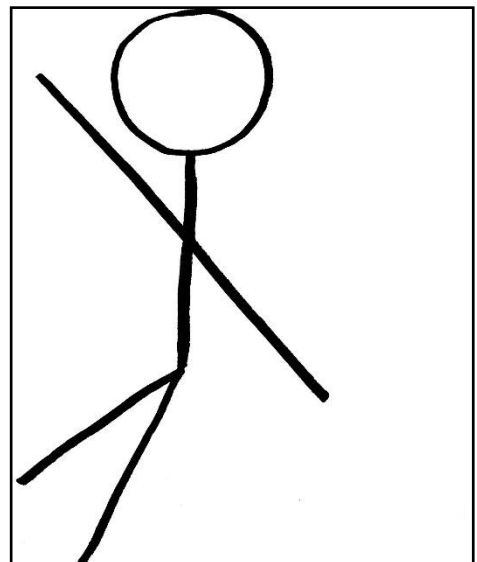
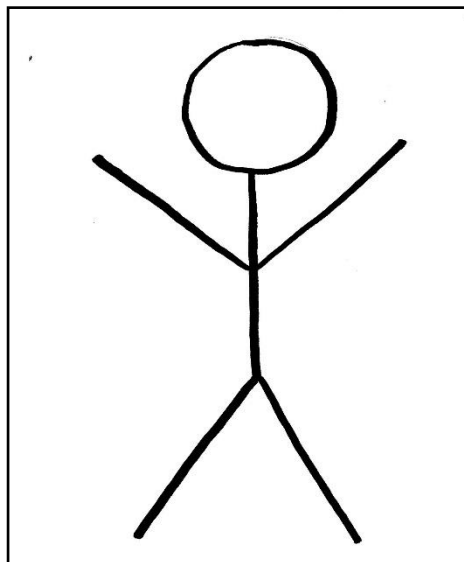
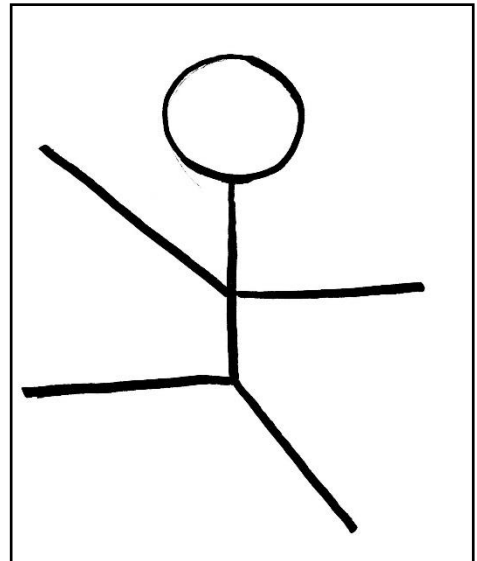
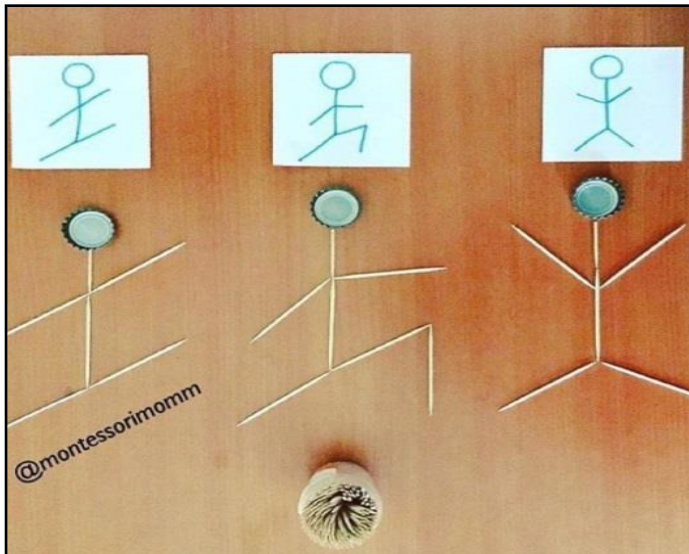


Wie maakt als eerste het huisje af?

Rol met de dobbelsteen. Kijk goed naar de bolletjes. Teken het stukje dat overeenkomt met dezelfde hoeveelheid bolletjes.

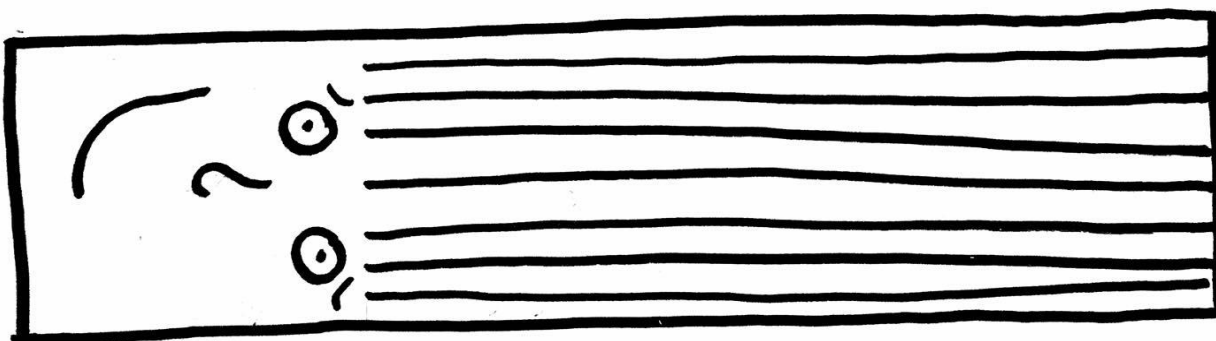
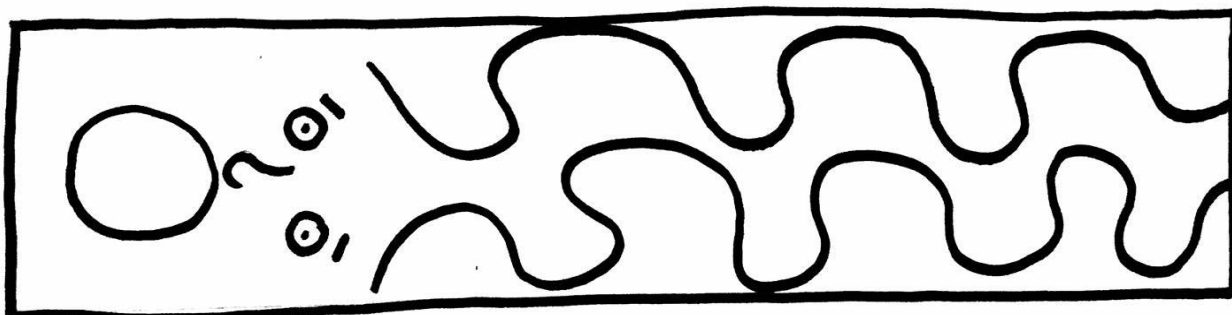
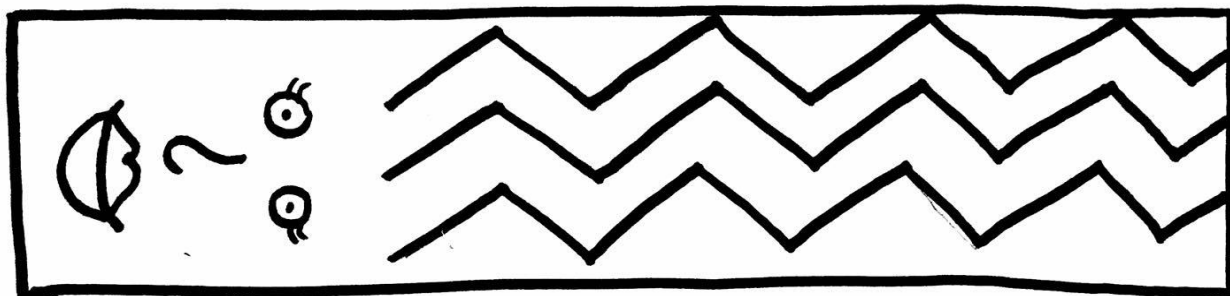
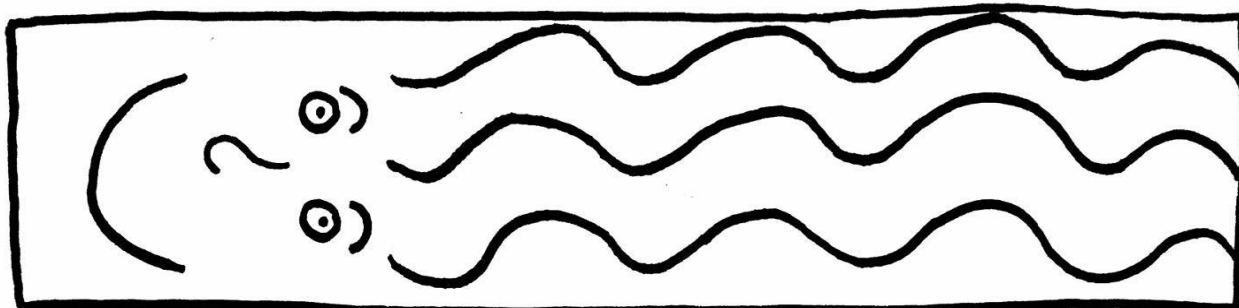


Mannetjes van satéstokjes en dopjes

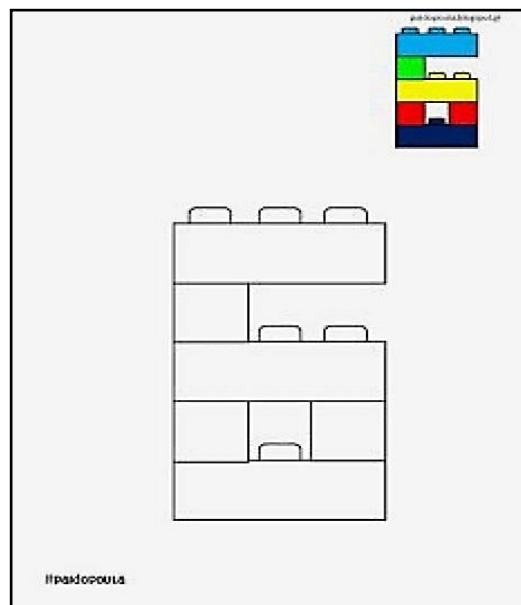
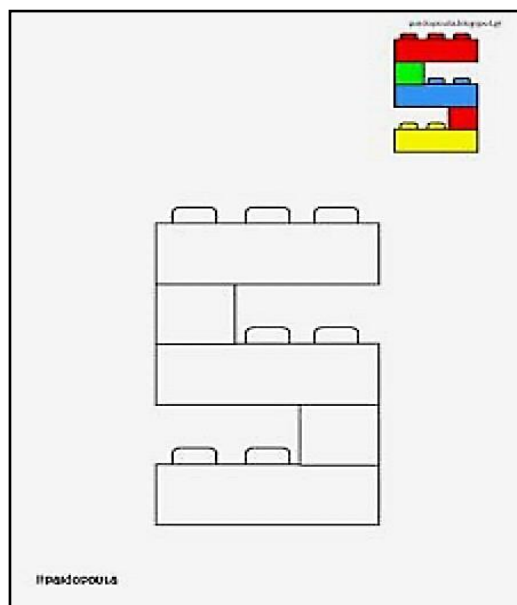
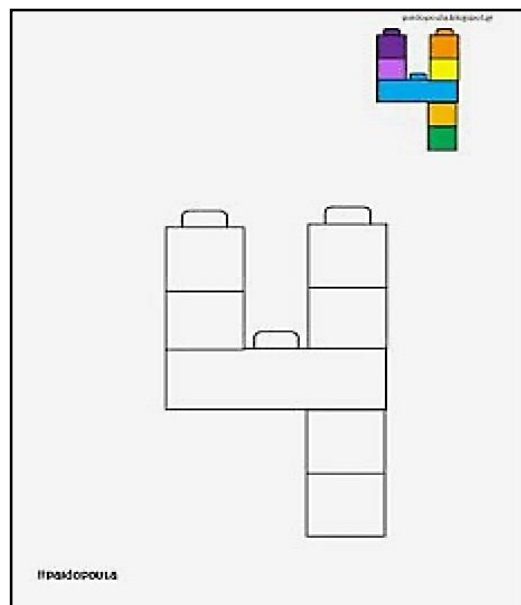
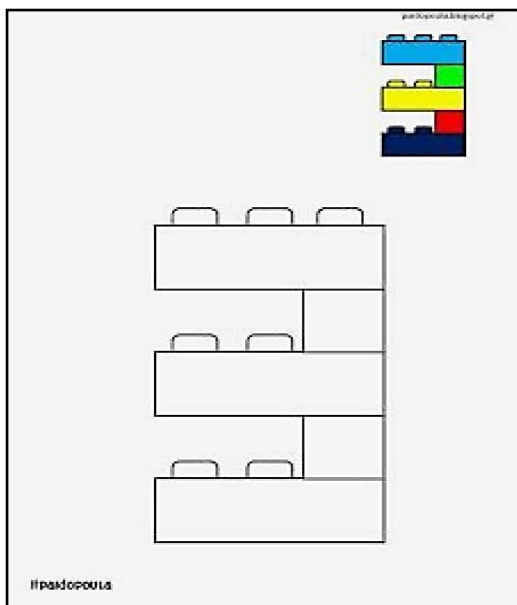
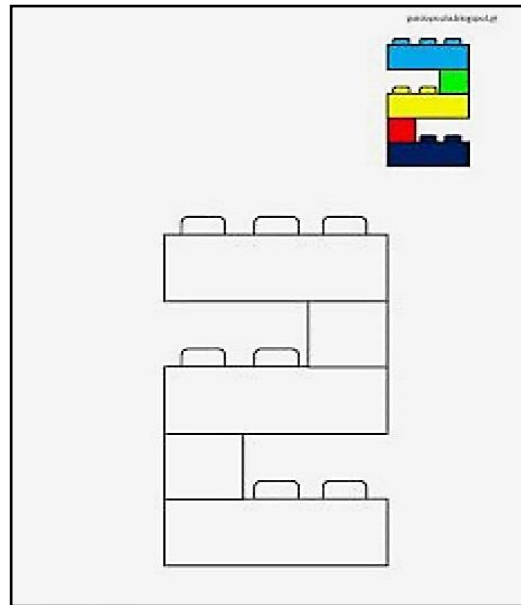
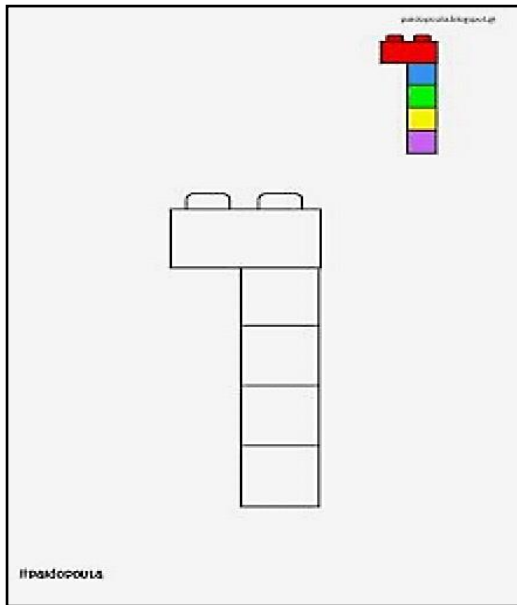


Kappertje spelen

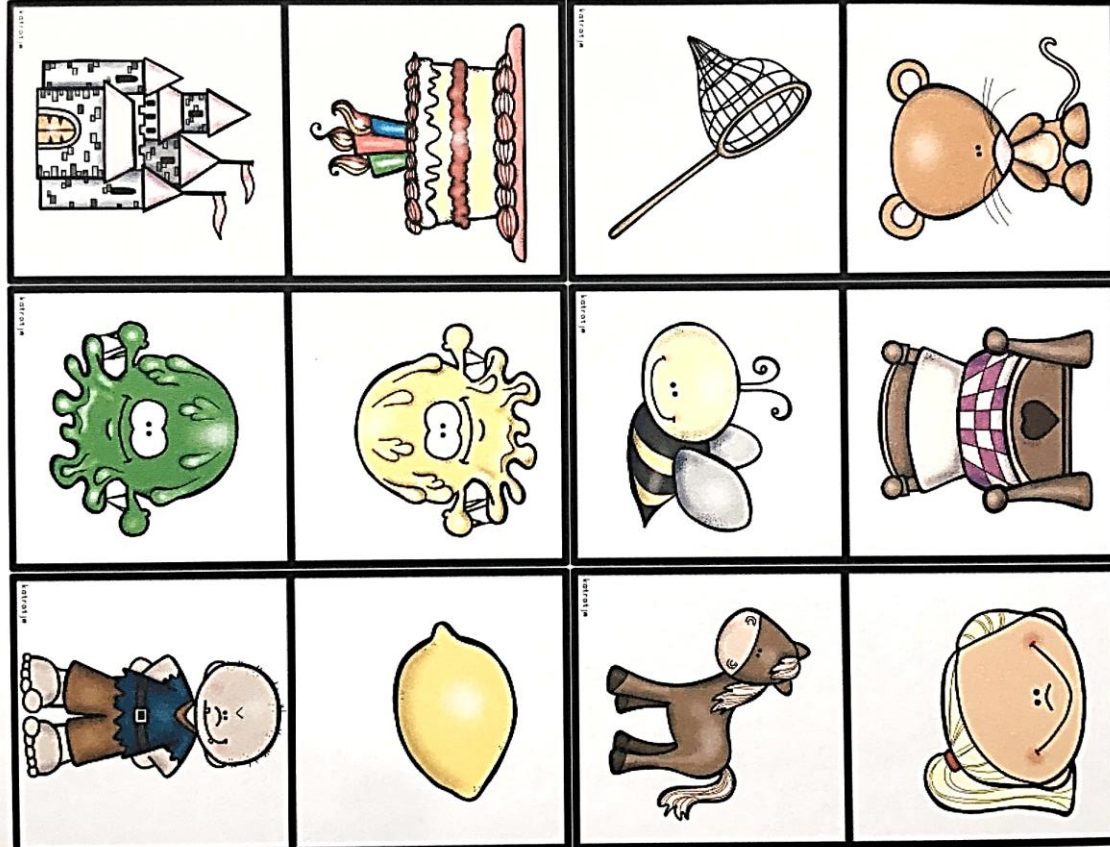
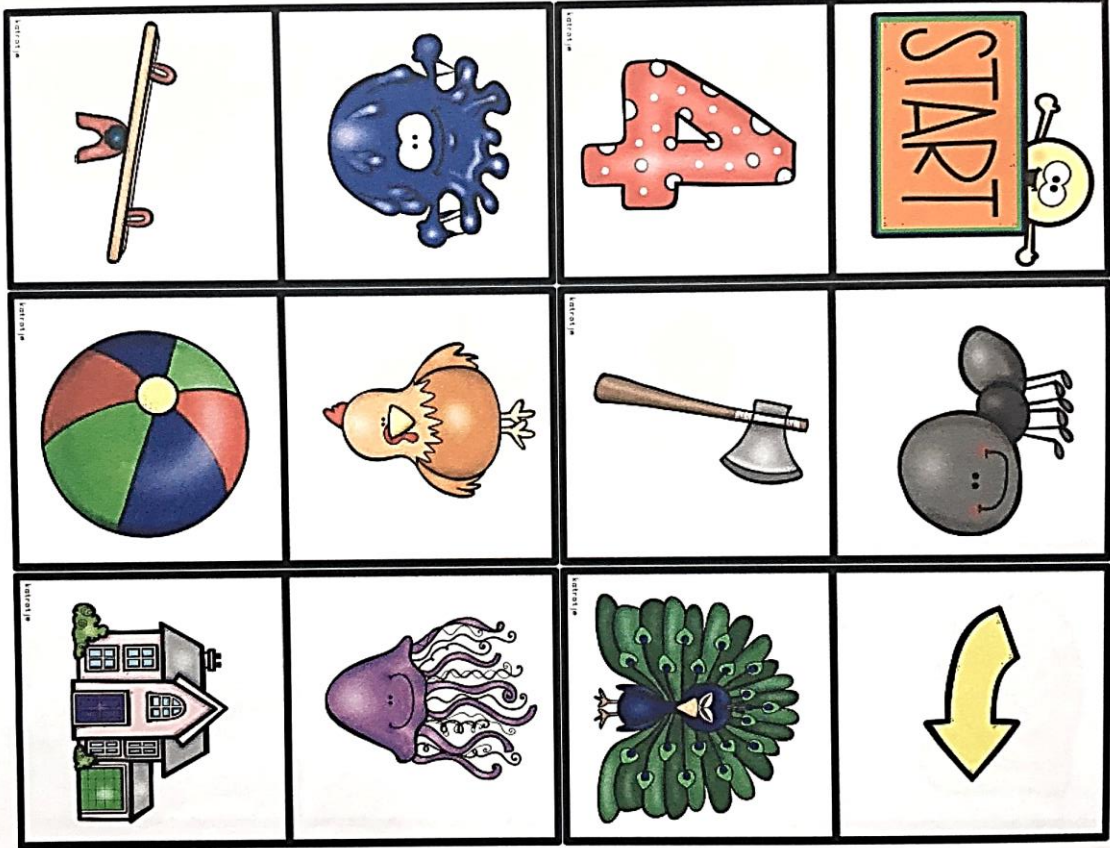
Knip de figuren uit en knip nadien recht op delijn

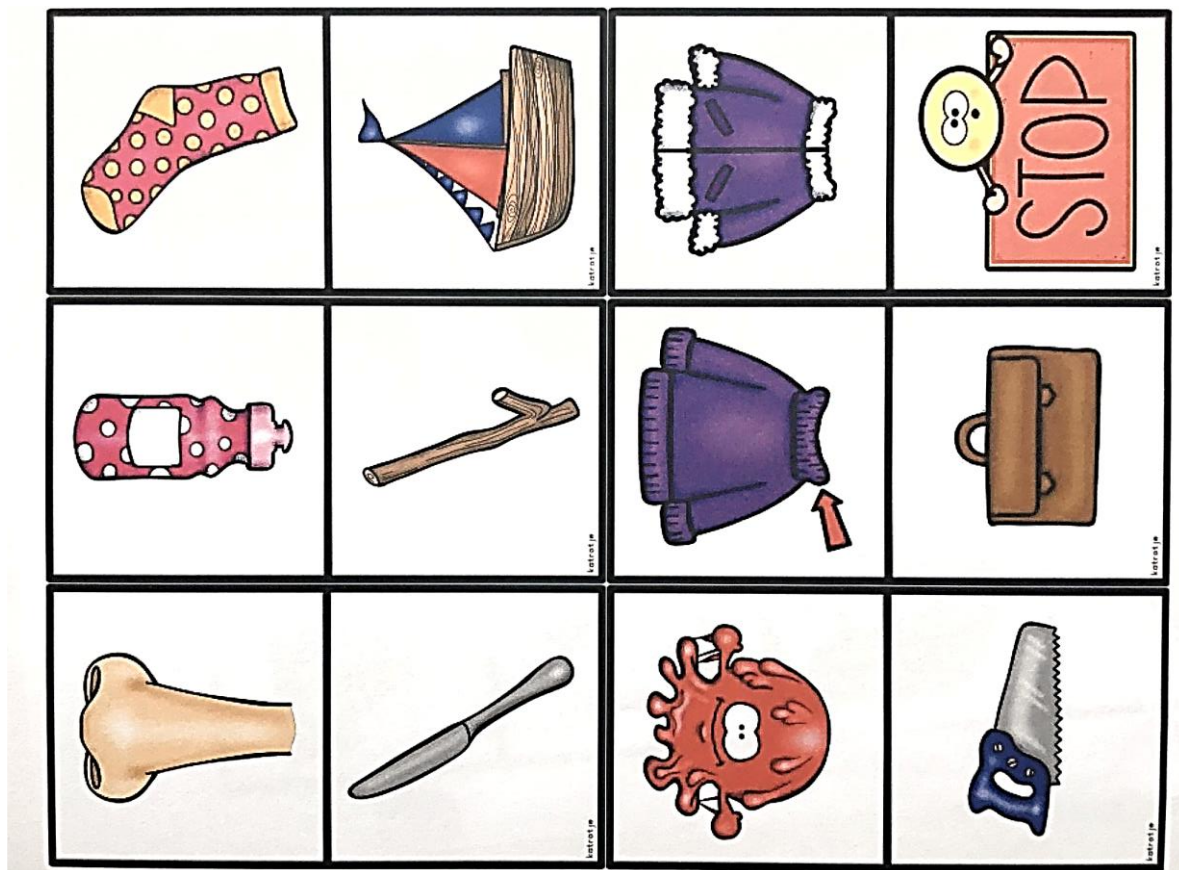


Letters van lego/duplo



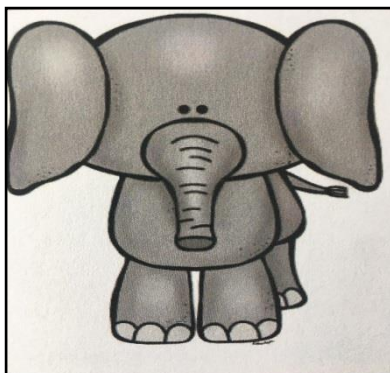
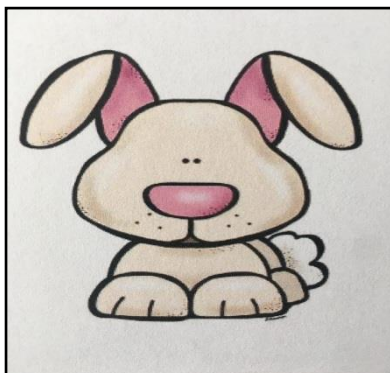
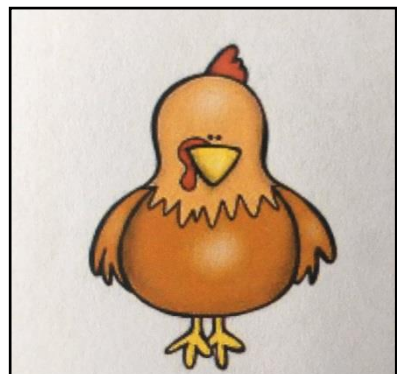
Rijm domino





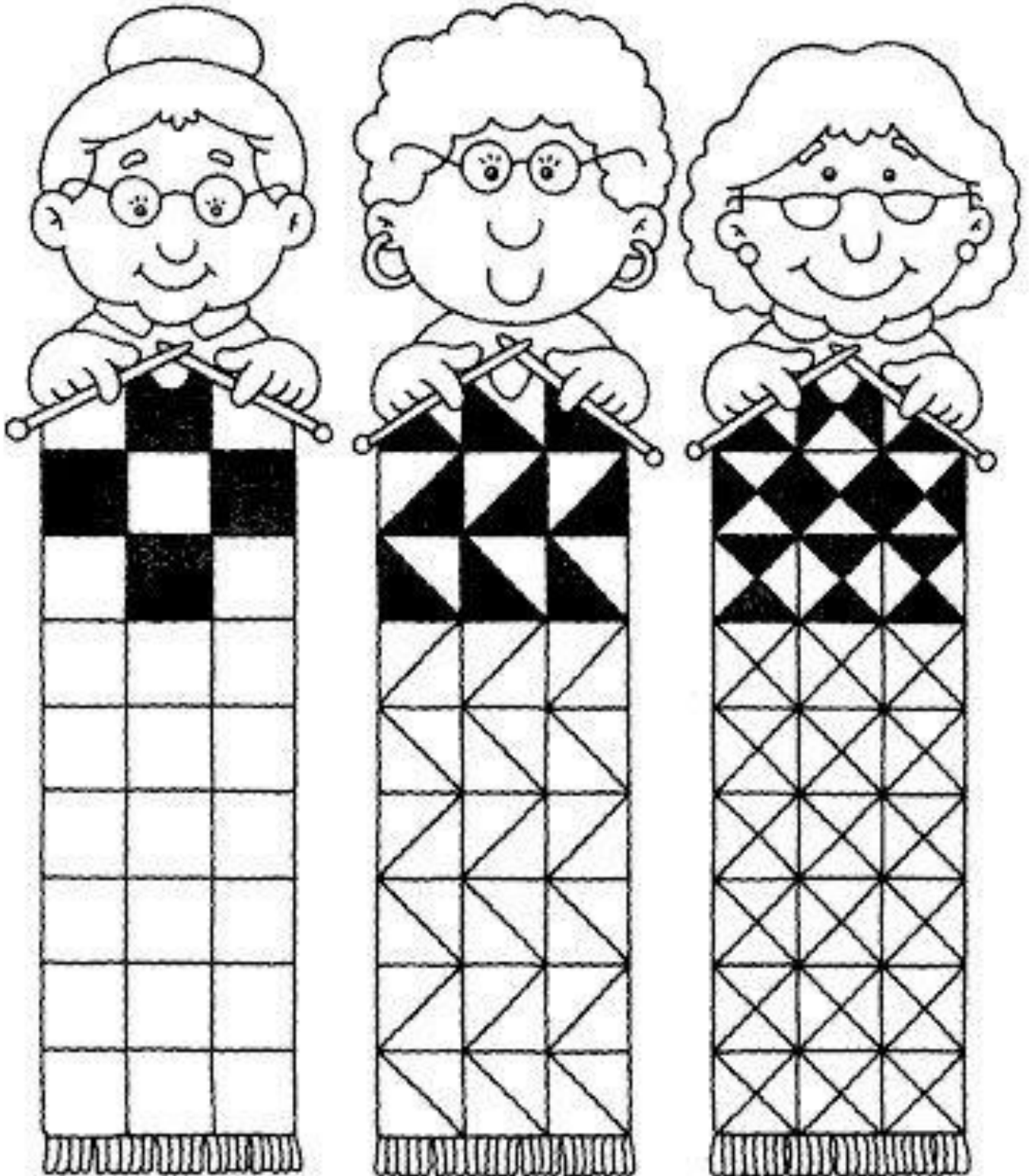
Welk dier ben ik?

Knip de dieren uit. Vervolgend kiest iemand anders een dier voor jou. Pas op, niet kijken hoor. Nadien mag je verschillende vragen stellen. Kan jij raden welk dier je bent?



WERKBLAADJES

Maak de sjaal verder af. Kijk goed naar het patroon.





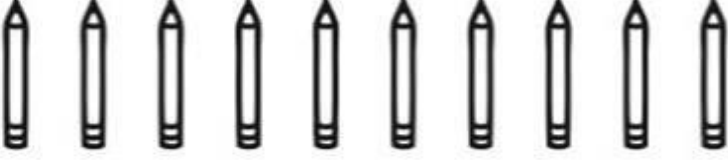
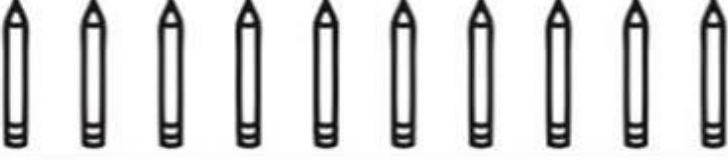
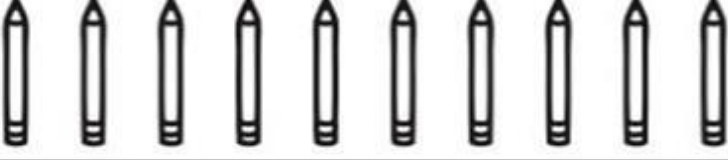
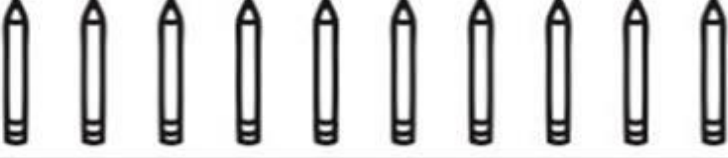


**Zoek de 10 woorden die beginnen met een v
en zet er een cirkel om.**

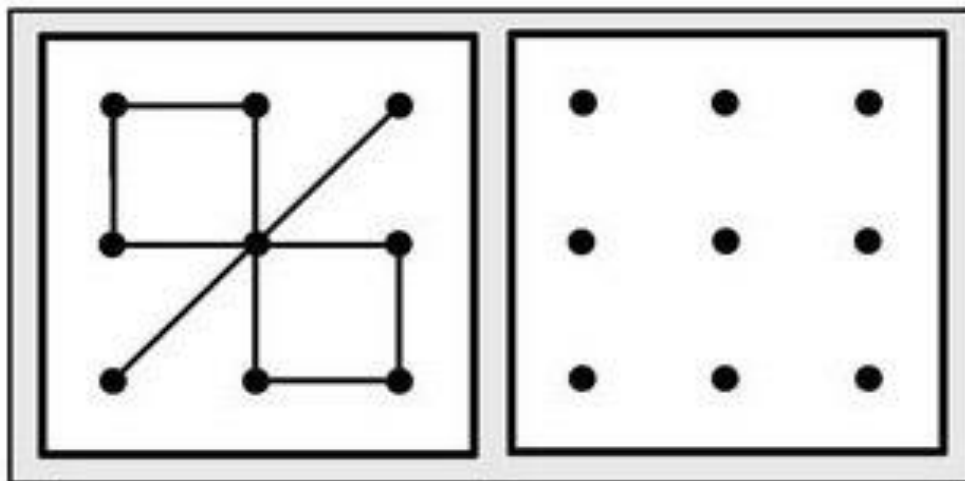
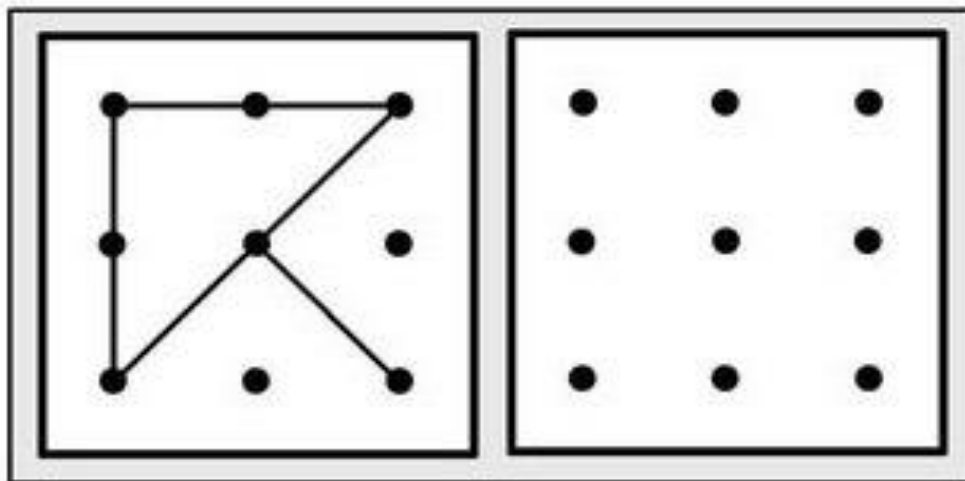
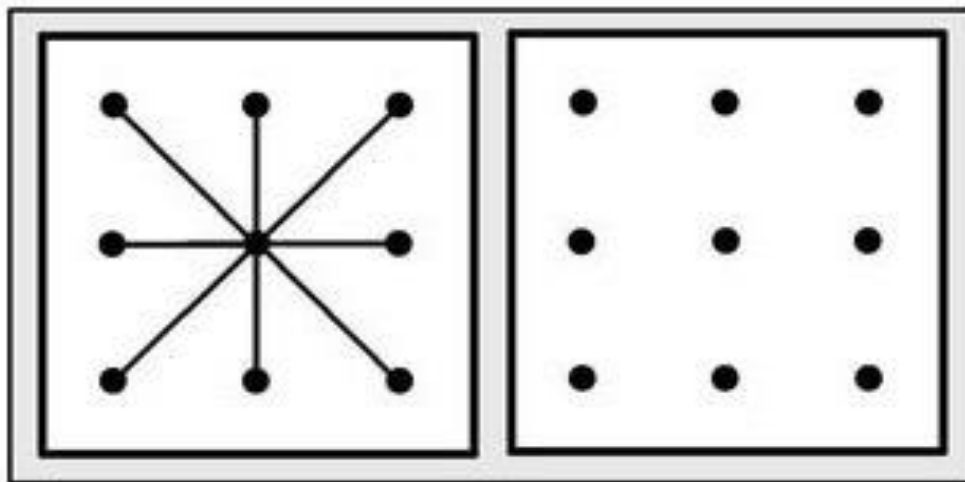
V



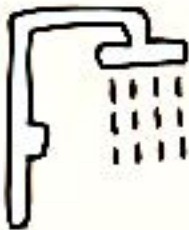
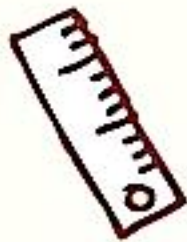
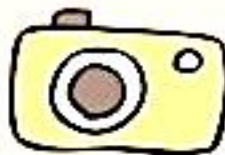
Kleur evenveel potloden

5	
2	
7	
1	
9	
3	
6	
8	

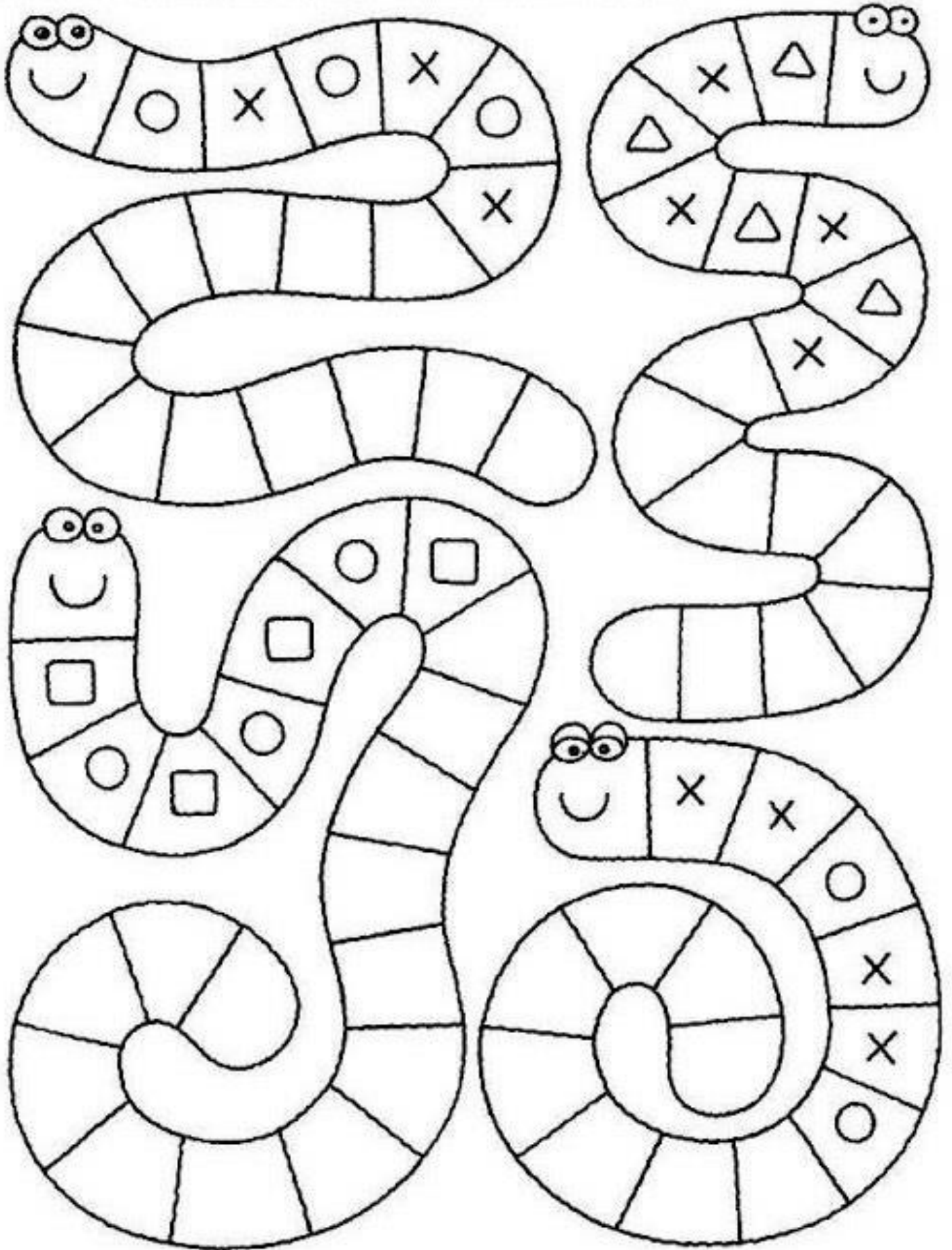
Maak de figuren na



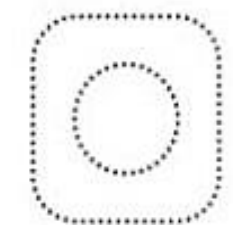
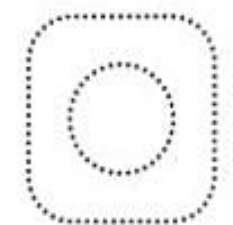
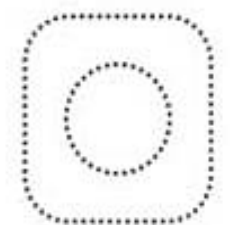
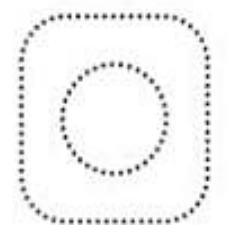
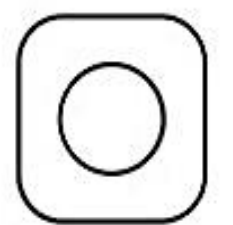
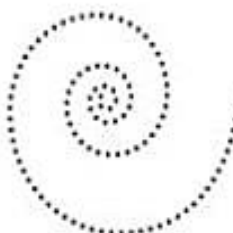
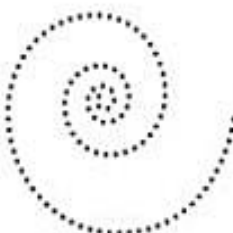
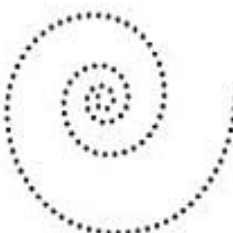
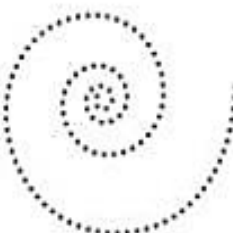
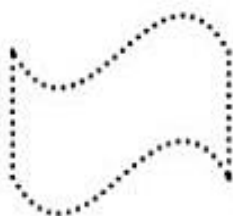
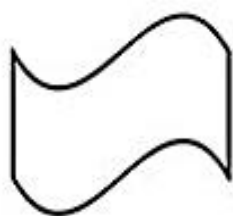
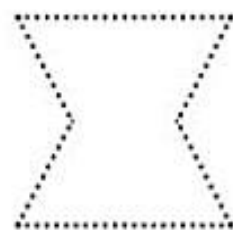
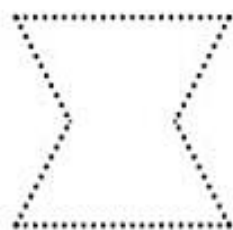
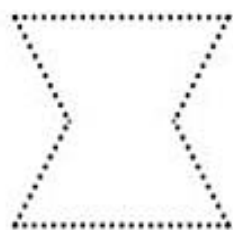
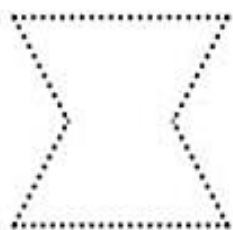
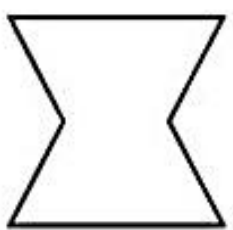
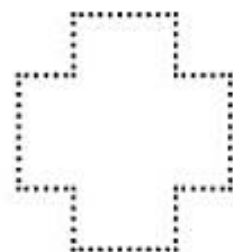
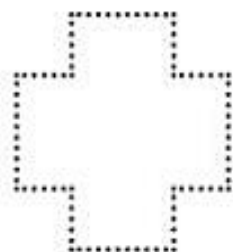
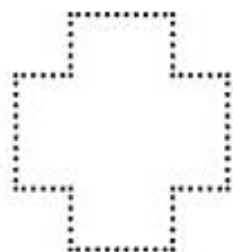
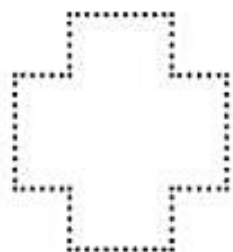
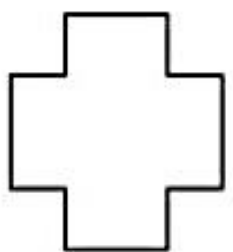
Zoek de tien woorden die beginnen met een I.
Zet er een cirkel om.



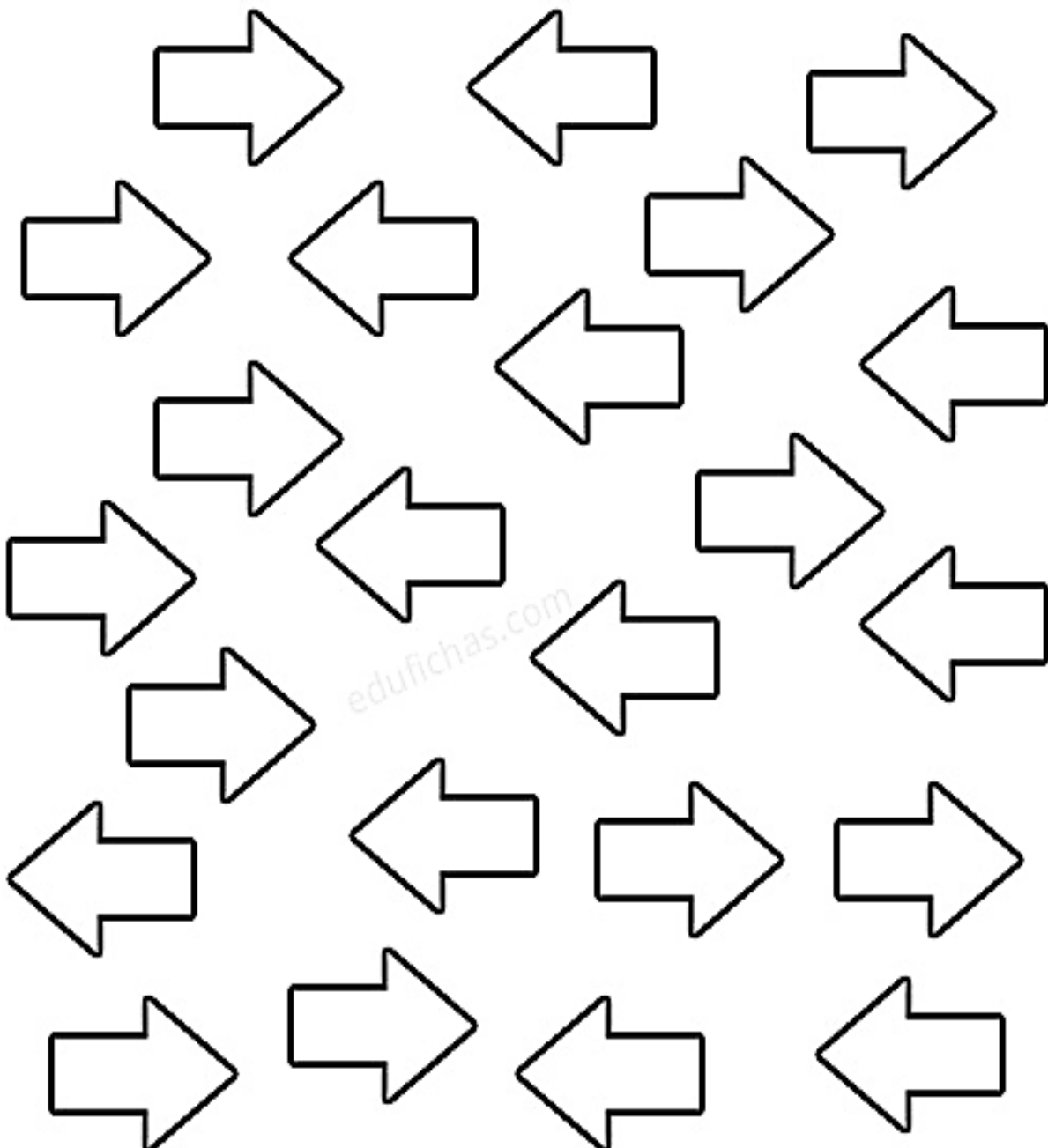
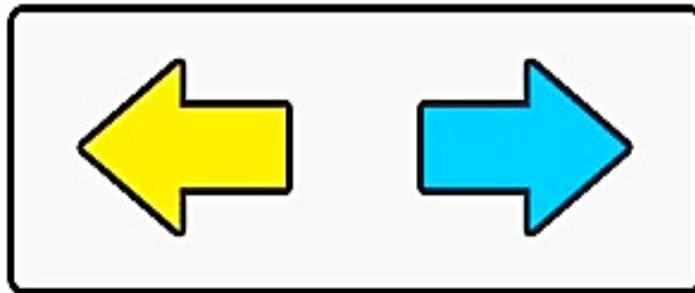
Maak de rups verder af



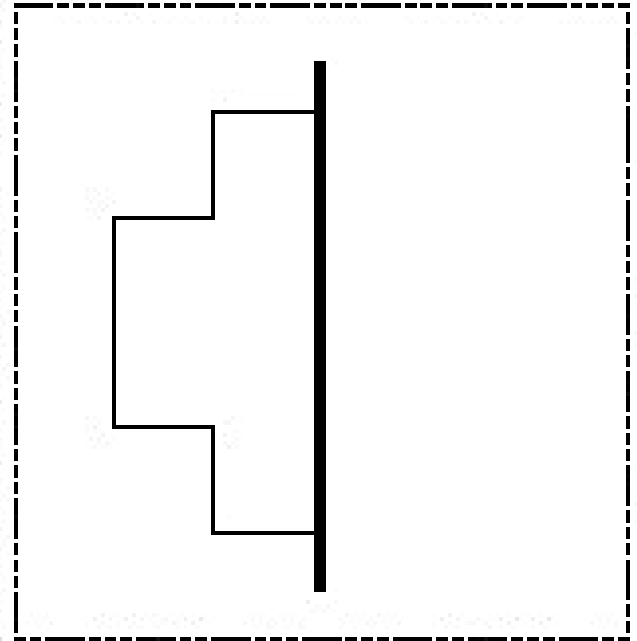
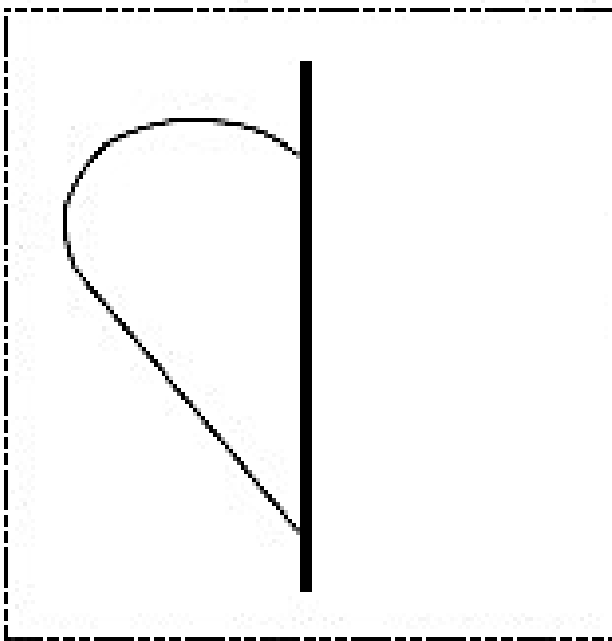
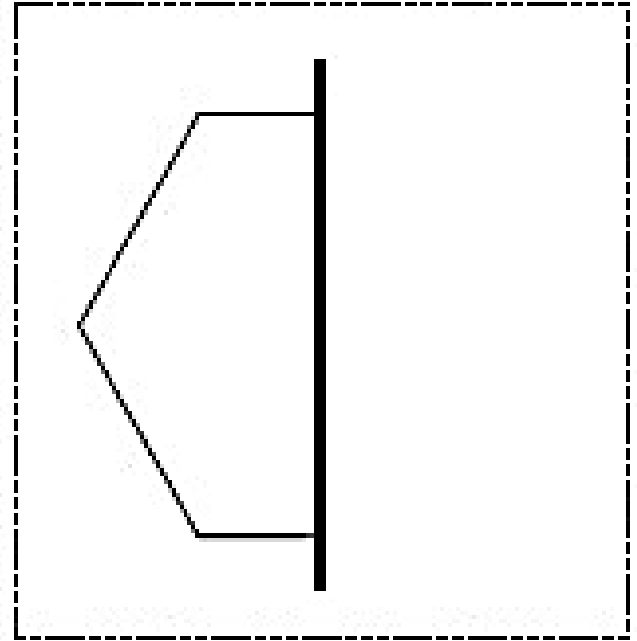
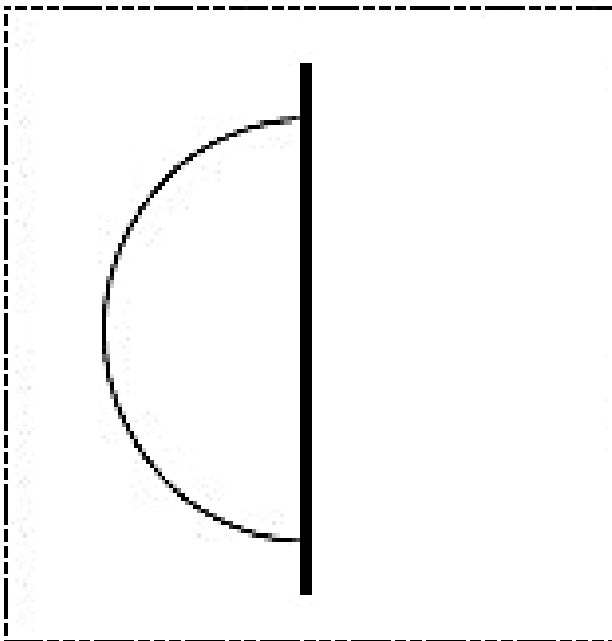
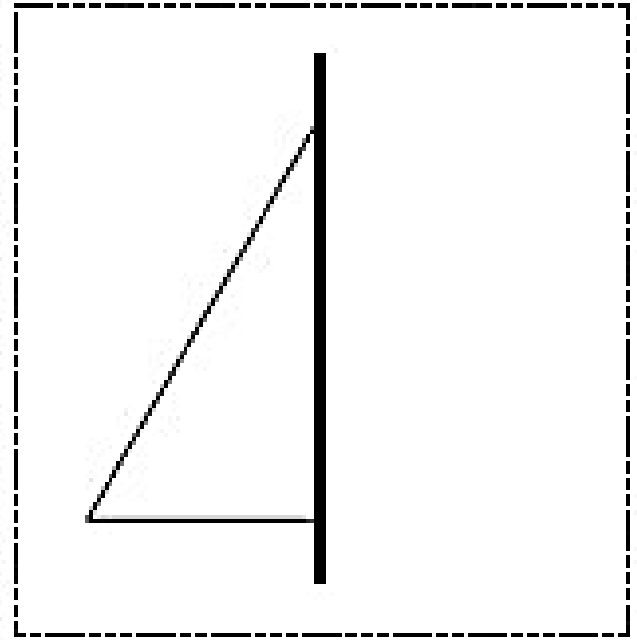
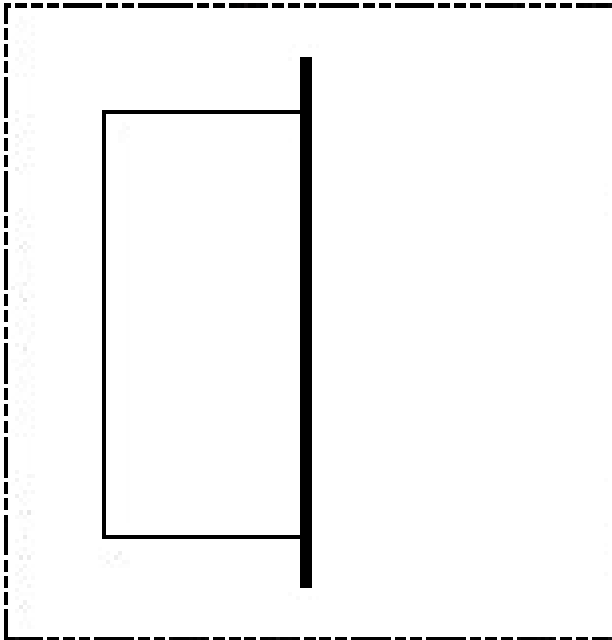
Overtrek de lijnen



Kleur de pijl die naar links wijst geel. Kleur de pijl die naar rechts wijst blauw.



Vormen spiegeln



Zoek de tien woorden die beginnen met een z.
Zet er een cirkel om



Z

