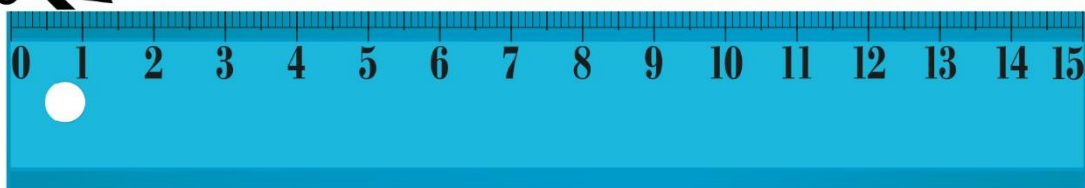
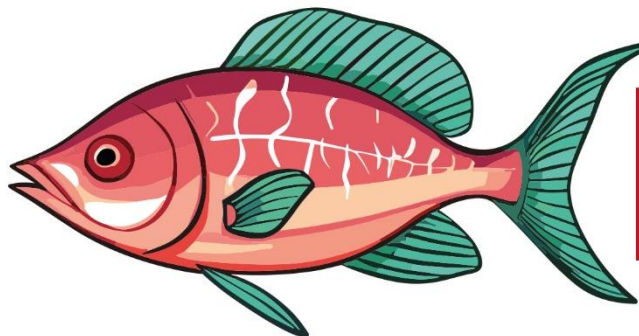
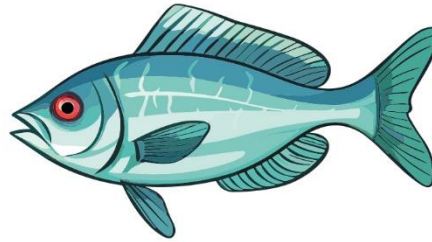
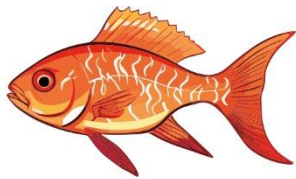


Rekenen, thema 'Onderwaterwereld' 1



Knip de liniaal uit en meet de vissen. Vul de lengte in in het vakje.



Rekenen, thema 'Onderwaterwereld' 2



Maak groepjes van 5 vissen en zet er een lijn omheen.

