

DIT ZOMER DOE-BOEKJE IS VAN:



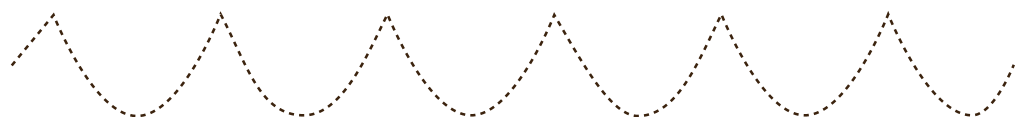


OCEAAN DIEREN



OVERTREKKEN

Volg elk pad zorgvuldig met je potlood of stift.



Herken het plaatje

Kleur het vakje met de juiste naam.



lunchtrommel

etui



spiegel

bril



papier

boek



schaar

liniaal



auto

huis



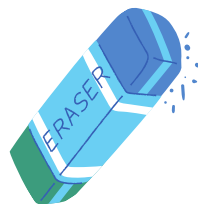
banaan

appel



sleutel

ring

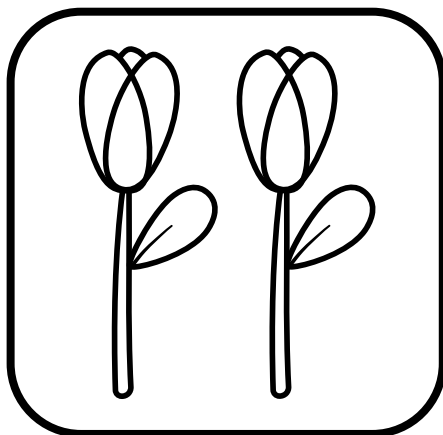
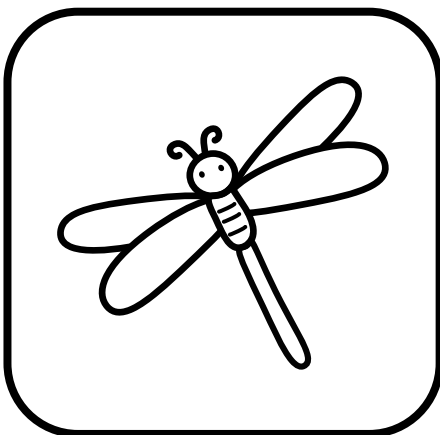
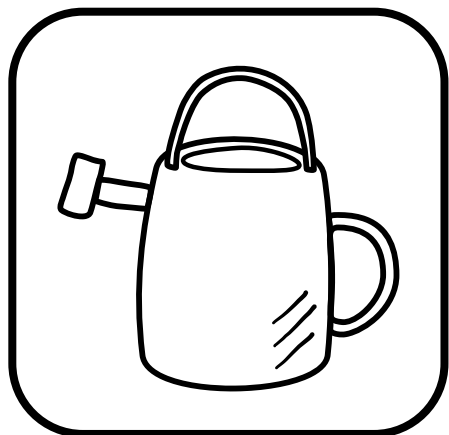
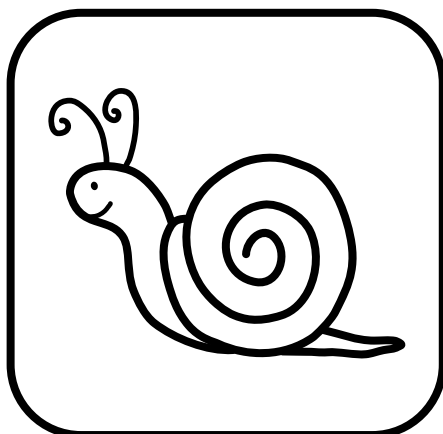
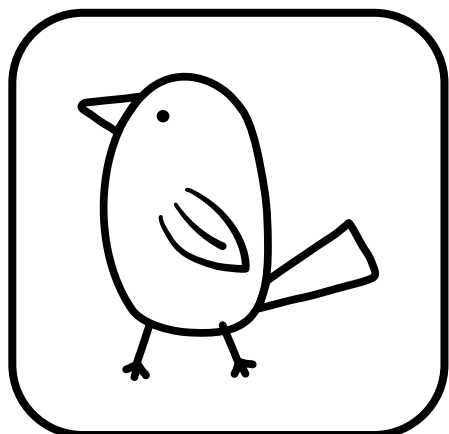
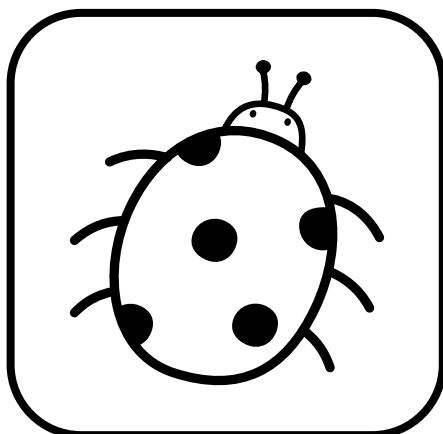
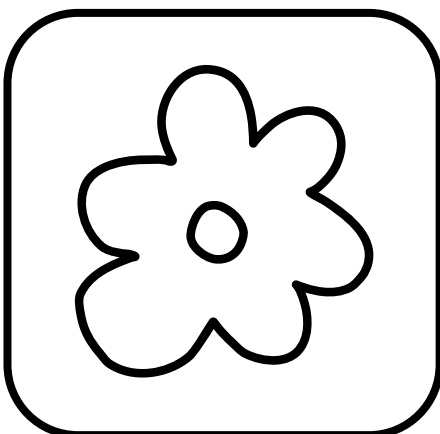
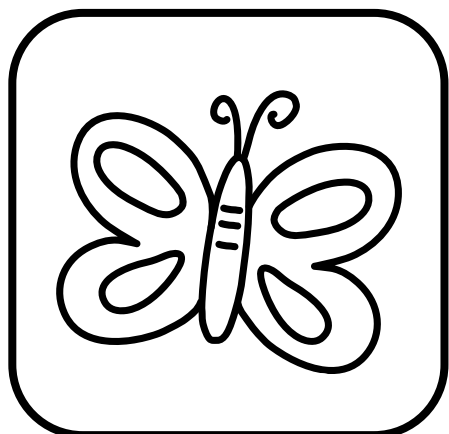


potlood

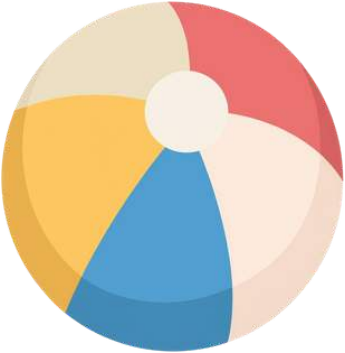


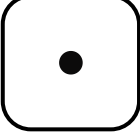
gum

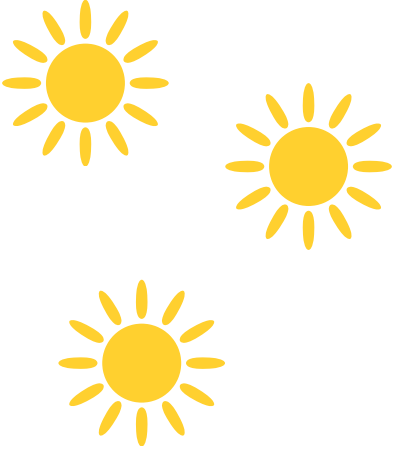


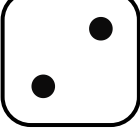
Zomer plaatjes

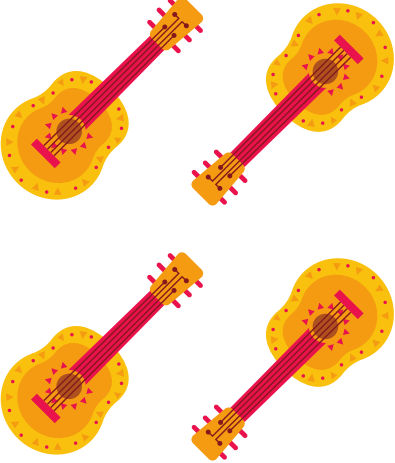



Kleur de plaatjes mooi in

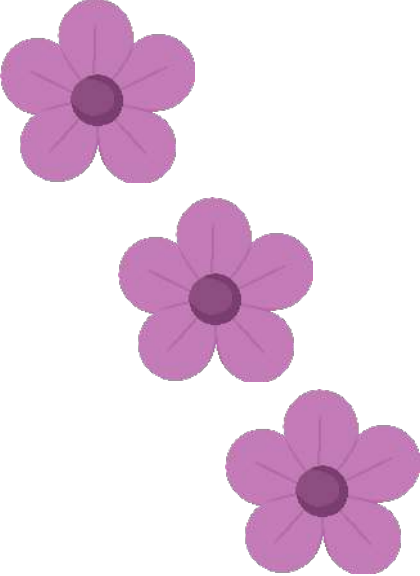





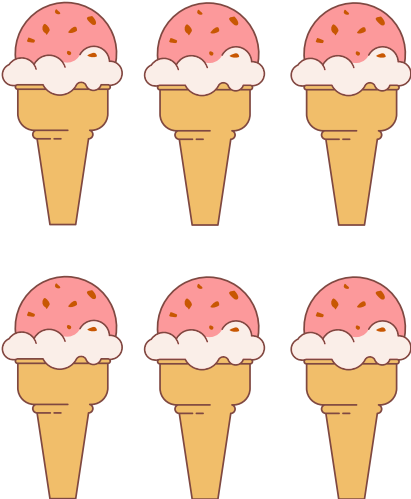
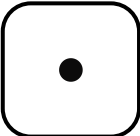


Als je ze 2x print, kun je ze uitknippen en memory mee doen.

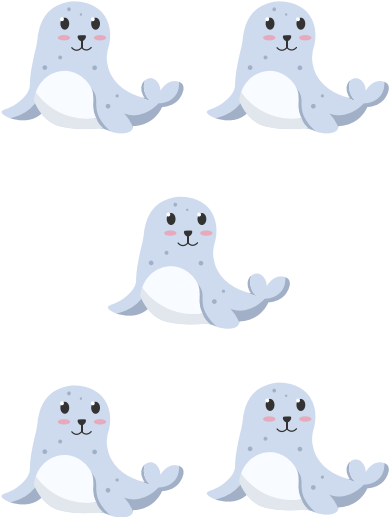



	
	
	

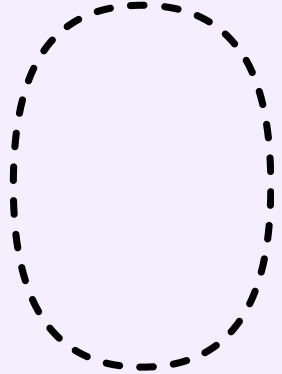
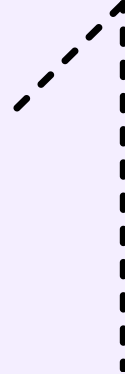
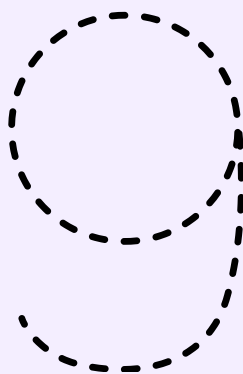
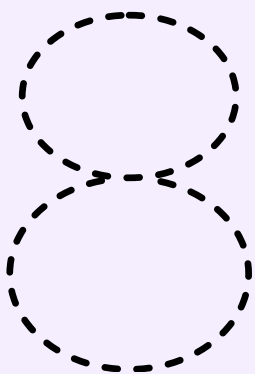
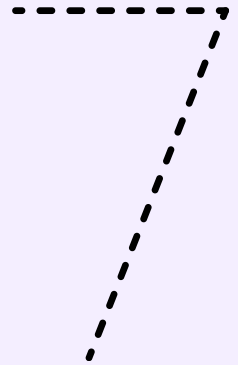
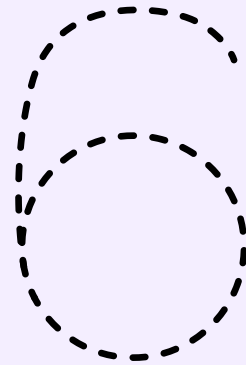
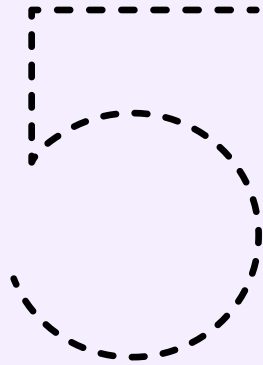
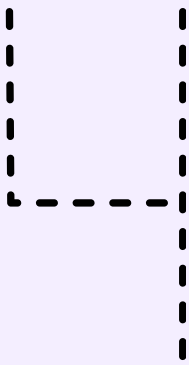
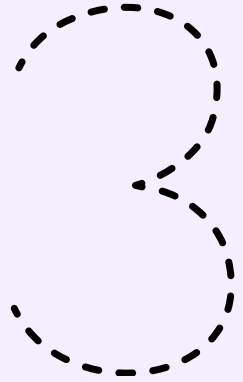
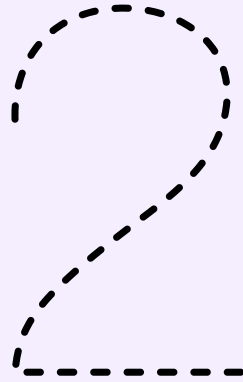
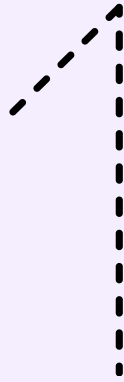
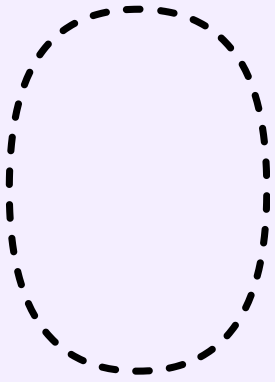
	
	
	

NUMMERS

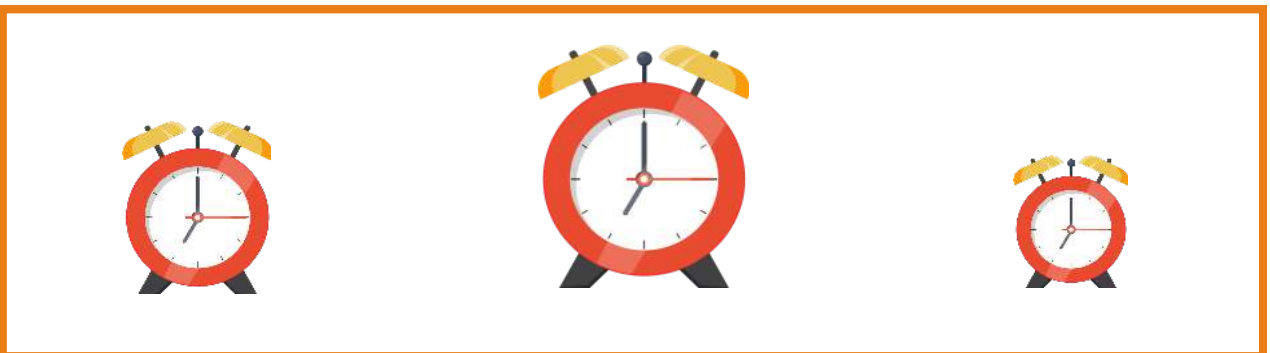
OVERTREKKEN

Volg de stippellijnen en schrijf de cijfers op de juiste manier.



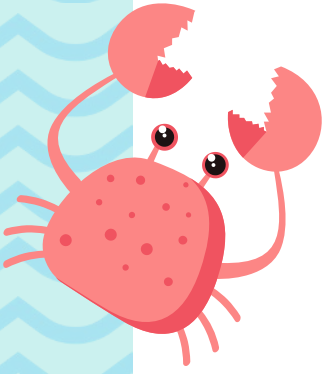
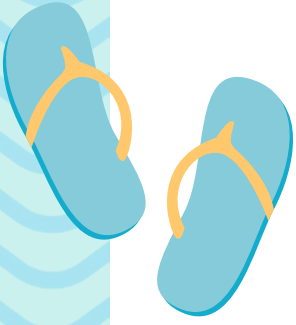
Kleinste

Omcirkel het kleinste voorwerp



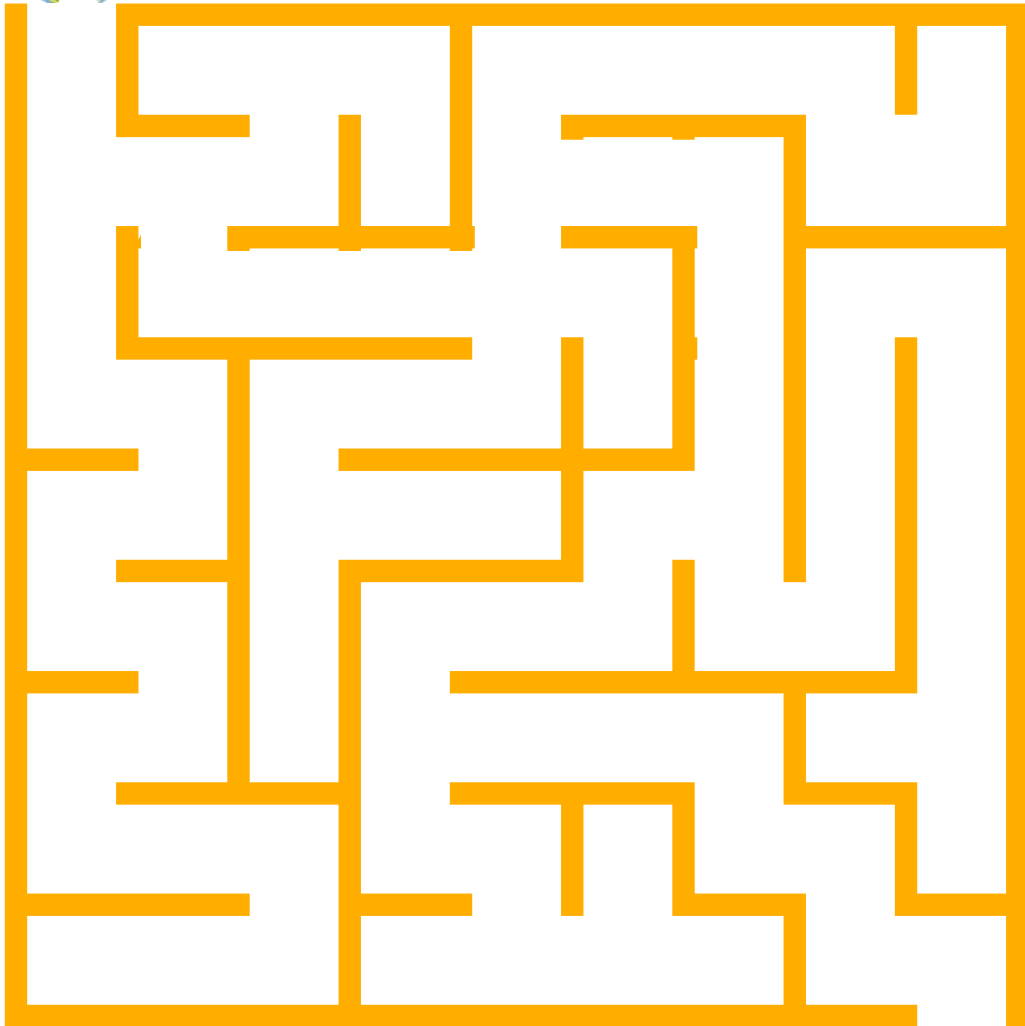


Maak een mooie tekening!



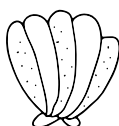
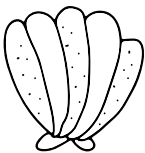
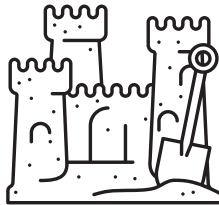
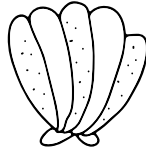
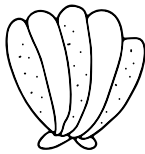
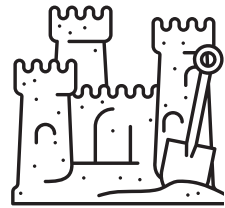
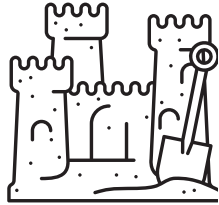
DOOLHOF

Teken een lijn en help Roos haar vriendjes te vinden.



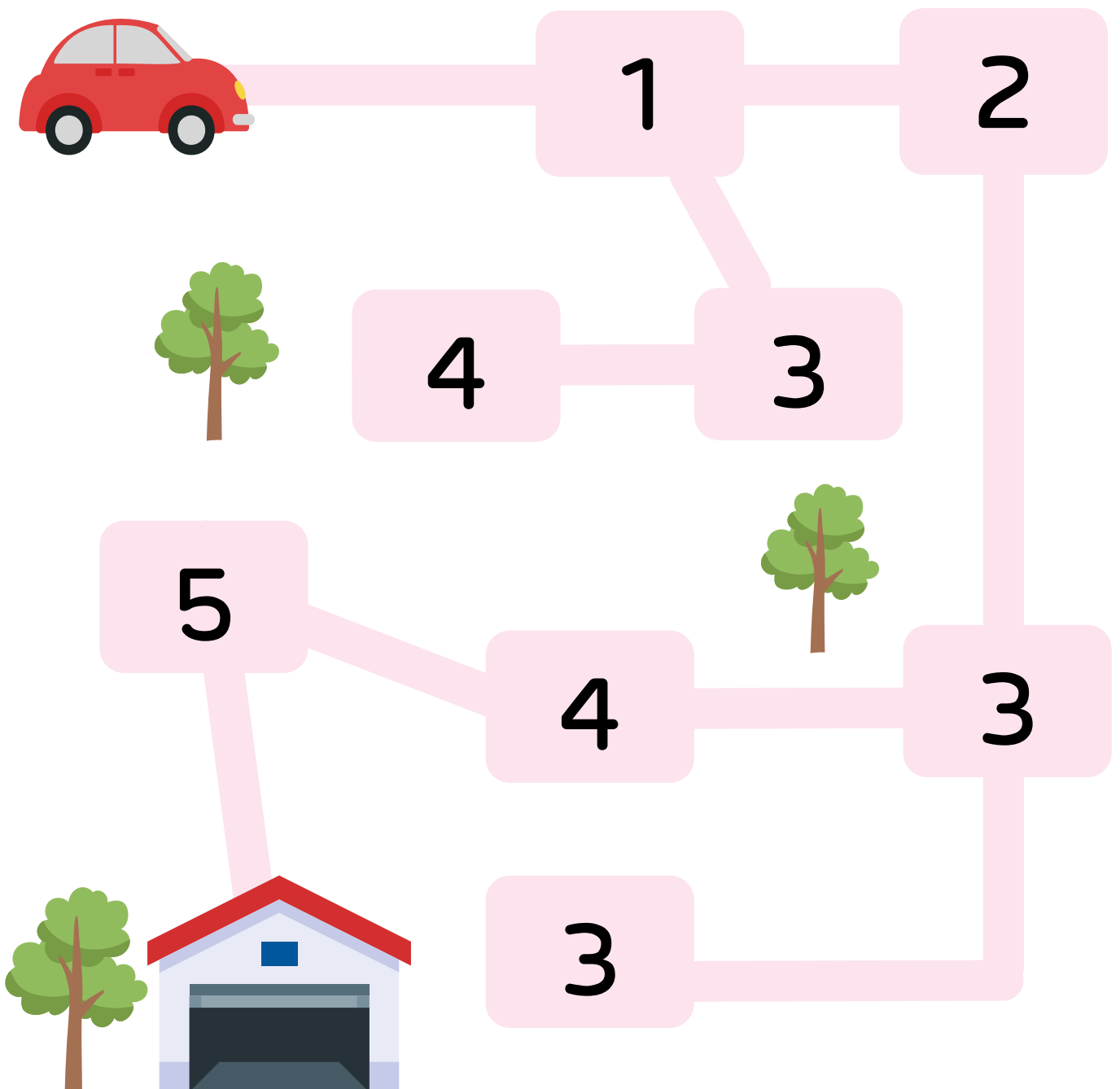
Kleuren en tellen

Kleur ieder plaatje. Tel dezelfde voorwerpen bij elkaar op en schrijf het getal in het vakje onderaan.



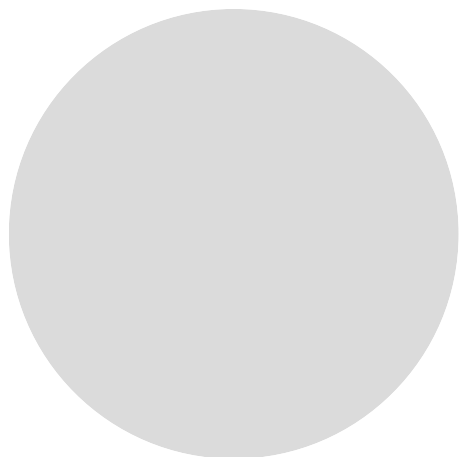
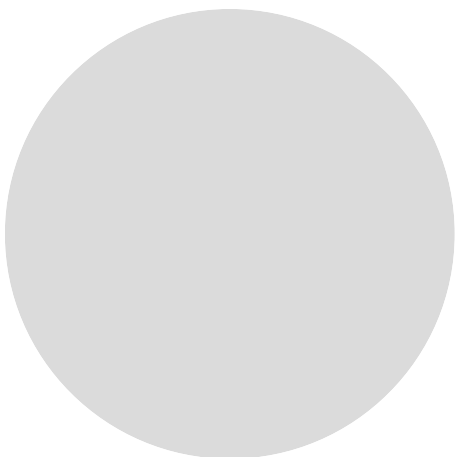
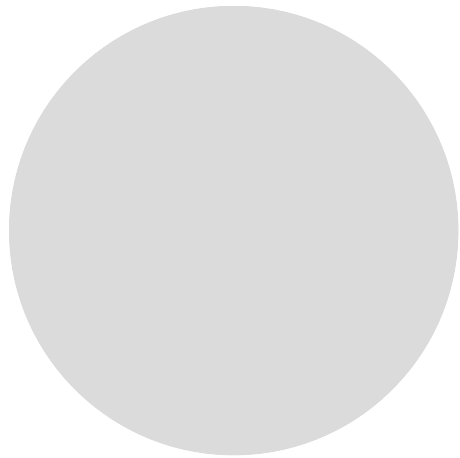
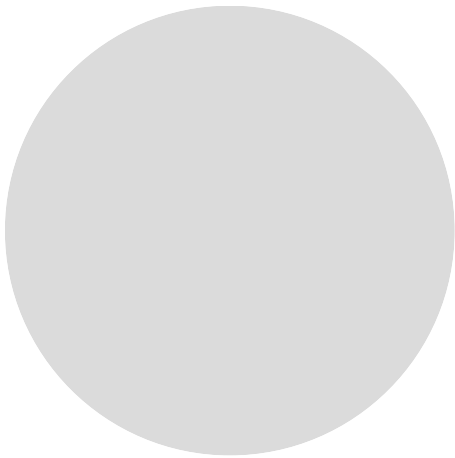
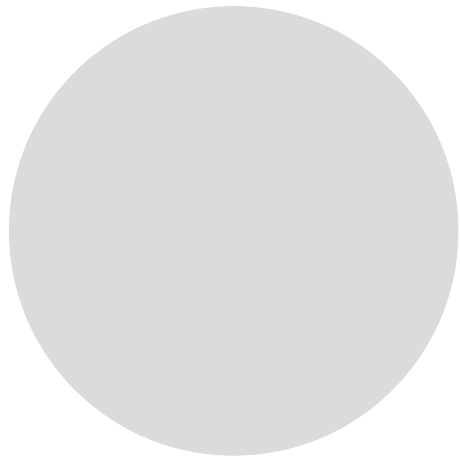
Auto en garage

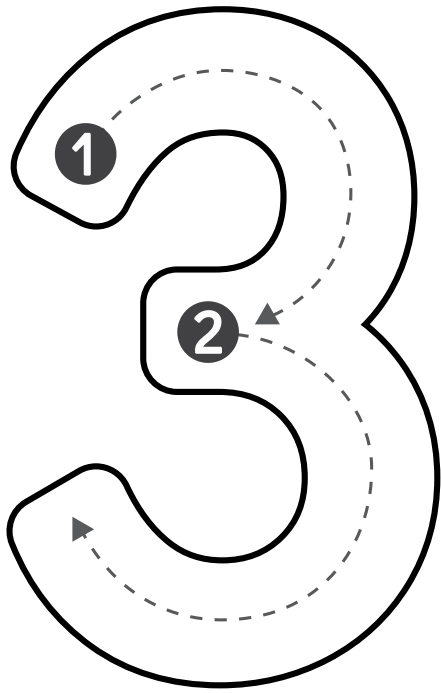
Help de rode auto naar de garage te gaan. Teken een lijn en steek de weg over volgens de cijfers, beginnend bij 1, 2, 3, 4, 5.



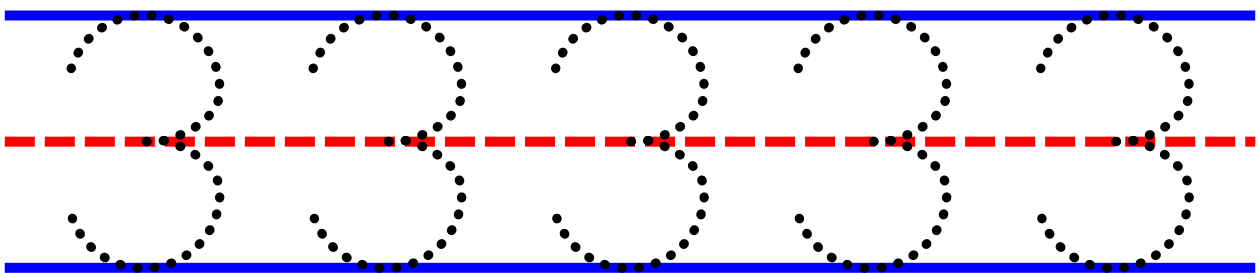
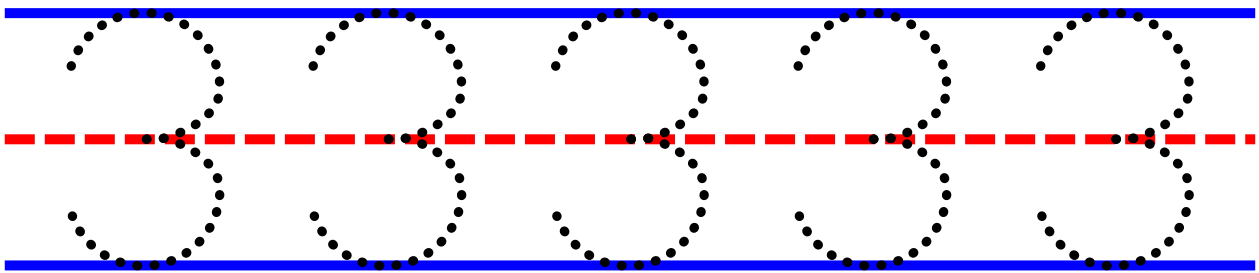
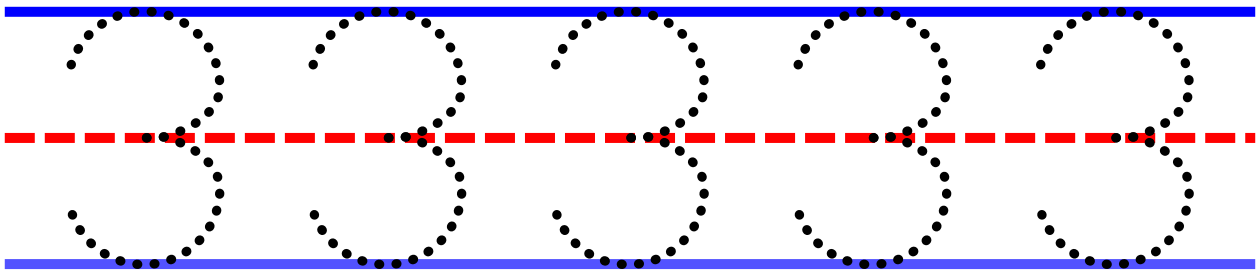
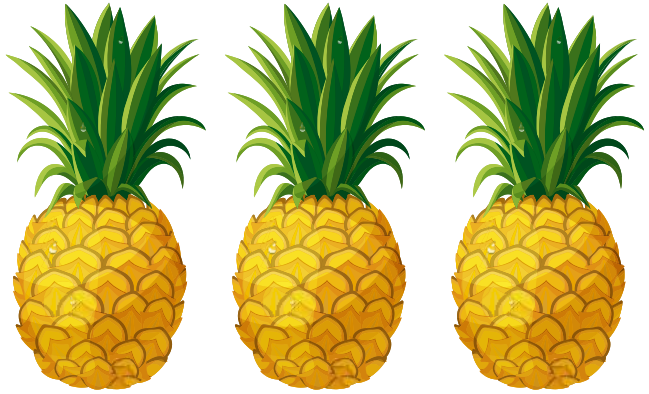
CIRKEL UITDAGING

TEKEN ALLES WAT ROND IS





DRIE



MATCH DE LETTERS

Teken een lijn en match de hoofdletteres met de kleine letters.

A ●

B ●

C ●

E ●

D ●

F ●

G ●

H ●

I ●

● h

● g

● i

● f

● d

● a

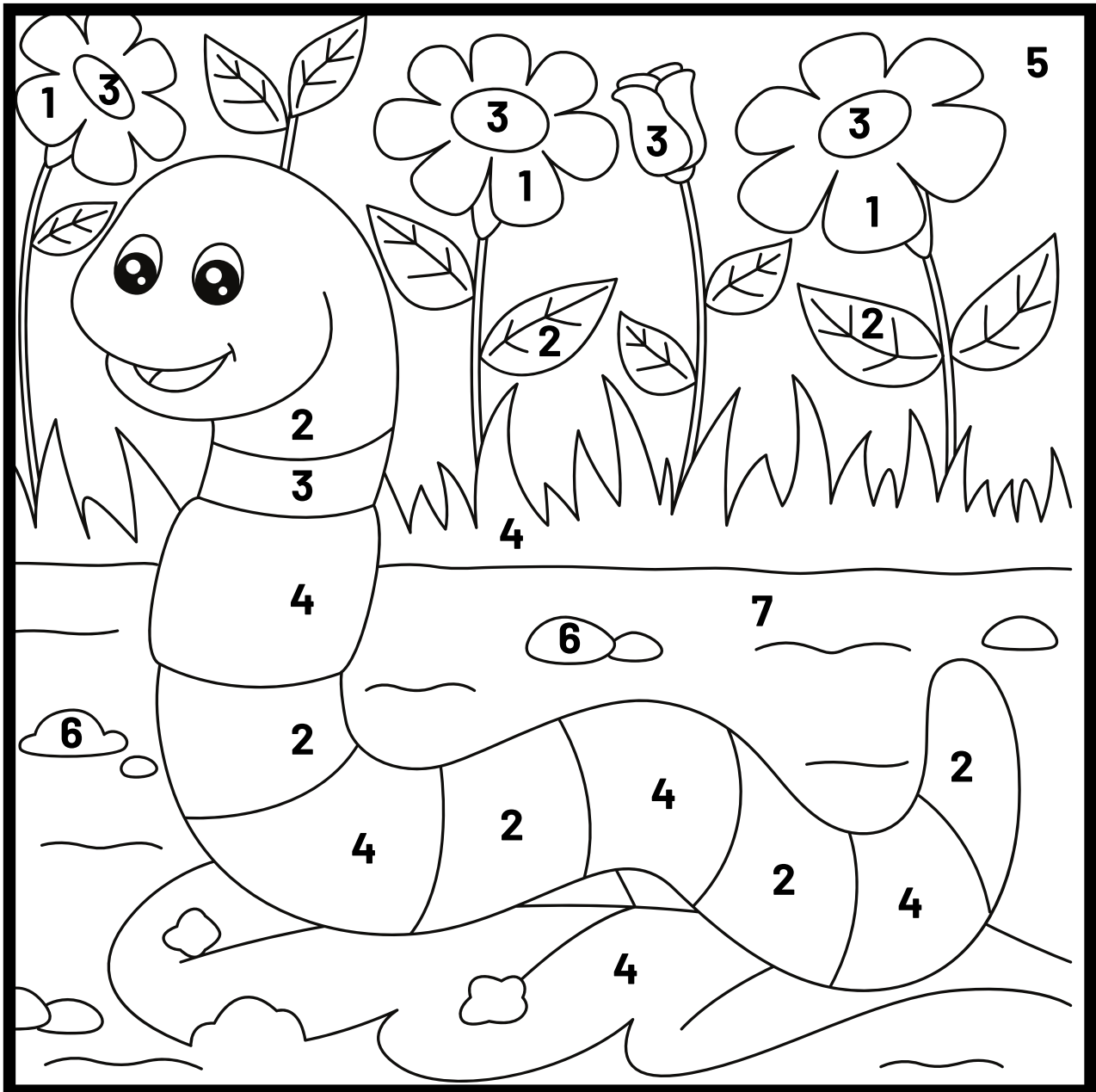
● c

● e

● b

Kleuren op nummer TUIN

Gebruik de legenda onderaan de pagina om de afbeelding in te kleuren.





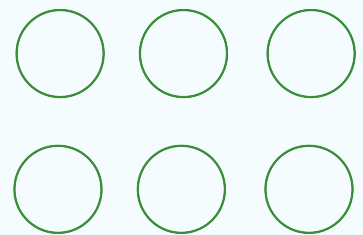
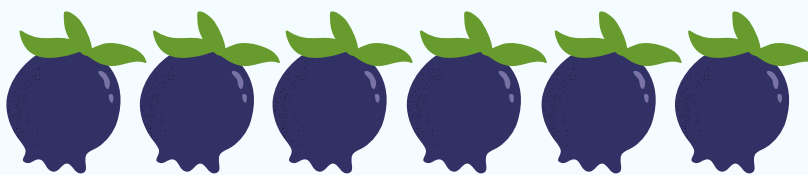
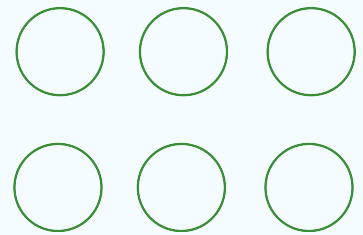
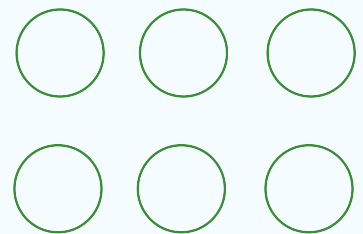
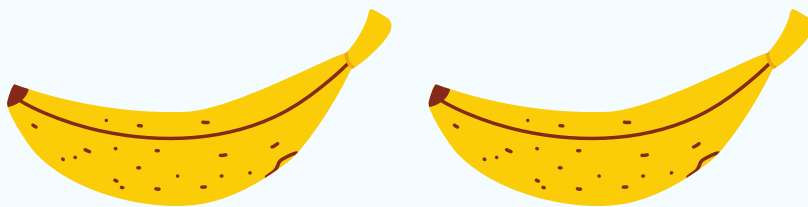
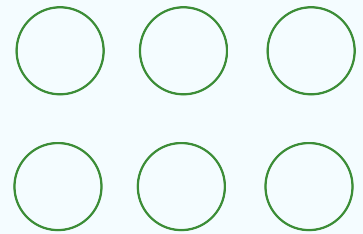
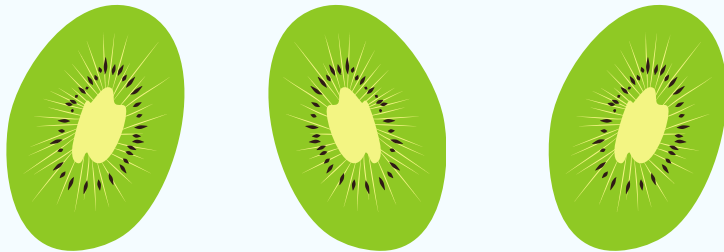
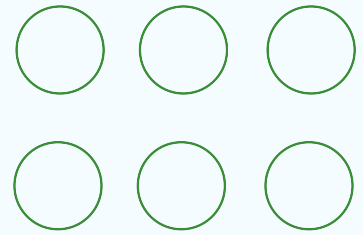
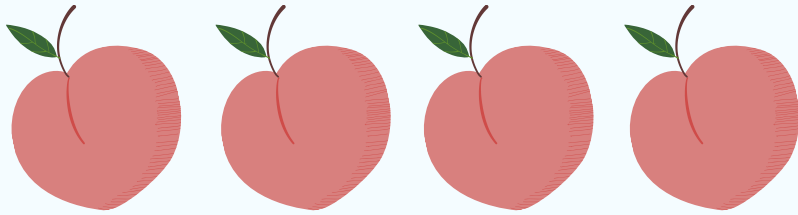
IK ZIE, IK ZIE WAT JIJ NIET ZIET

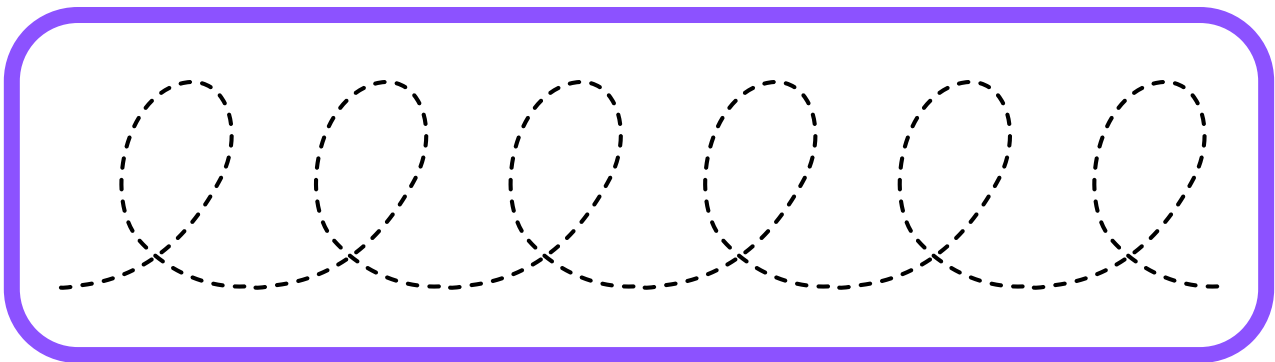
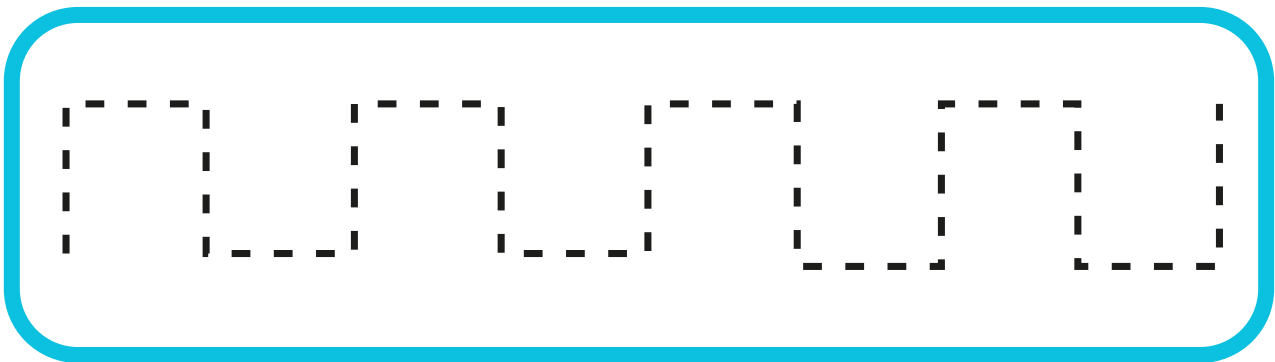
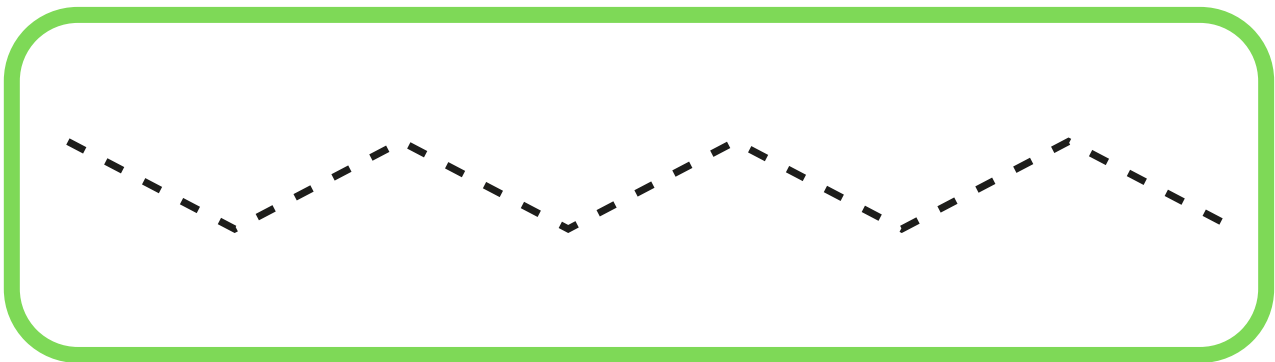
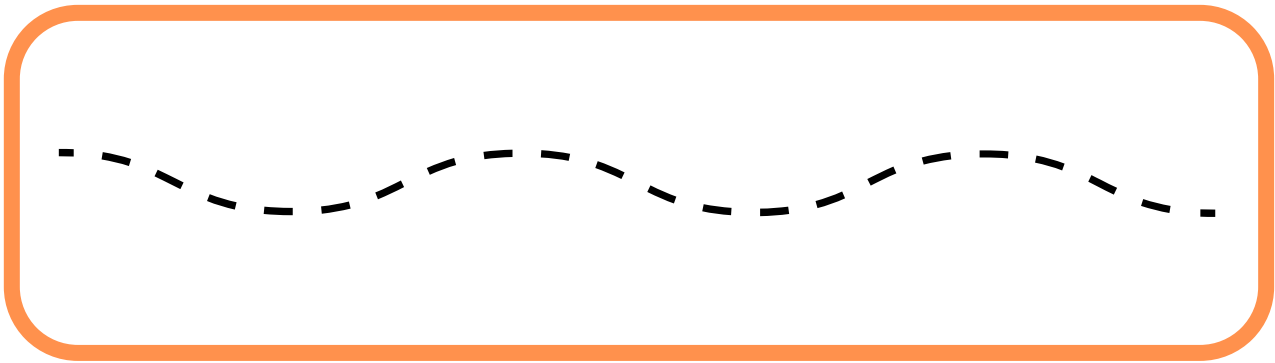
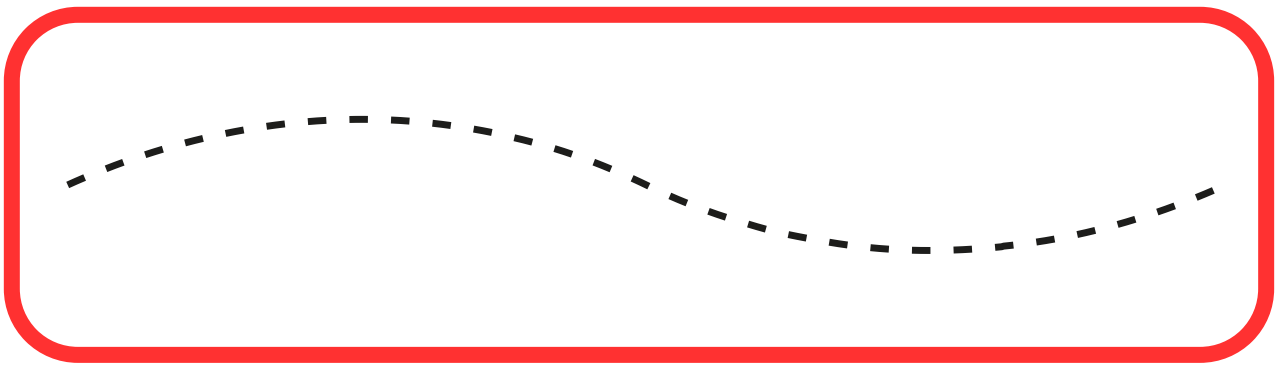
1. Eén speler begint en zegt:
2. “Ik zie, ik zie wat jij niet ziet... en de kleur is [noem een kleur].”
3. Die speler kiest iets wat iedereen kan zien, bijvoorbeeld iets buiten de auto.
4. De andere spelers raden wat het is door dingen te noemen.
5. Degene die het goed raadt, is daarna aan de beurt.



TEL het fruit

Tel het fruit en kleur het aantal rondjes in.





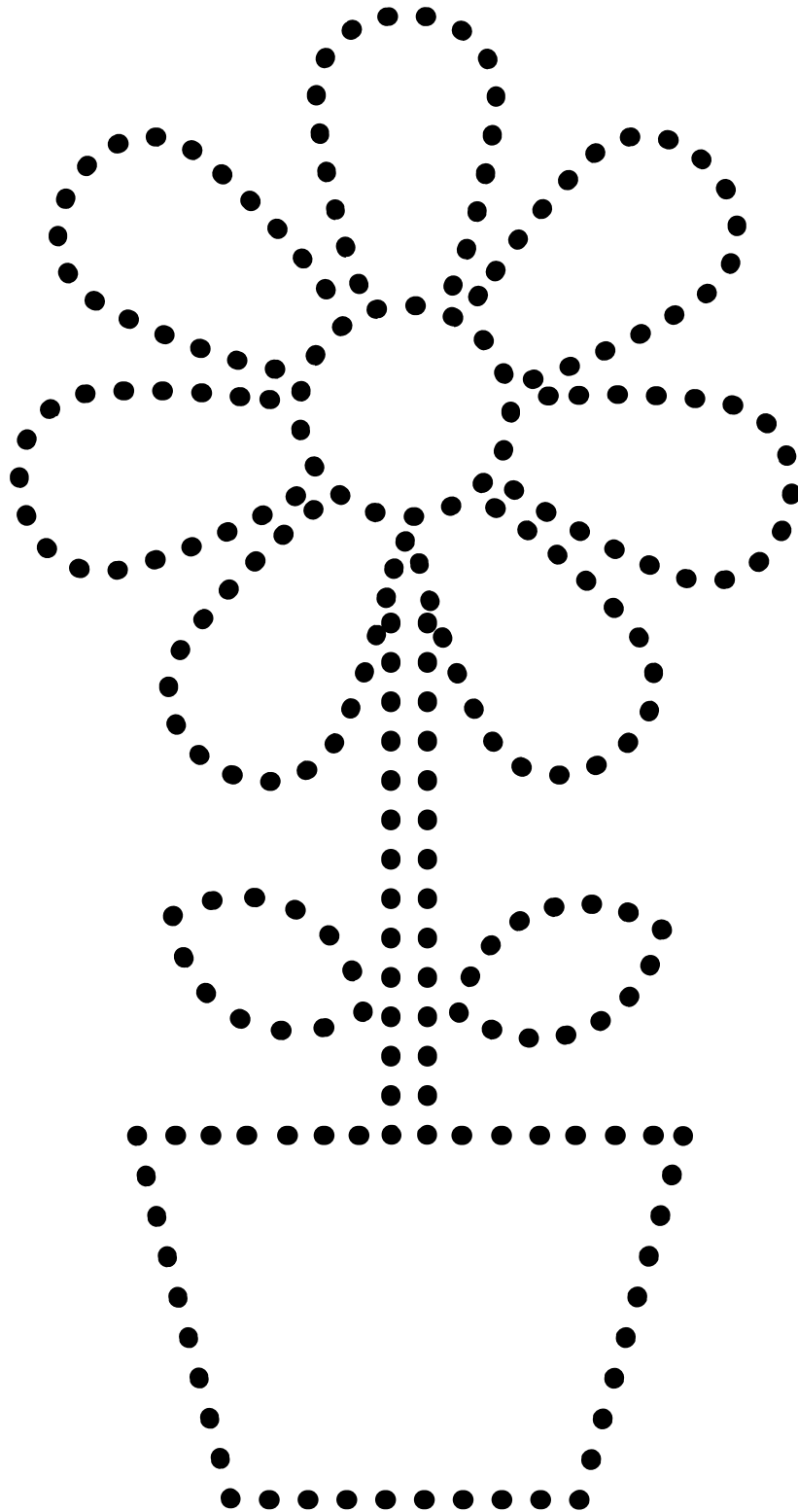
Tellen van 1 tot 20

Vul de missende cijfers in

1		3	4	
	7			10
11		13	14	
	17		19	20

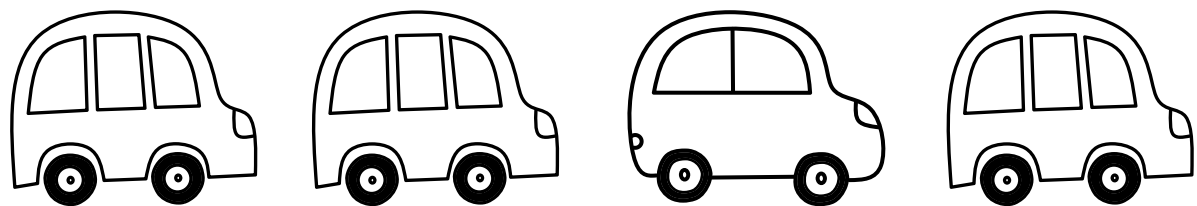
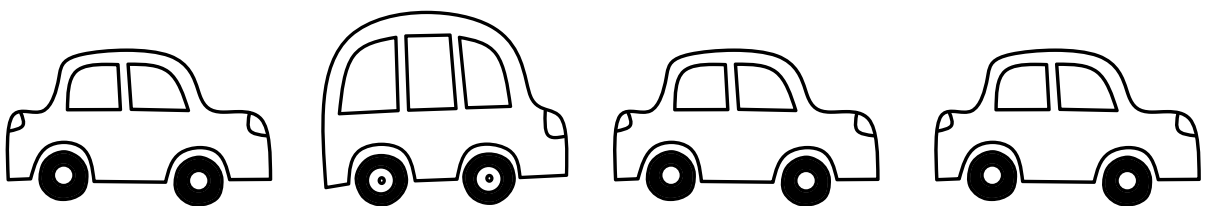
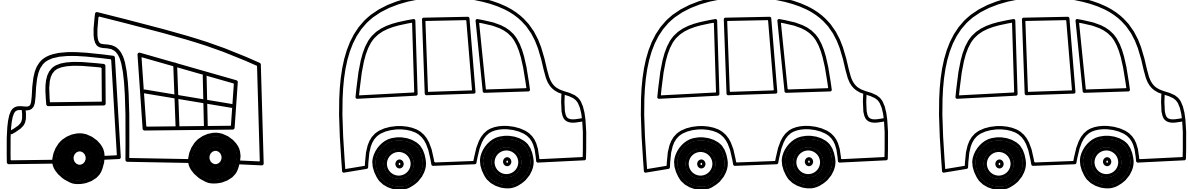
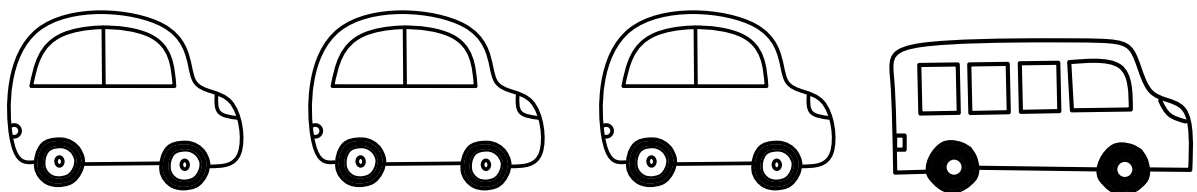
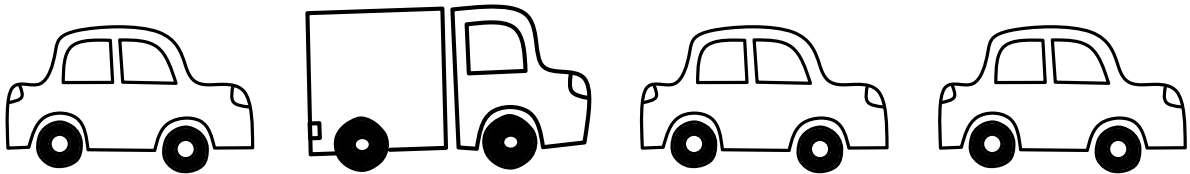
BLOEMPOT

Volg de stippellijn nauwkeurig over en kleur de afbeelding in.




Welke is anders?

Omcirkel het plaatje die anders is dan de rest in het rijtje.





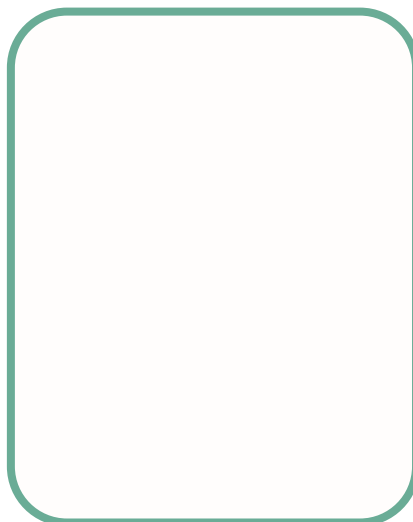
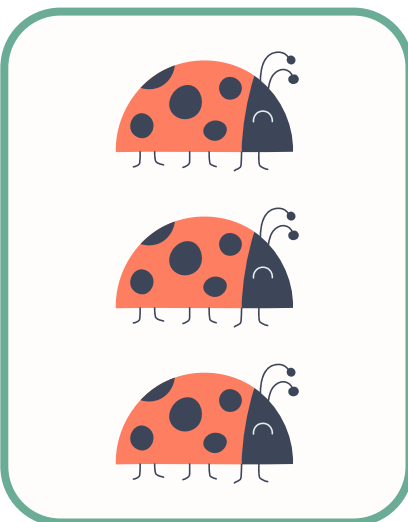
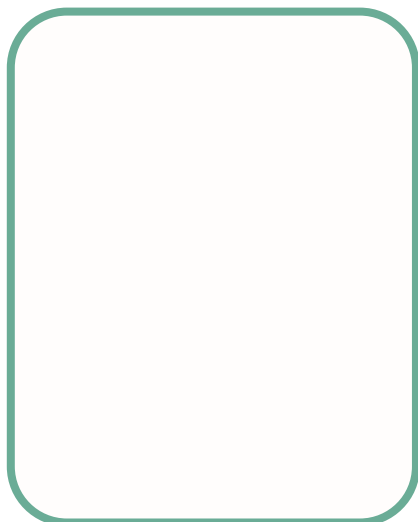
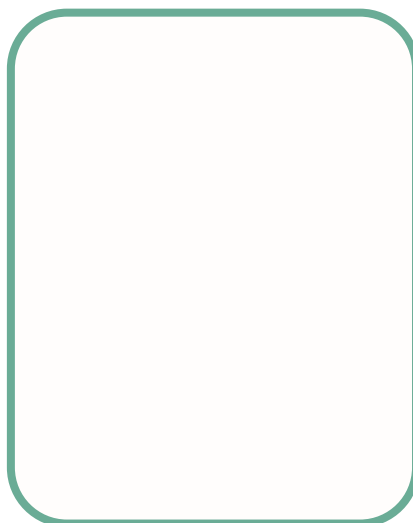
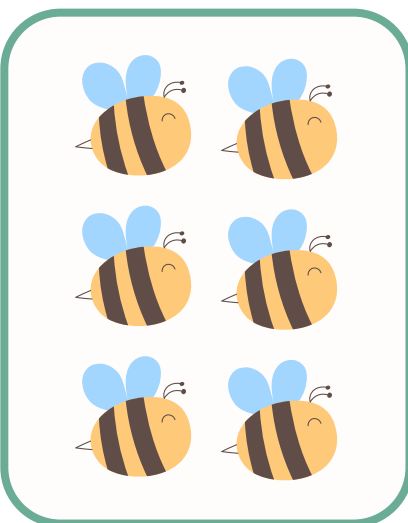
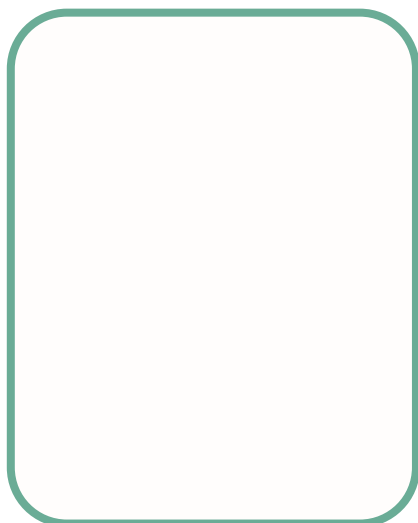
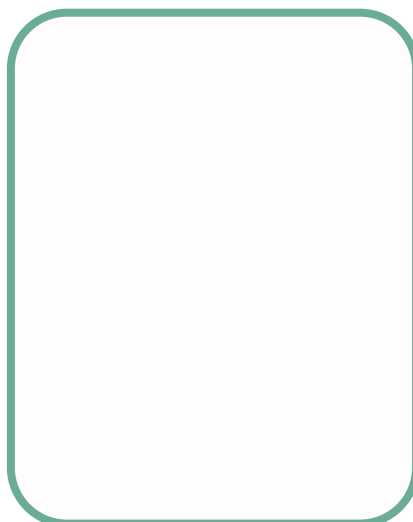
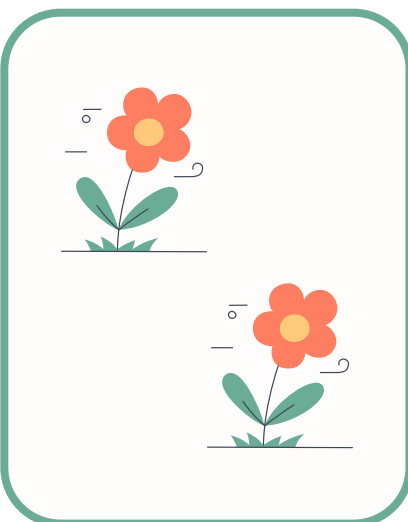
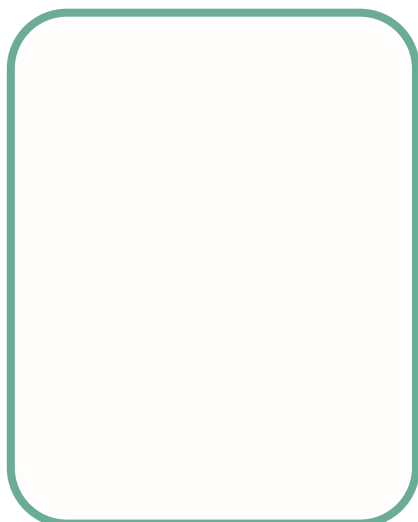
Dierenspel – Regels

1. Iemand begint en zegt een dier, bijvoorbeeld: kat.
 2. De volgende speler zegt een dier dat begint met de laatste letter van het vorige dier.
 3. Bijvoorbeeld: kat → tijger → rat
 4. Je mag geen dieren herhalen.
 5. Kun je geen dier bedenken? Dan ben je af.
 6. Het spel gaat door tot er nog maar één speler over is.
 7. Die speler wint!
- 



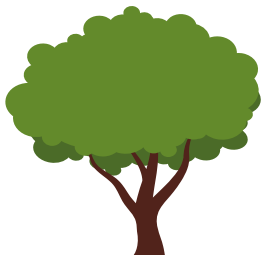
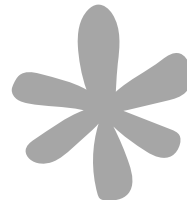
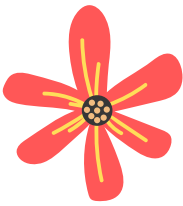
Eén meer, één minder

Teken eentje meer en eentje minder.



VIND DE SCHADUW

Trek een lijn van het voorwerp naar de juiste schaduw



Colour The Picture

