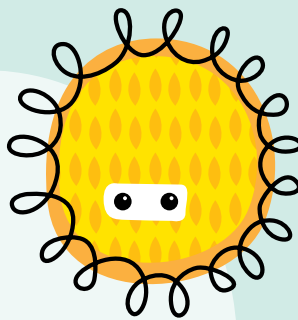


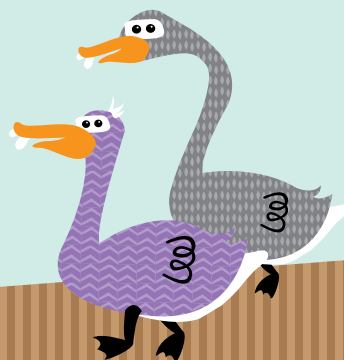
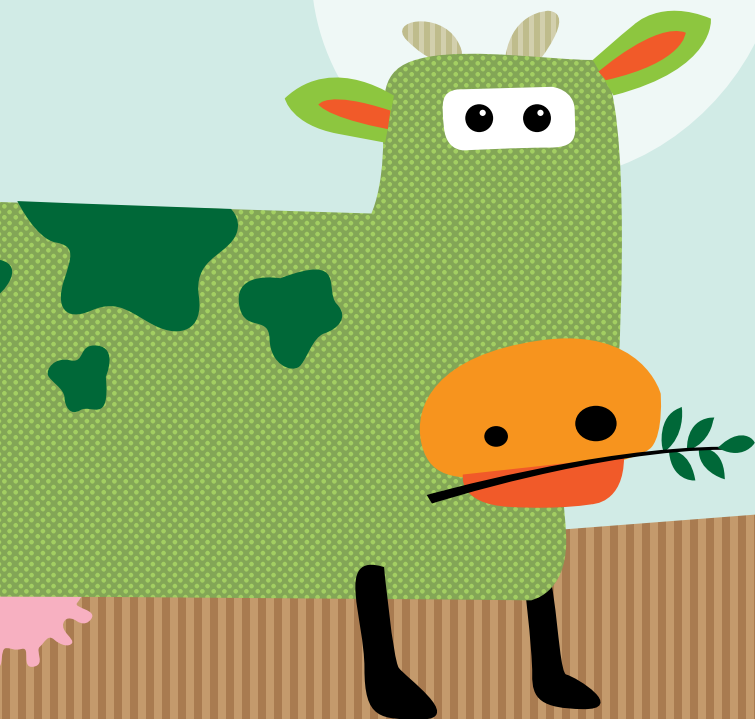
# Wacky Wonders



Mit **NAVN** er \_\_\_\_\_

\_\_\_\_\_ .

Jeg er \_\_\_\_\_ **ÅR** gammel.



Find løsningerne på:

[www.barbo-toys.com](http://www.barbo-toys.com)

Søg på varenummer 21615

# ER DU KLAR ?

lad os lige **TJEKKE** ?



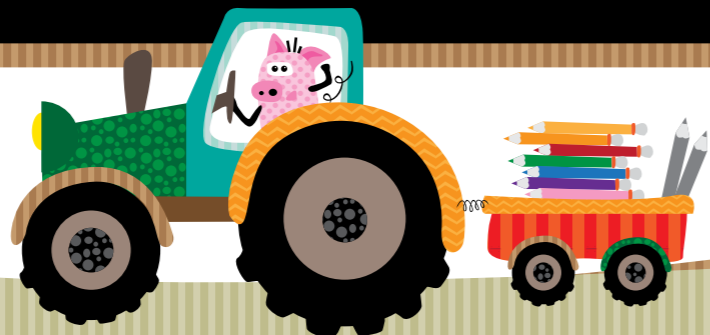
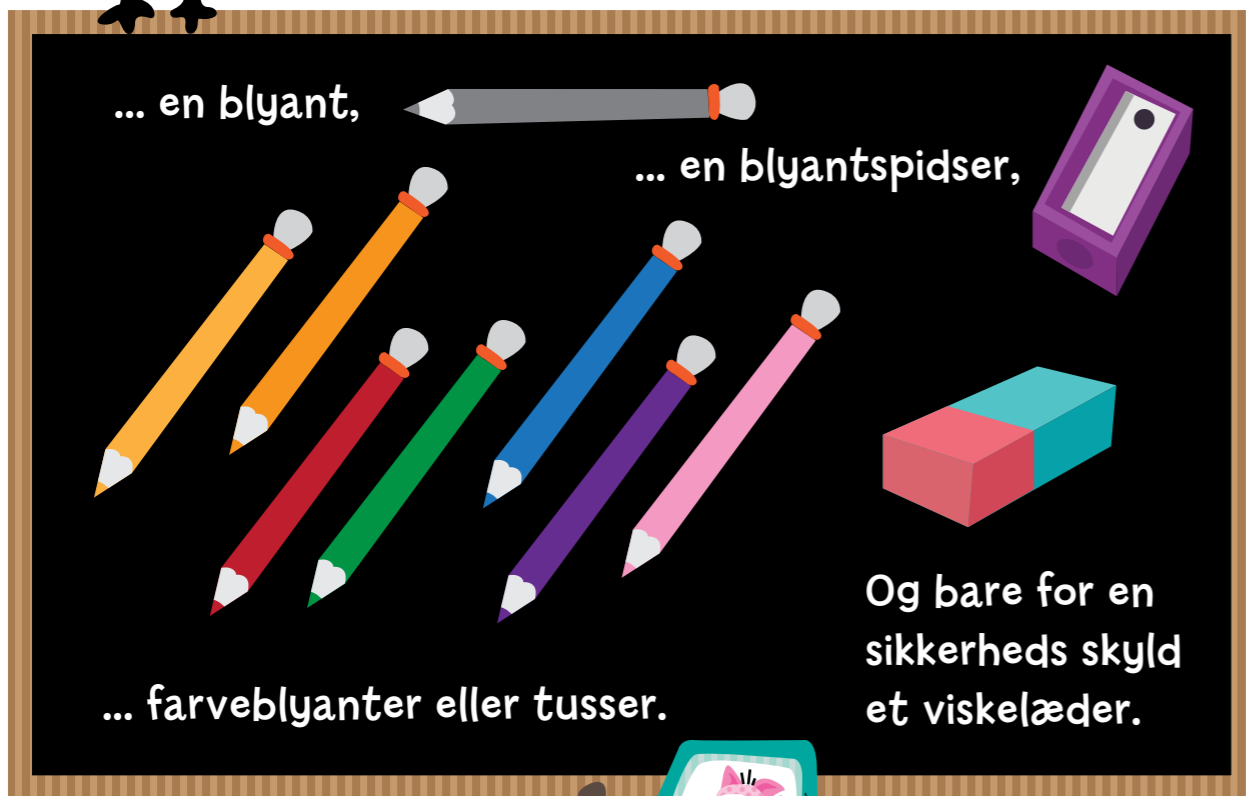
Du kommer bedst fra start ved at have det rigtige værktøj klar.

Kan du finde nogle gode skriveredskaber frem?

Har du lyst til lidt sjov hjernegymnastik? Så har du fundet det rette hæfte.



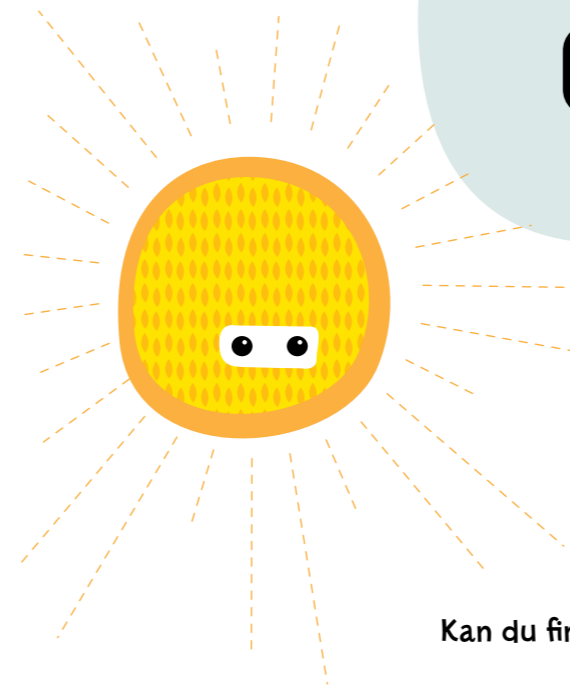
## VI VIL FORESLÅ, DU FINDER...



# OPVARMING

lidt **TRÆNING** før vi **GÅR i GANG**

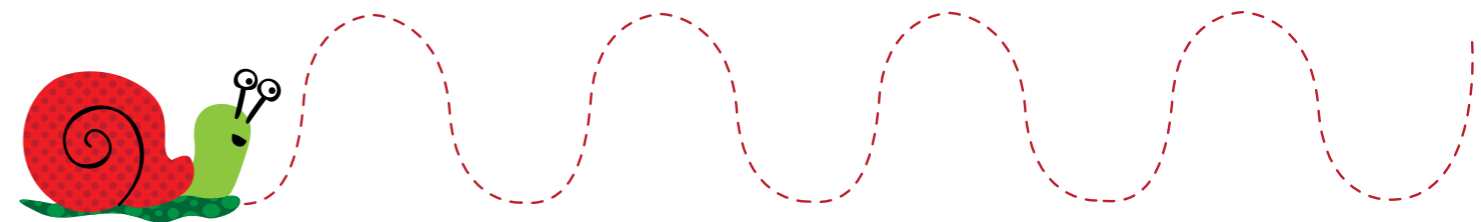
Lad os begynde med at teste det gule skriveredskab. Følg den stiplede linje, og giv solen gule stråler.



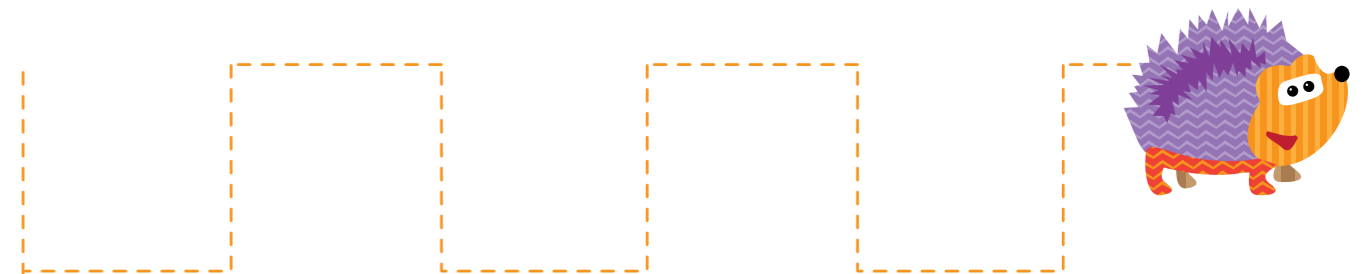
Kan du finde den blå farve frem og svømme med fisken?



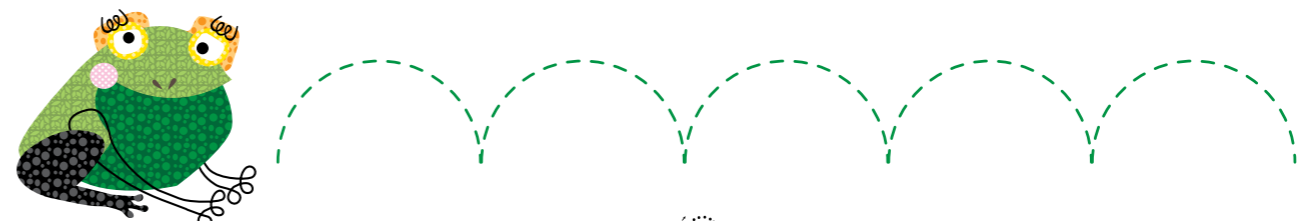
Kan du finde den røde farve frem og glide med sneglen?



Kan du finde den orange farve frem og vandre med pindsvinet?

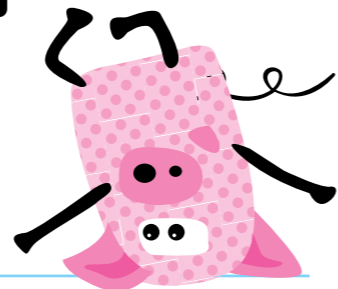


Kan du finde den grønne farve frem og hoppe med frøen?



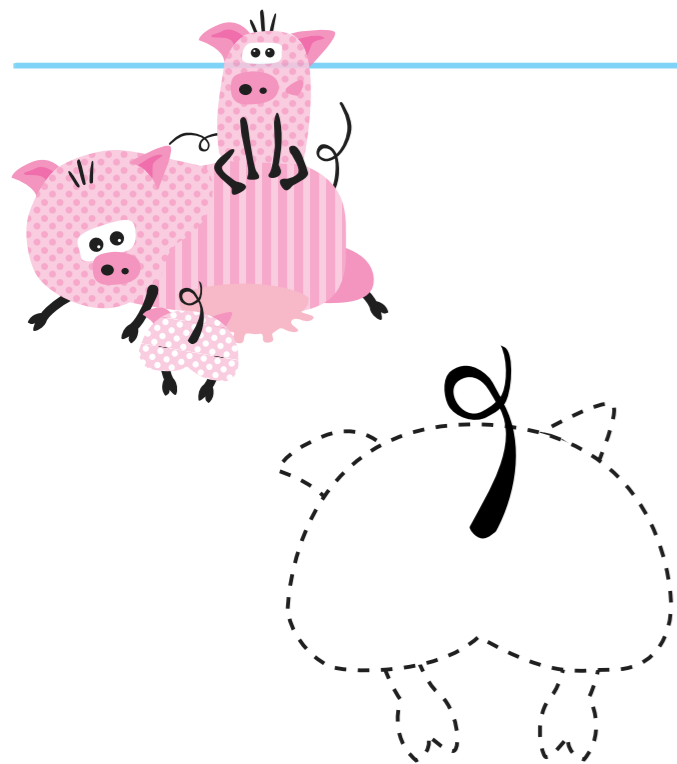
# LEG med TALLET

# 1



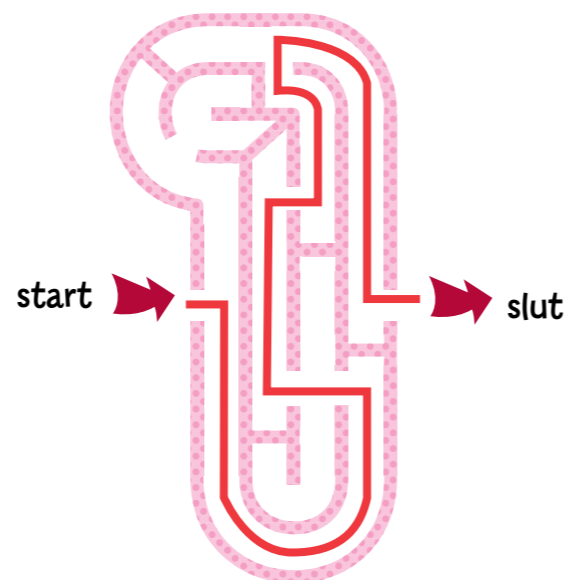
Her kan du øve dig på at skrive tallet **1**.

Handwriting practice lines for the number 1. The first line shows a dotted '1' with a small arrow indicating the stroke direction. The second line shows two solid '1's. Below are several blank lines for practice.



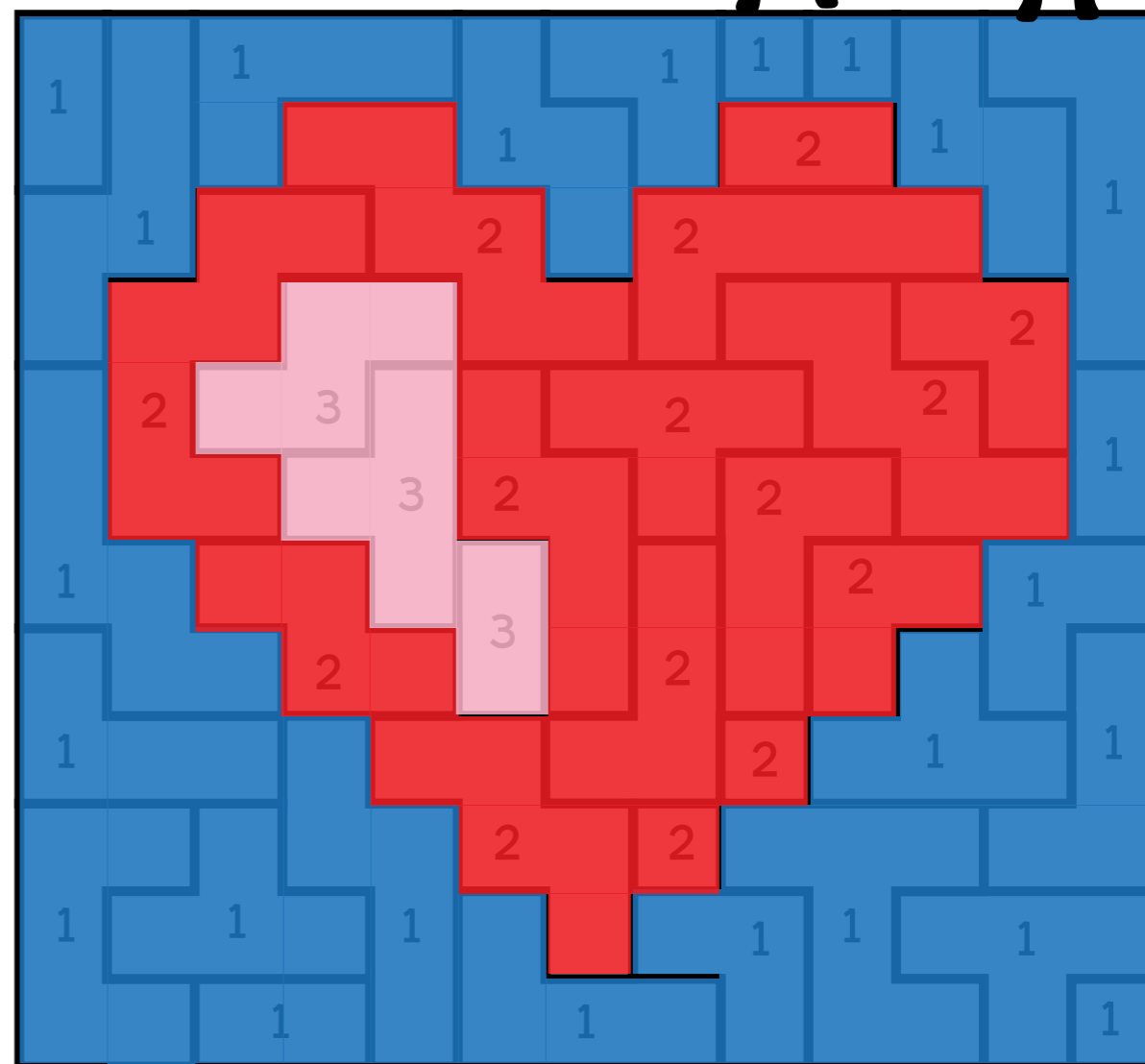
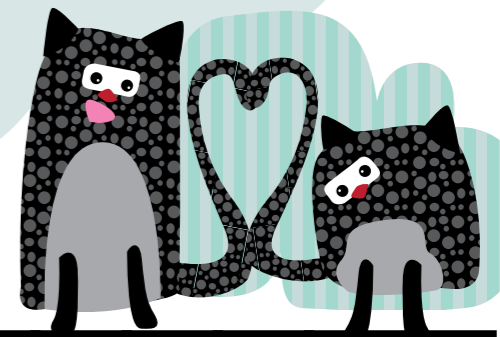
Tegn **1** hale på grislingen.

4



Kan du finde vej gennem **1** tallet?

# FARV med TALKODE



Farv alle 1-taller blå, alle 2 taller røde og alle 3 taller lyserøde.  
Hvad kan man nu se tydeligere?

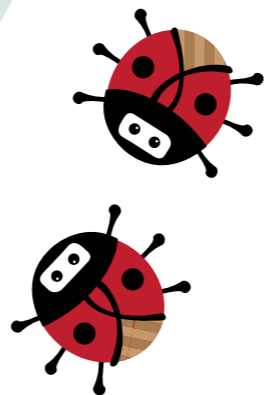


5



# LEG med TALLET

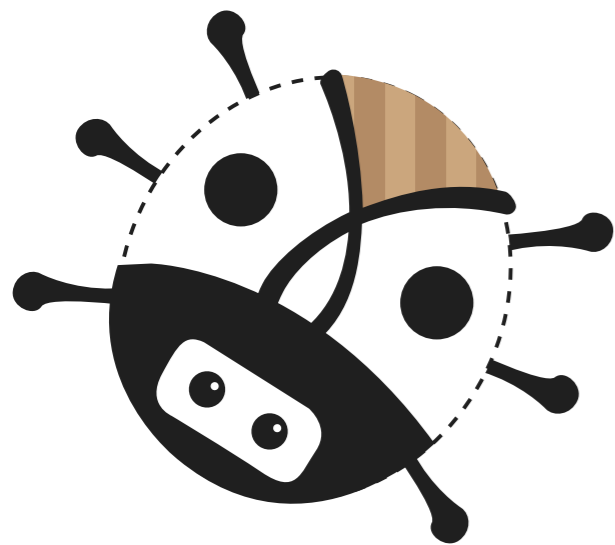
# 2



Her kan du øve dig på at skrive tallet **2**.

2

2 2 2

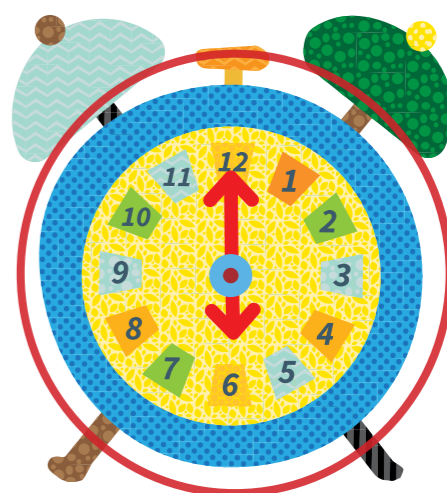
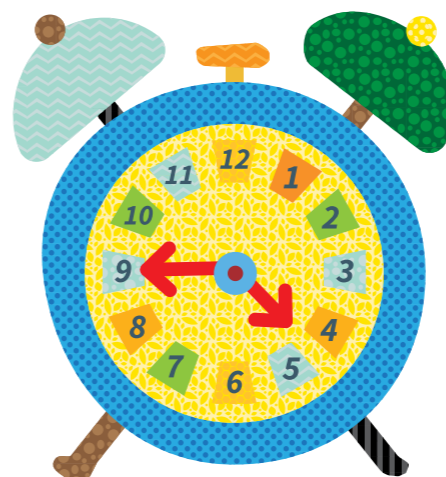
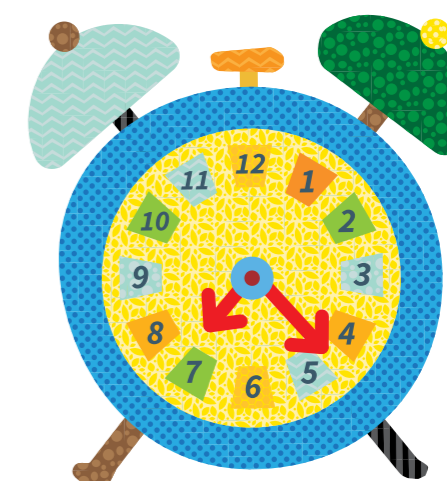
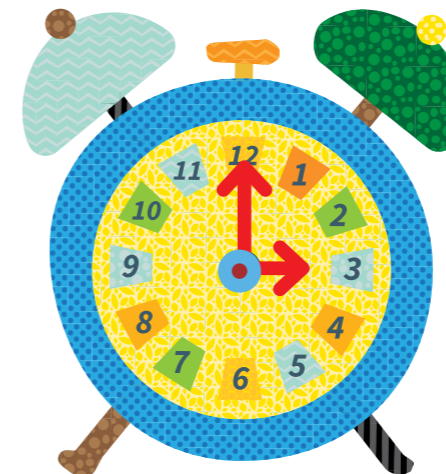
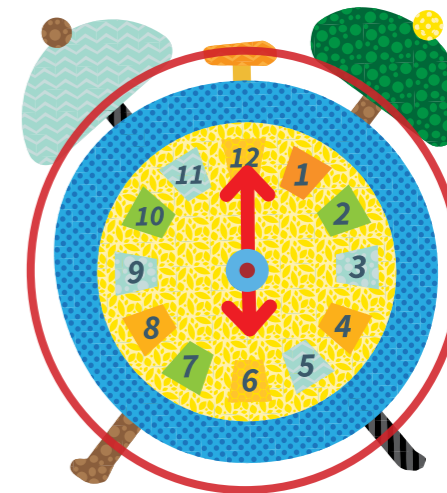
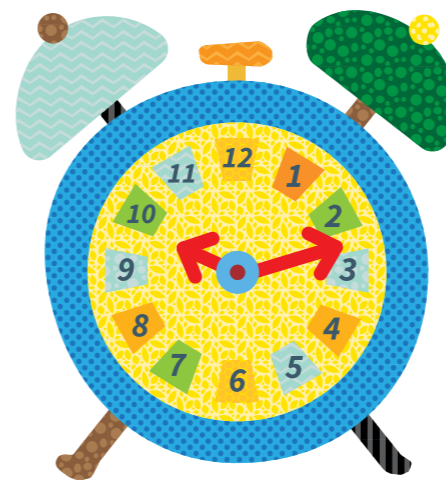


Tegn **2 prikker** på mariehønen.



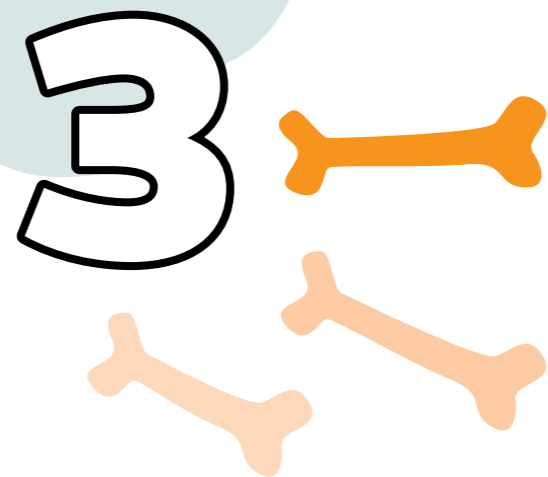
Kan du finde vej gennem **2 tallet**?

# FIND 2 helt ENS

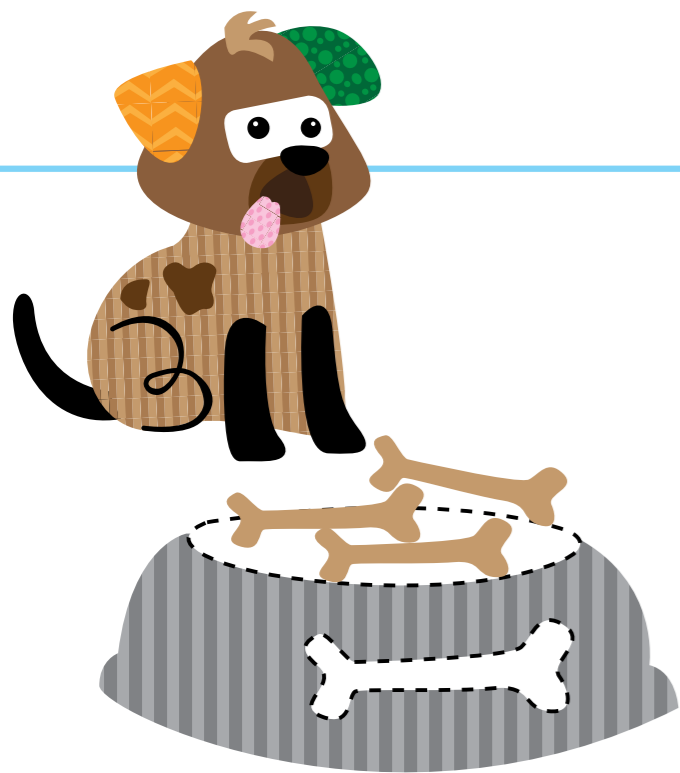
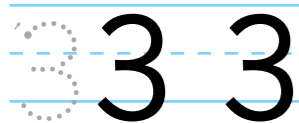
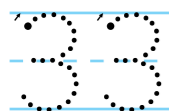


Kig godt på disse seks ure. Hvilke to er helt ens?

# LEG med TALLET



Her kan du øve dig på at skrive tallet **3**.



Tegn **3** kødben i madskålen.



## FIND



## hundens SKYGGE



1



2



3



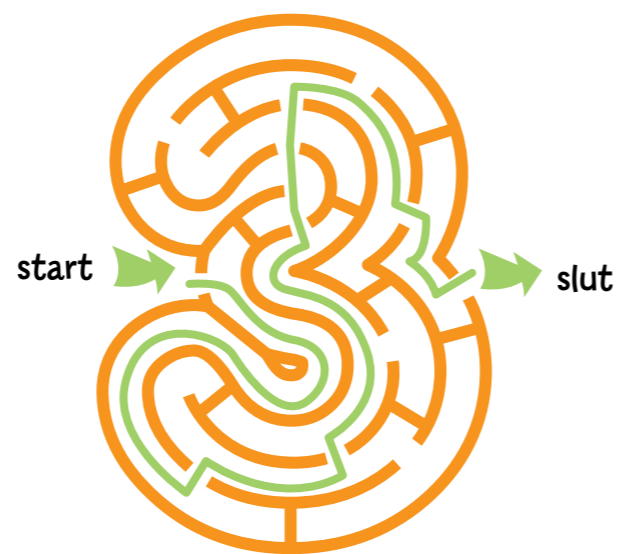
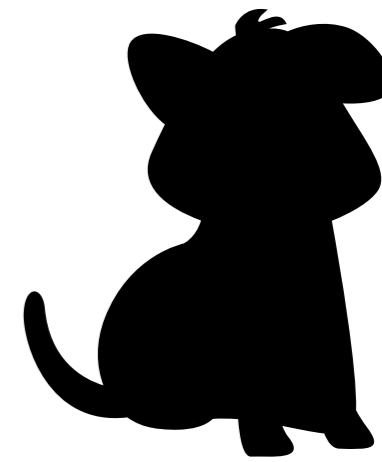
4



5



6



Kan du finde vej gennem **3** tallet?



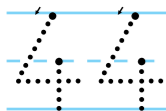
# LEG med TALLET



# 4

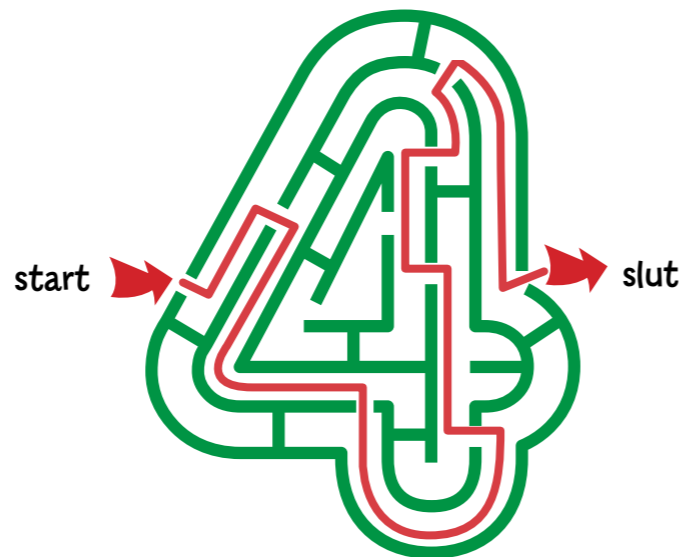


Her kan du øve dig på at skrive tallet **4**.



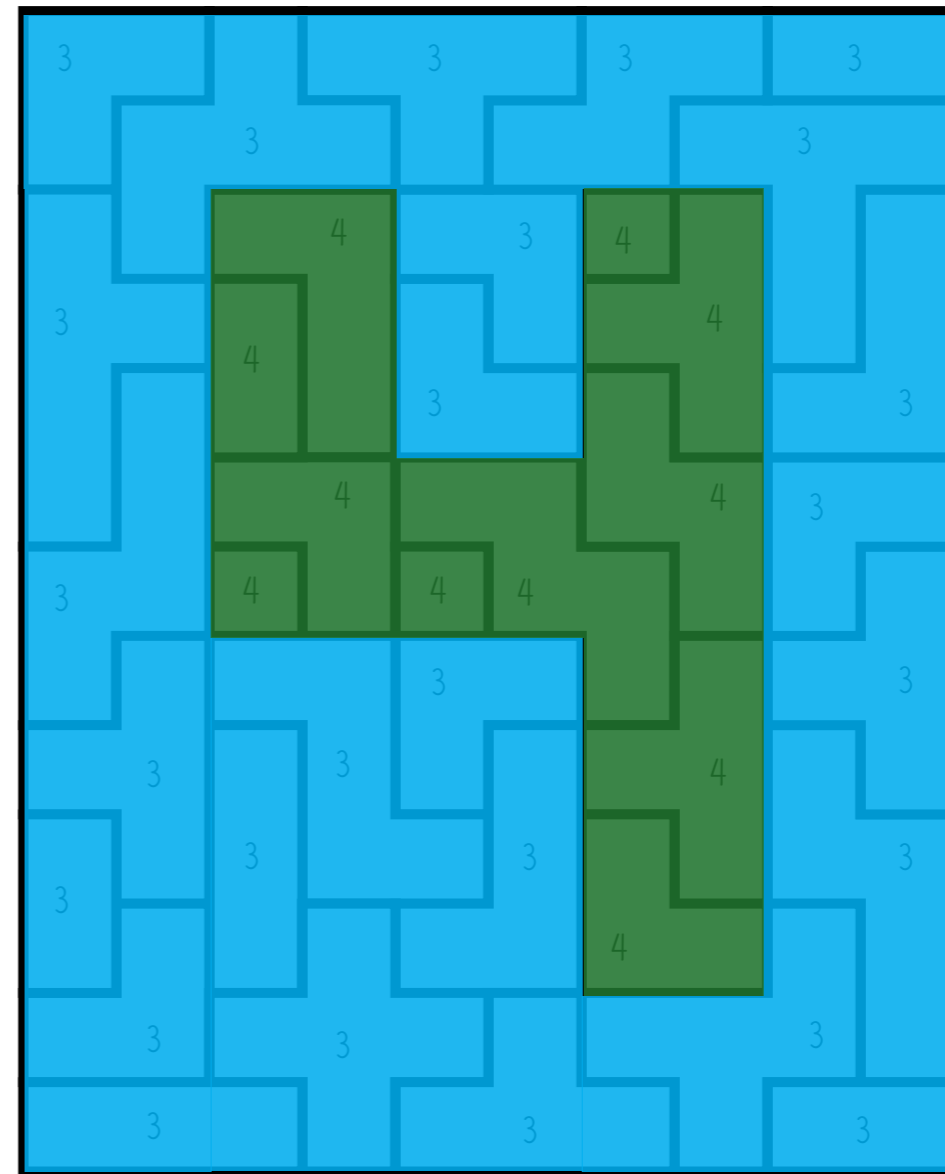
Tegn **4 fugle** i eller uden for buret.

10



Kan du finde vej gennem **4 tallet**?

# FARV med TALKODE



Farv alle 3 taller blå og alle 4 taller grønne. Hvad kan du nu se tydeligere?



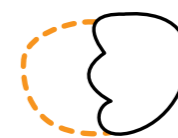
# LÆR at TEGNE

en fugl

1



2



3



11

# LEG med TALLET

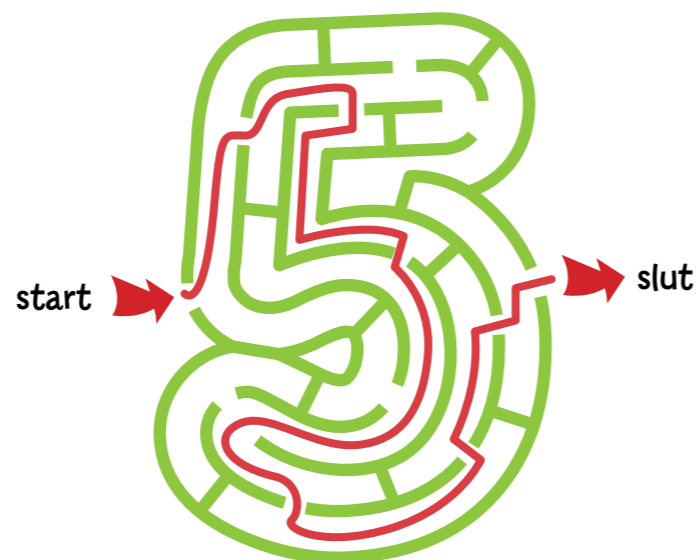
# 5



Her kan du øve dig på at skrive tallet **5**.

55

5 5 5

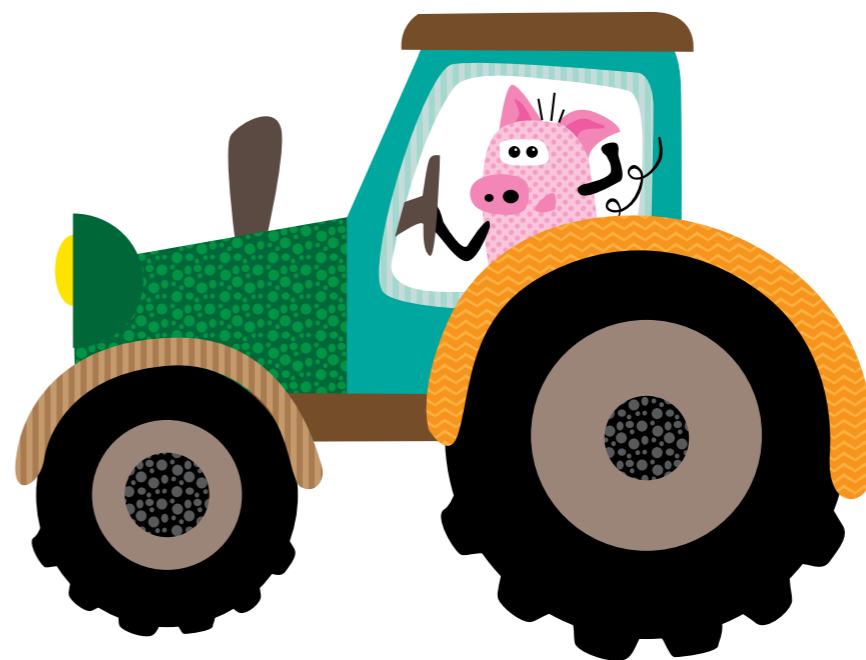
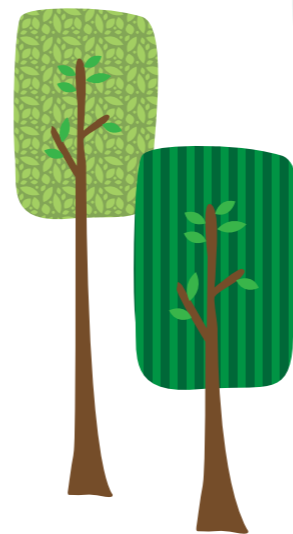


Tegn **5 nødder** til egernet.

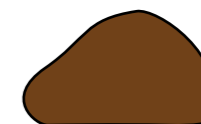
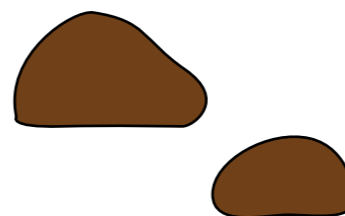
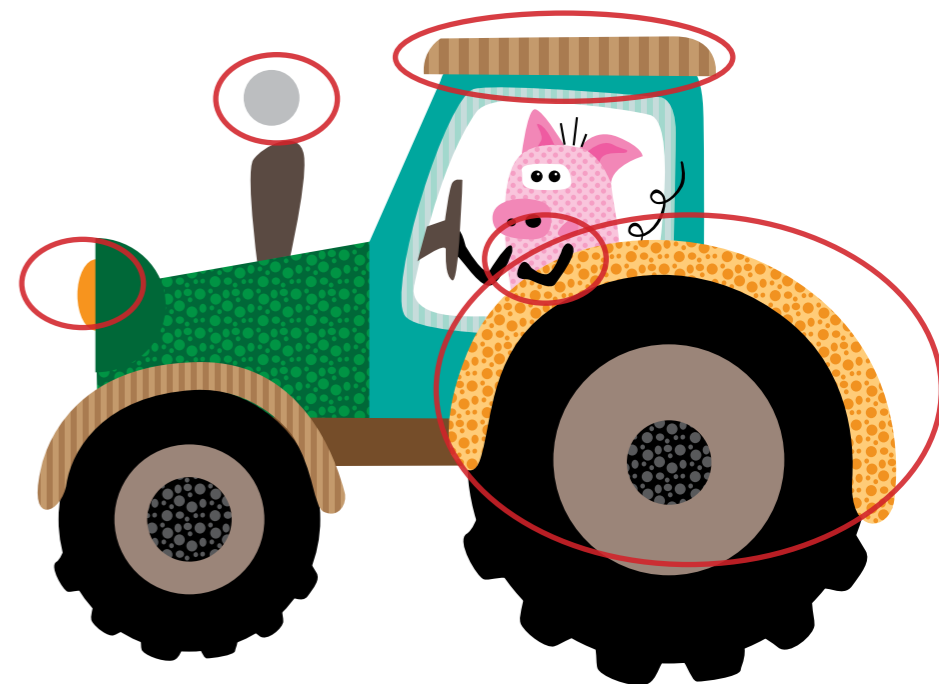
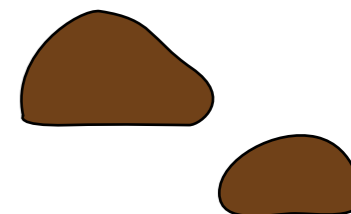
12

Kan du finde vej gennem **5 tallet**?

# FIND 5 FEJL



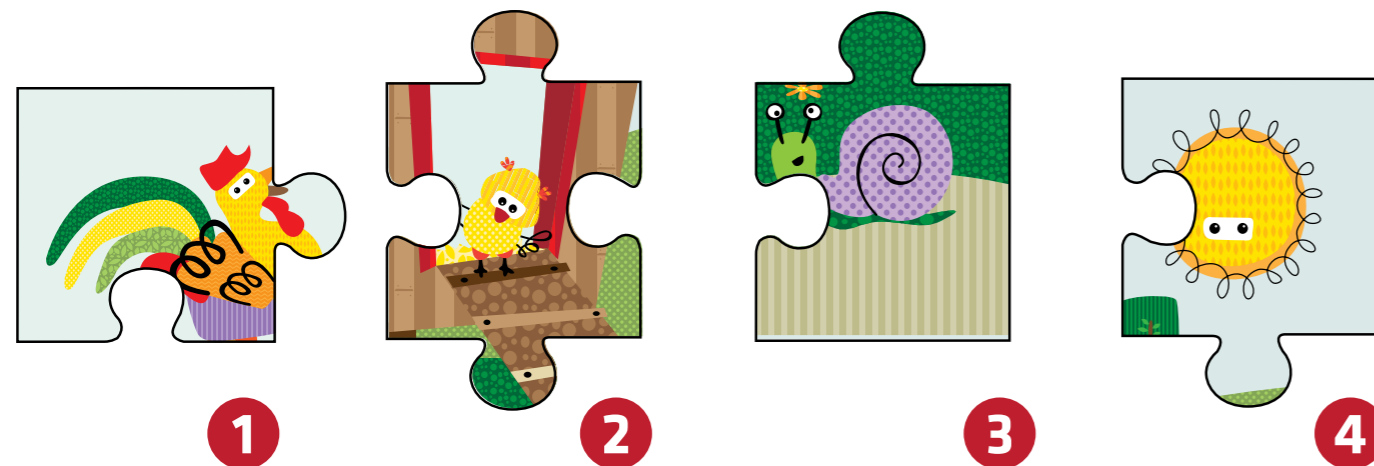
Farvelæg en sten for hver fejl, du finder.



13

# FRIKVARTER

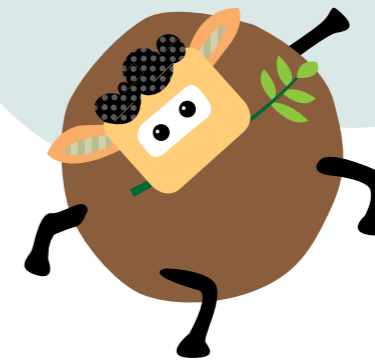
## PUSLESPIL FIND DEN ekstra BRIK



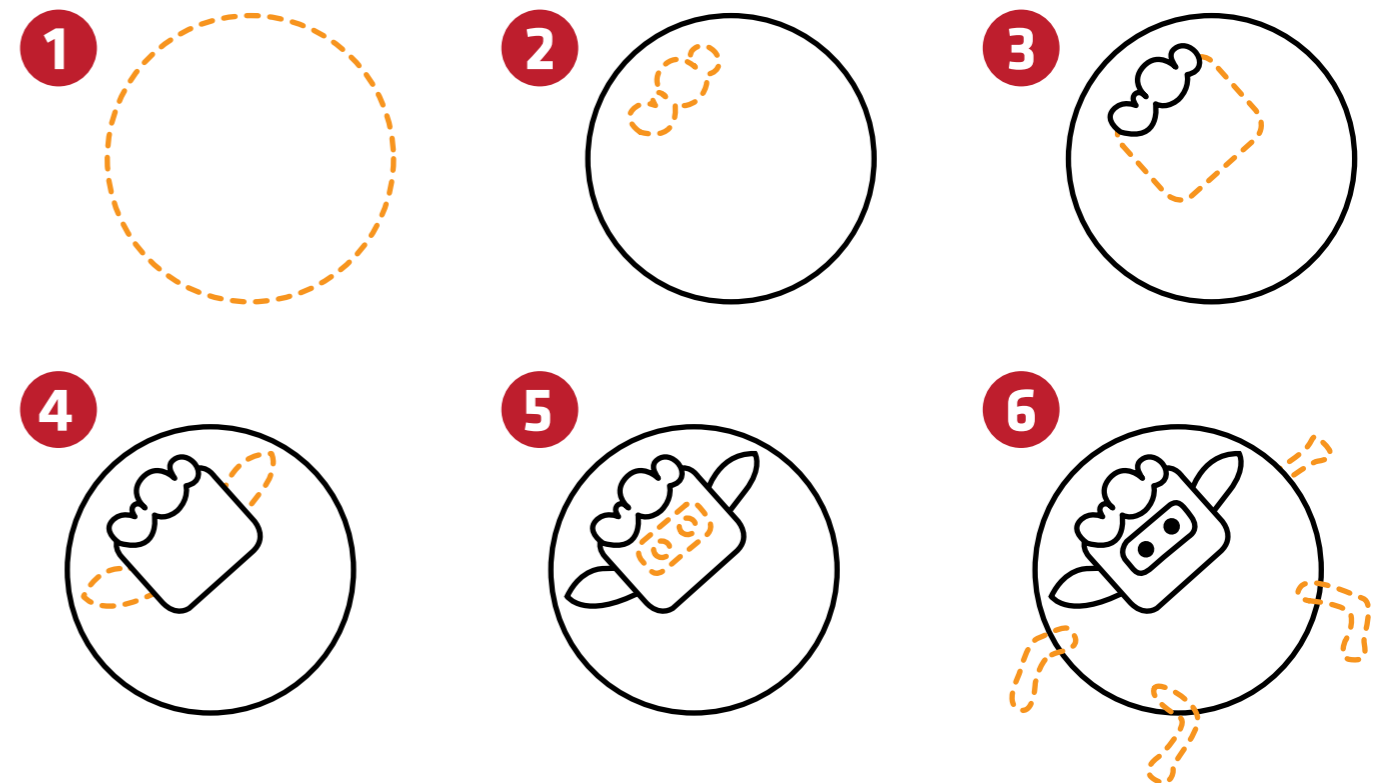
Tegn en cirkel rundt om den brik, der ikke passer i puslespillet.

# FRIKVARTER

## LÆR at TEGNE



et får



Kan du tegne et får på marken?

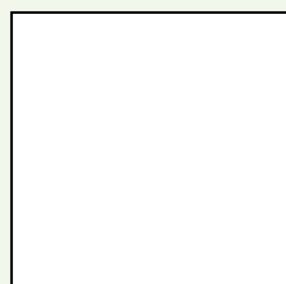




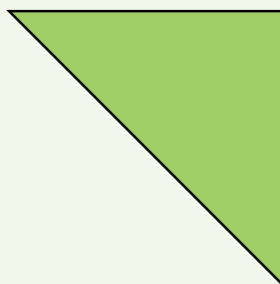
# FRIKVARTER



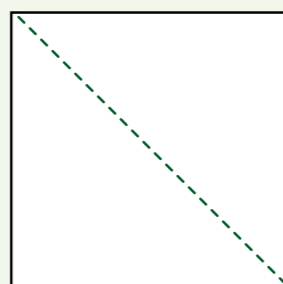
## VEJLEDNING



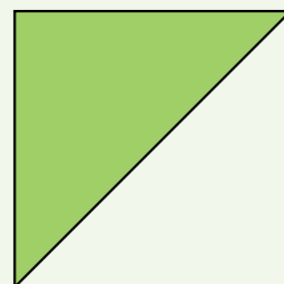
Klip arket ud til højre.



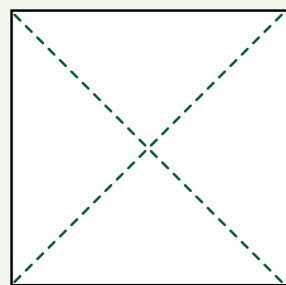
Fold det sådan her.



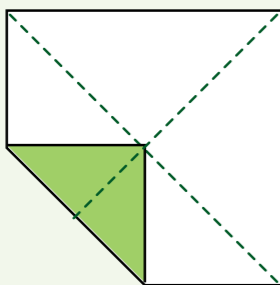
Fold det ud igen.



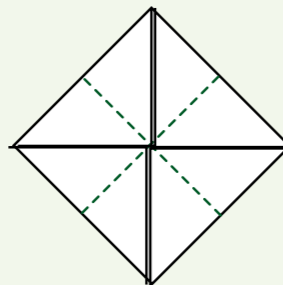
Fold det nu den anden vej.



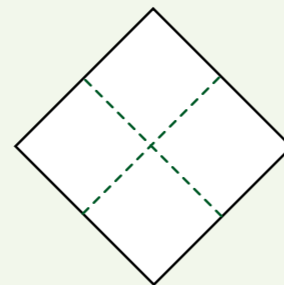
Fold det ud igen, så det ser sådan her ud.



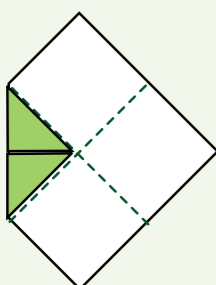
Fold alle 4 hjørner ind mod midten af firkanten, så spidserne rammer hinanden.



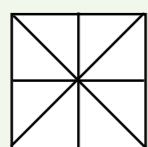
Dit papir bør nu se sådan her ud.



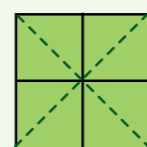
Vend papiret om, så folderne, du lige har lavet, vender nedad.



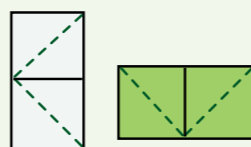
Fold hjørnerne ind mod midten igen.



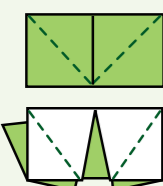
Dit papir bør nu se sådan her ud.



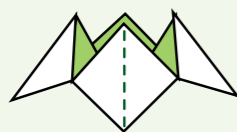
Vend papiret.



Fold papiret til den ene side, som i figur 1, fold ud igen, og fold det den anden vej, som i figur 2.



Stik dine fingre ind i lommerne nedefra.

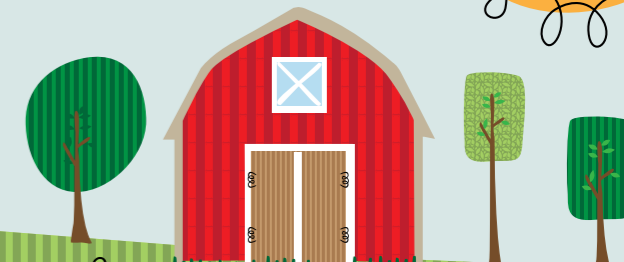
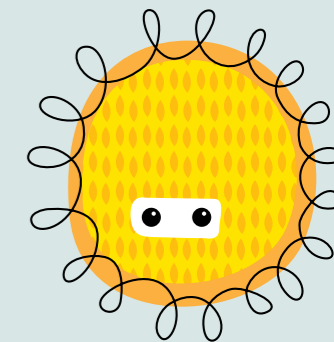


Sådan ser den ud færdig og åben.



# KLIP UD og FOLD

Klip firkanten ud og spil med dine venner.



Lav **1** sjovt ansigt!

Sig **2** søde ting til en ven!

Hop på et ben **3** gange!

Stå stille som en statue i **4** sekunder!

Giv **5** High til den person, der står tættest på dig!

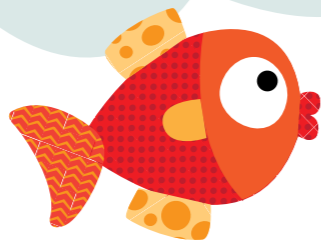
Hop så højt du kan **6** gange!

Klap dig på hovedet og maven **7** gange!

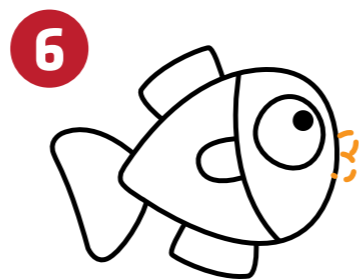
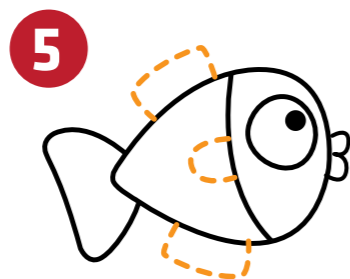
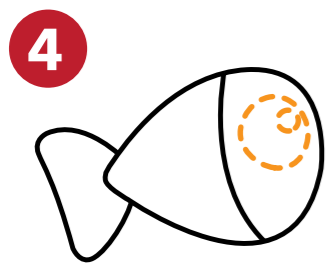
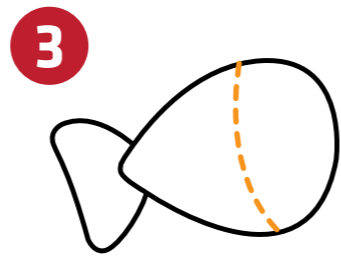
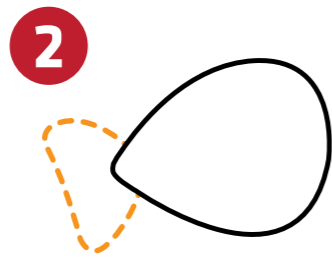
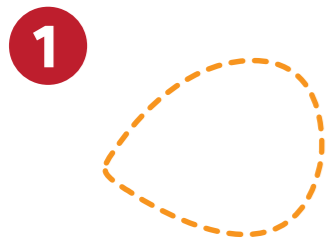
Spind rundt **8** gange!

# FRIKVARTER

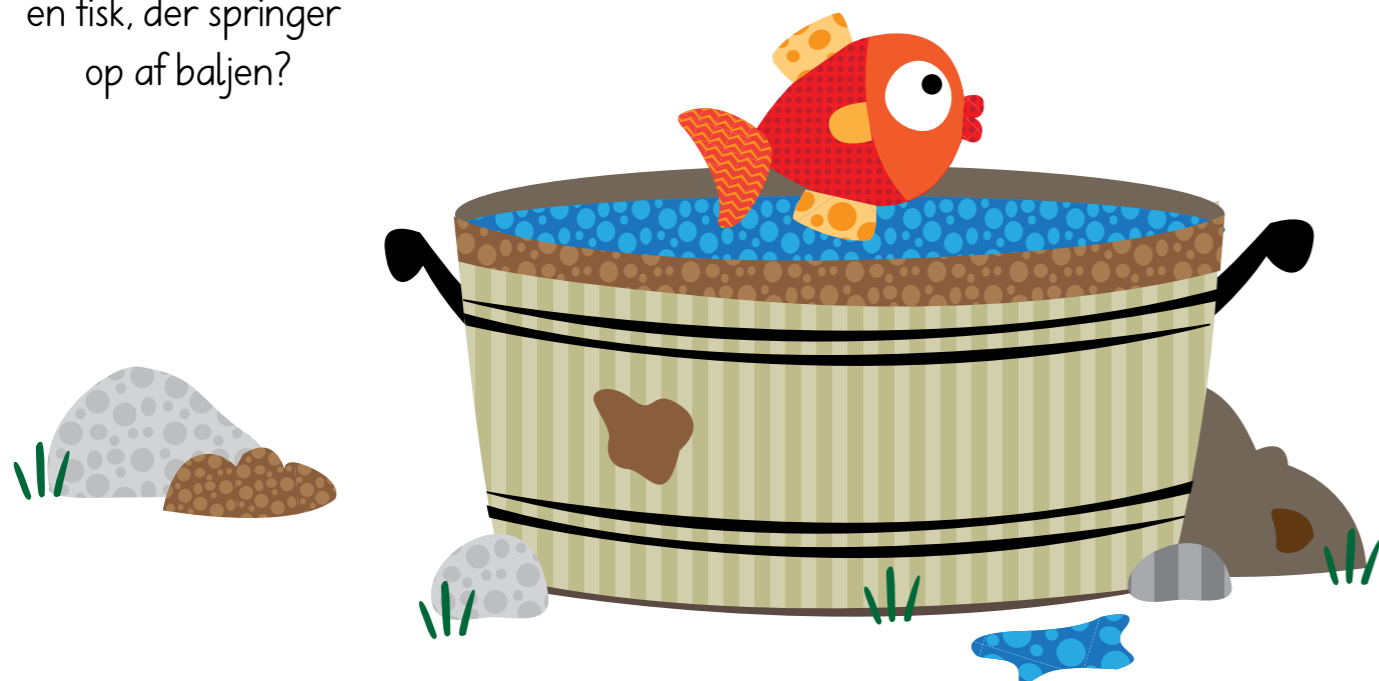
## LÆR at TEGNE



en fisk

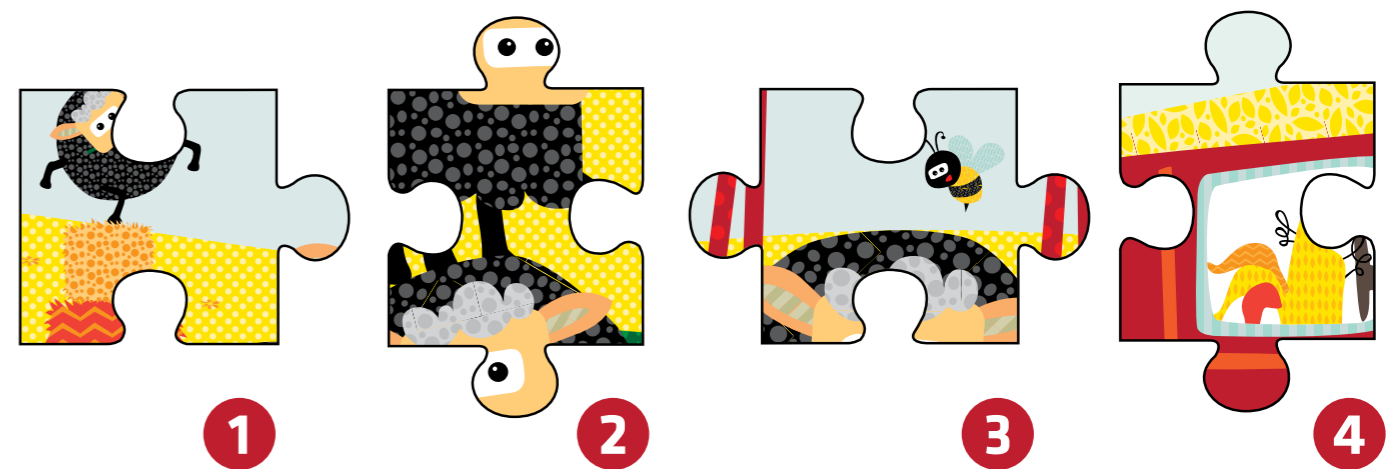
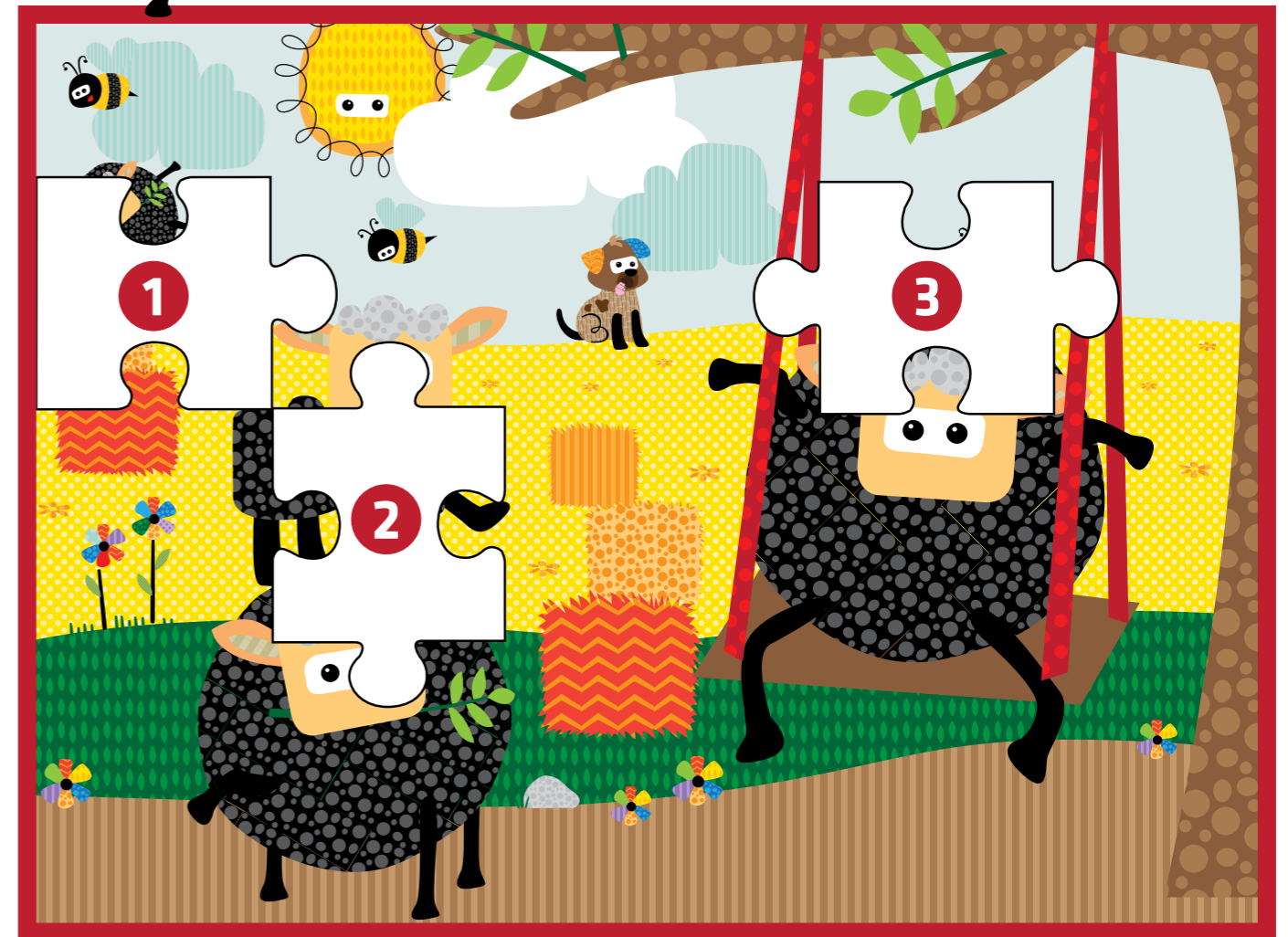


Kan du tegne  
en fisk, der springer  
op af baljen?



# FRIKVARTER

## PUSLESPIL FIND DEN ekstra BRIK



1 2 3 4

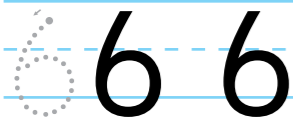
Tegn en cirkel rundt om den brik, der ikke passer i puslespillet.



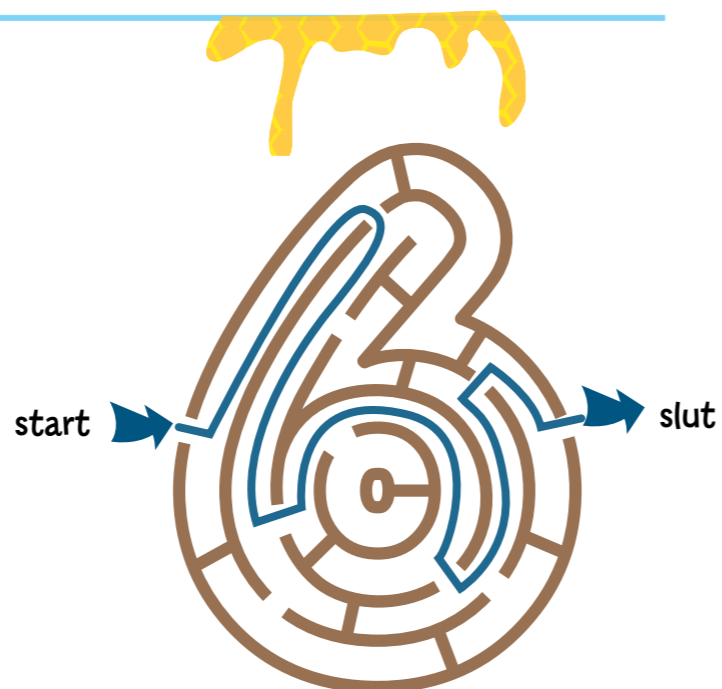
# LEG med TALLET



Her kan du øve dig på at skrive tallet **6**.

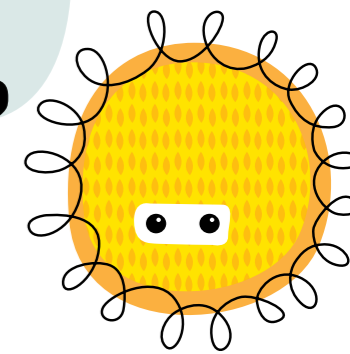


Tegn **6** ben på bien.

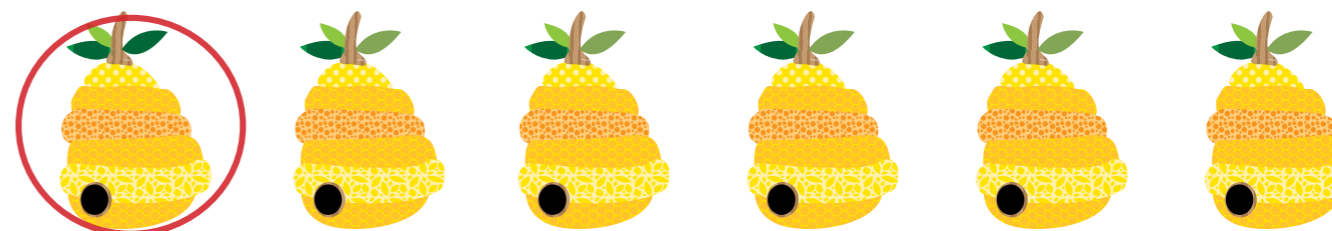


Kan du finde vej gennem **6** tallet?

## HVILKEN er ANDERLEDES?



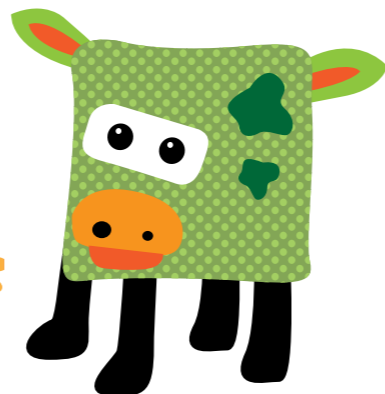
Der er 6 i hver række, men en ting er anderledes. Kan du finde den og sætte en cirkel rundt om den?



Gør linjen med tal færdig.

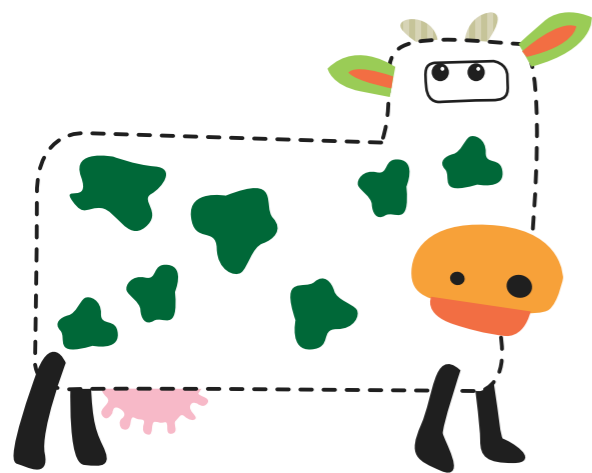
# LEG med TALLET

# 7

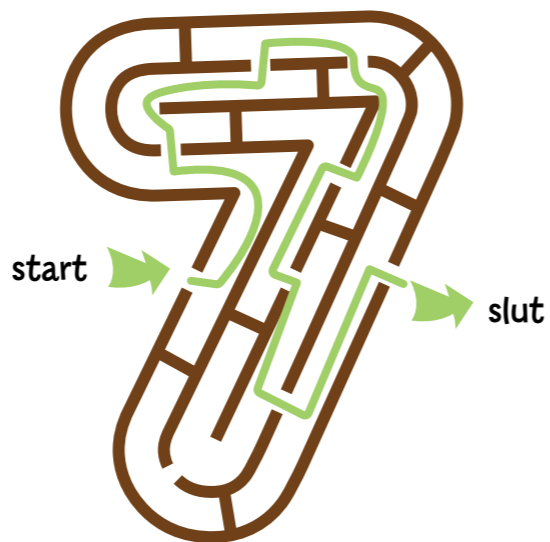


Her kan du øve dig på at skrive tallet **7**.

Handwriting practice lines for the number 7. The first line shows a dotted 7 for tracing. The second line shows a solid 7 for tracing. Below are several blank lines for independent practice.

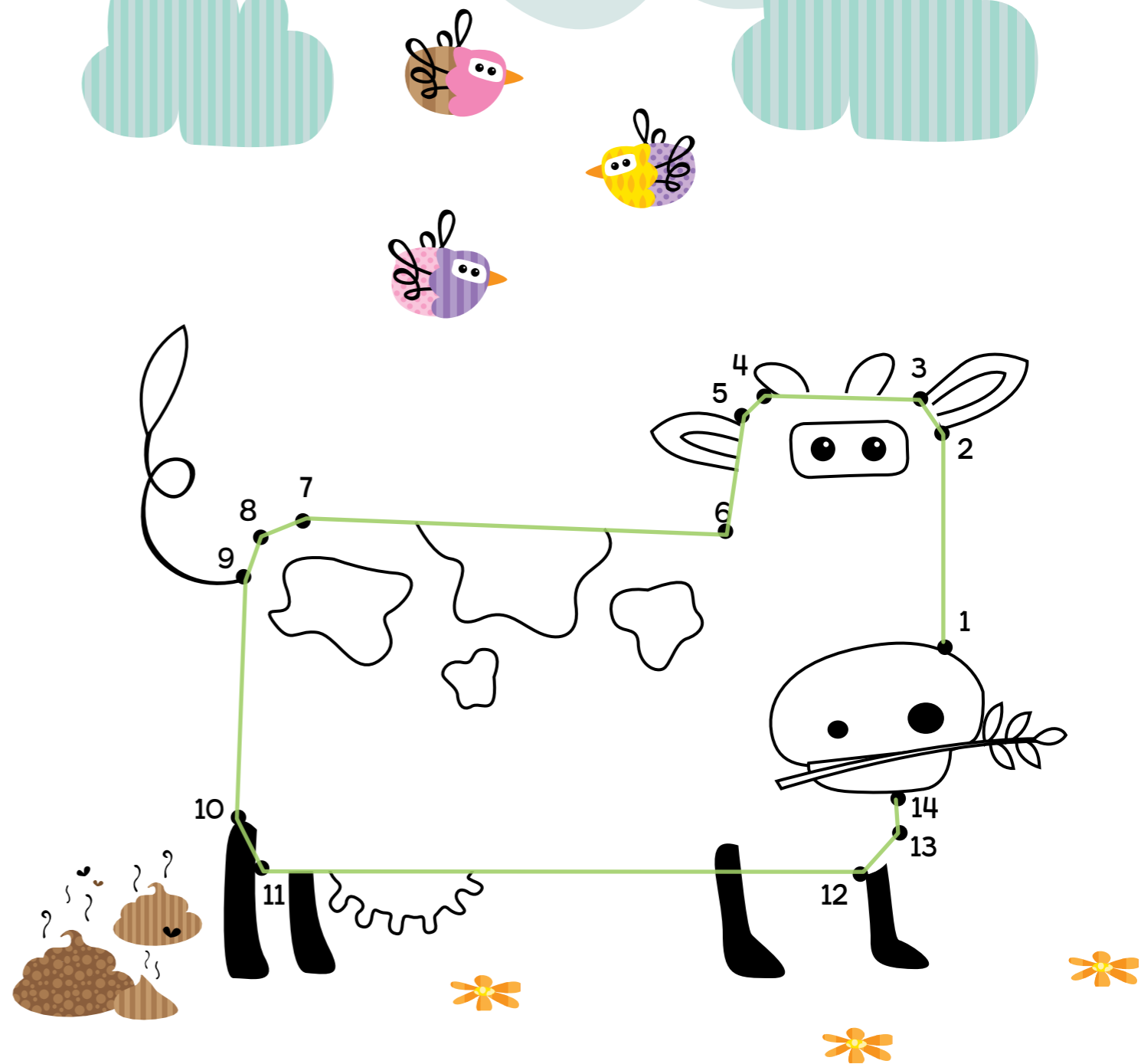


Tegn **7 pletter** på koen.



Kan du finde vej gennem **7 tallet**?

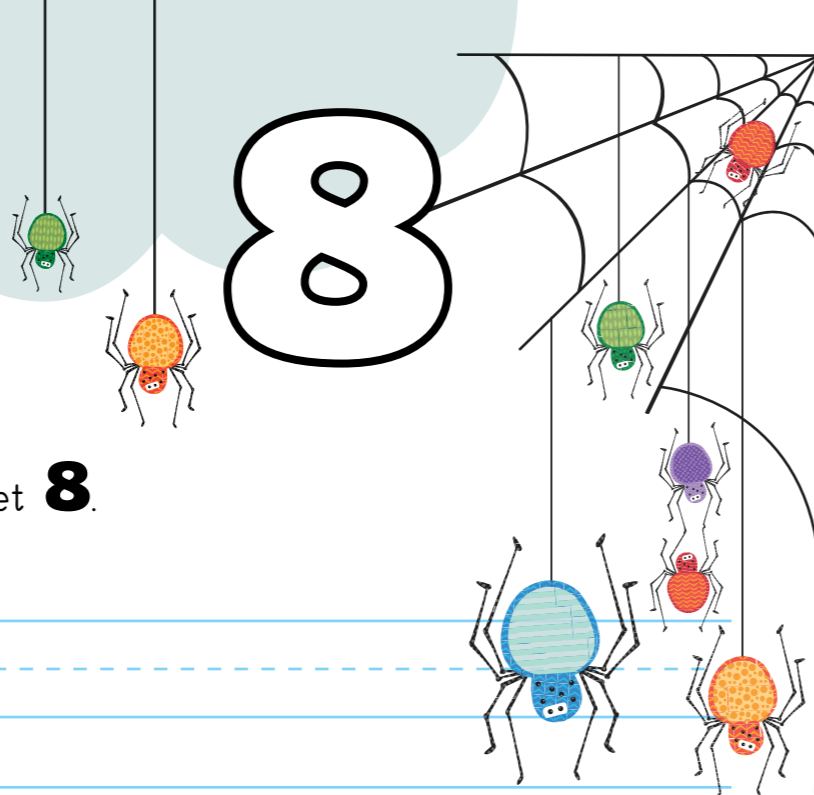
# PRIK til PRIK



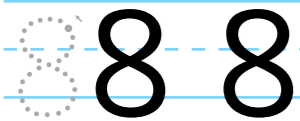
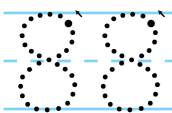
Forbind prikkerne. Du kan bruge tallinjen til hjælp.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

# LEG med TALLET

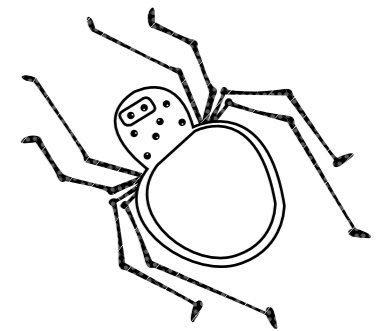
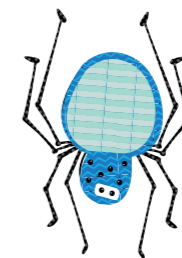
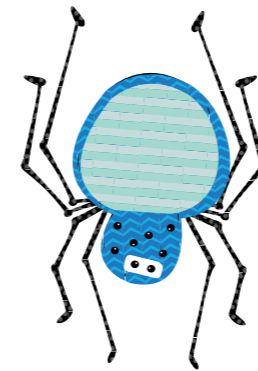
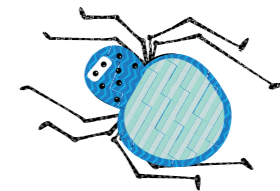
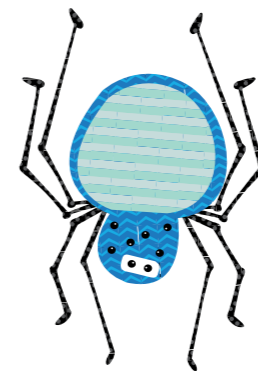
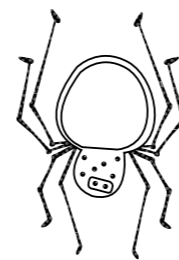
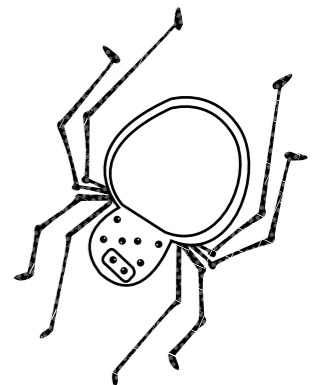
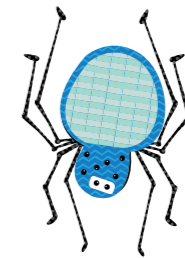
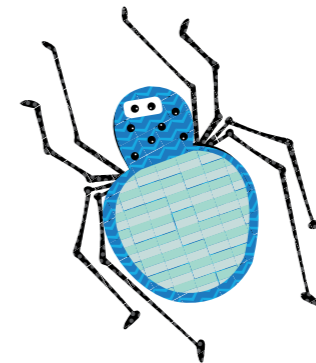
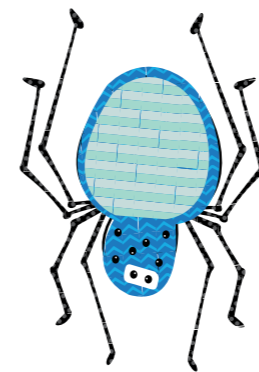
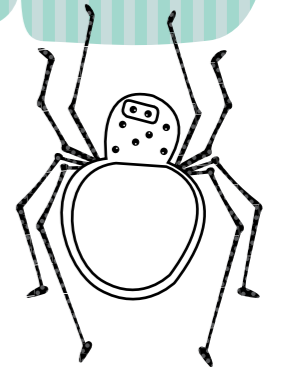
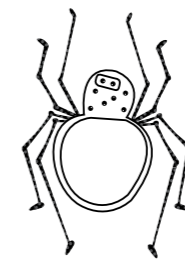
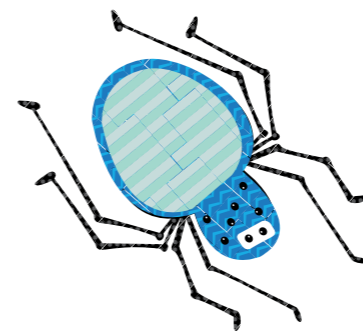
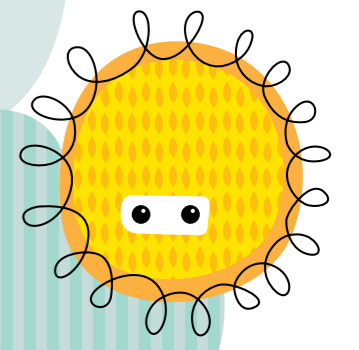


Her kan du øve dig på at skrive tallet **8**.

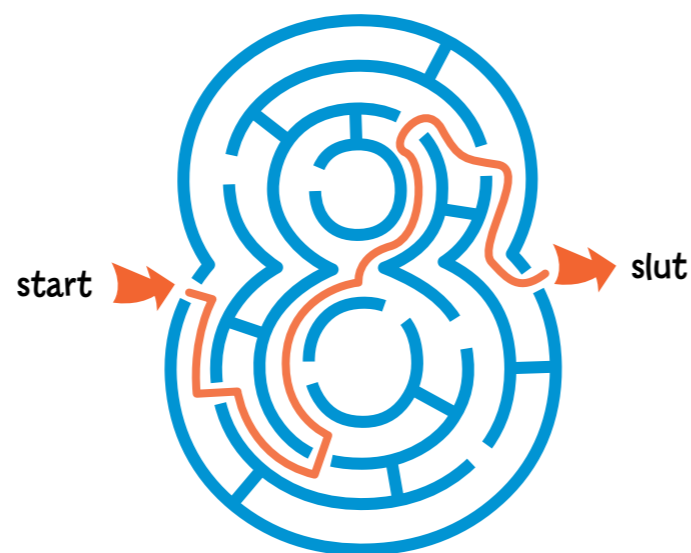


Tegn **8 ben** på edderkoppen.

# TÆL og FARV



Farvelæg **8 edderkopper blå**.



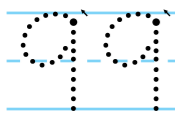
Kan du finde vej gennem **8 tallet**?



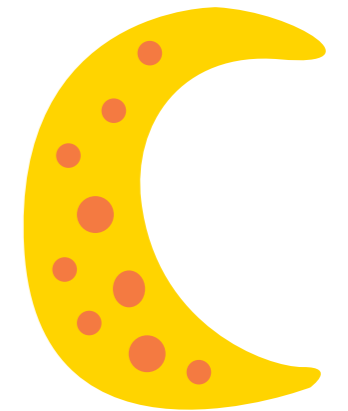
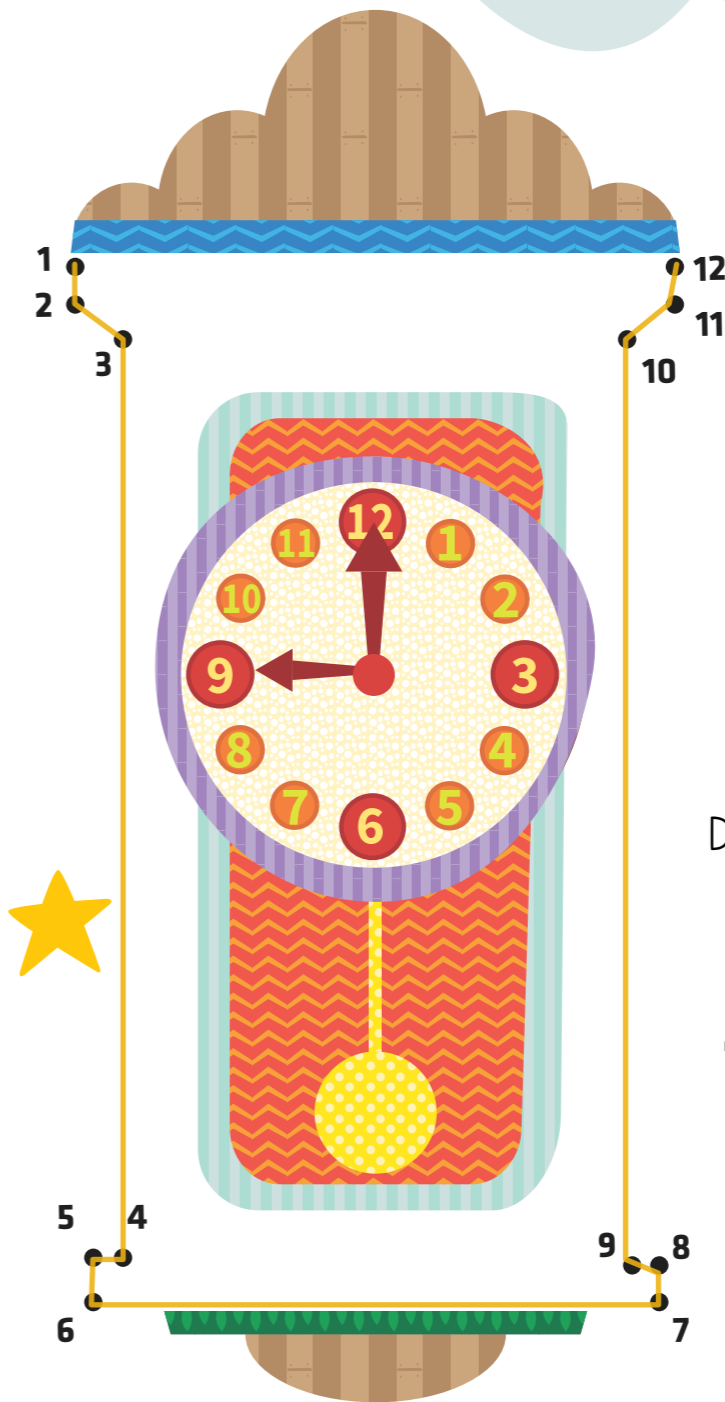
# LEG med TALLET



Her kan du øve dig på at skrive tallet **9**.

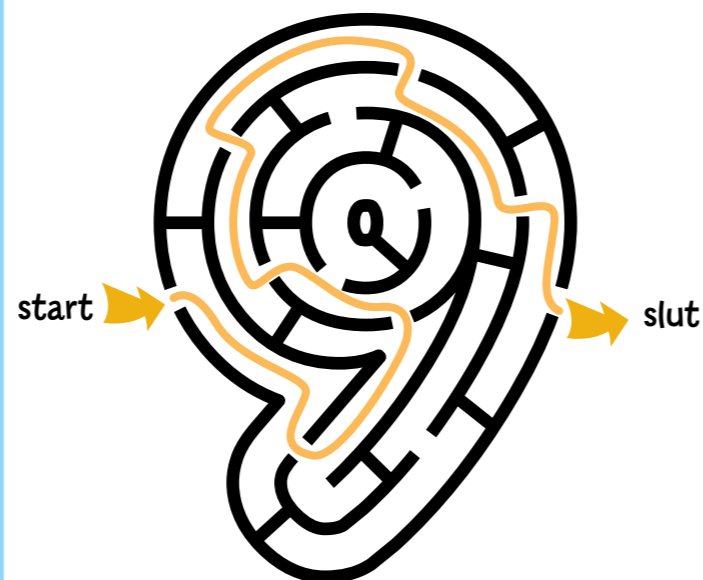


# PRIK til PRIK



Forbind prikkerne.  
Du kan bruge tallinjen til hjælp.

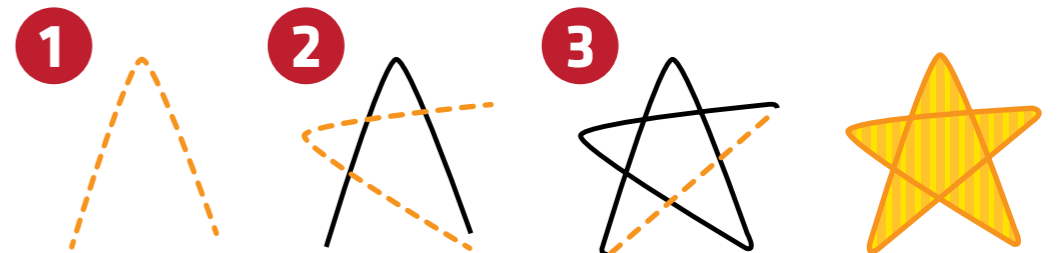
1 2 3 4 5 6  
7 8 9 10 11 12



Tegn **9** prikker på månen.

Kan du finde vej gennem **9** tallet?

# LÆR at TEGNE

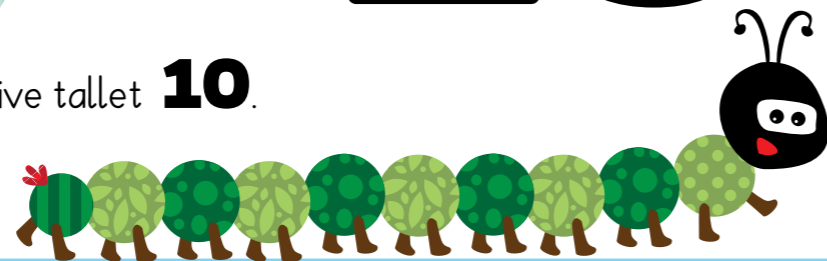


en stjerne

# LEG med TALLET

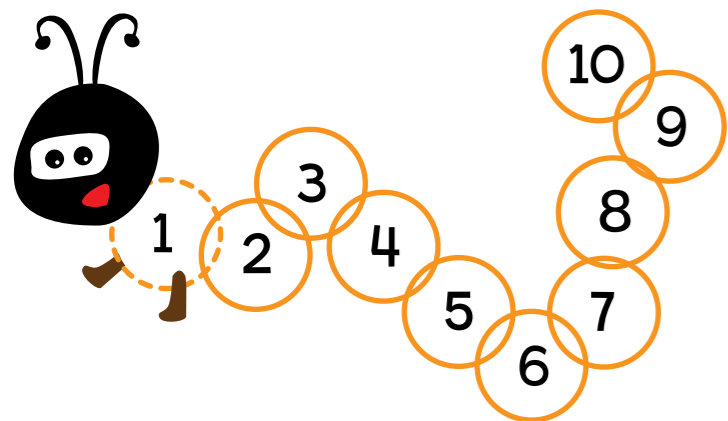
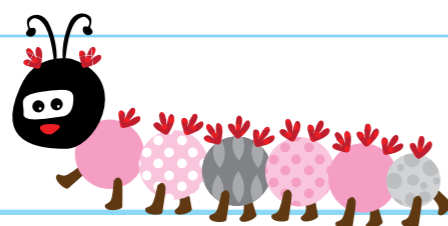
# 10

Her kan du øve dig på at skrive tallet **10**.

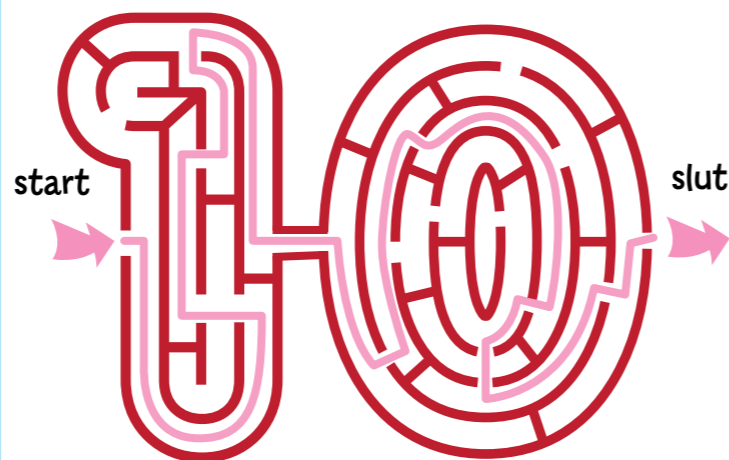


10 10

10 10 10



Tegn 10 led på larven.



Kan du finde vej gennem **10** tallet?

# FIND og SKRIV



|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| F | 8 | 3 | 6 | 8 | 1 | 4 | 9 |
| 6 | R | 5 | 7 | D | 5 | 9 | S |
| 3 | 4 | I | 2 | H | I | 2 | E |
| 7 | 3 | 1 | 4 | 3 | 2 | G | 1 |
| V | I | 5 | 8 | 2 | 4 | 5 | 3 |
| 6 | F | I | N | 5 | 1 | 8 | 5 |

Find tallene, og skriv dem tydeligere.



Gør linjen med tal færdig.

# FRIKVARTER

## LÆR at TEGNE



en bi

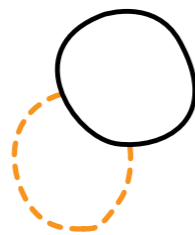


Kan du tegne en bi, der flyver ud og leger med sine venner?

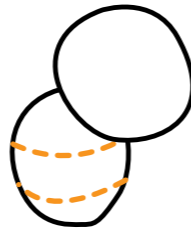
1



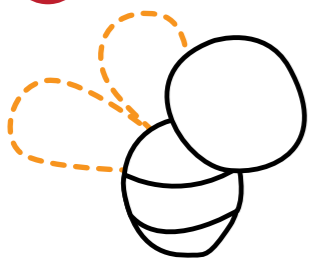
2



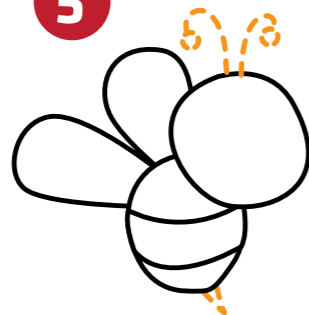
3



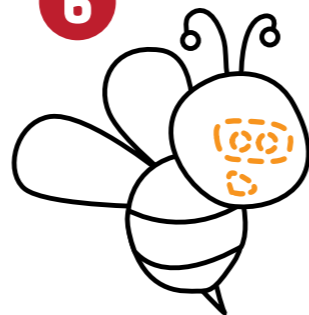
4



5

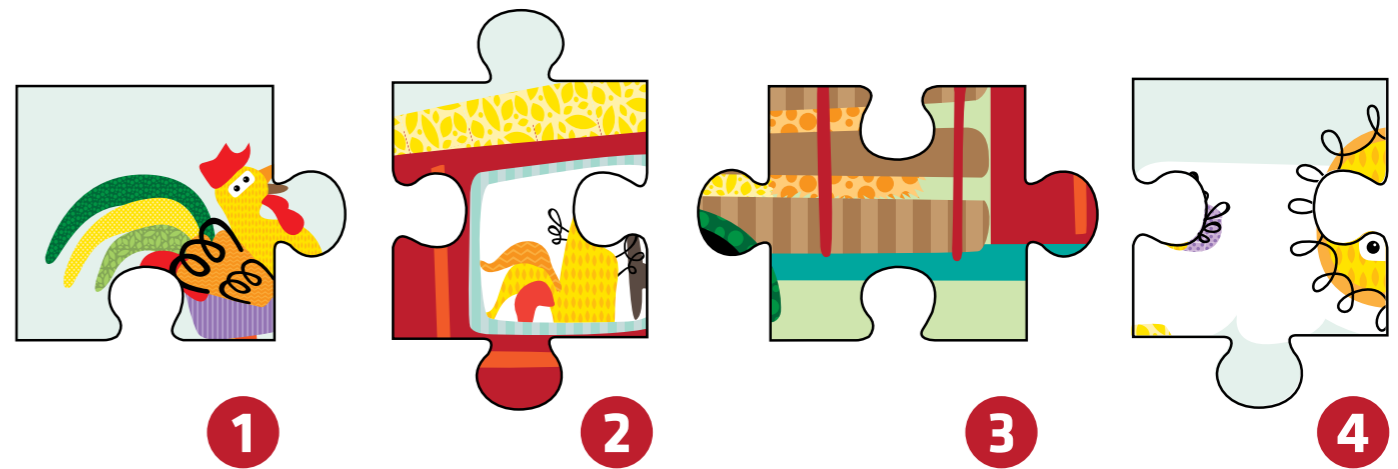
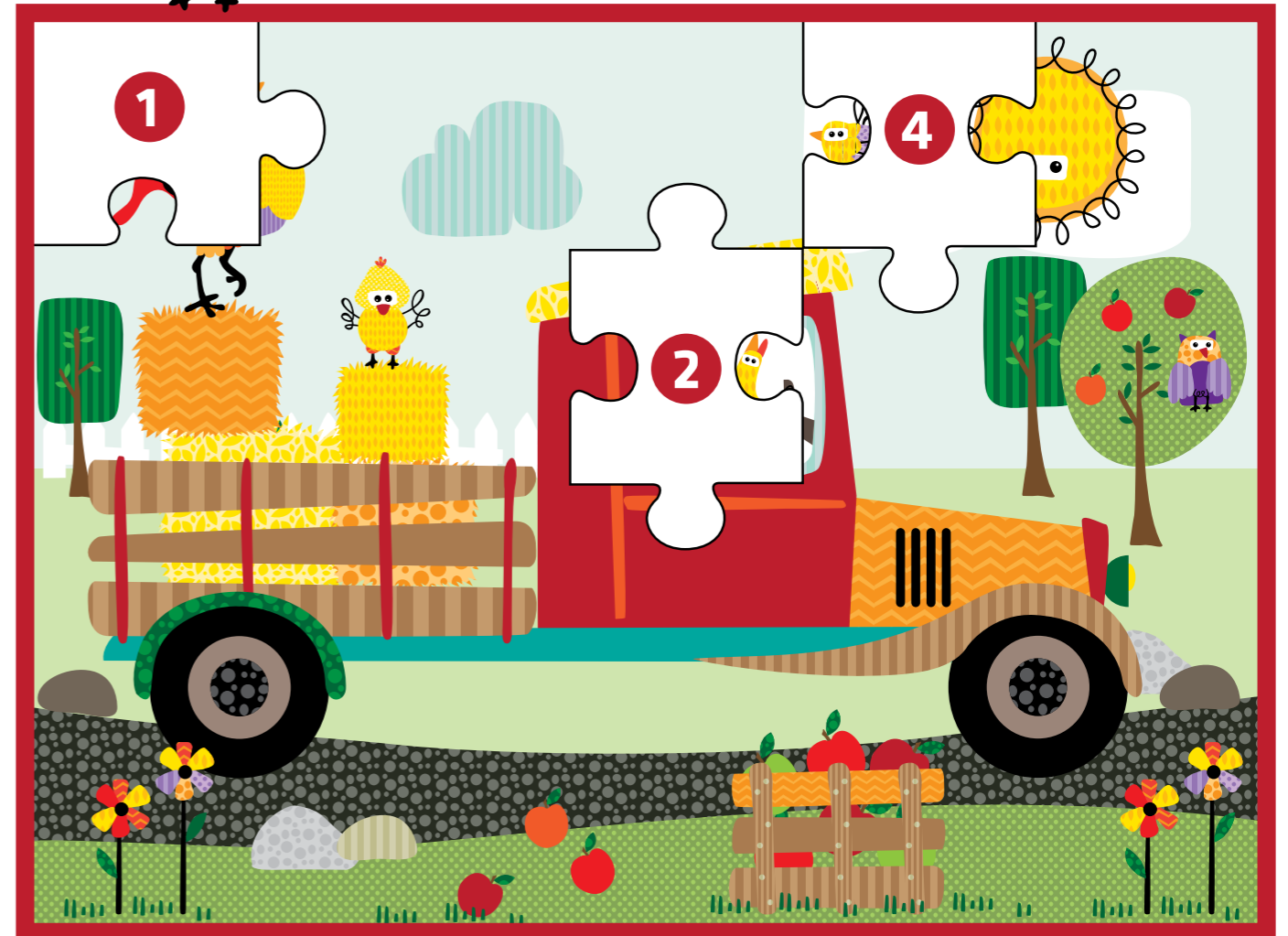


6



# FRIKVARTER

## PUSLESPIL FIND DEN ekstra BRIK



1

2

3

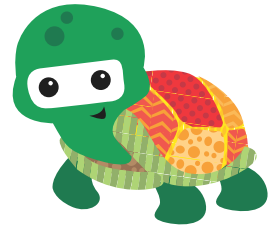
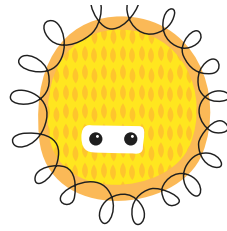
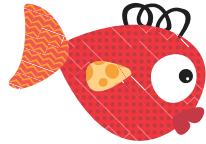
4

Tegn en cirkel rundt om den brik, der ikke passer i puslespillet.





# FRIKVARTER



Farvelæg som du selv synes, eller brug farverne som i figurene her.

