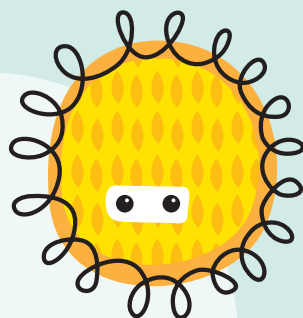
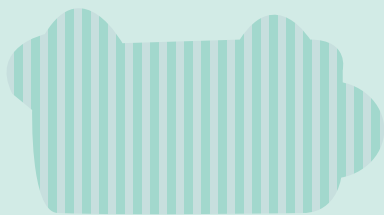
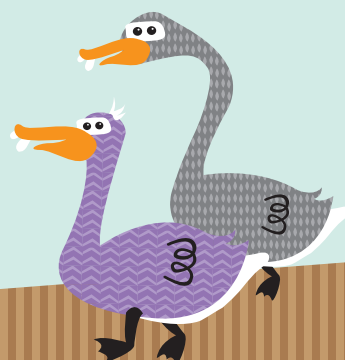


Wacky Wonders



Mit **NAVN** er _____

Jeg er _____ **ÅR** gammel.



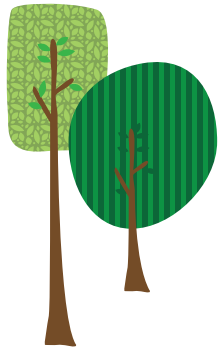
Find løsningerne på:

www.barbo-toys.com

Søg på varenummer 21617

ER DU KLAR ?

lad os lige **TJEKKE**



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

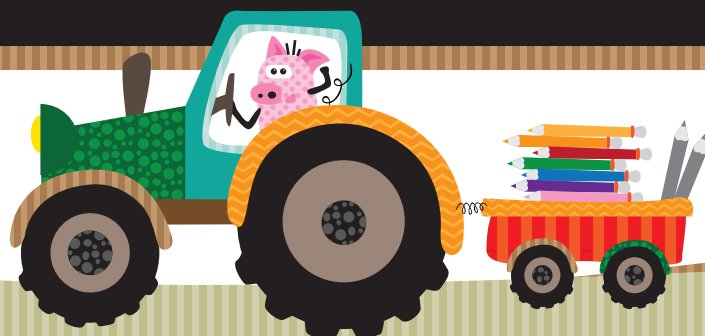
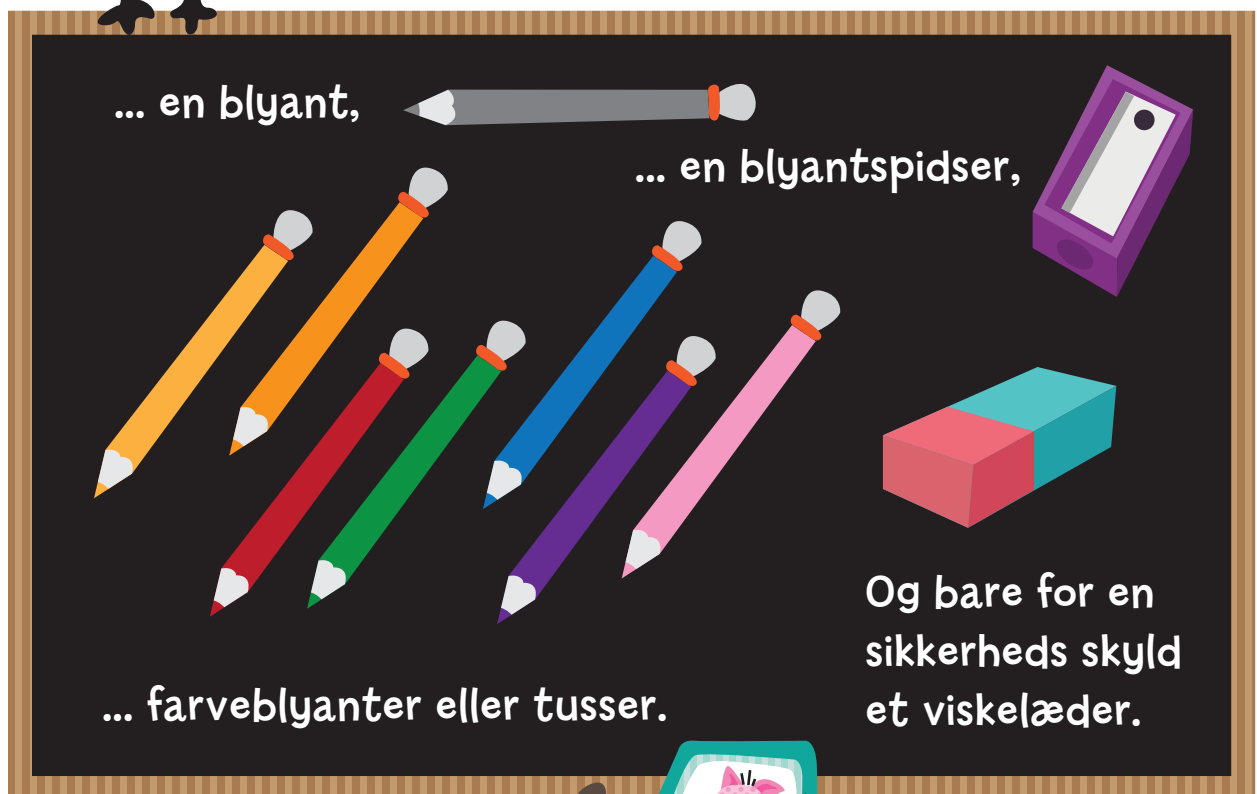


Du kommer bedst fra
start ved at have det
rigtige værktøj klar.

Kan du finde nogle gode
skriveredskaber frem?



VI VIL FORESLÅ, DU FINDER...

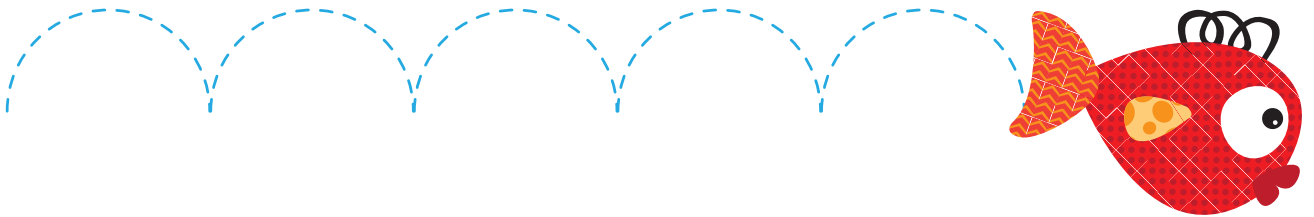


OPVARMING

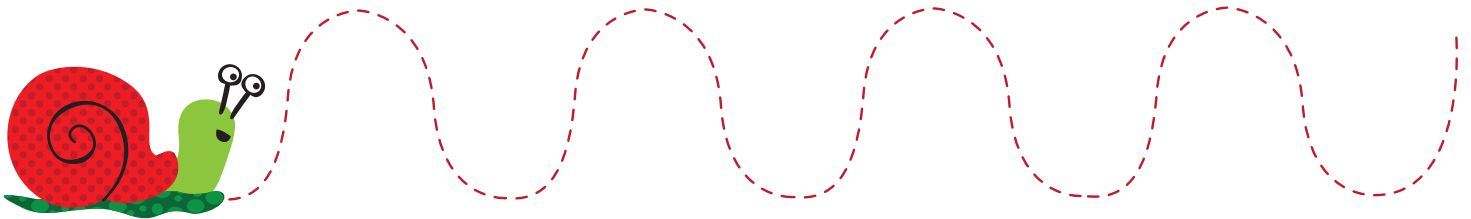
lidt **TRÆNING** før vi
GÅR i GANG

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

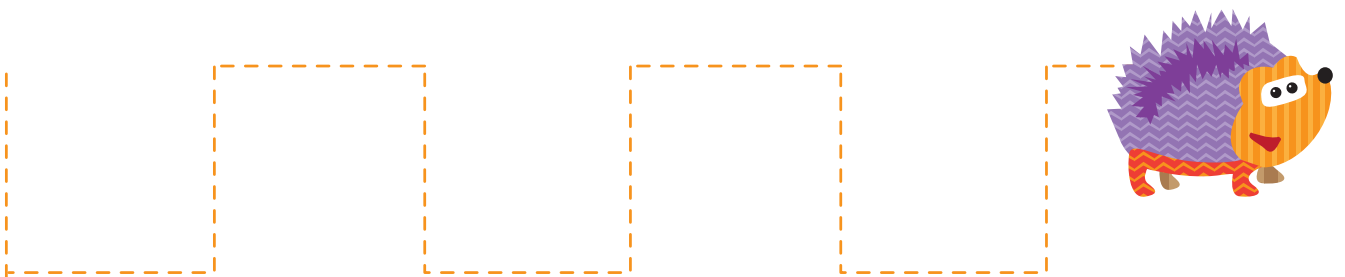
Kan du finde den blå farve frem og svømme med fisken?



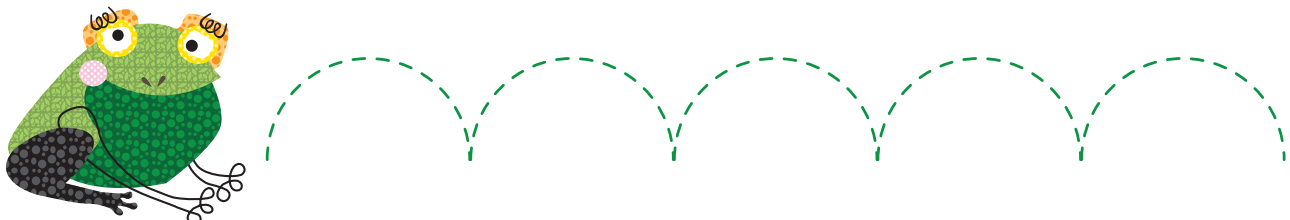
Kan du finde den røde farve frem og glide med sneglen?



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



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



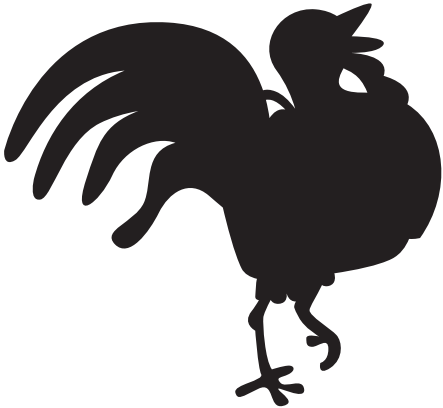
FIND



hanens SKYGGE



1



2



3



4



5



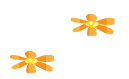
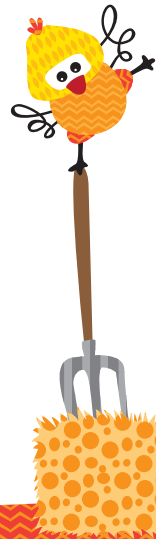
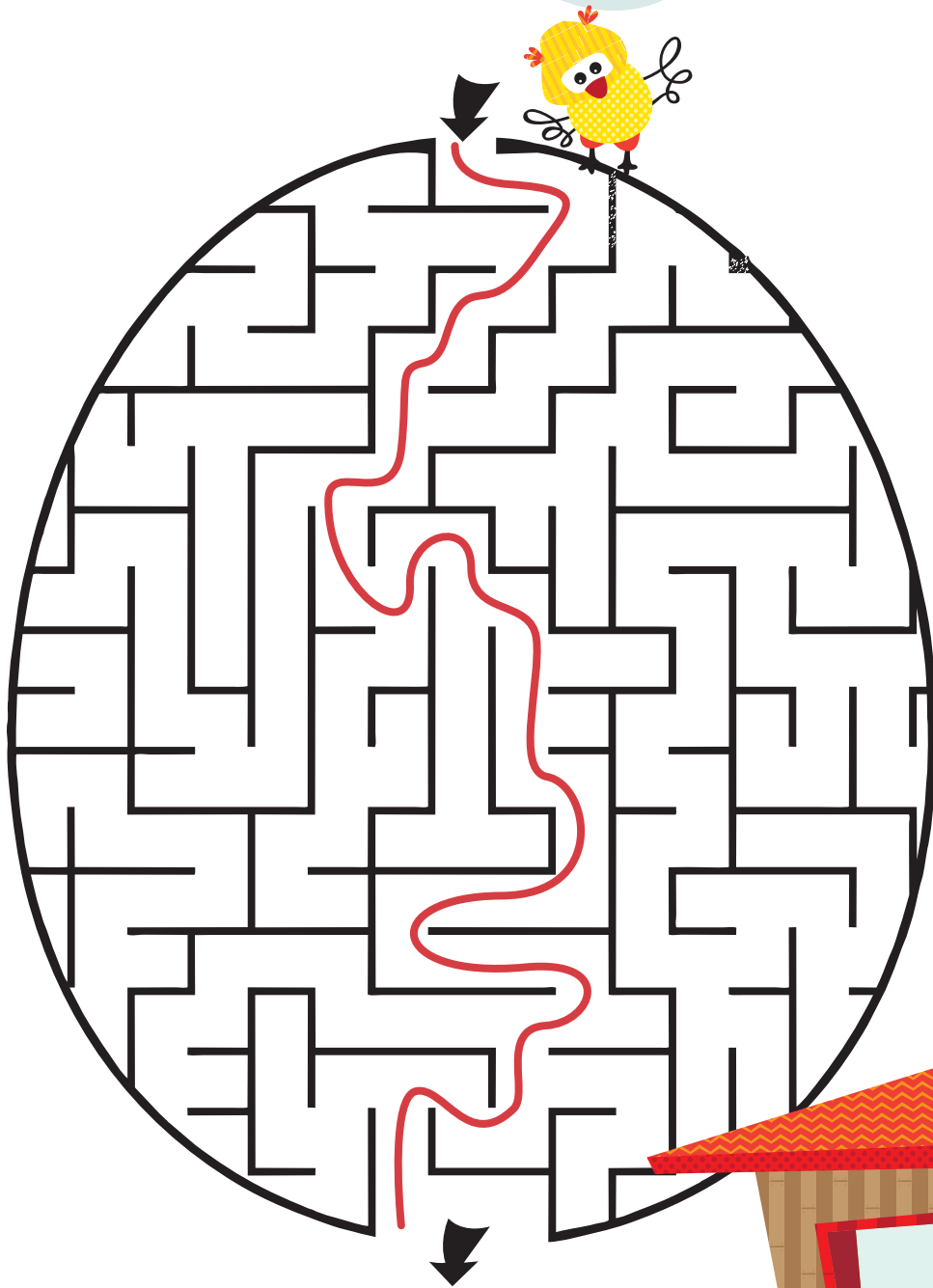
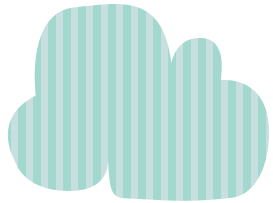
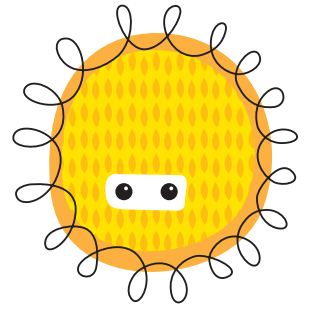
6



Kan du finde den skygge,
der passer til hanen?

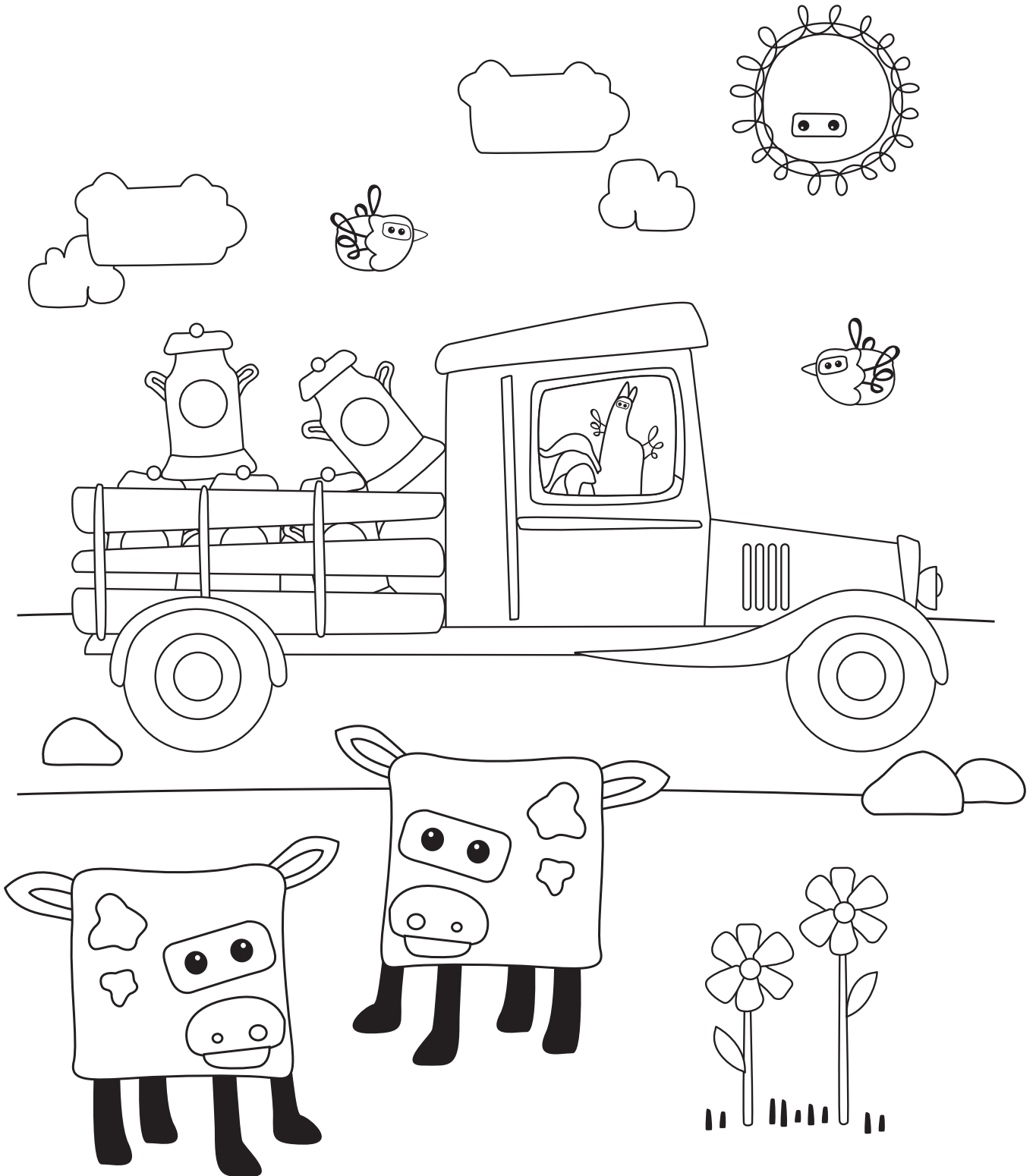
LABYRINT

kan du **FINDE VEJ**?

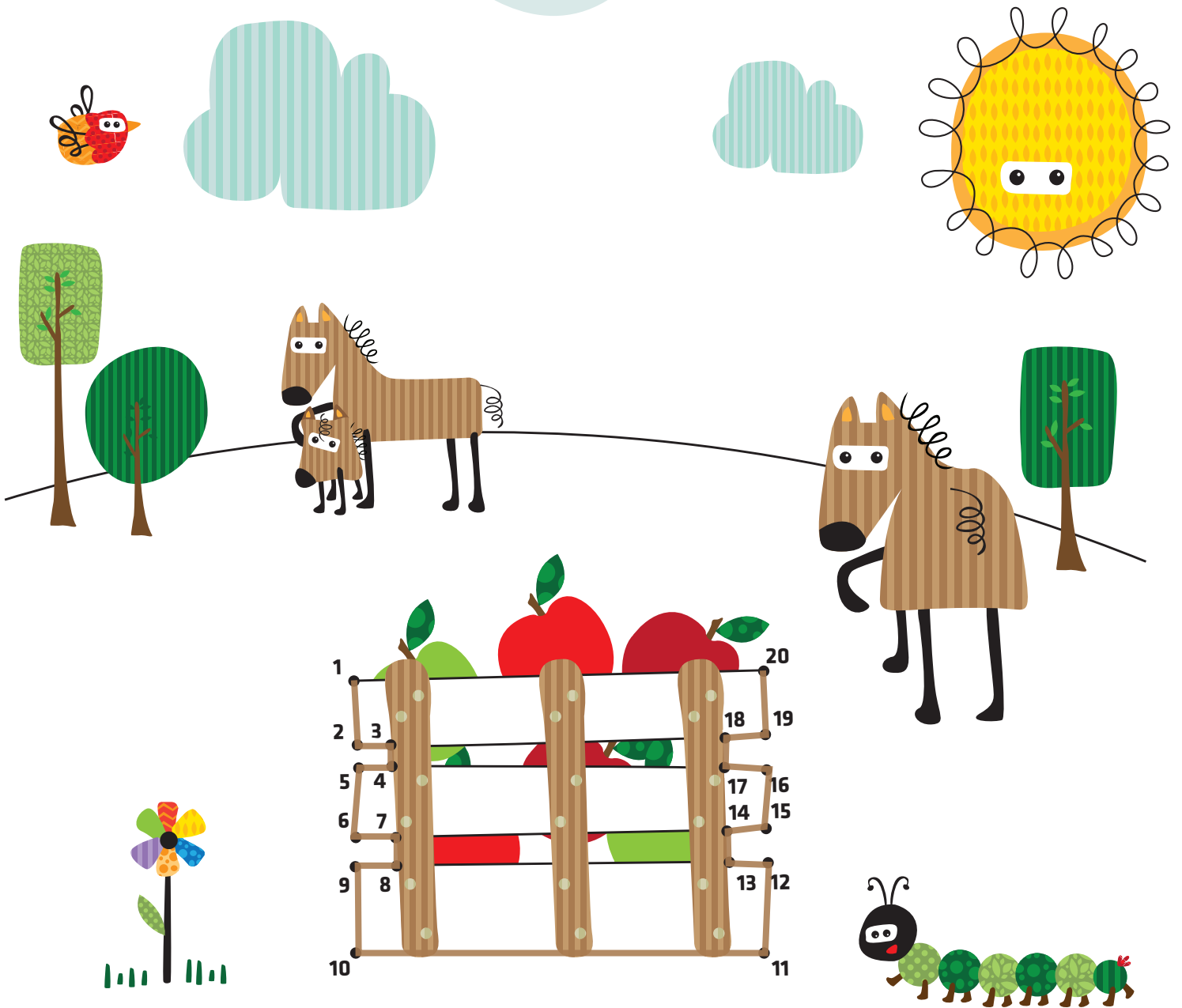


FARVELÆG

lige **SOM DU VIL**



PRIK *til* PRIK



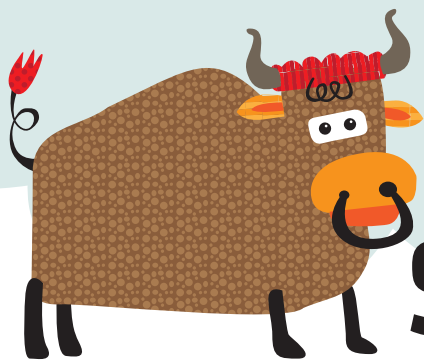
Forbind prikkerne. Du kan bruge tallinjen til hjælp.

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20



FIND SKYGGE

tyrens

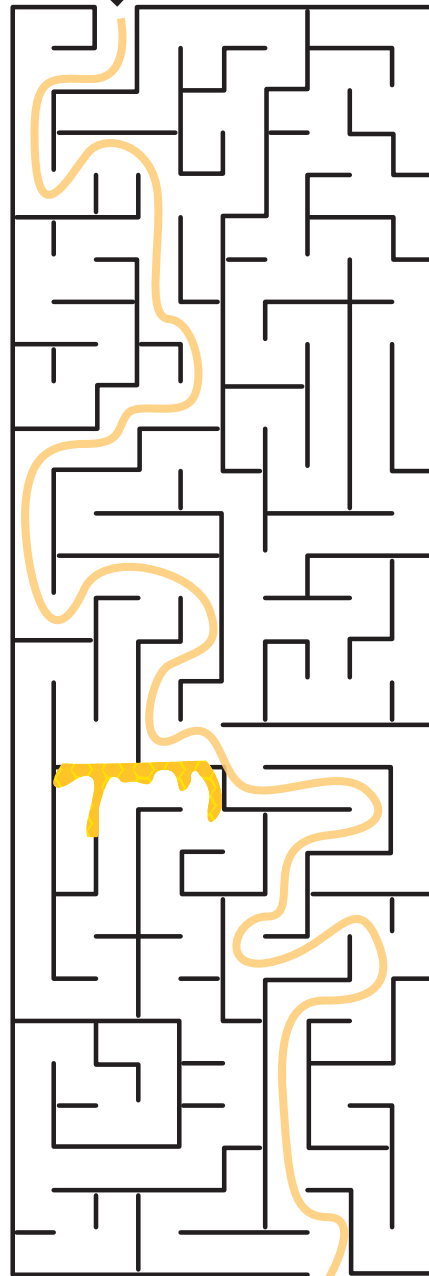
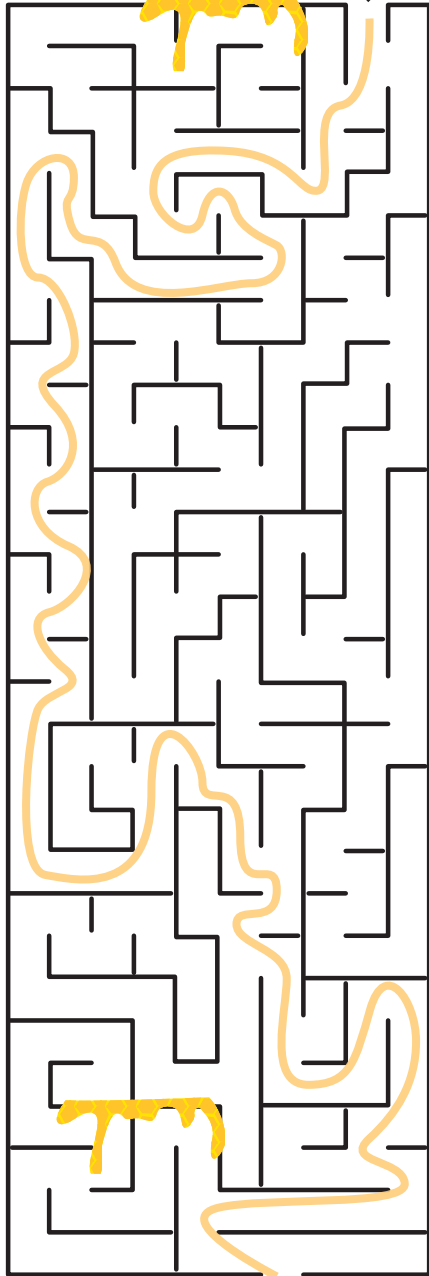
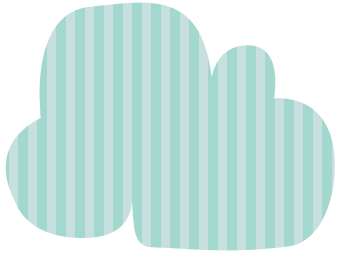
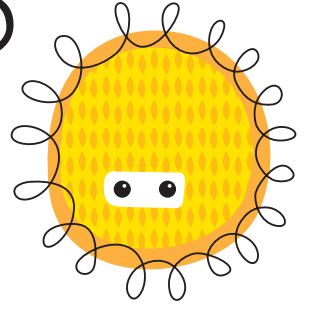


Kan du finde den skygge,
der passer til tyren?



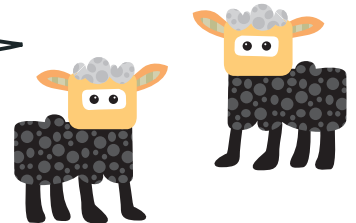
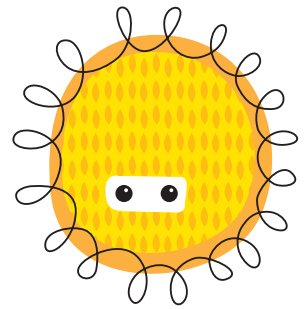
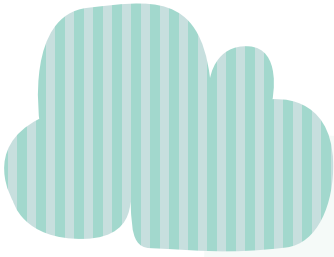
LABYRINT

kan du **FINDE VEJ**?



LABYRINT

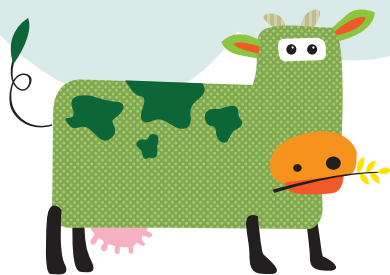
kan du **FINDE VEJ**?



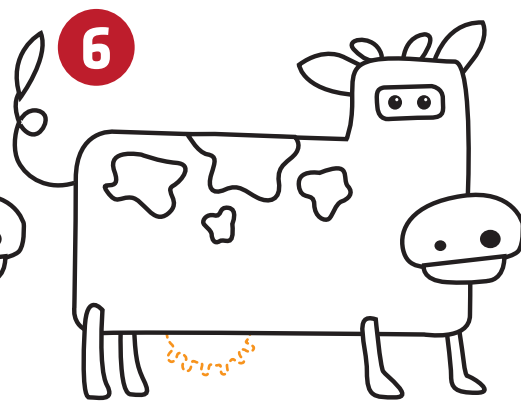
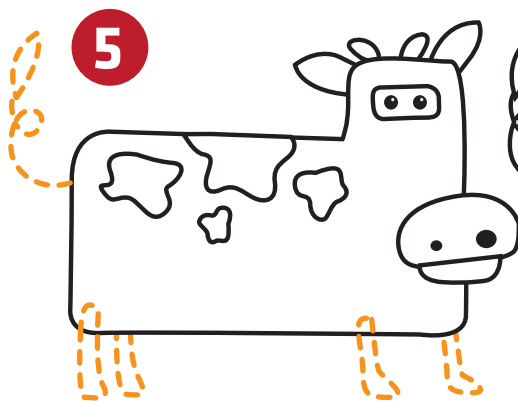
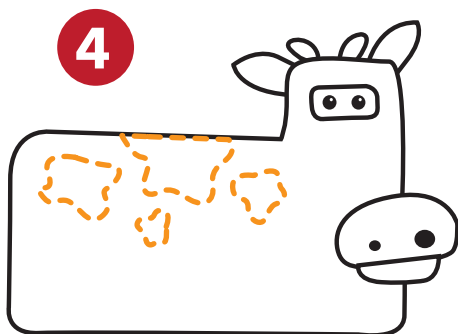
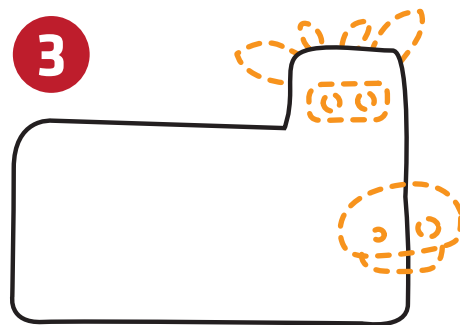
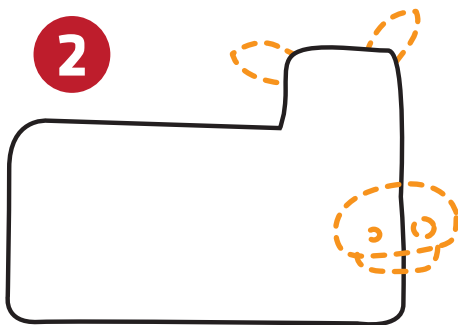
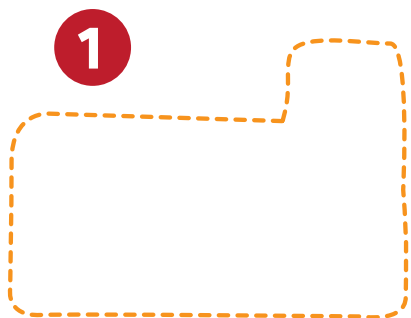
Hjælp fåret med at finde vej til de 2 lam.



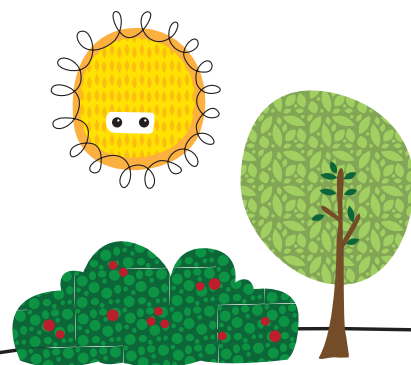
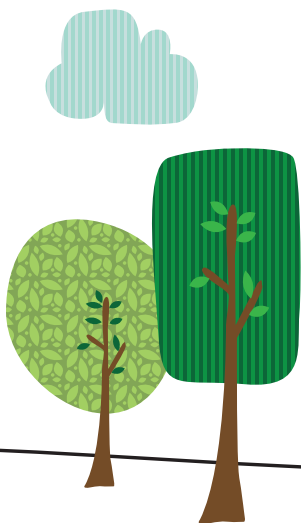
LÆR at TEGNE



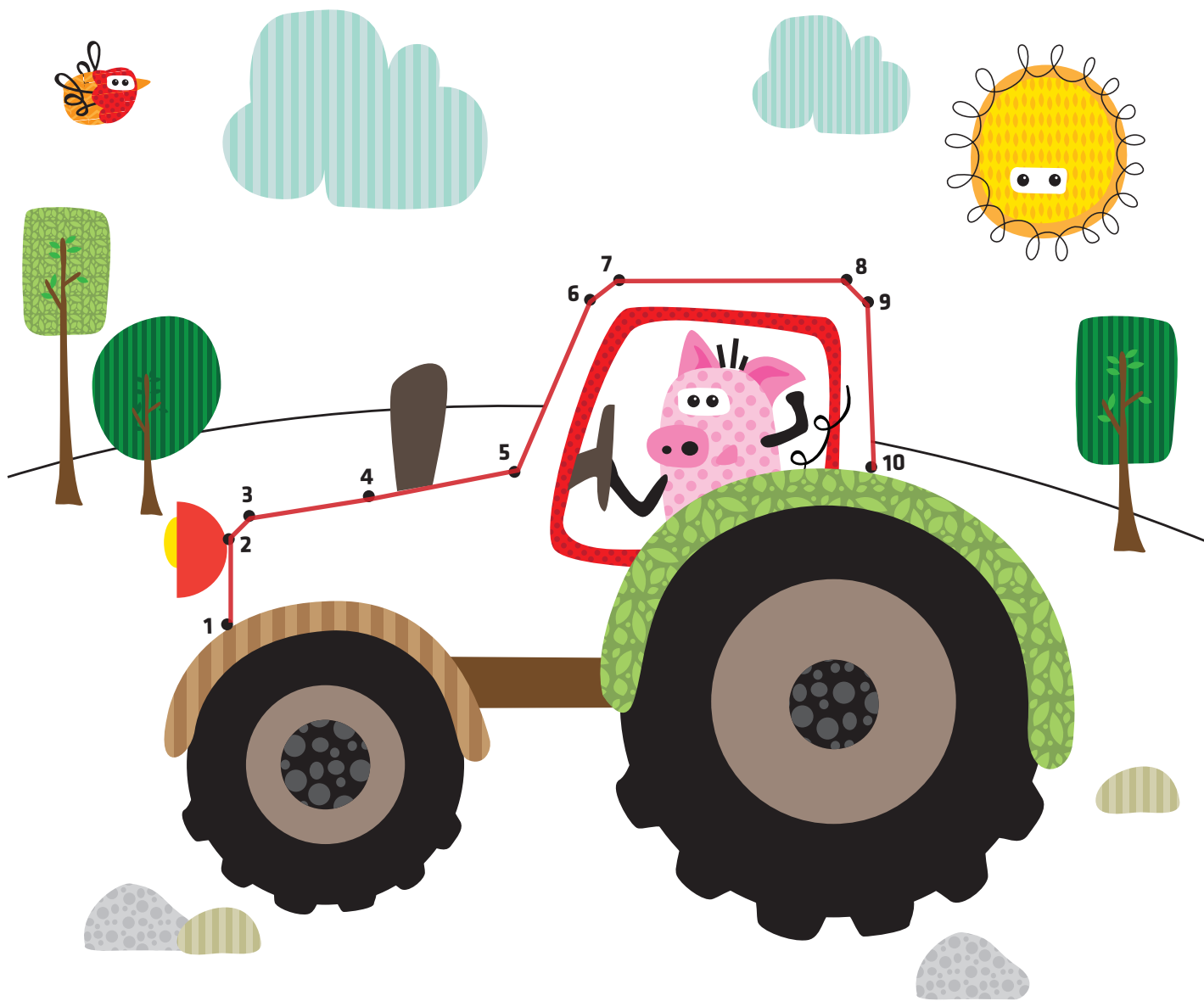
en ko



Kan du tegne en ko på marken?



PRIK til PRIK



Forbind prikkerne. Du kan bruge tallinjen til hjælp.

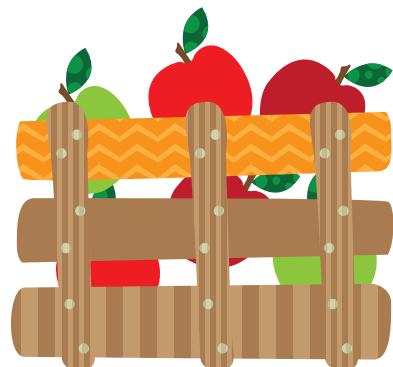
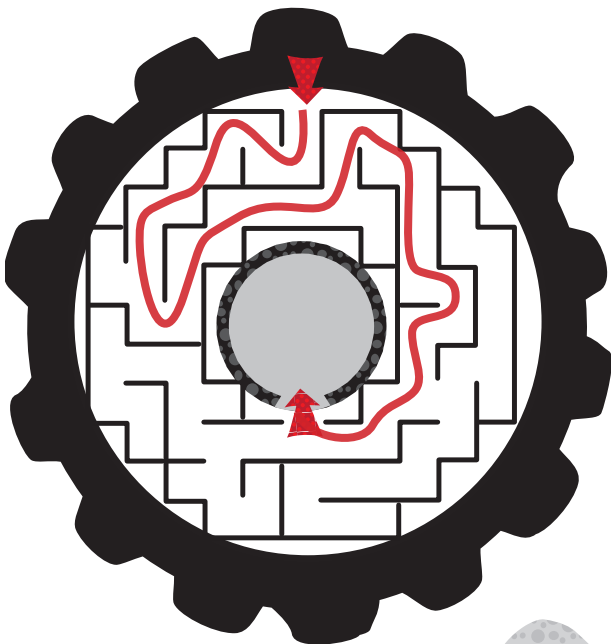
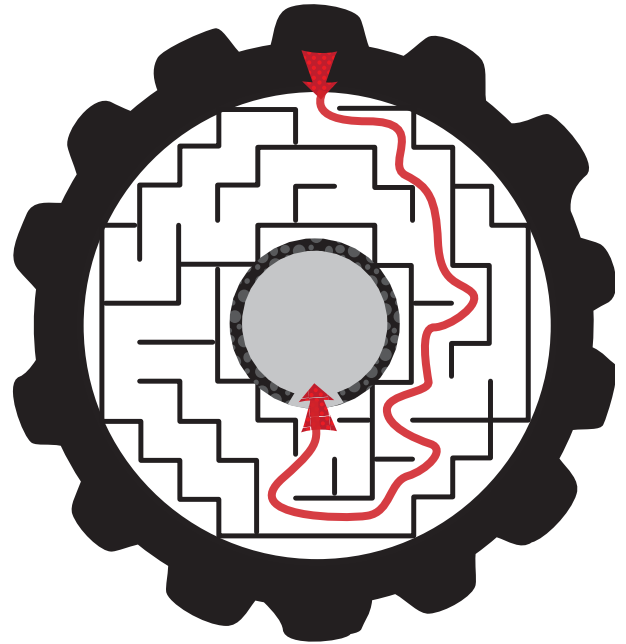
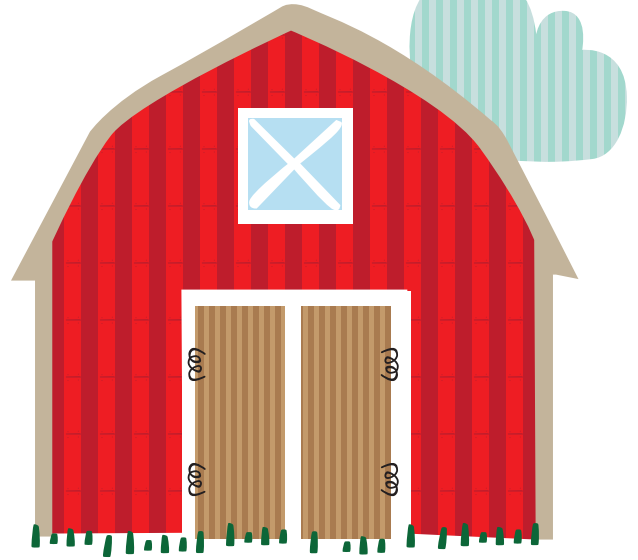
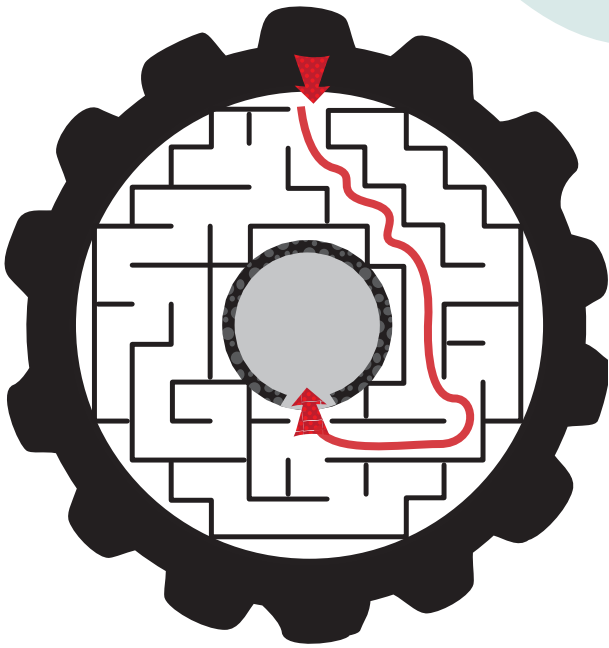
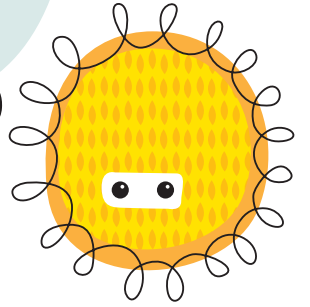
1 2 3 4 5 6 7 8 9 10



LABYRINT

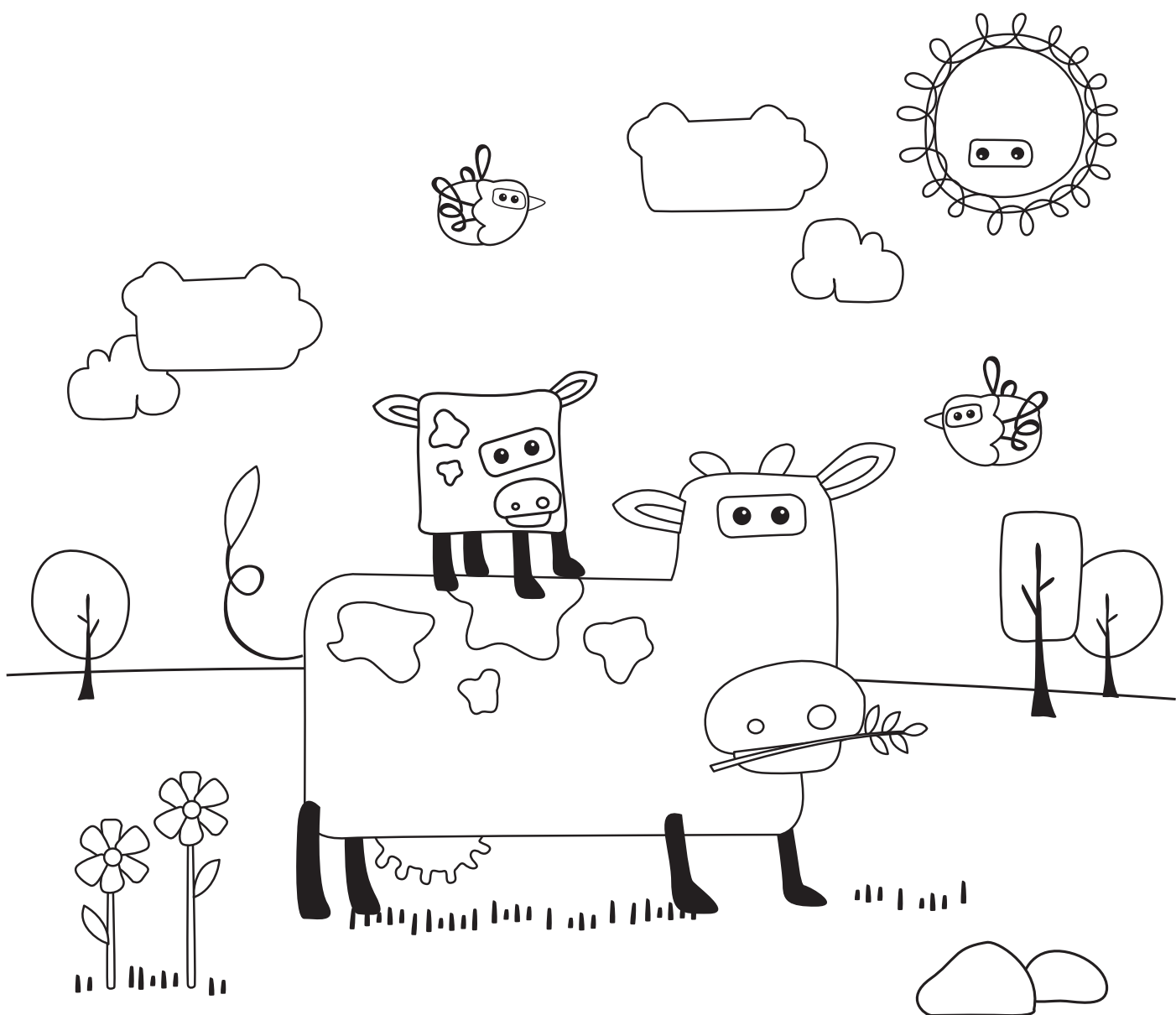
kan du

FINDE VEJ?

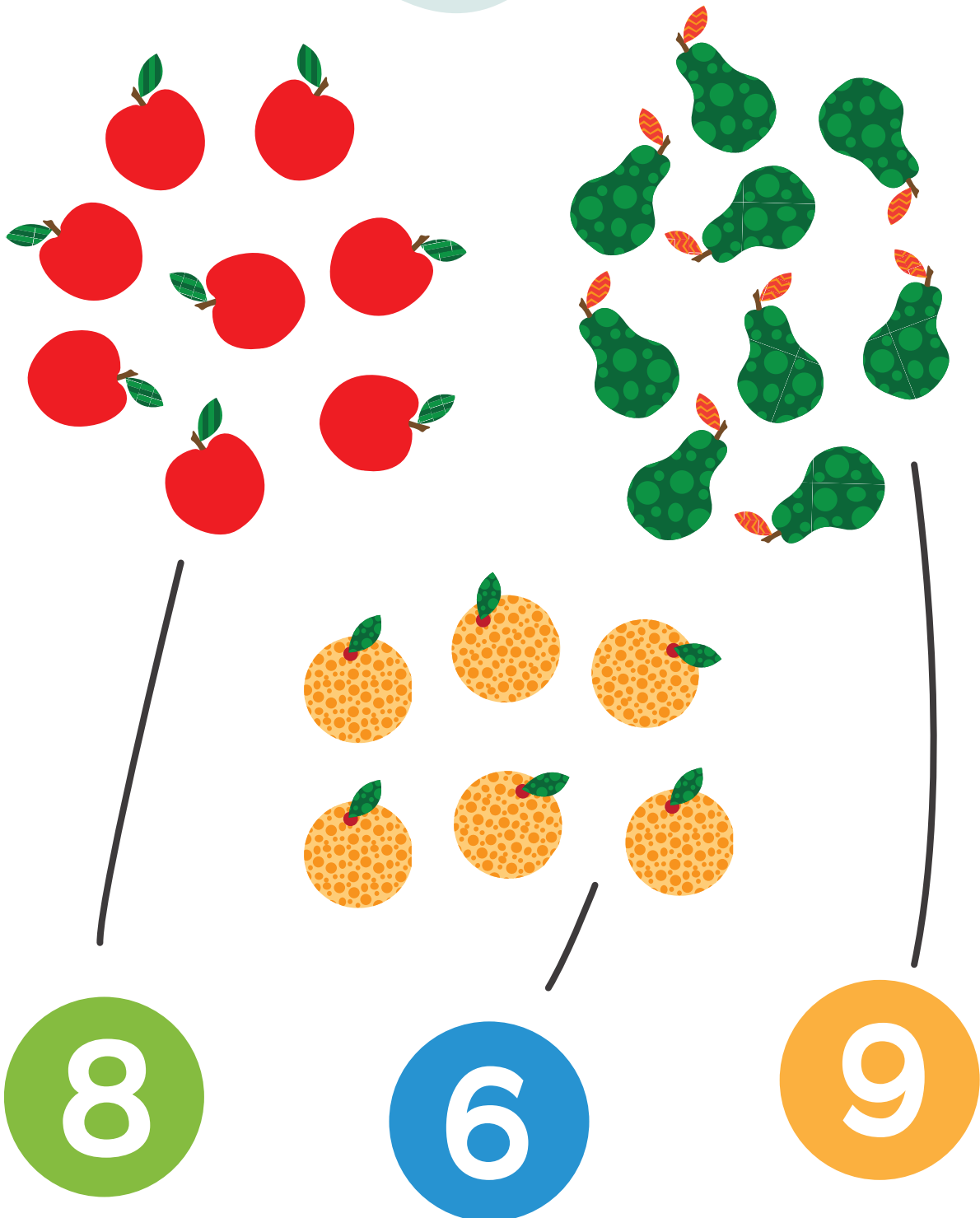


FARVELÆG

lige **SOM DU VIL**



Tæl FRUGTERNE



Tæl frugterne, og tegn en streg til det tal, der matcher.

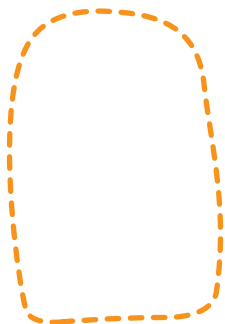


LÆR at TEGNE

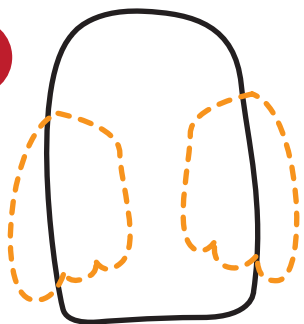


en ugle

1



2



3



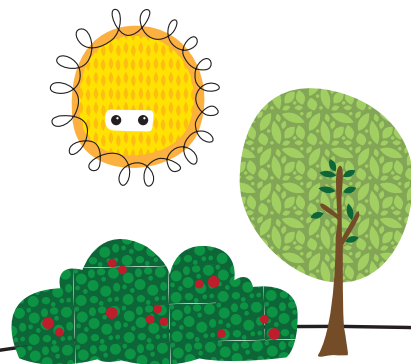
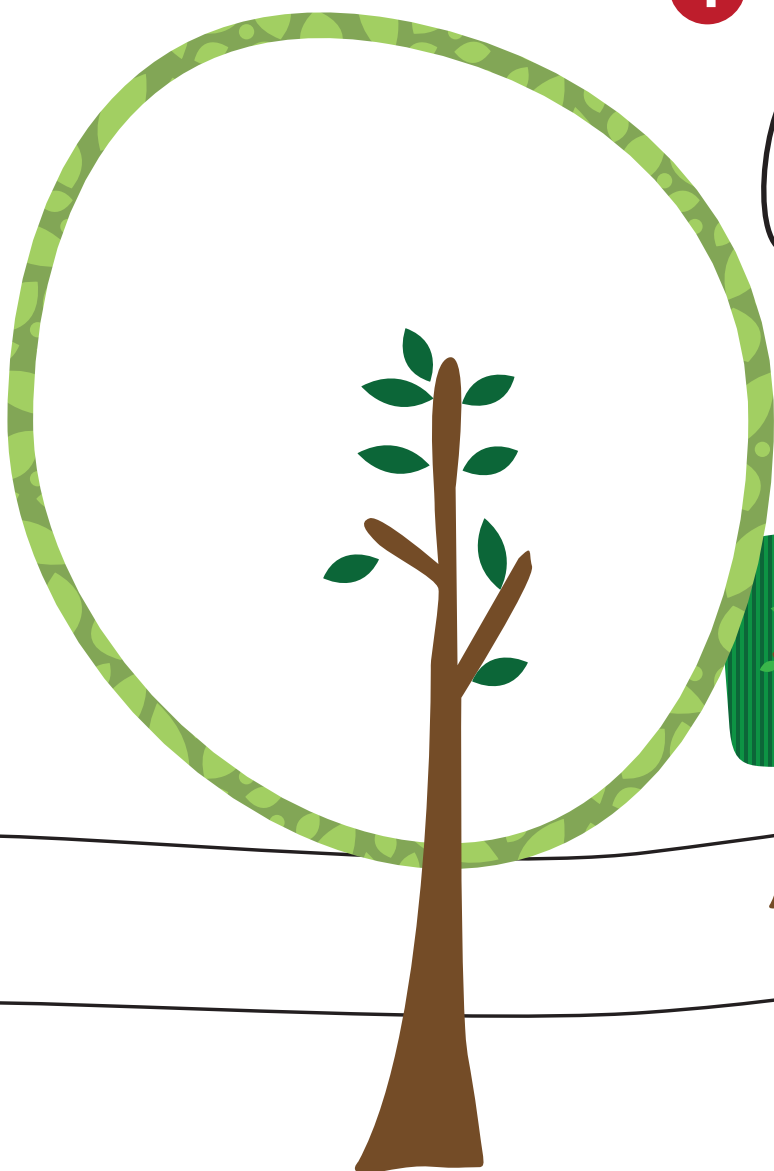
4



5

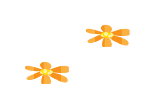
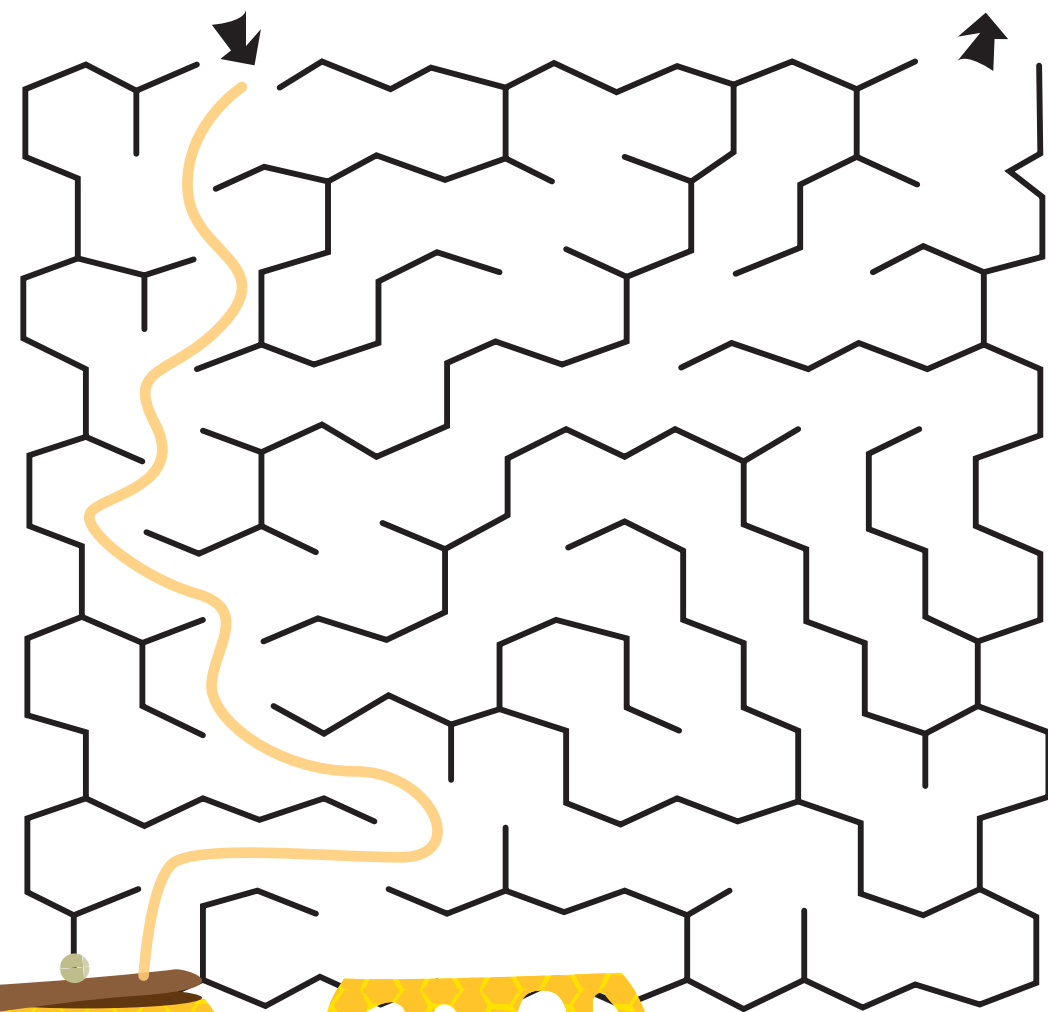
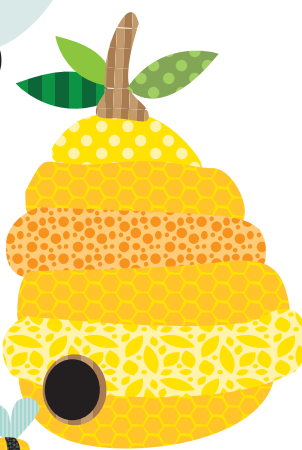


Kan du tegne en ugle i træet?



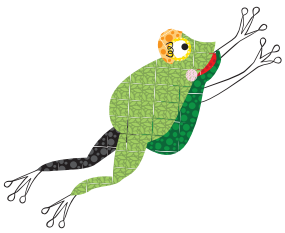
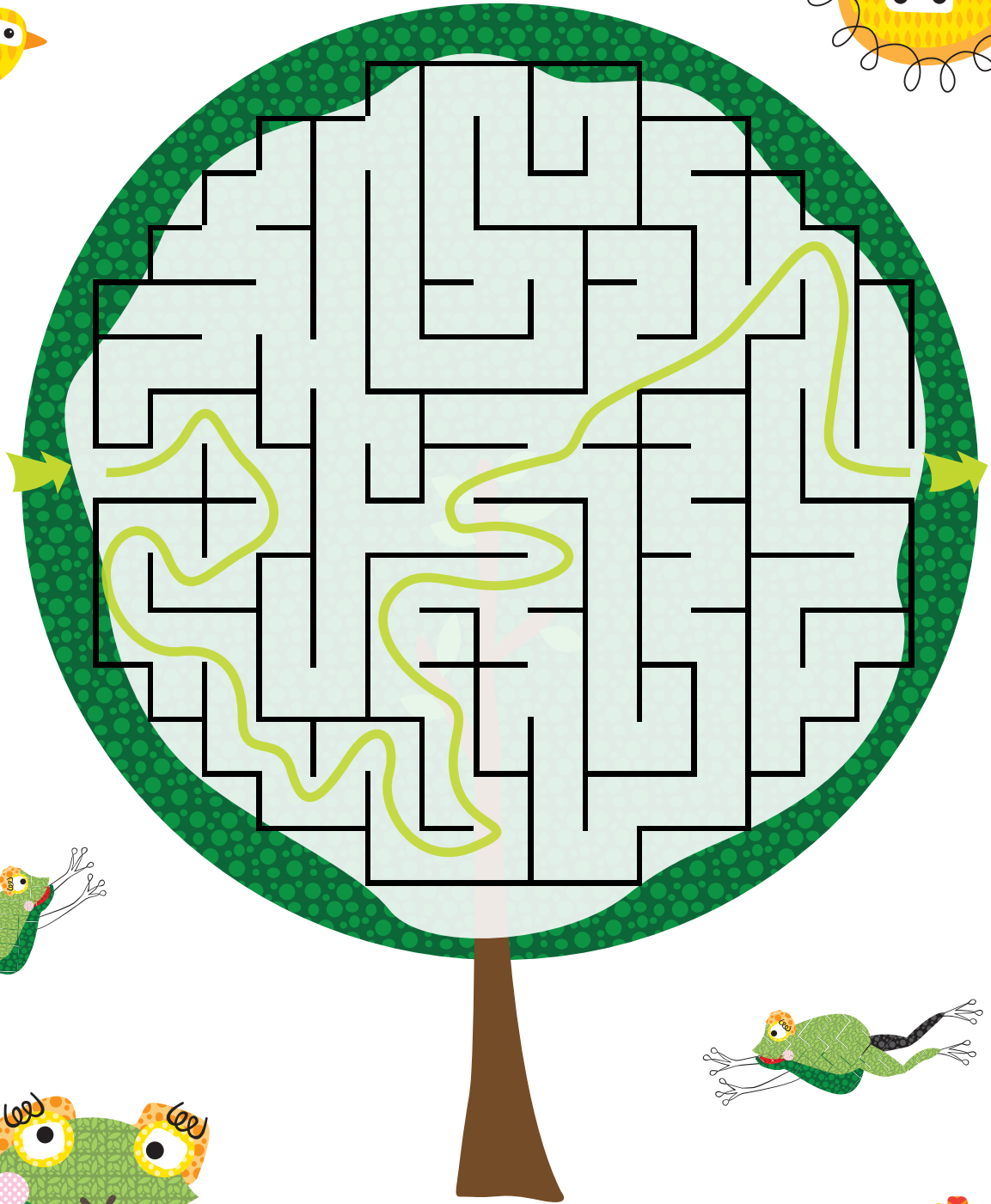
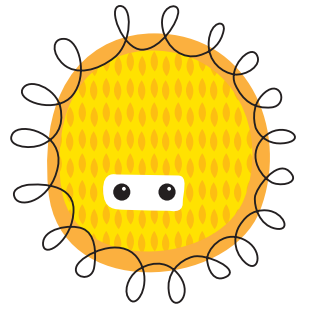
LABYRINT

kan du **FINDE VEJ**?



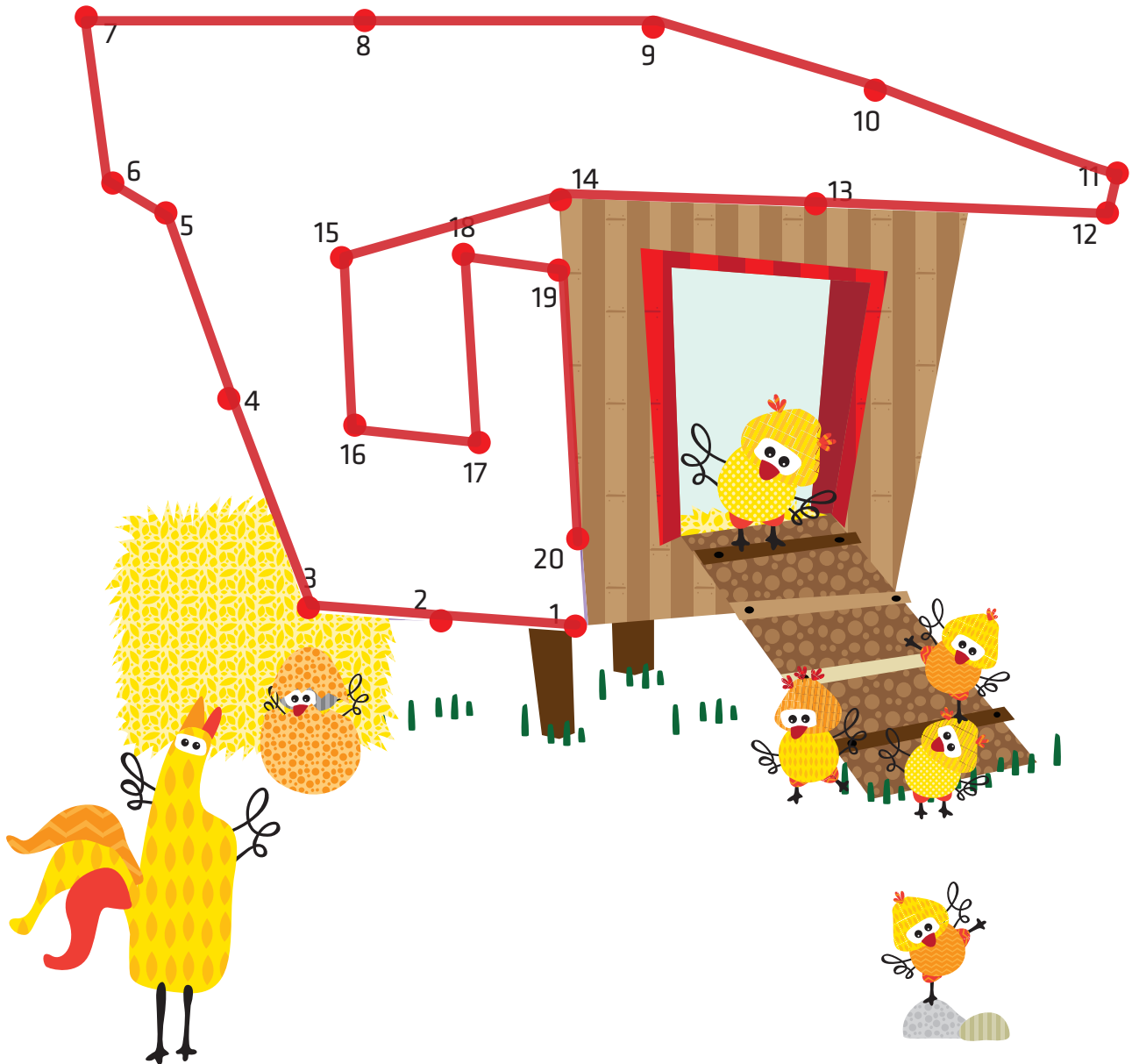
LABYRINT

kan du **FINDE VEJ**?





PRIK til PRIK



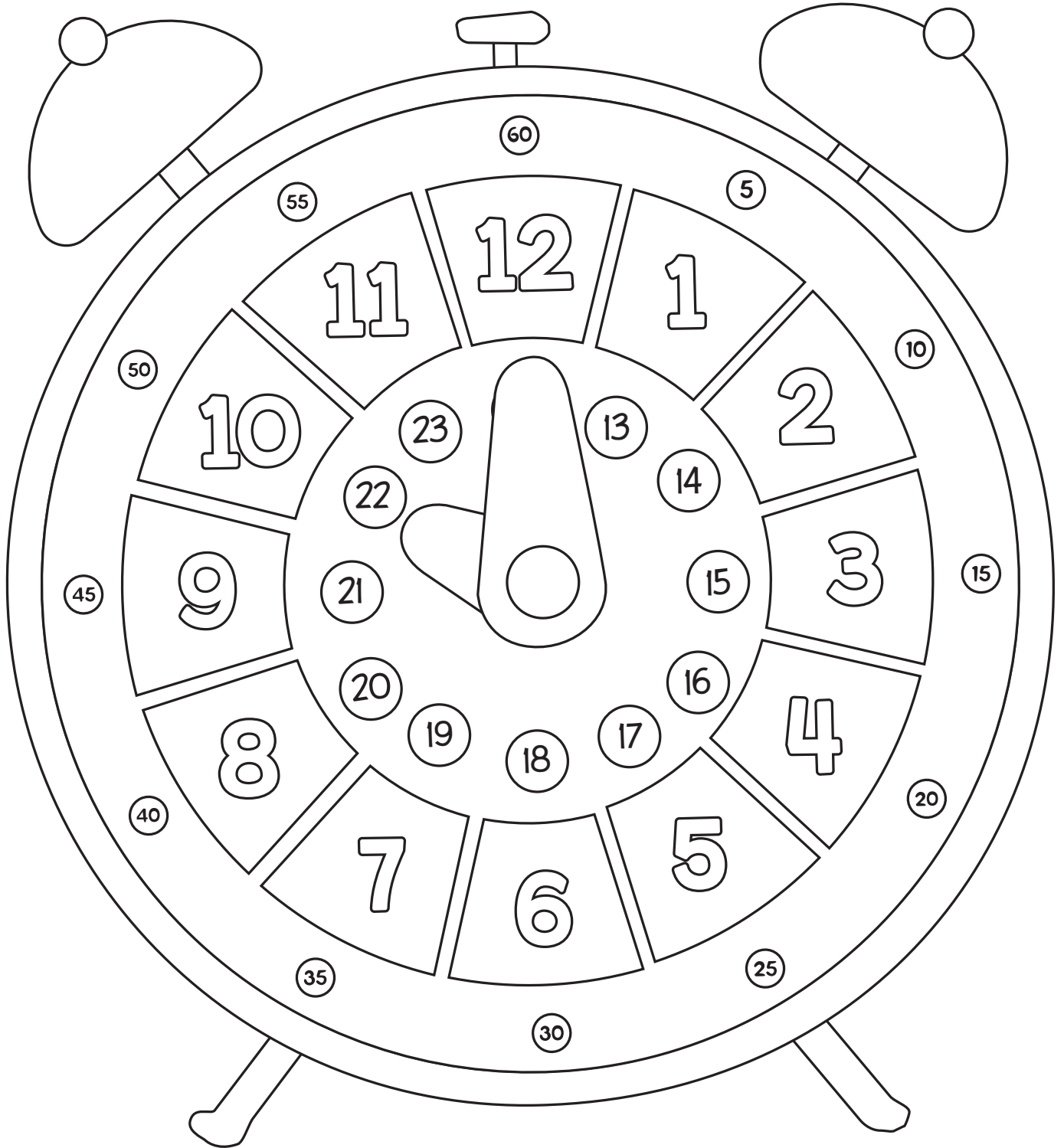
Forbind prikkerne. Du kan bruge tallinjen til hjælp.

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20

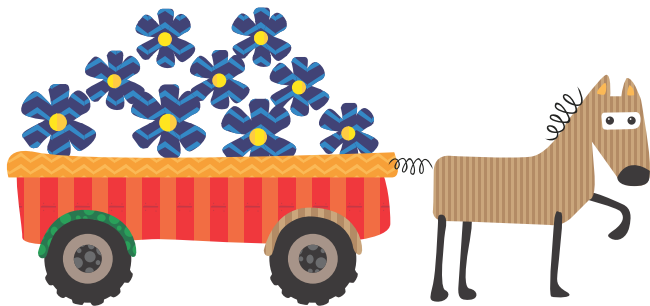
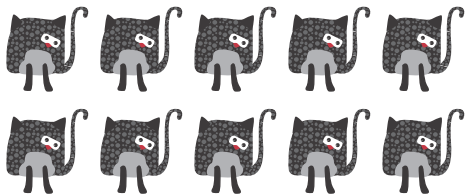
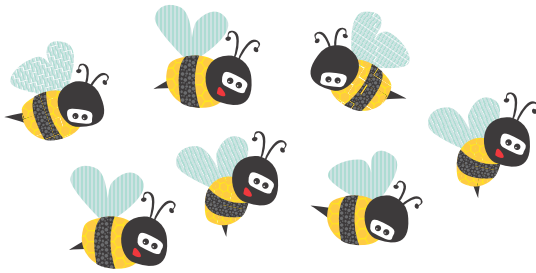
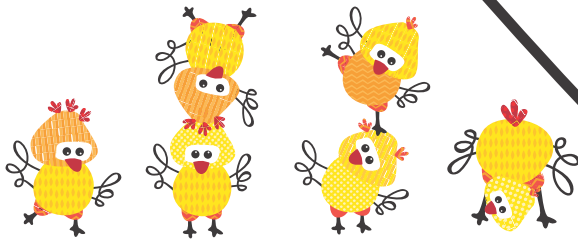
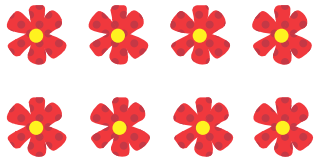


FARVELÆG

lige **SOM DU VIL**



TÆL og MATCH



6

7

8

9

10

Tæl figurene, og tegn en streg til det tal, der matcher.



PRIK *til* PRIK



Forbind prikkerne. Du kan bruge tallinjen til hjælp.

1 2 3 4 5 6 7 8 9 10



LABYRINT

kan du **FINDE VEJ**?



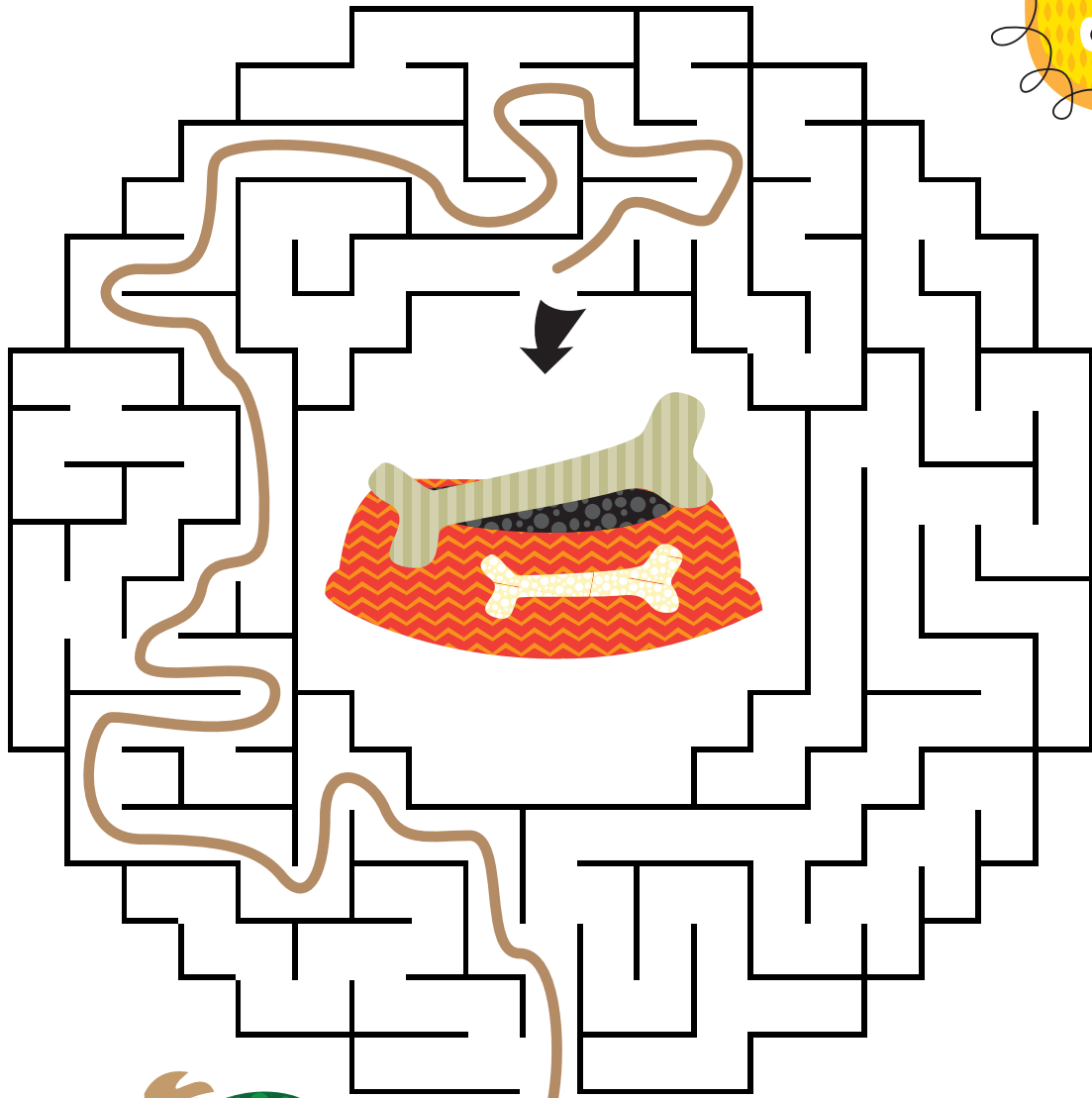
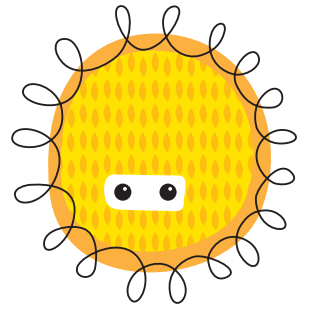
Hvilken bi finder hjem til bikubben?

A, **B** eller C



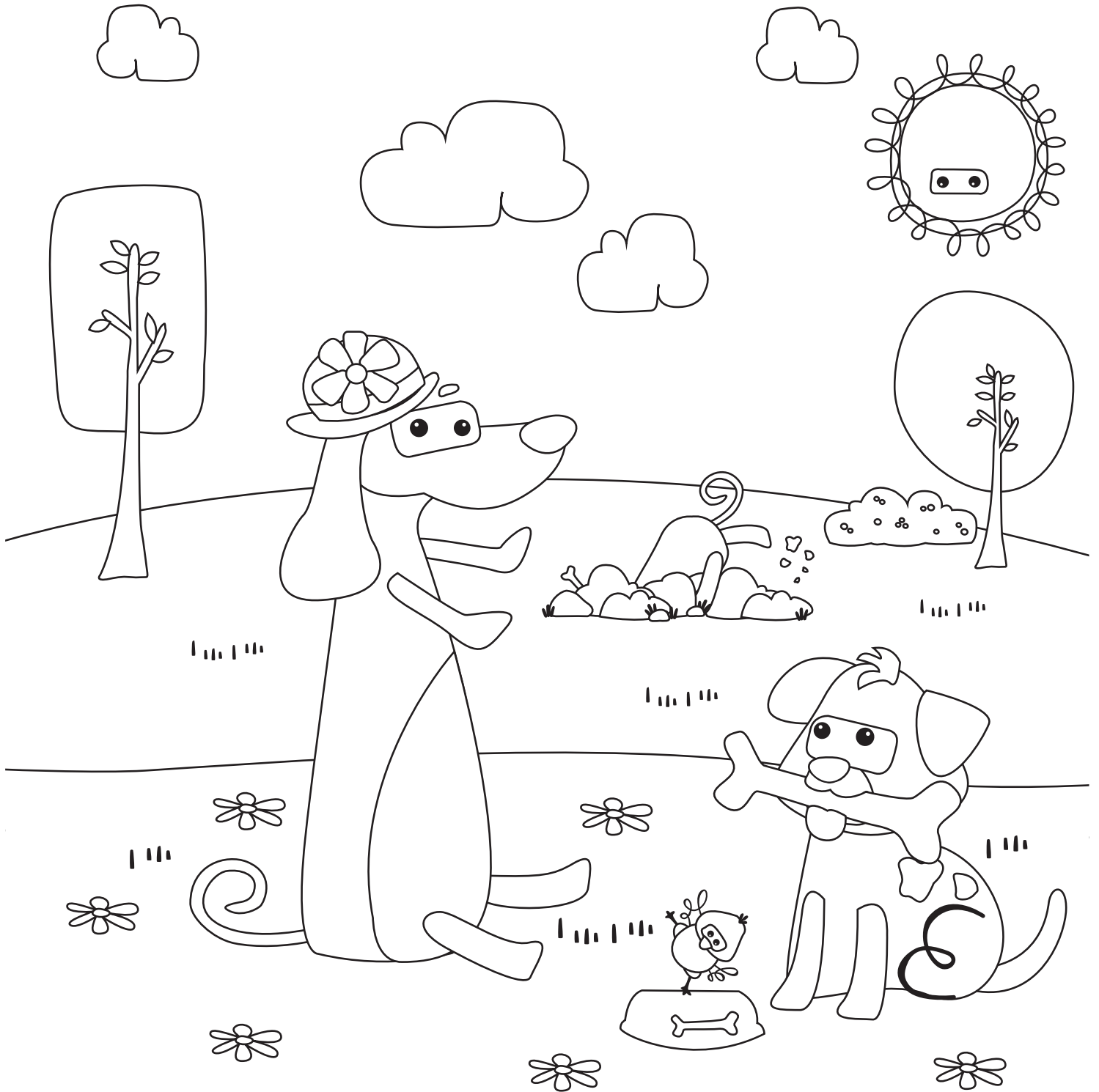
LABYRINT

kan du **FINDE VEJ**?



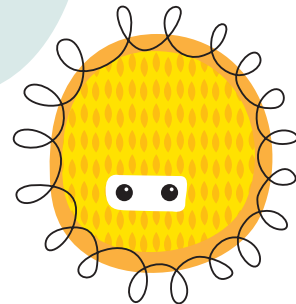
FARVELÆG

lige **SOM DU VIL**

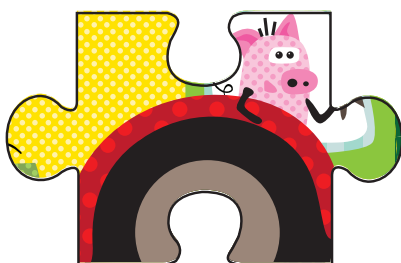


PUSLESPIL

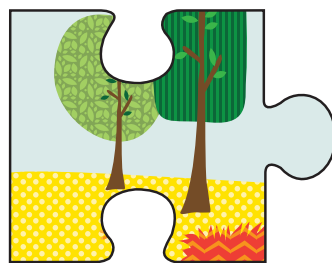
FIND DEN ekstra BRIK



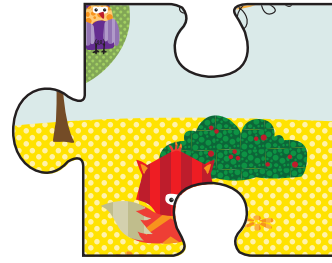
1



2



3

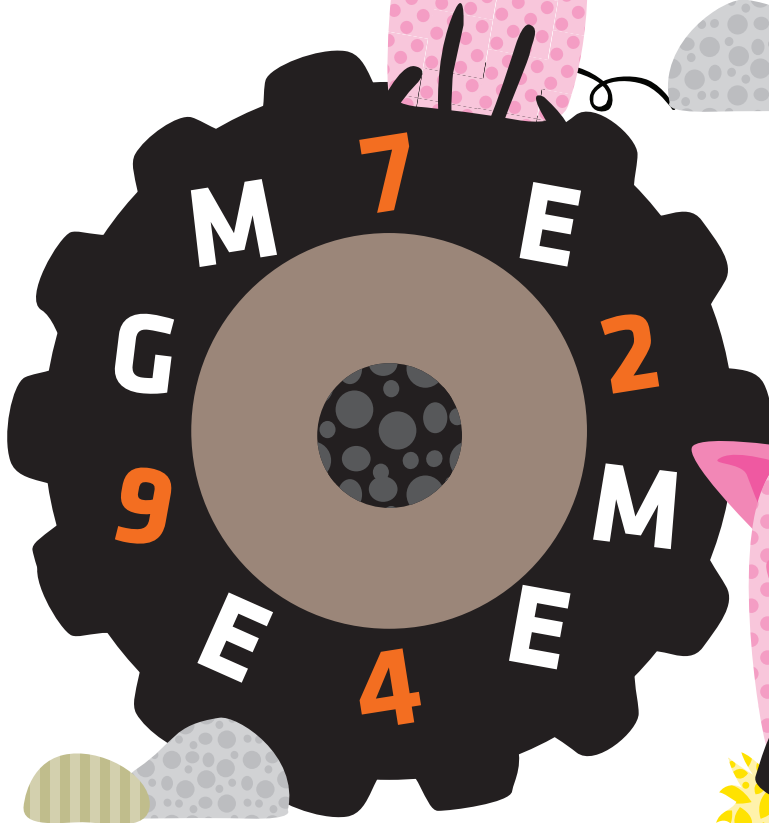
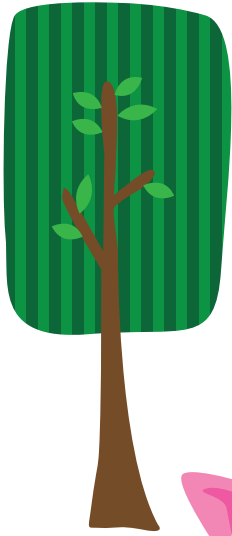
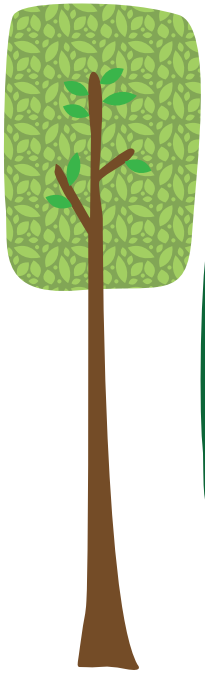
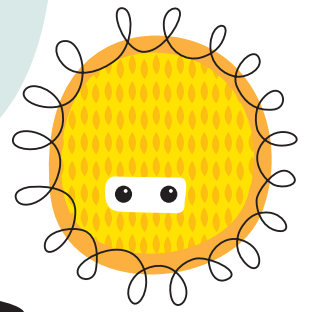


4

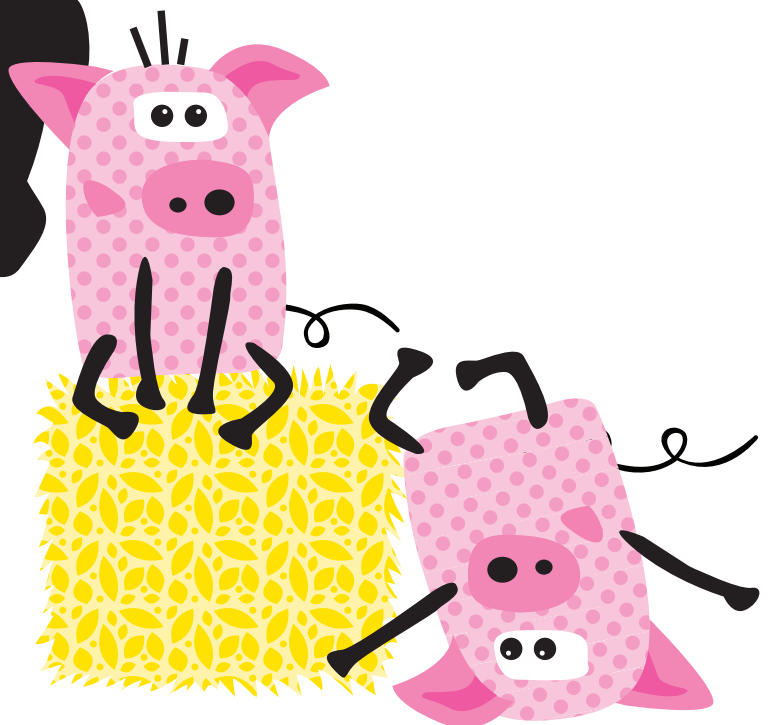
Tegn en cirkel rundt om den brik, der ikke passer i puslespillet.



FIND og FARV



Find tallene, og farvelæg dem.



PRIK *til* PRIK



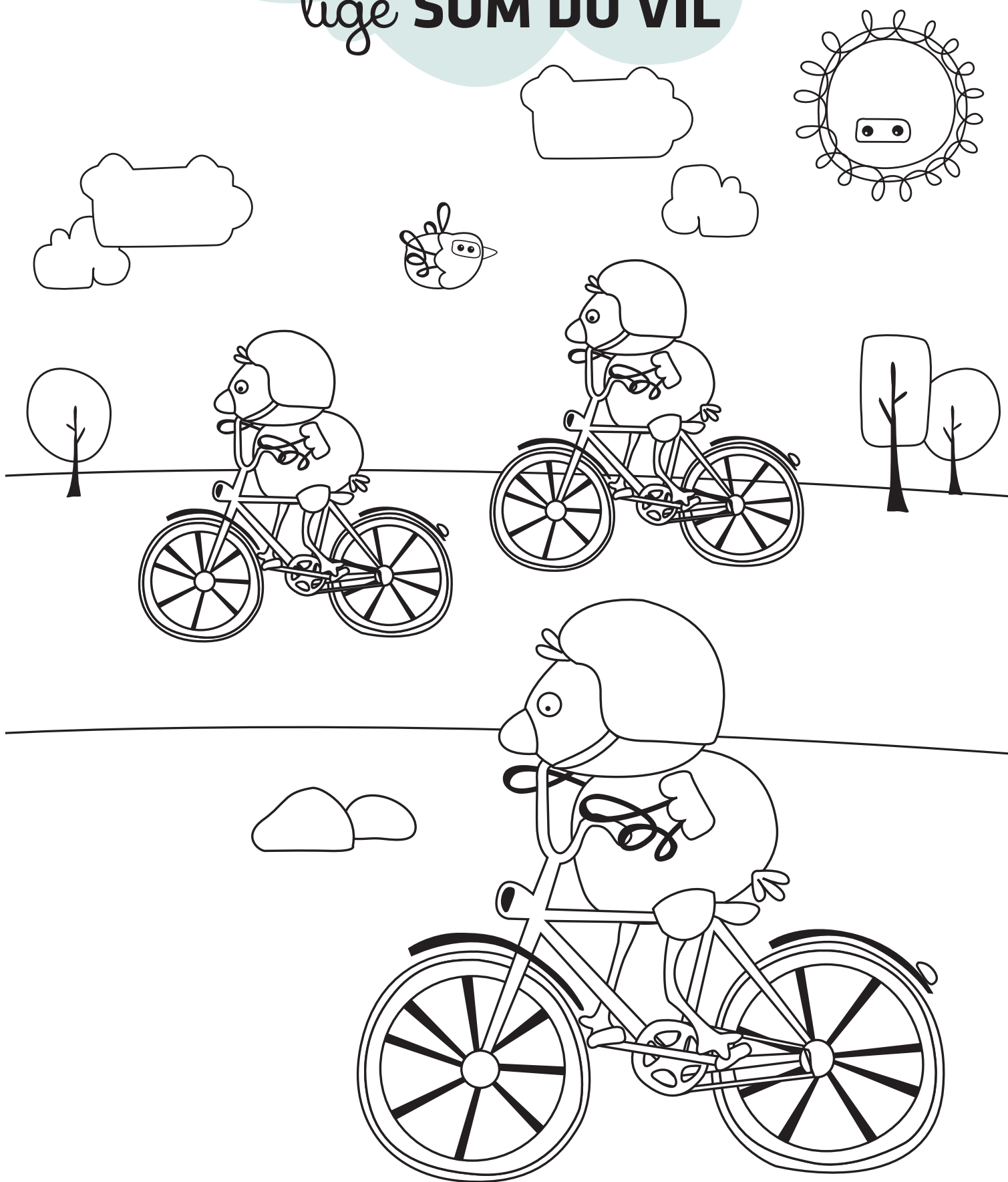
Forbind prikkerne. Du kan bruge tallinjen til hjælp.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15



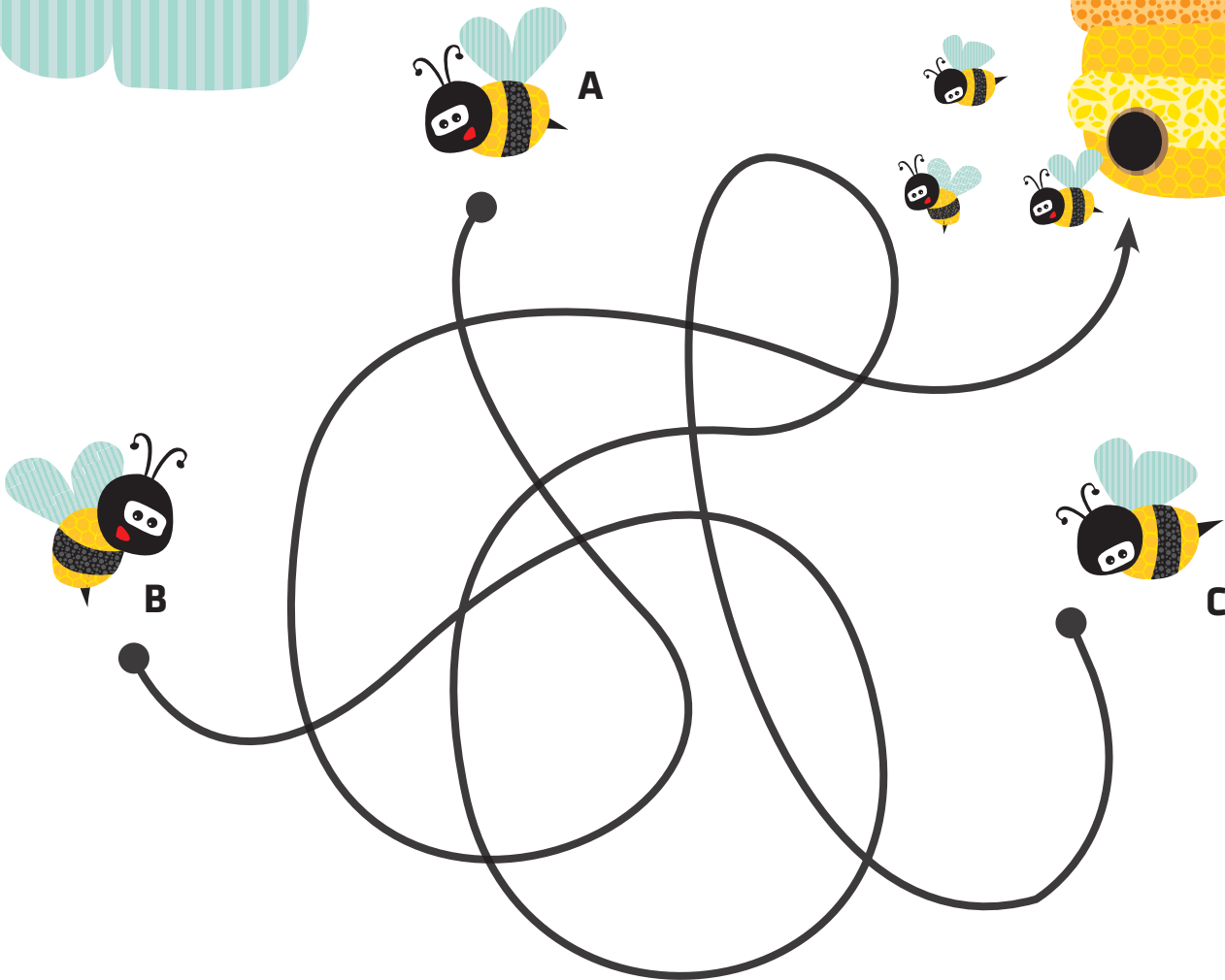
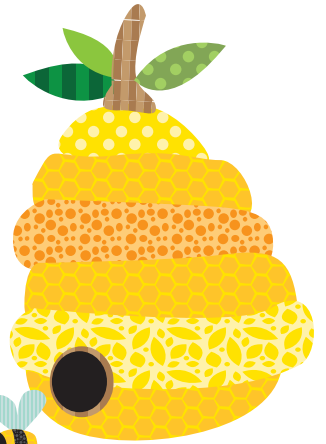
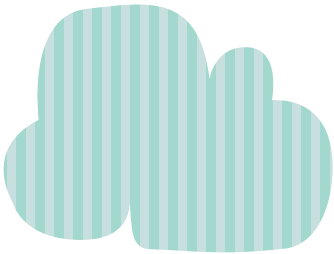
FARVELÆG

lige **SOM DU VIL**



LABYRINT

kan du **FINDE VEJ**?



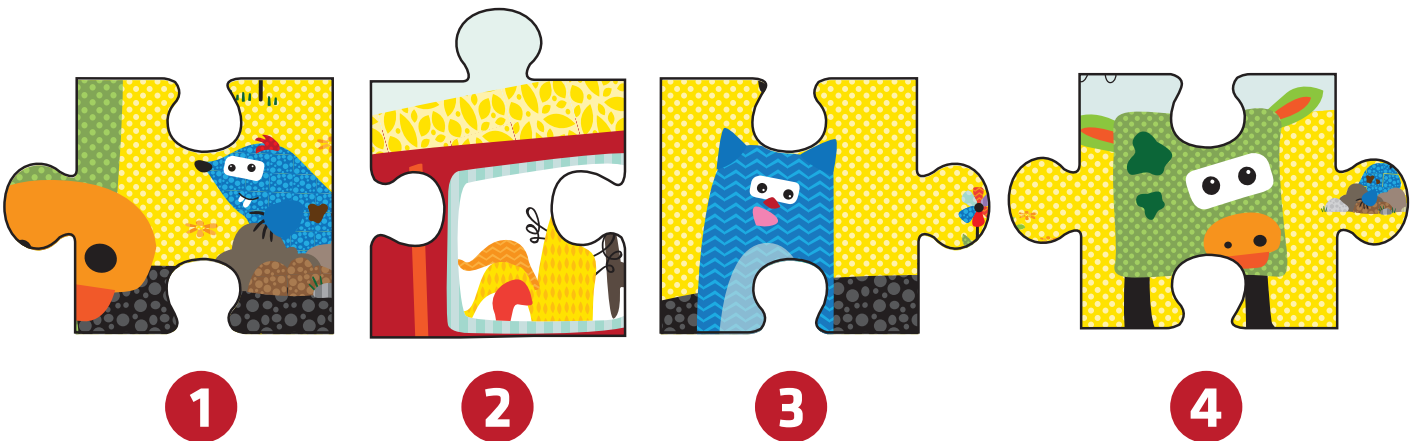
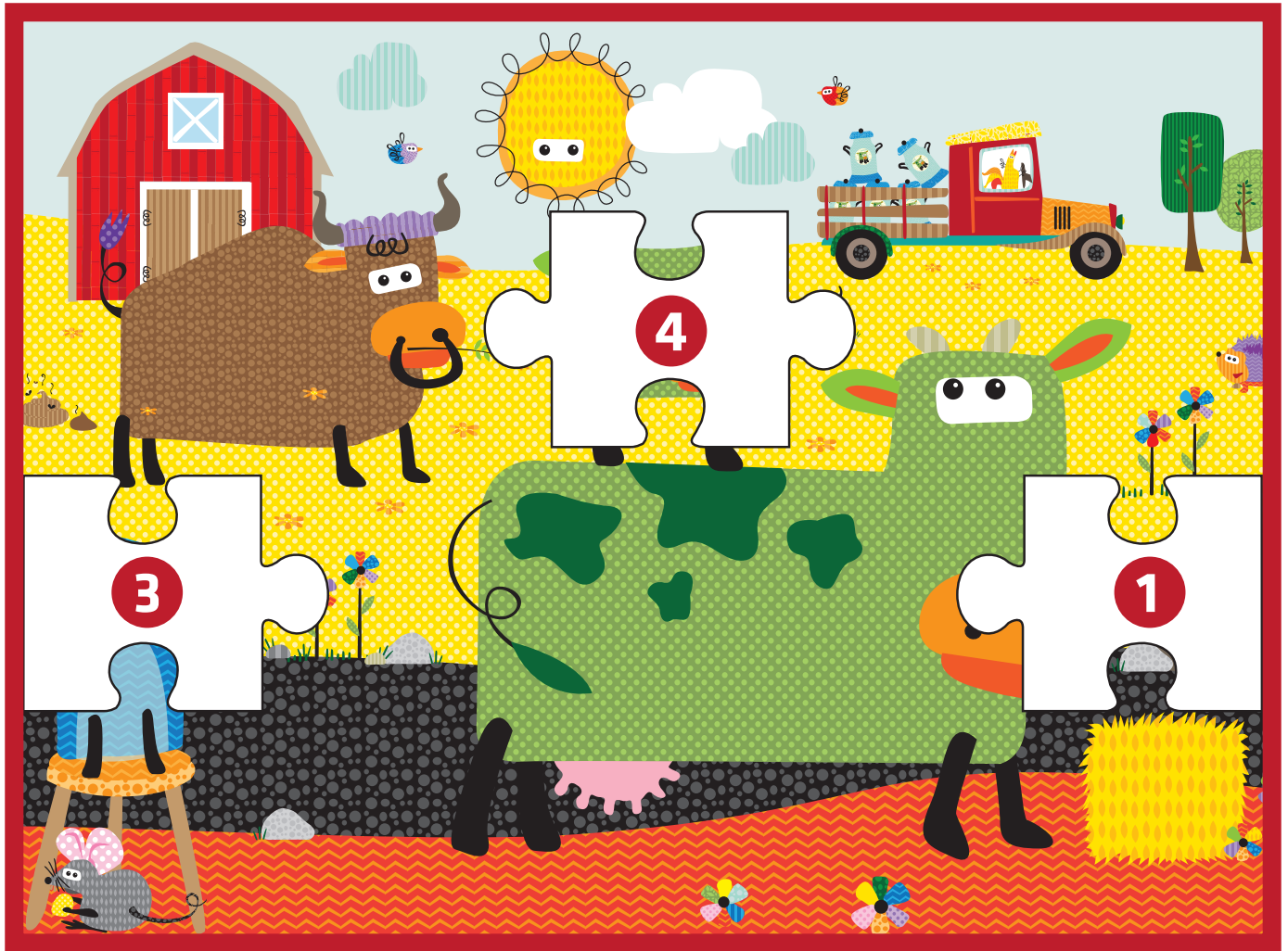
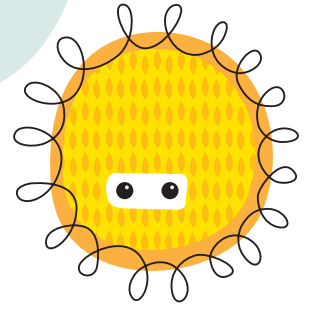
Hvilken bi finder hjem til bikuben?

A, **B** eller **C**



PUSLESPIL

FIND DEN ekstra BRIK



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

FARVELÆG

lige **SOM DU VIL**

