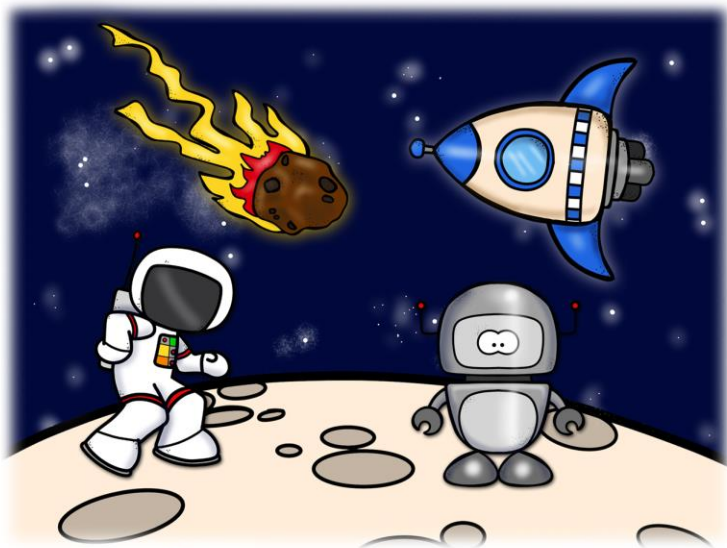
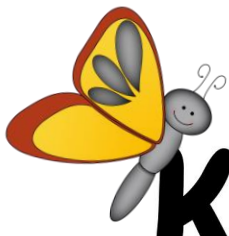


Ik wil naar de maan



**Kleuter
kriebels**



Kriebel regels



Dit mag je doen!

- Je mag de spelletjes gebruiken in je klas.
- Reclame maken voor onze spelletjes en website mag altijd!
- Je mag foto's van je spelmomenten met onze bundels delen op social media.

Tag ons gerust in jullie foto's!
@kleuterkriebels 😊

Dit mag je niet doen!



- Je mag de bundels niet gratis delen met anderen.
- Je mag de bundels niet doorverkopen.
- Je mag geen aanpassingen doen aan de bundels en deze dan onze je eigen naam plaatsen.

Ruimtelijk inzicht: Meteorietslag



Doel van het spel

- Kunnen vinden van meteorieten
- Kunnen lezen en benoemen van het raster
- Vragen stellen aan de ander



Vorbereidingen voor het spel

- Print de meteorietslag-borden en bijhorende meteorieten. Denk eraan: elke speler heeft 2 borden nodig!
- Knip de meteorieten.
- ! Ikzelf koos ervoor om elke speler 3 meteorieten te geven. Je kan zelf kiezen of je meer/minder meteorieten gaat aanbieden.
- Lamineer de spelborden en meteorieten. Kleef op de meteorieten en 2 spelborden velcro's.
- Zorg dat de spelborden met de velcro's rechtop kunnen staan en afgeschermd van de andere speler.
- Geef bij dit spel ook een whiteboard stift. Op die manier kunnen de kinderen aankruisen als ze een meteoriet hebben gevonden.

(zie foto voor meer uitleg)

Spelregels



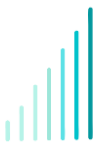
- Laat beide spelers op het bovenste, rechtopstaande bord 3 meteorieten kleven.
- De kleuters vragen elk om beurt of er op een bepaalde plek meteorieten liggen.

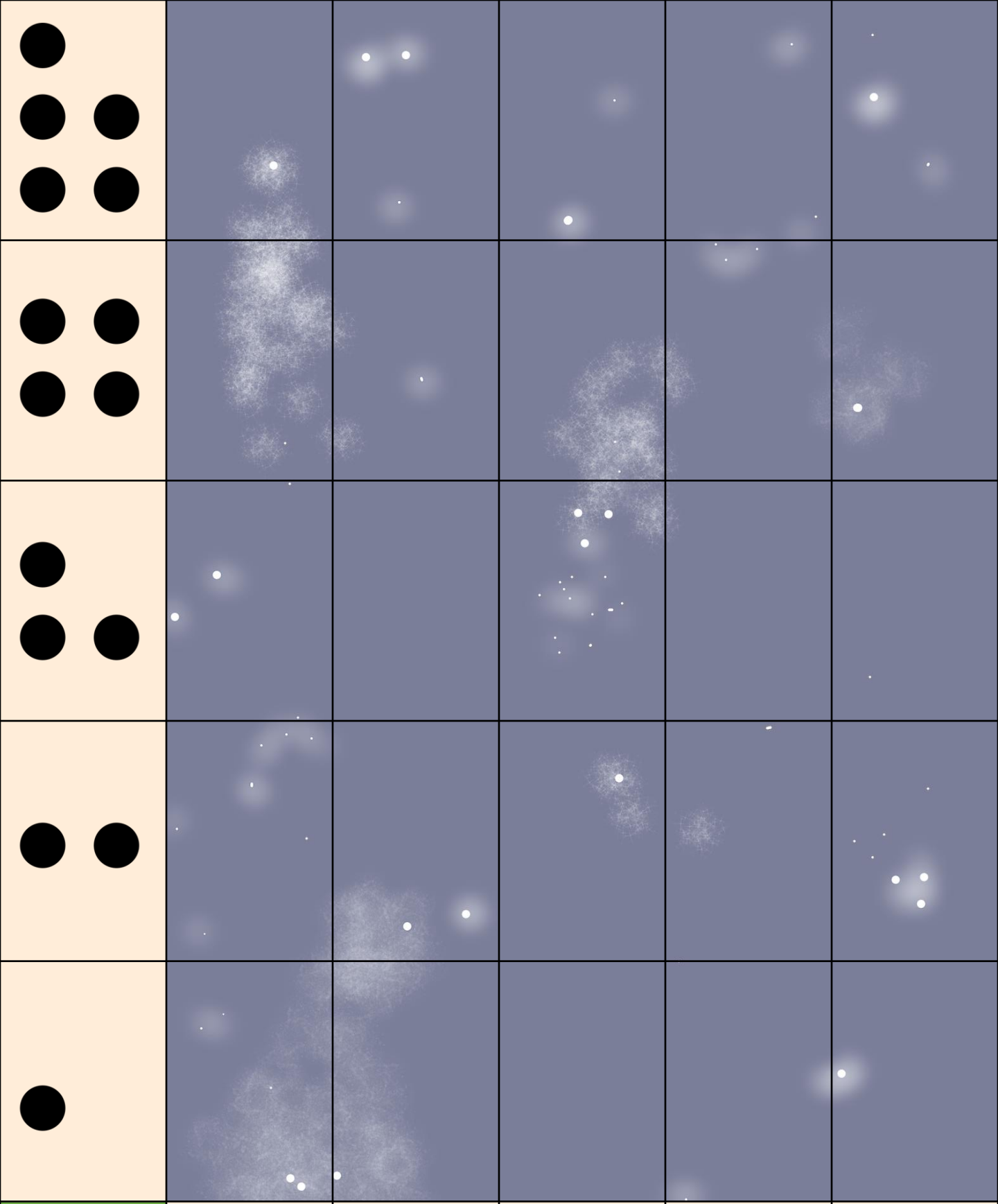
Bv. Bij de ster op nummertje 5, ligt daar een meteoriet?

- Vinden de kleuters een meteoriet kunnen ze op dat vakje een kruisje leggen. Op die manier hebben ze een referentiepunt om de rest van die bepaalde meteoriet te vinden.
 - Wie het eerste alle meteorieten heeft gevonden is de winnaar.
- variatie op zeeslag.

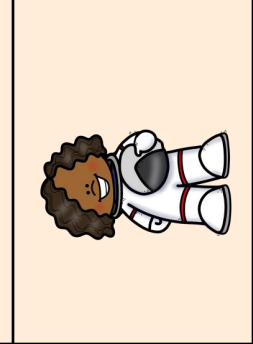
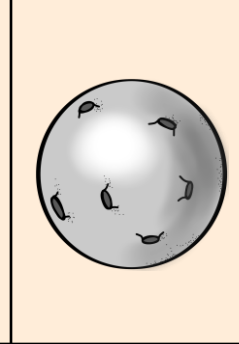
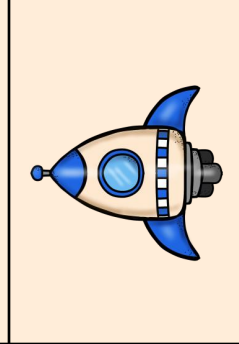
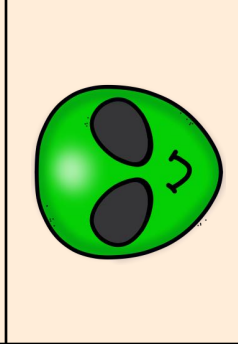
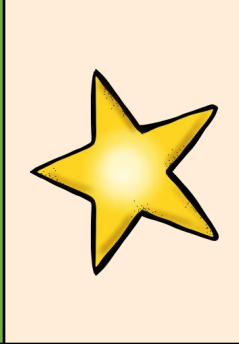
Gradaties en differentiatie

- Er zitten verschillende differentiatiemogelijkheden voor dit spel in de bundel. Die kan je herkennen aan de kleurencode links bovenaan in de hoek (groter/kleiner raster, cijfers/getalbeelden, prenten/letters (ABC/abc)).

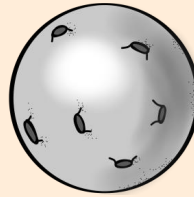
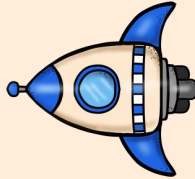
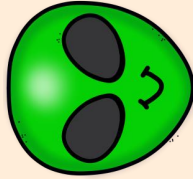
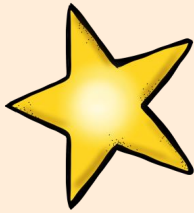




Kleuter Kriebels



Kleuter Kriebels



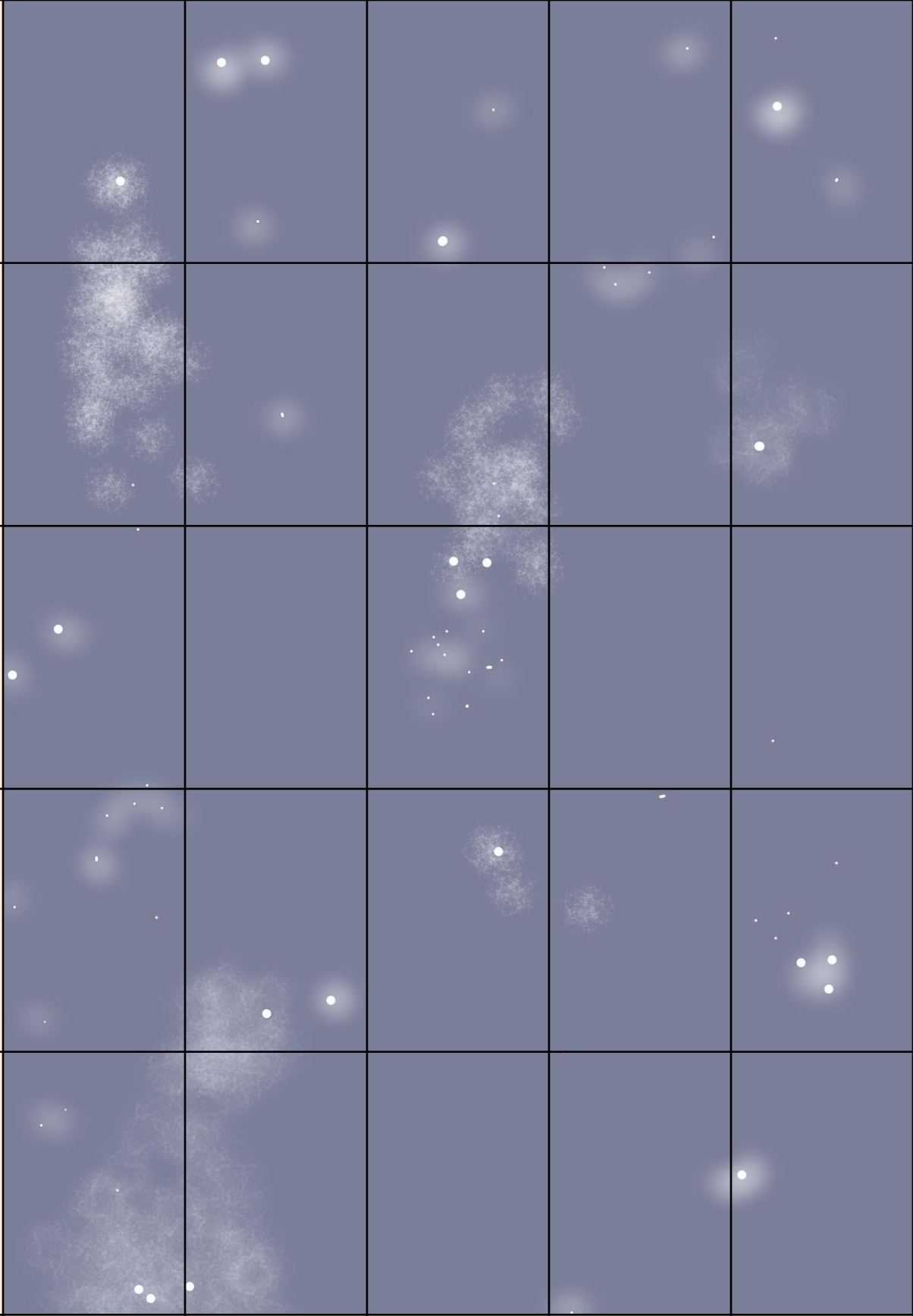
1

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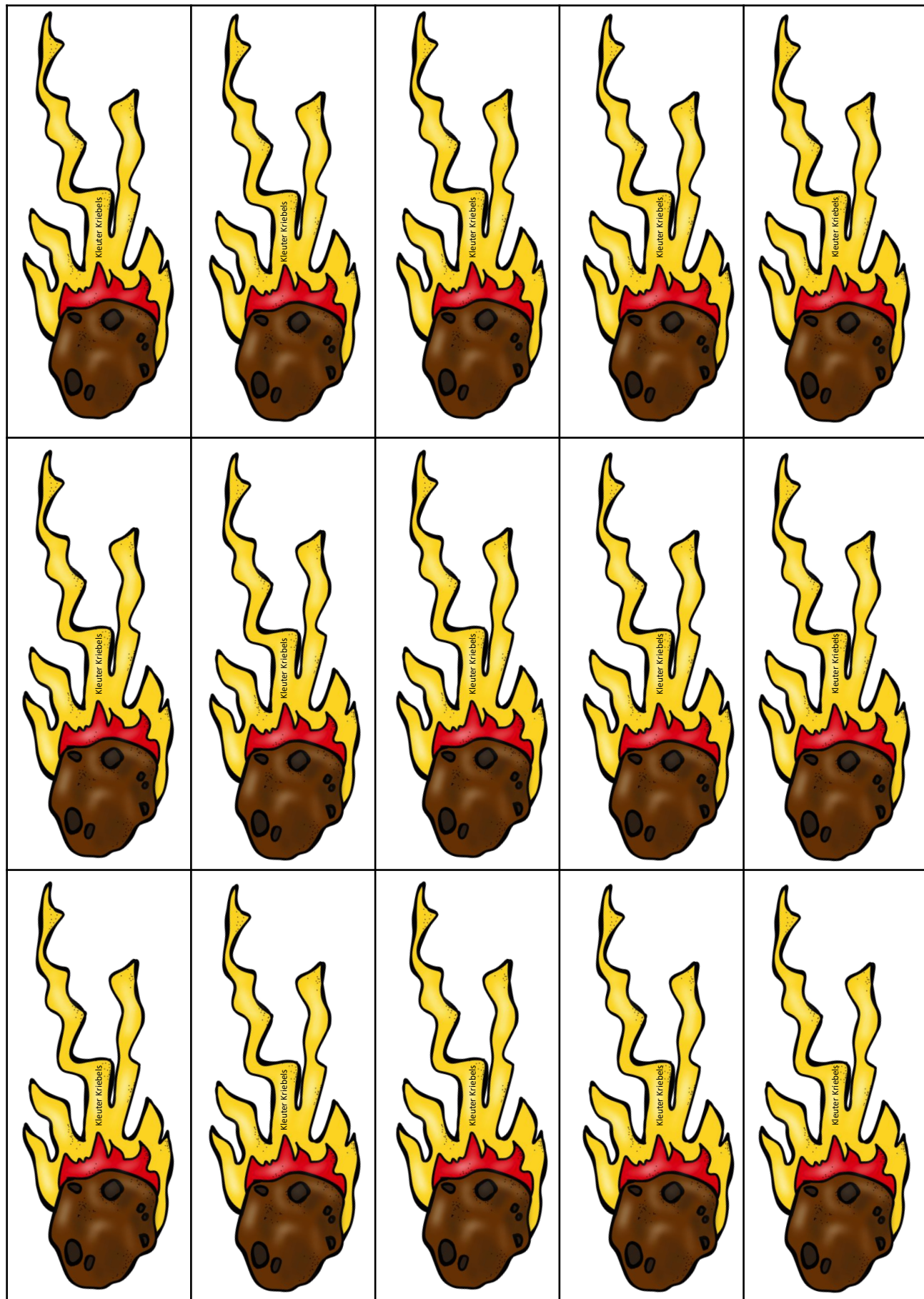
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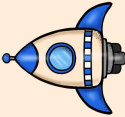



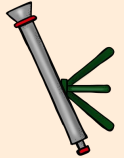
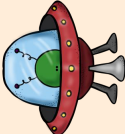
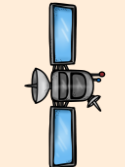
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5

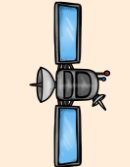
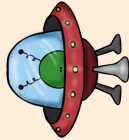
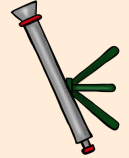
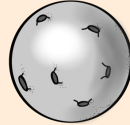
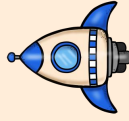


Moeilijkheidsgraad 1



10									
9									
8									
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Kleuter Kriebels									

Kleuter Kriebels



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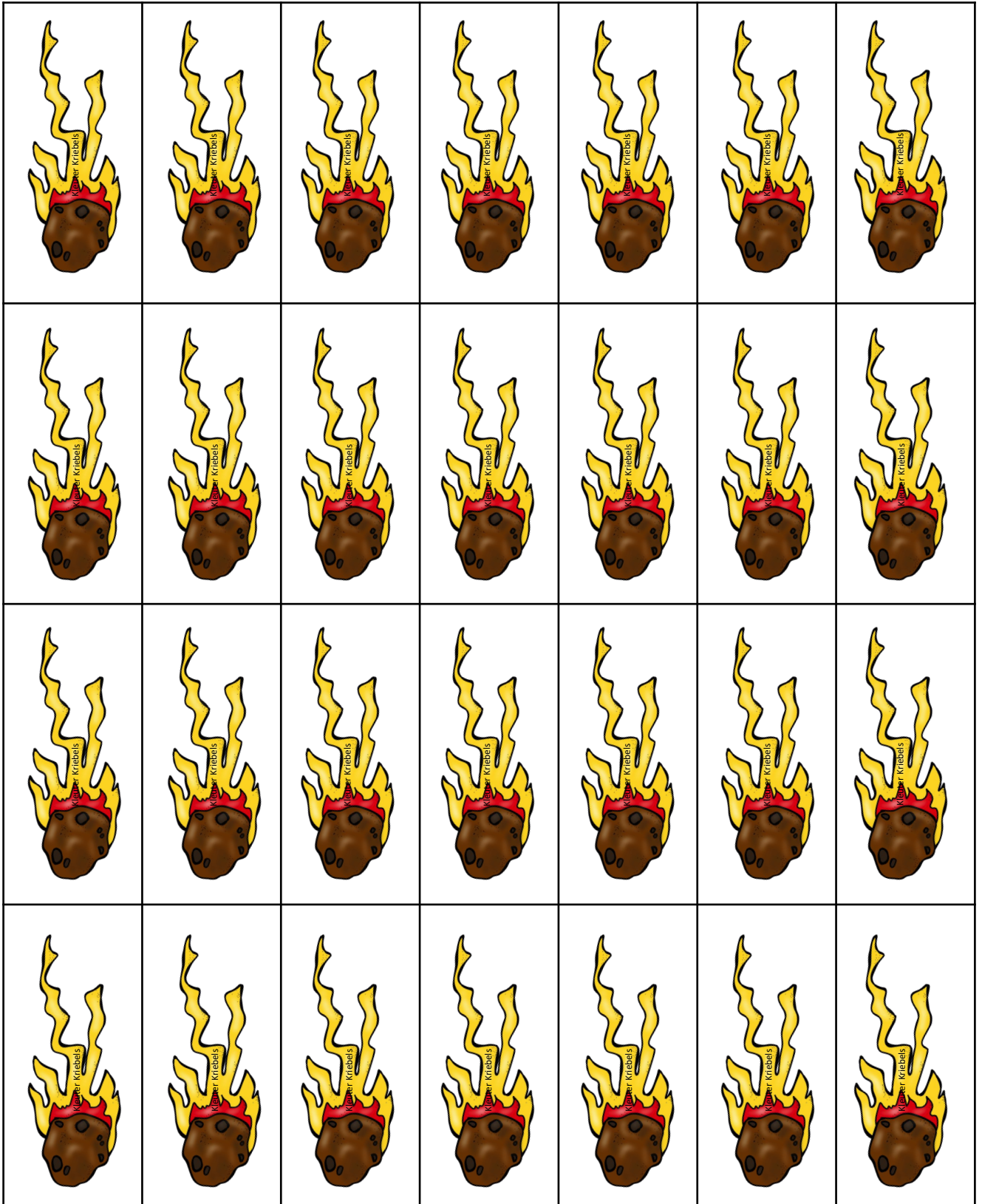
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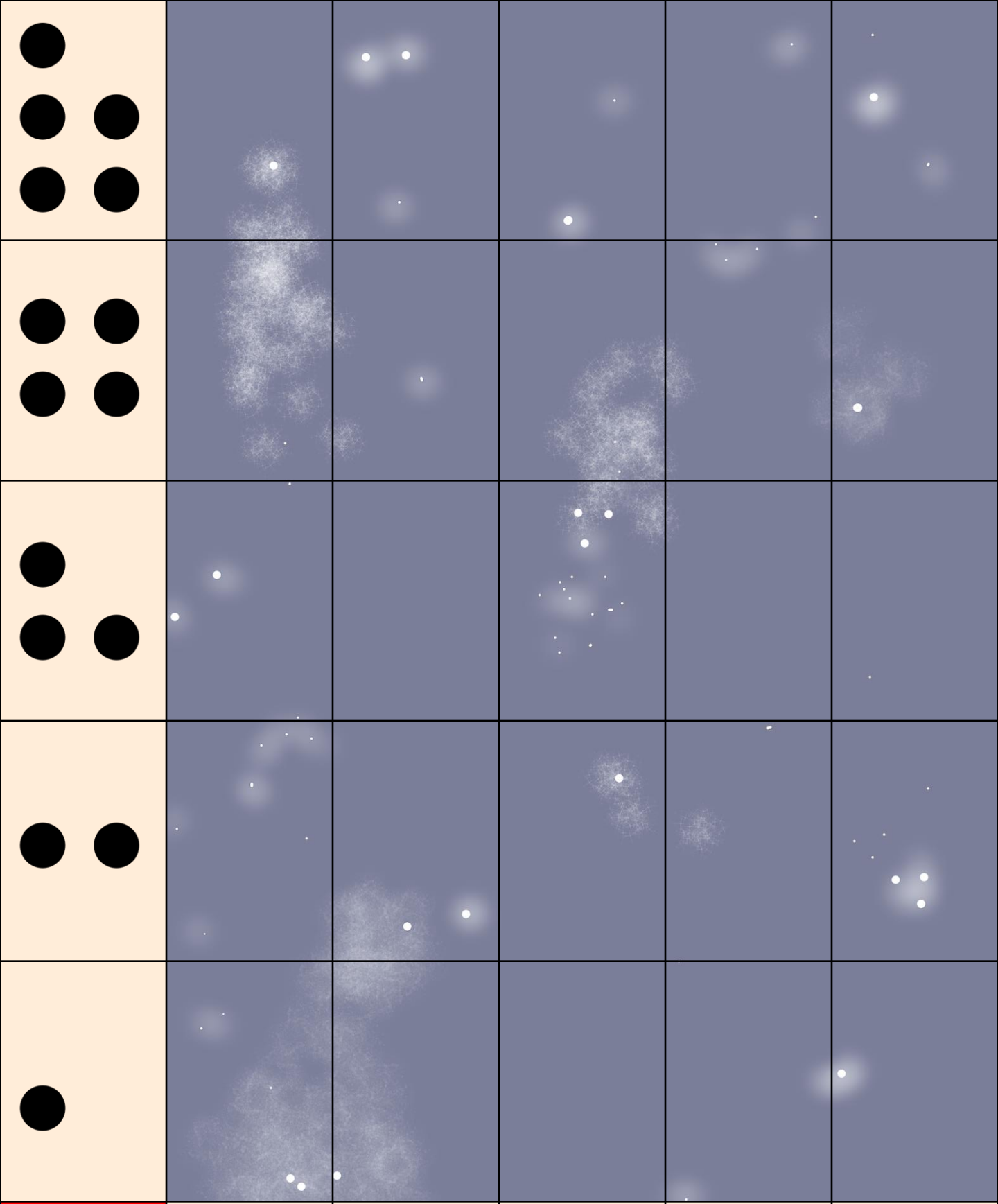
8

9

10

Moeilijkheidsgraad 2





Kleuter Kriebels

A

B

C

D

E

Kleuter Kriebels

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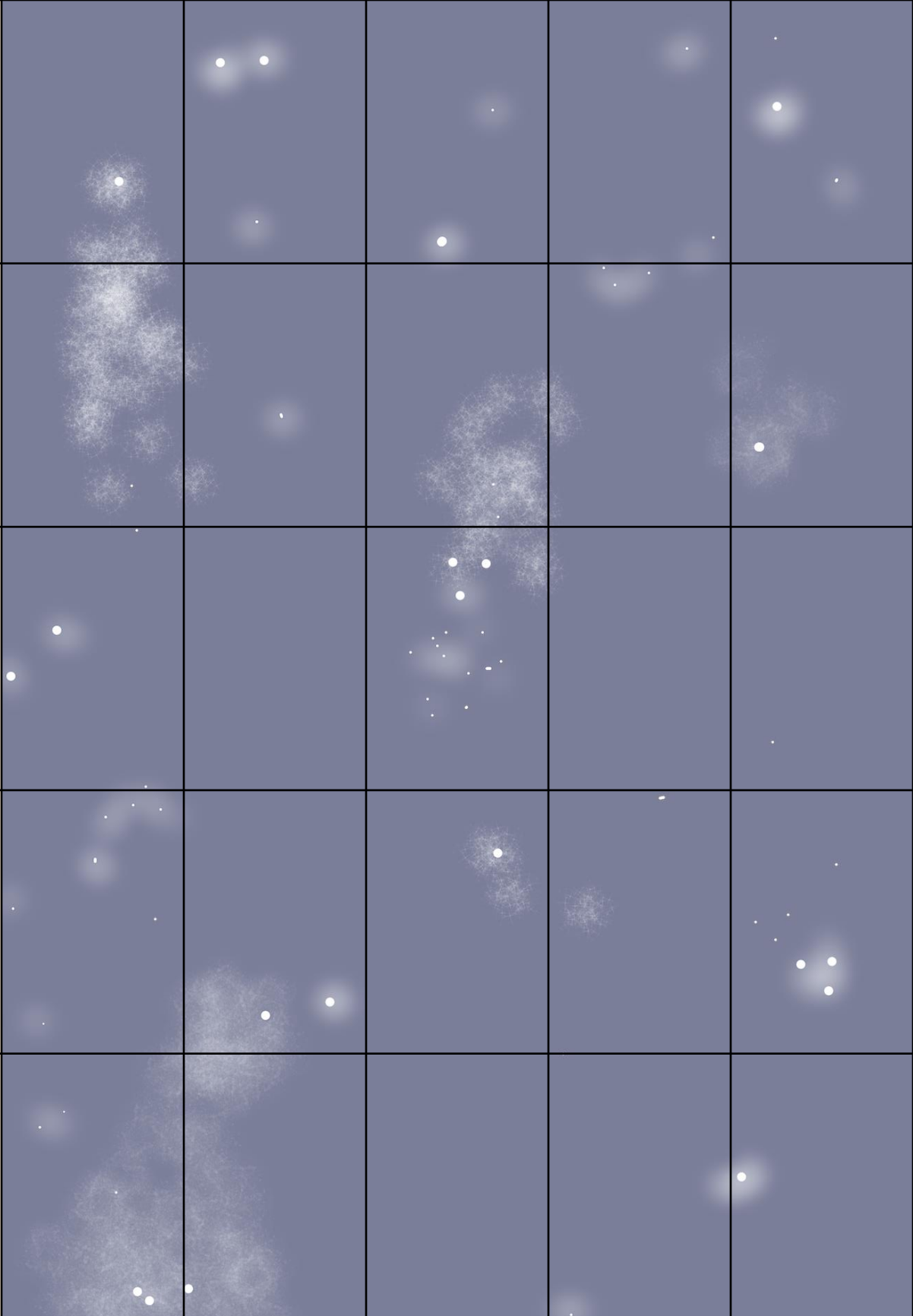
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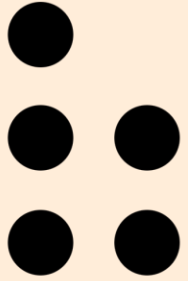
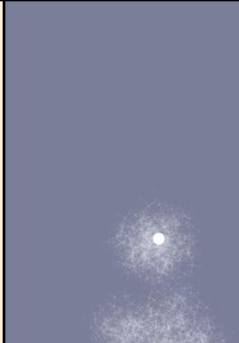
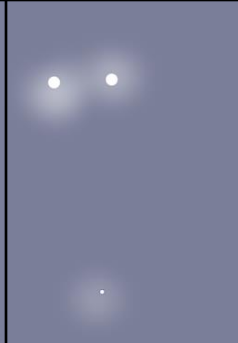

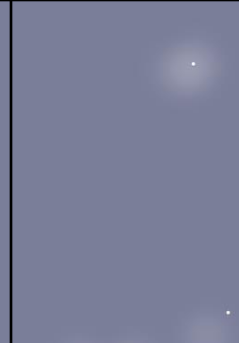
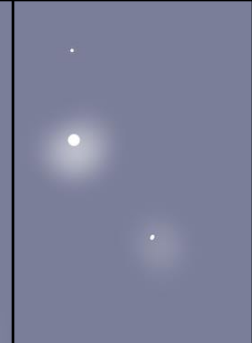
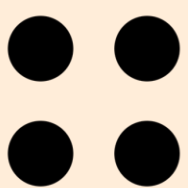
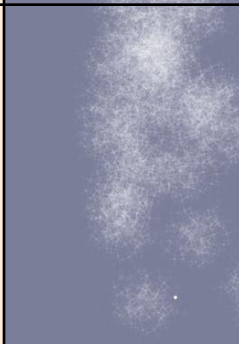
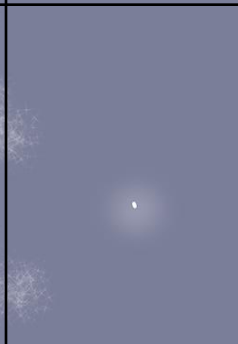
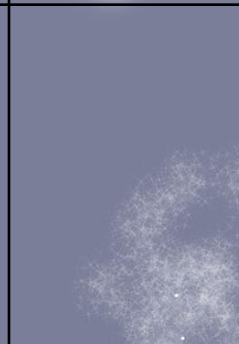
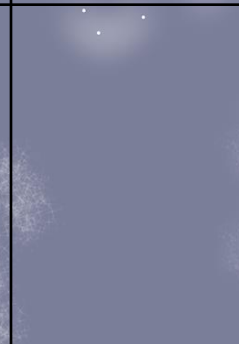

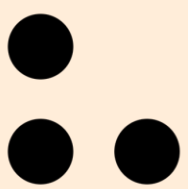
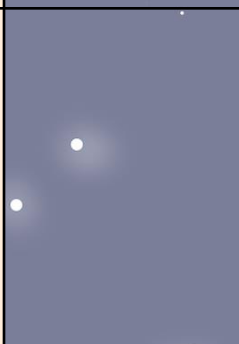

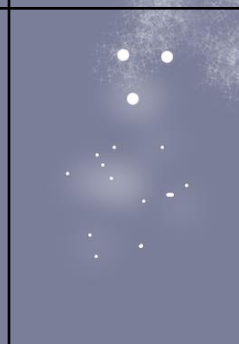

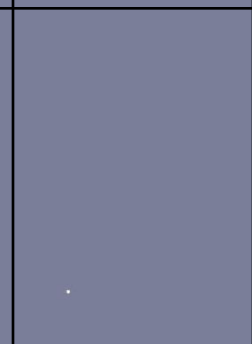



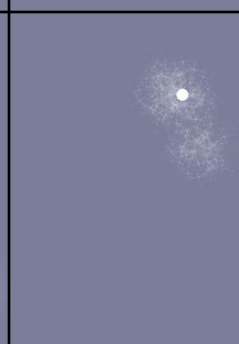
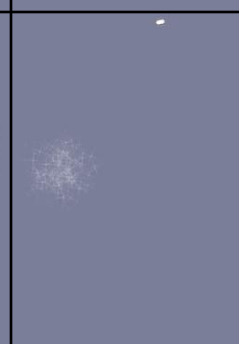
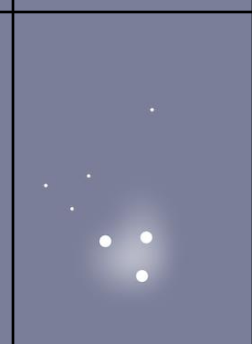

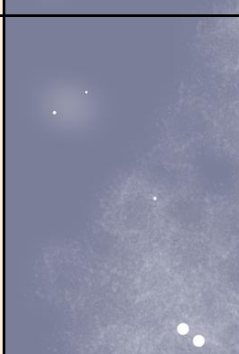



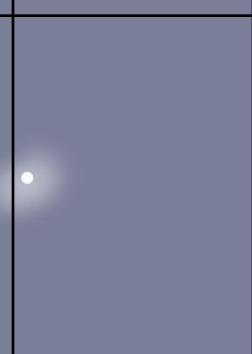
B

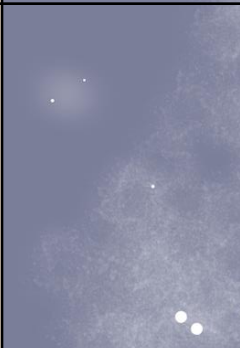

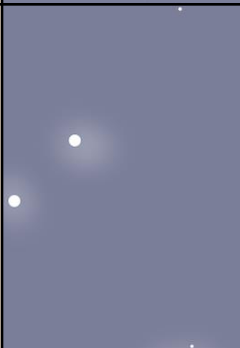
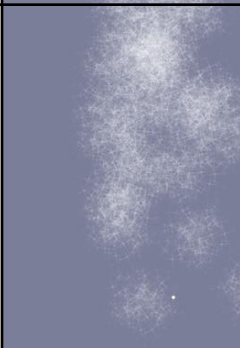
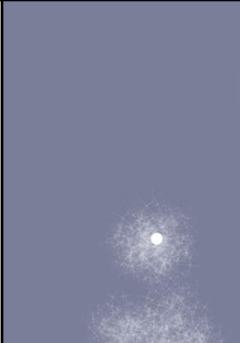



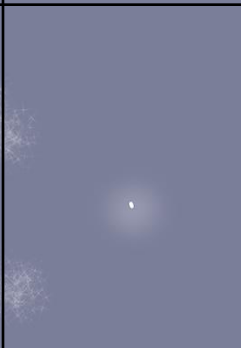
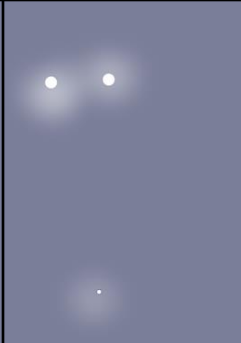

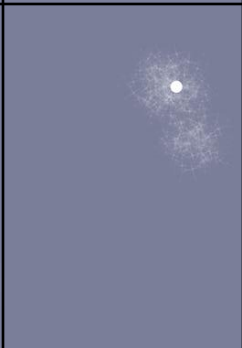
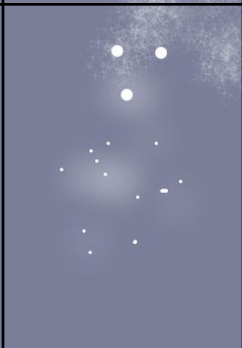
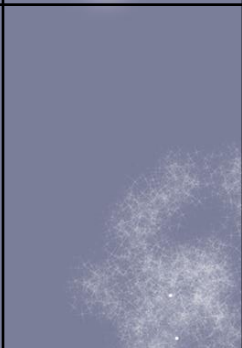
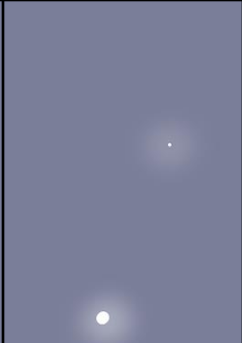
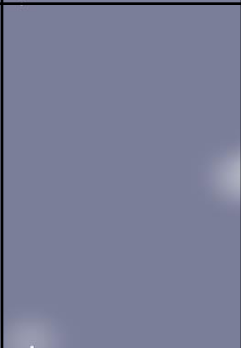


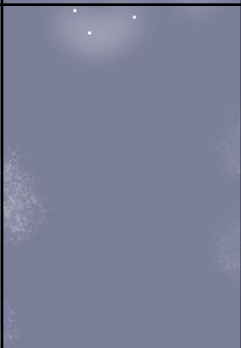
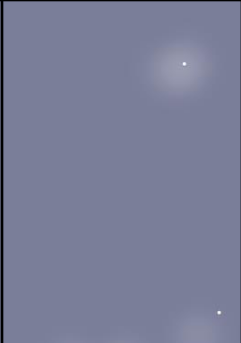
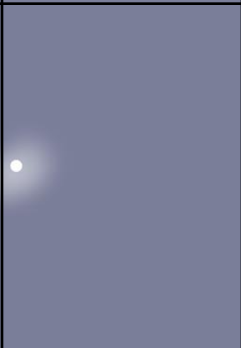
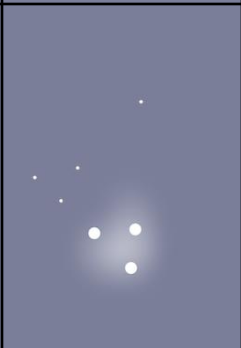
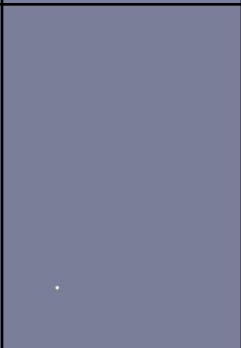
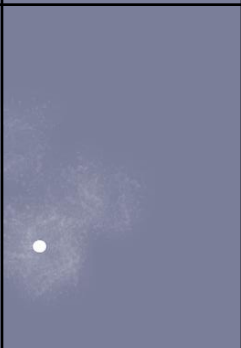
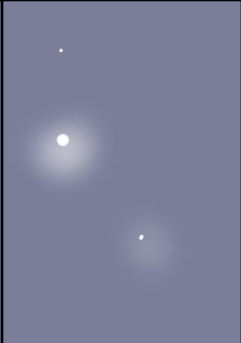
C

D

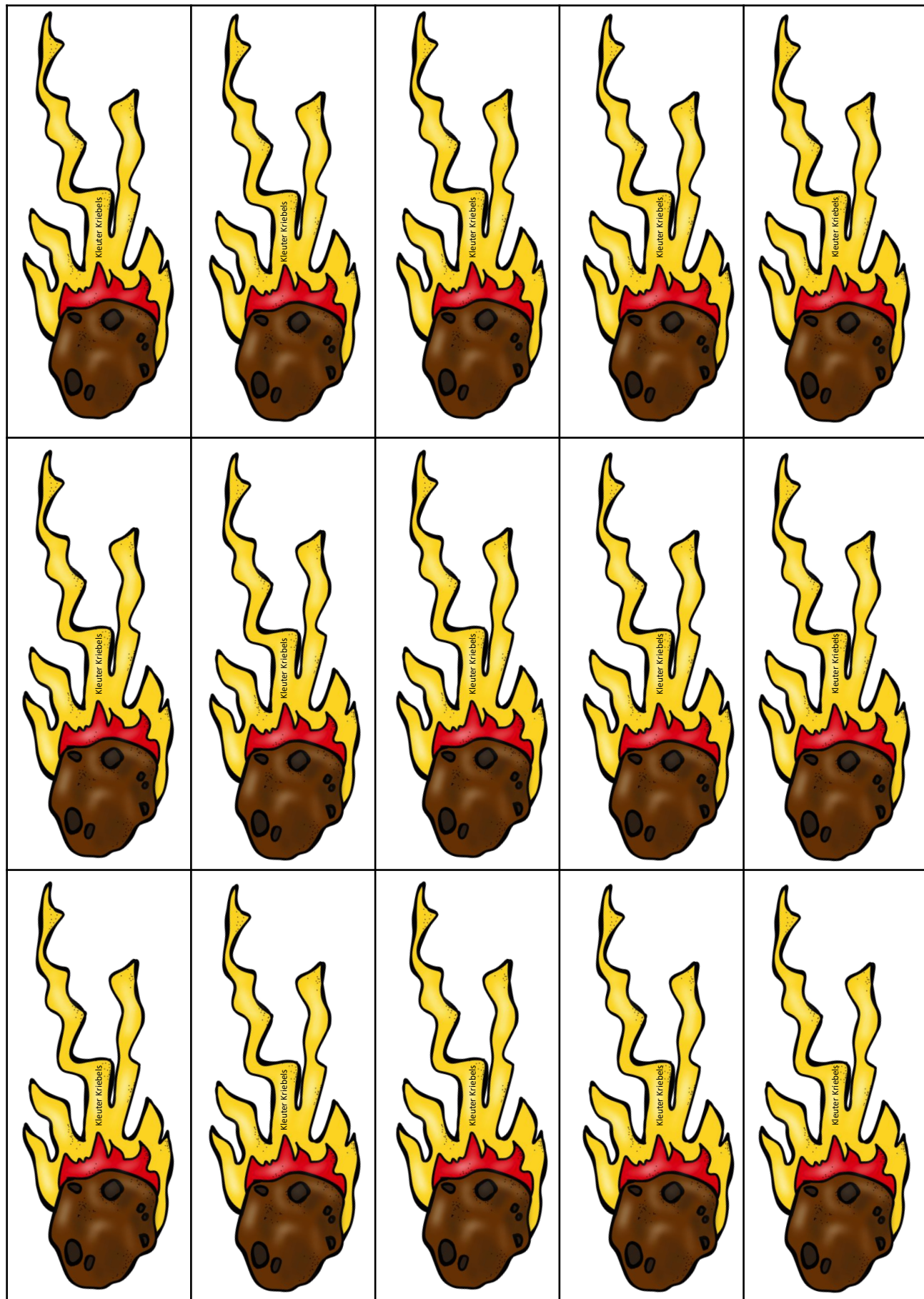
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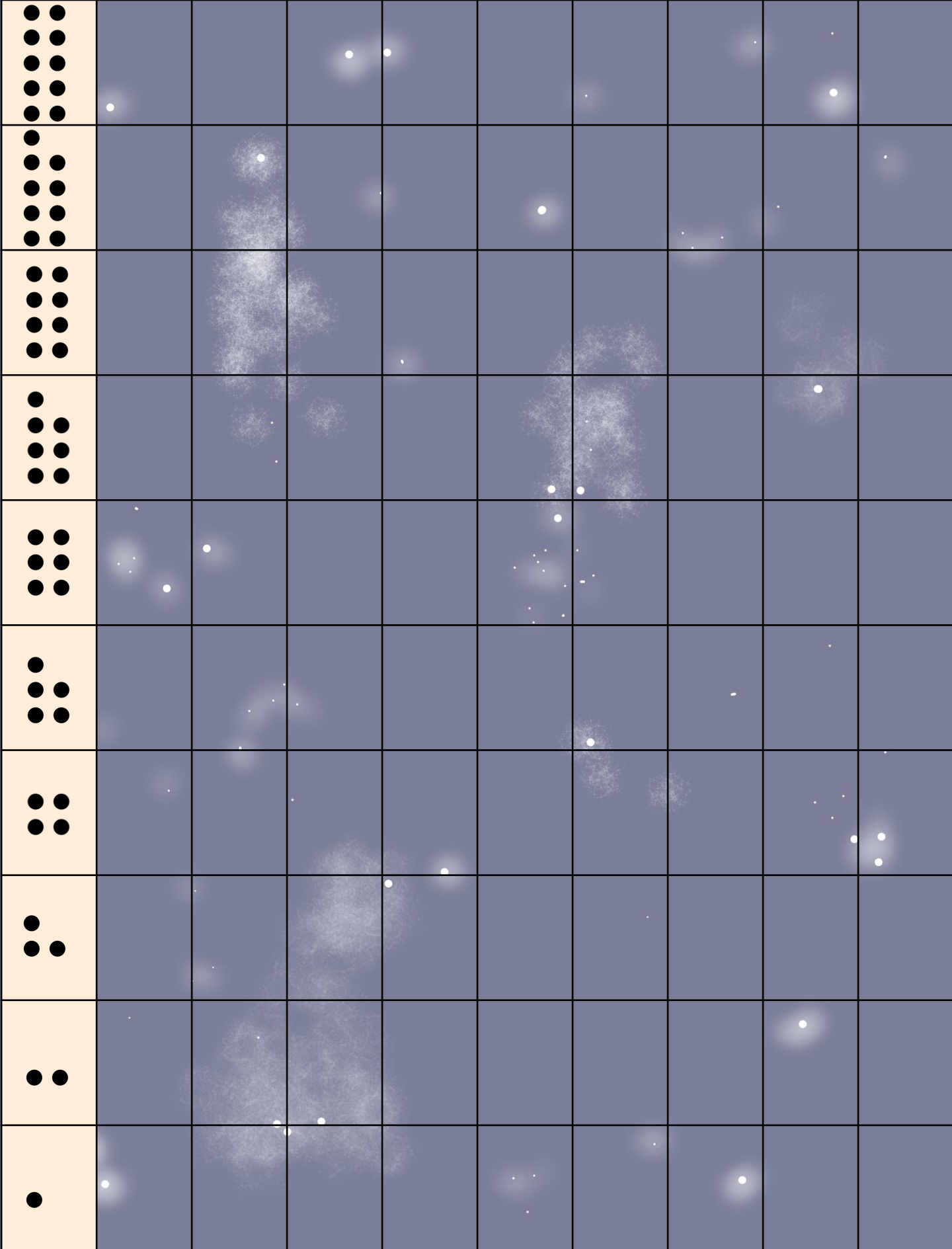


					
					
					
					
					
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Kleuter Kriebels</p>	<p style="text-align: center;">a</p>	<p style="text-align: center;">b</p>	<p style="text-align: center;">c</p>	<p style="text-align: center;">d</p>	<p style="text-align: center;">e</p>

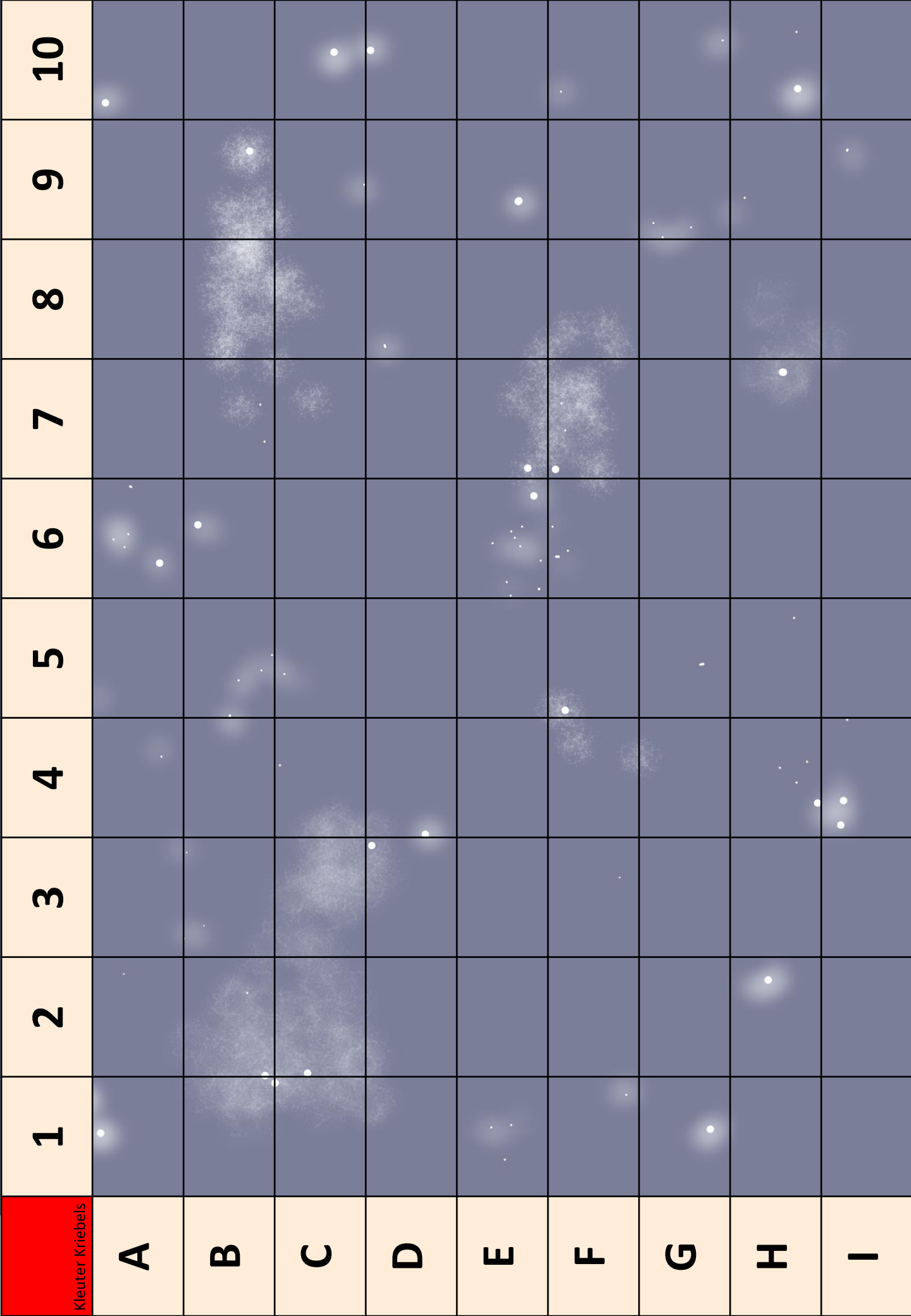
<p>Kleuter Kriebels</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>4</p>	<p>5</p>
<p>a</p>					
<p>b</p>					
<p>c</p>					
<p>d</p>					
<p>e</p>					

Moeilijkheidsgraad 3 – 5x5





Kleuter Kriebels	a	b	c	d	e	f	g	h	i
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Kleuter Kriebels

A

B

C

D

E

F

G

H

I

1

2

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4

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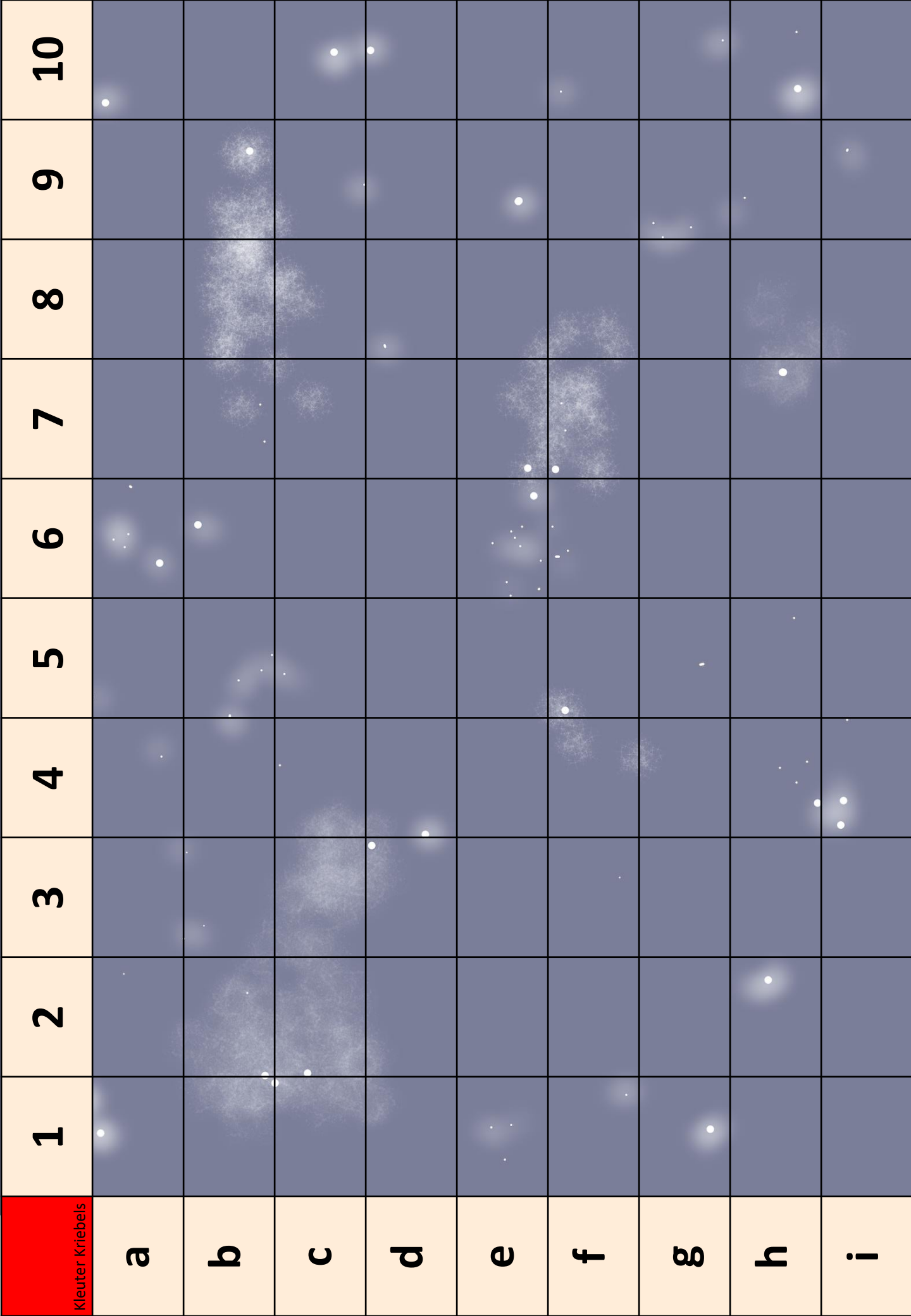
7

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10

Kleuter Kriebels



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a

b

c

d

e

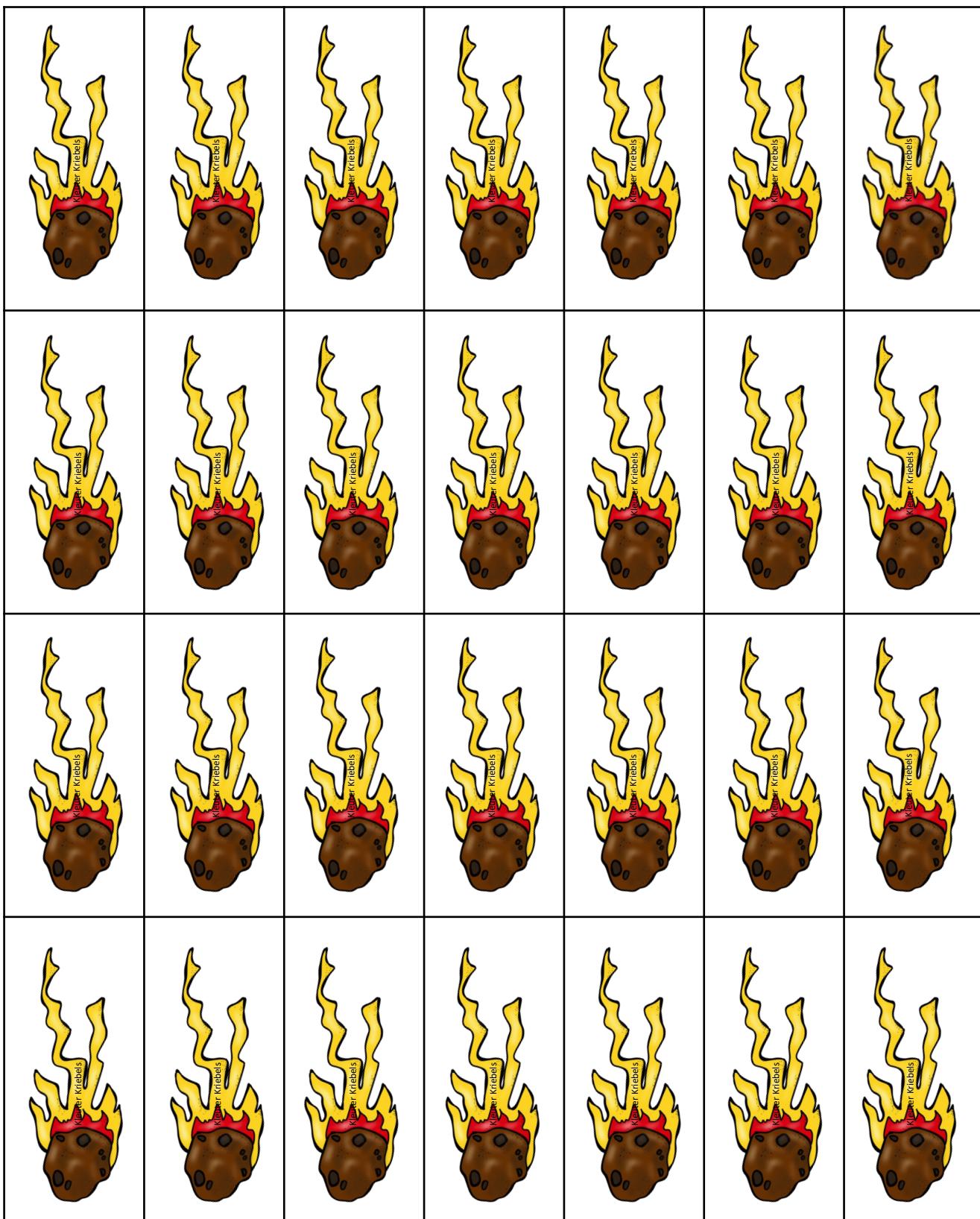
f

g

h

i

Moelijkheidsgraad 3 -10x9



Wiskundig spel: De Reken Robot



Doel van het spel

- Cijfers en/of getalbeelden herkennen.
- Tellen van hoeveelheden.
- Aftrekken en optellen via concreet materiaal.



Vorbereidingen voor het spel

- Print de robot-speelkaart (X-aantal keren), de kaartjes met de moeren/bouten en/of de kaartjes met de getalbeelden/cijfers.
! LET OP: Je kan er ook voor kiezen een dobbelsteen te gebruiken en niet de kaartjes met hoeveelheden op.
- Knip en lamineer alle kaarten. Geef de kaartjes met de moeren/bouten en/of de kaartjes met de getalbeelden/cijfers in een bakje.
- Voorzie concreet materiaal om op de robot zijn buik te leggen: bouten, schroeven,...



Spelregels

Optie 1: de dobbelsteen

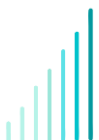
- Geef de kleuter een dobbelsteen en laat hem/haar hiermee rollen. Dit is het eerste cijfer om in het hokje onderaan te schrijven. Laat de kleuter hetzelfde aantal bouten op de linkerkant van de robot zijn buik leggen.
- Laat de kleuter een tweede keer rollen. Opnieuw schrijft de kleuter het cijfer, dit keer in het vakje na de +/- . De kleuter legt hetzelfde aantal bouten op de rechterkant van de robot zijn buik.
- Laat de kleuter nu de optelling of aftrekking doen. De kleuter kan hiervoor het concrete materiaal gebruiken. Achteraf kan hij/zij de oplossing na de = schrijven.

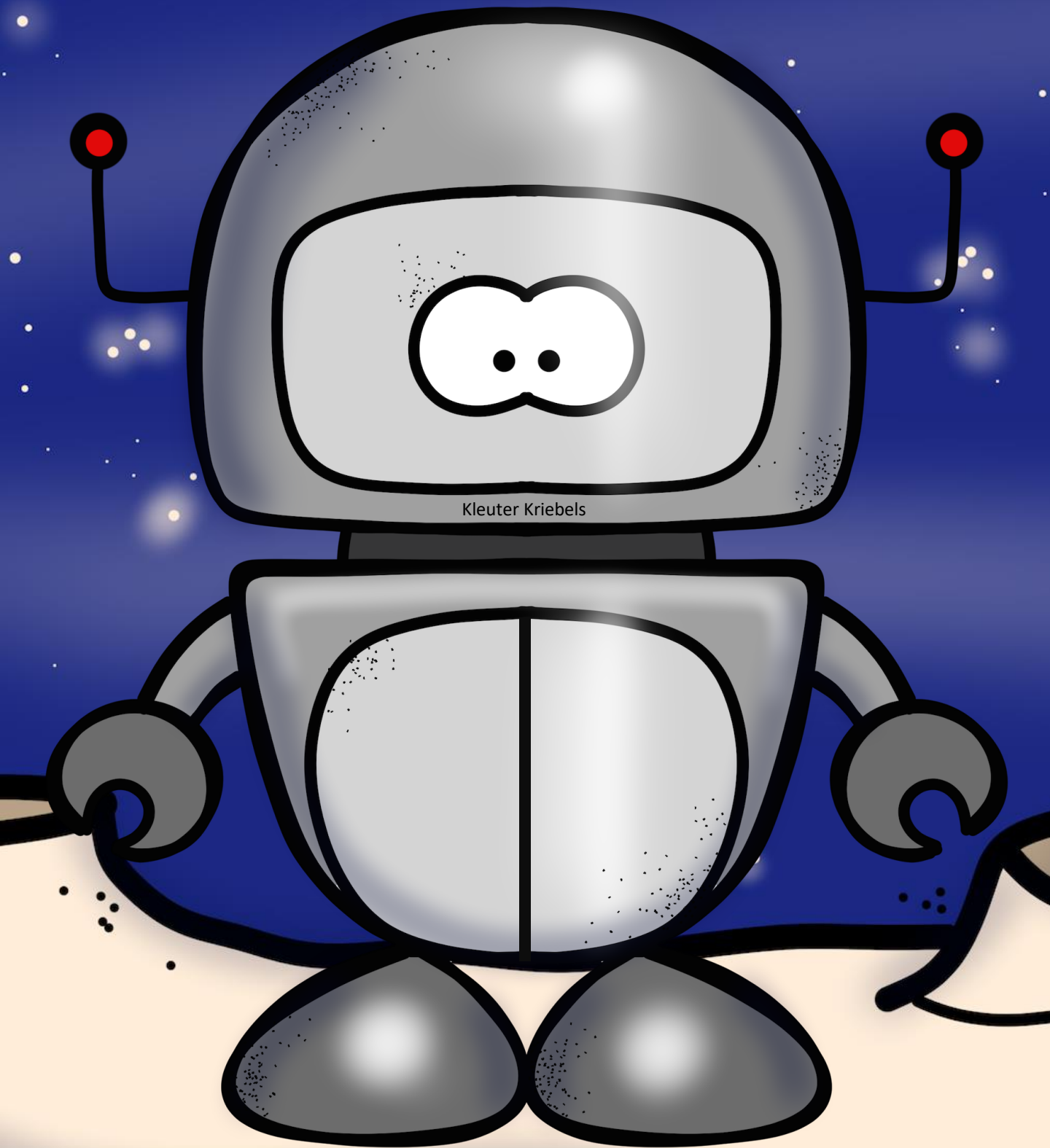
Optie 2: de kaartjes uit de bundel

- Dit werkt op dezelfde manier, enkel moeten de kleuters nu geen dobbelsteen gebruiken. In de plaats van het lot te laten beslissen kiezen de kleuters 2 kaartjes met hoeveelheden en leggen ze die op de vakjes. Voor de rest blijft alles hetzelfde.

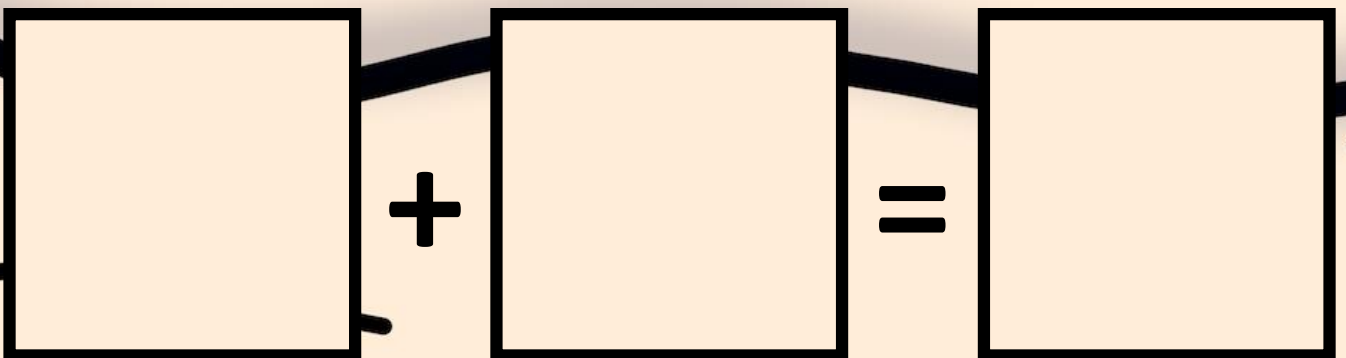
Gradaties en differentiatie

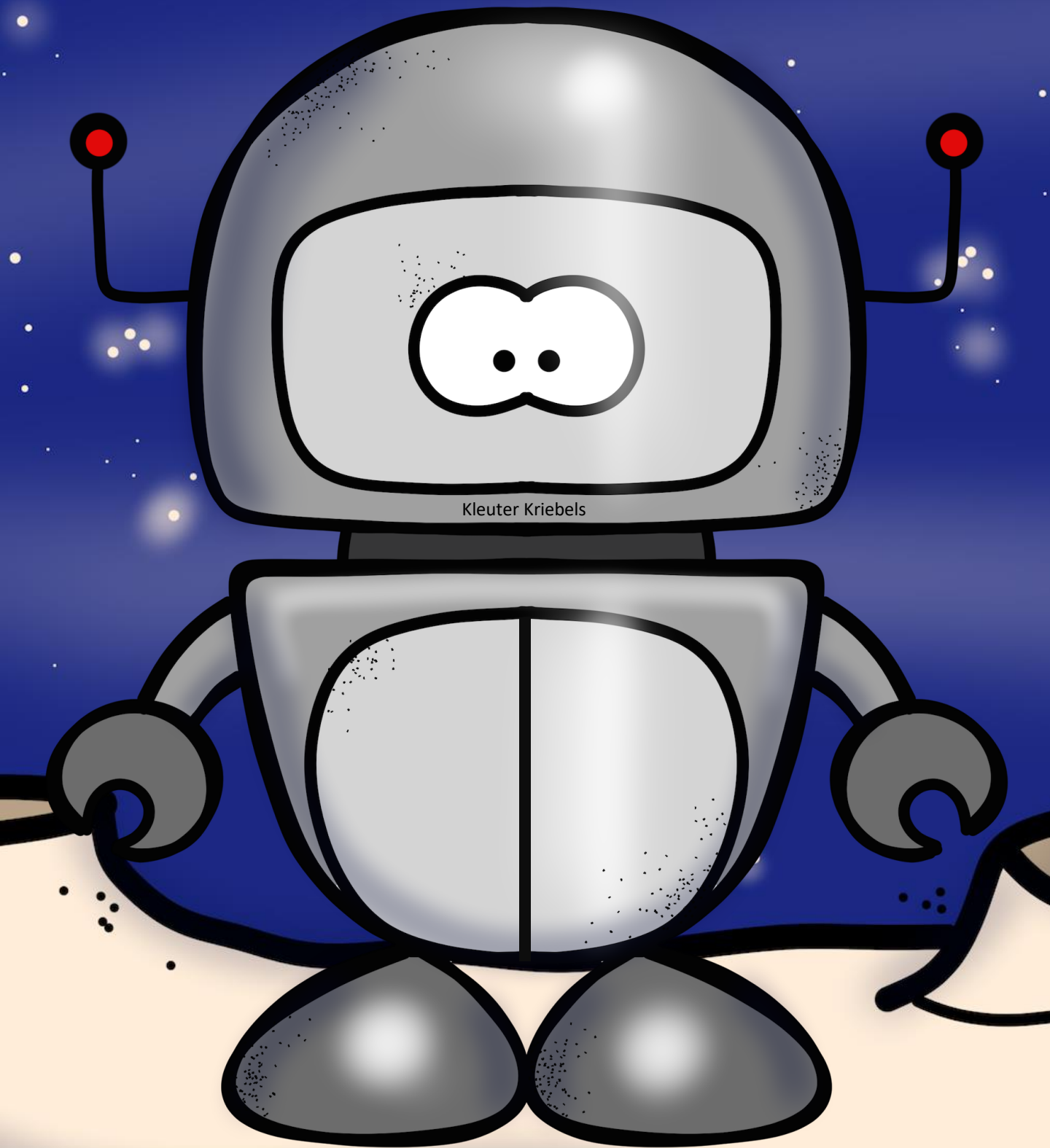
- Er is een variatie voorzien bij de kaartjes: getalbeelden, cijfers of kaartjes met hoeveelheden van bouten/moeren.





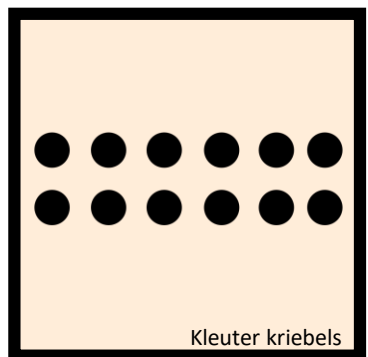
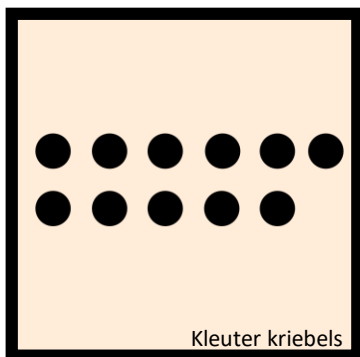
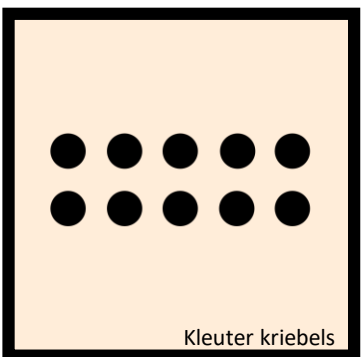
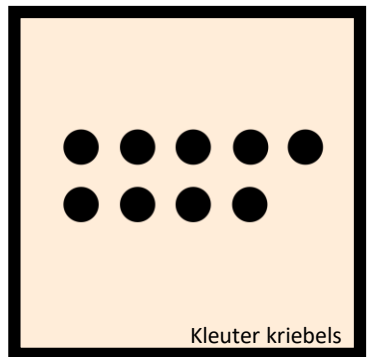
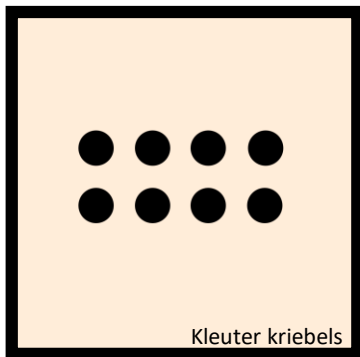
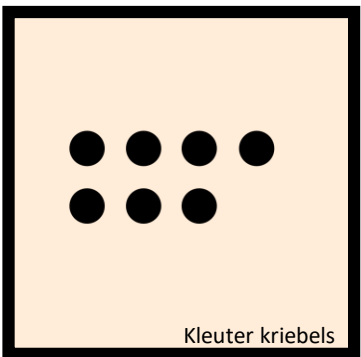
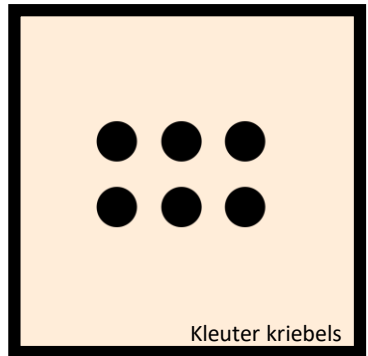
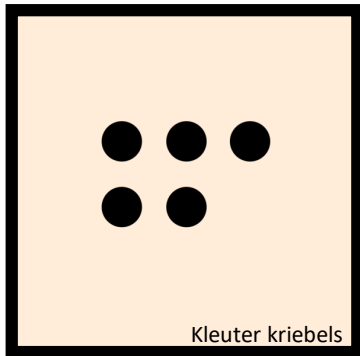
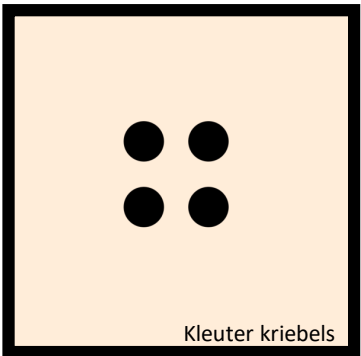
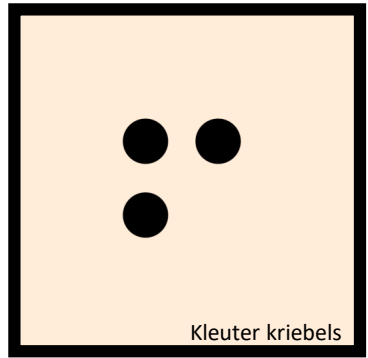
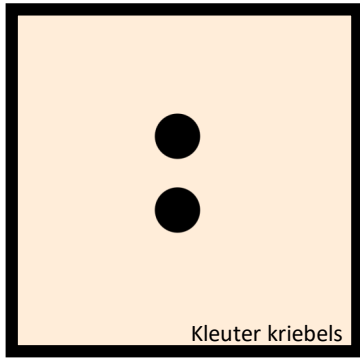
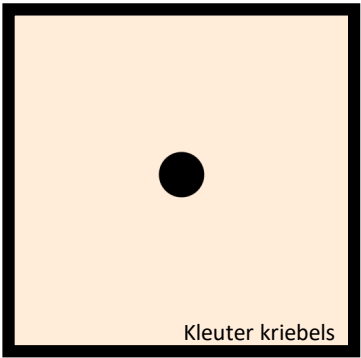
Kleuter Kriebels





Kleuter Kriebels

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Kleuter kriebels

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Kleuter kriebels

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Kleuter kriebels

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Kleuter kriebels

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Kleuter kriebels

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Kleuter kriebels

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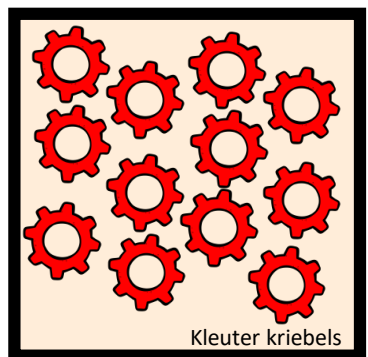
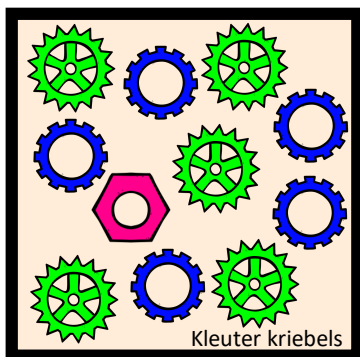
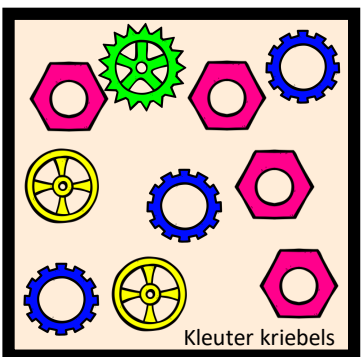
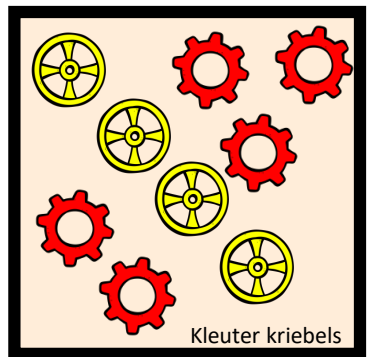
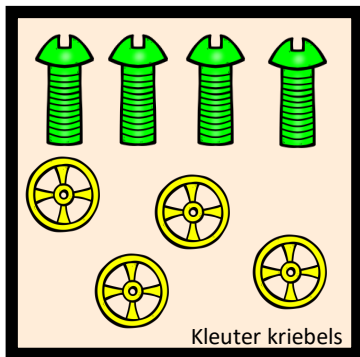
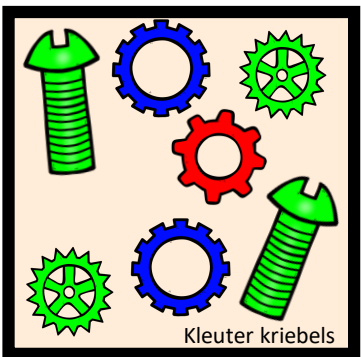
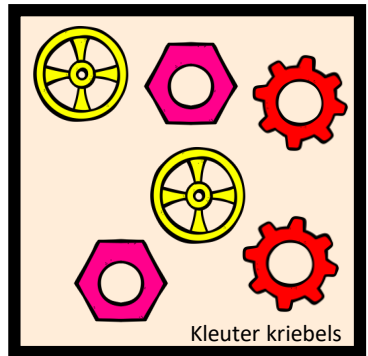
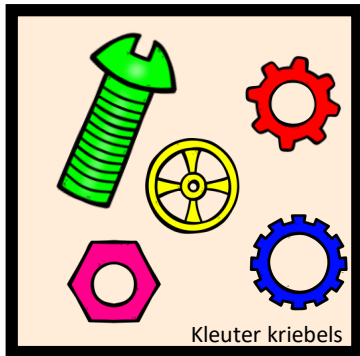
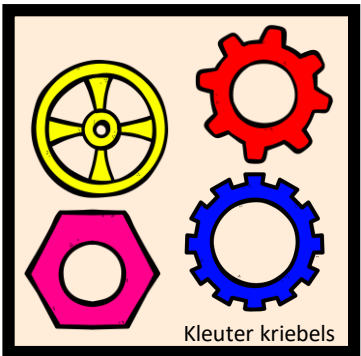
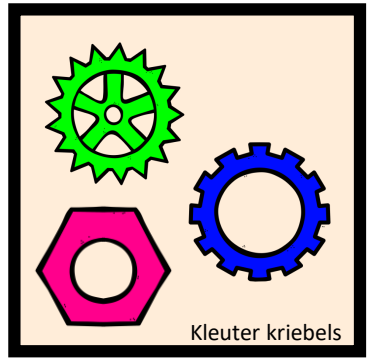
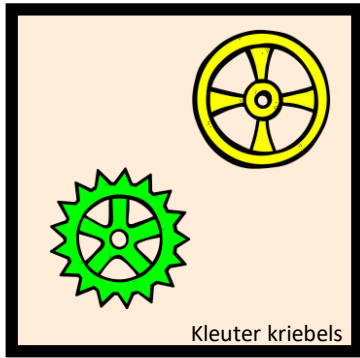
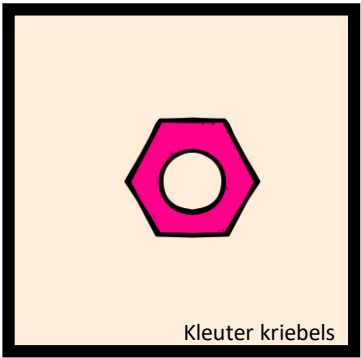
Kleuter kriebels

11

Kleuter kriebels

12

Kleuter kriebels



Wiskundig spel: Ruimte coderingen



Doel van het spel

- Logisch en wiskundig nadenken.
- Ruimtelijk inzicht krijgen in een spelbord.



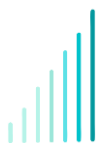
Vorbereidingen voor het spel

- Print de sudokukaarten af samen met de bijhorende prenten. Print het blad met bijhorende prenten een drietal keer af.
- Knip alle kaarten uit en lamineer deze.
- Leg de bijhorende prenten in een bakje die de kleuter makkelijk bij zich kan zetten.



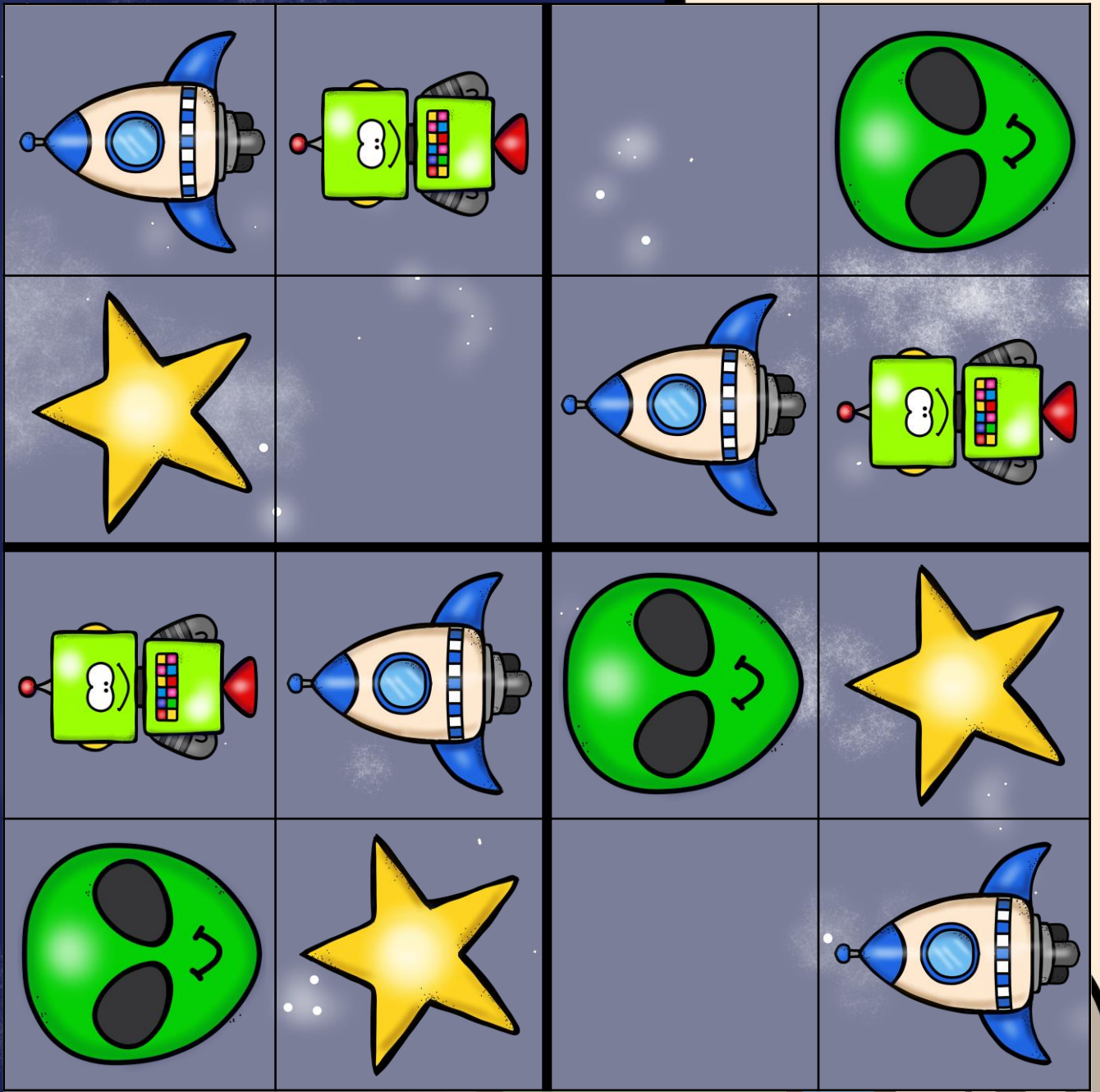
Spelregels

- Een kleuter kiest een kaart en neemt een bakje met prentjes bij zich.
- De bedoeling is dat de kleuter de bijhorende kaarten een plek geeft in de sudoku. De enige regel die er is, is dat geen enkel prentje meer dan 1x op een bepaalde rij en kolom staat.
- De kleuter lost de sudoku puzzel op.



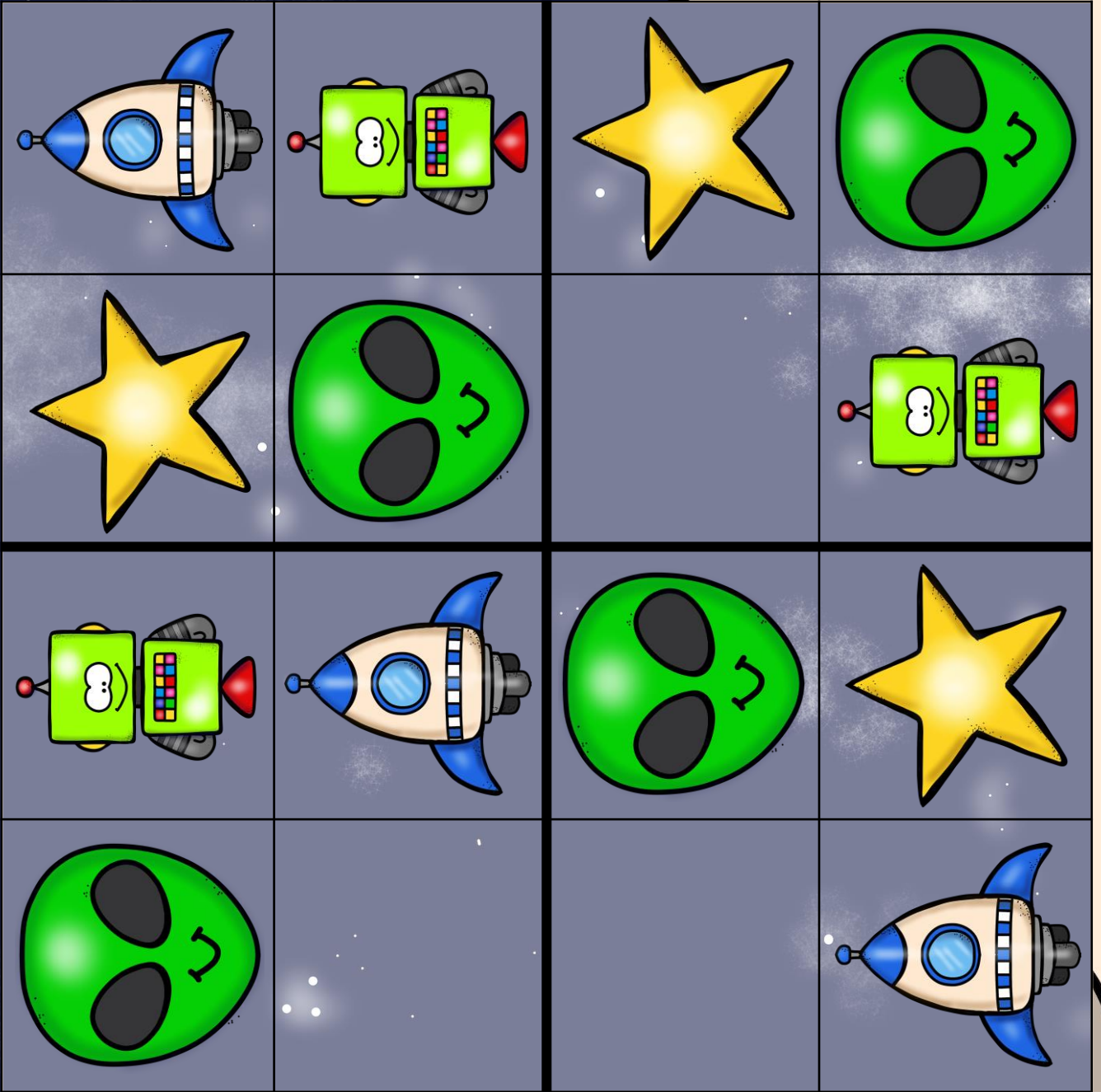
Gradaties en differentiatie

- De kaarten hebben verschillende differentiatiemogelijkheden. Je kan dit herkennen aan het aantal sterren bovenaan in de hoek.
 - 1 ster = makkelijk
 - 2 sterren = gemiddeld
 - 3 sterren = moeilijk



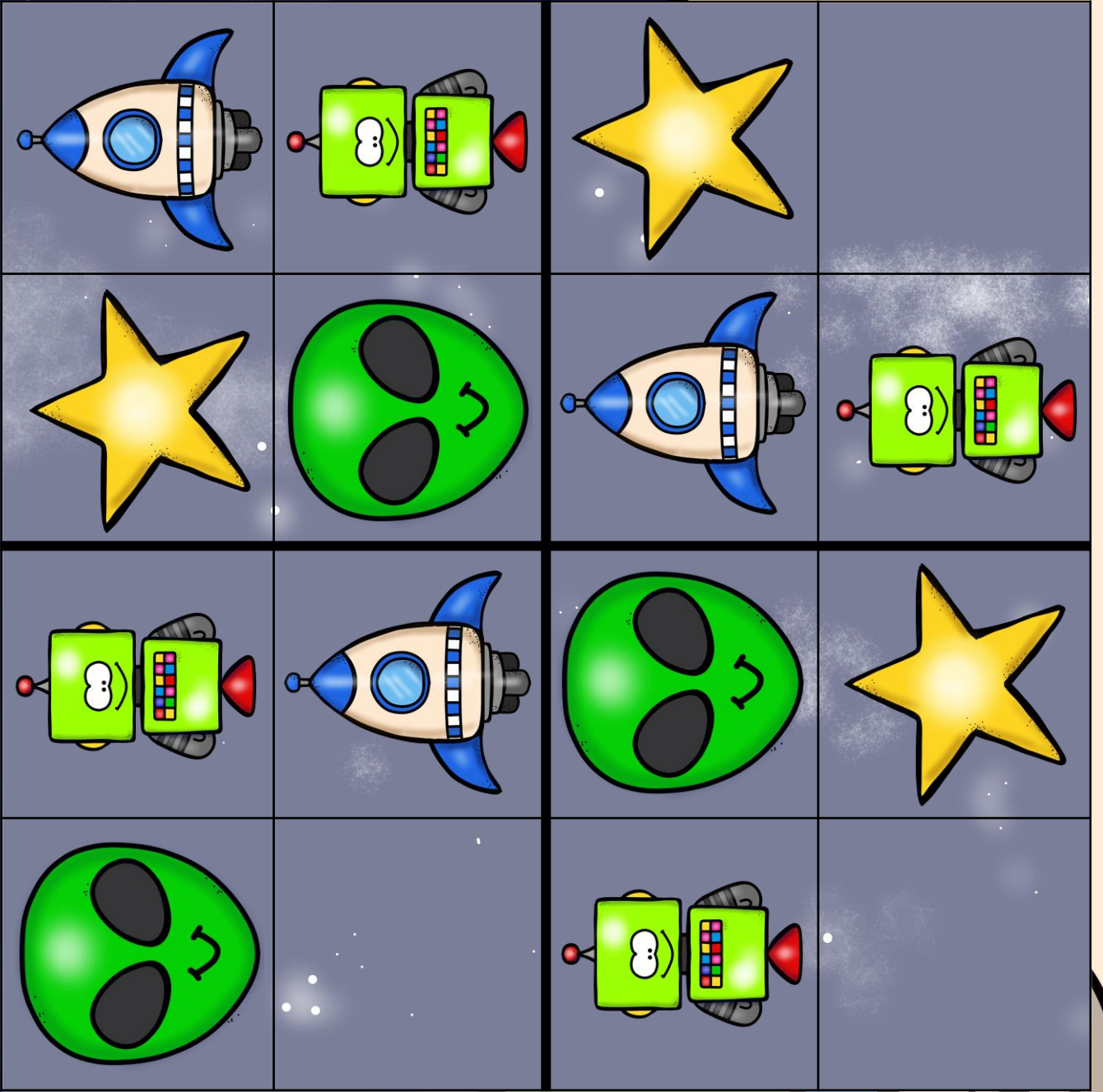
Kleuter kriebels





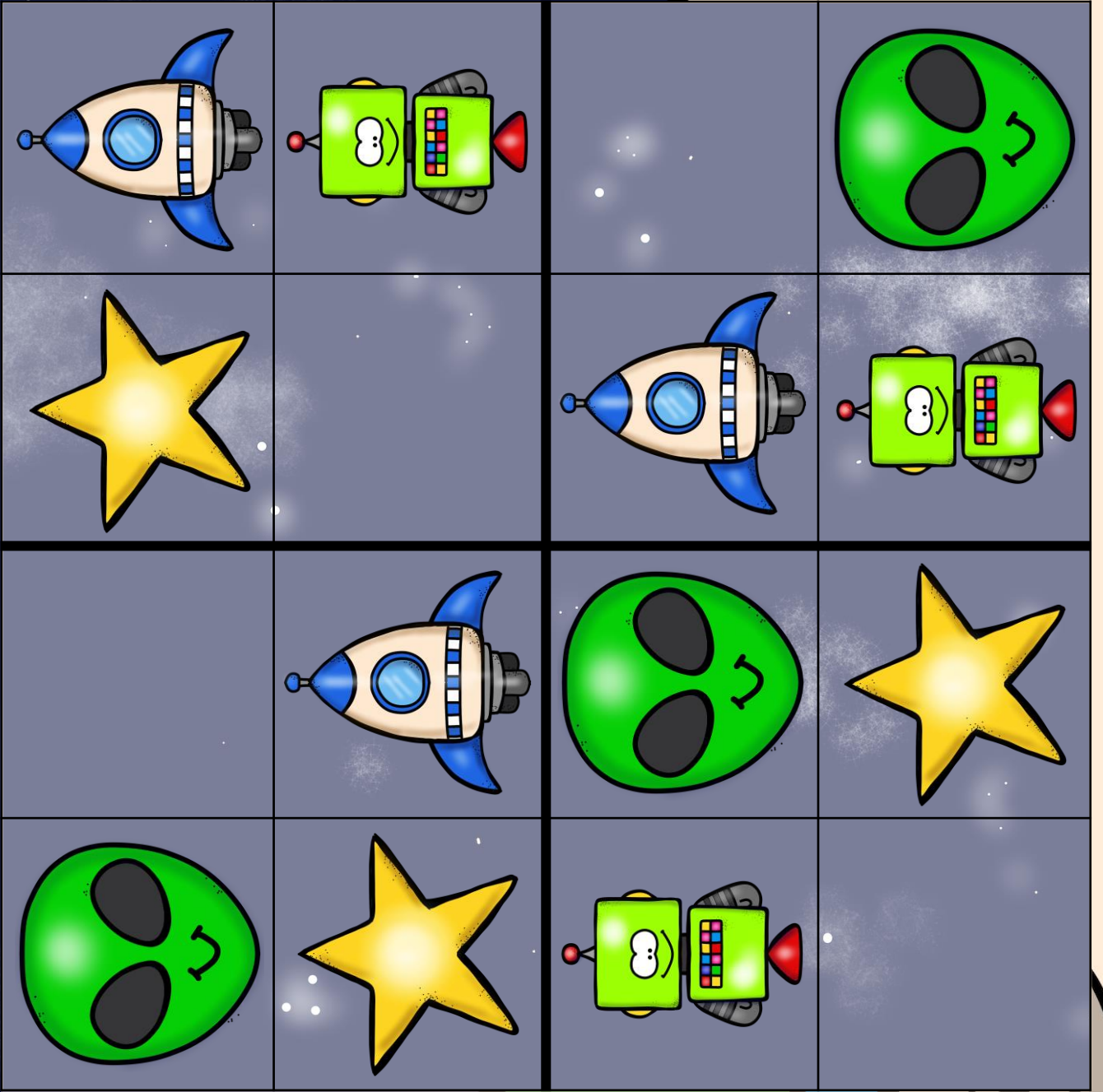
Kleuter kriebels





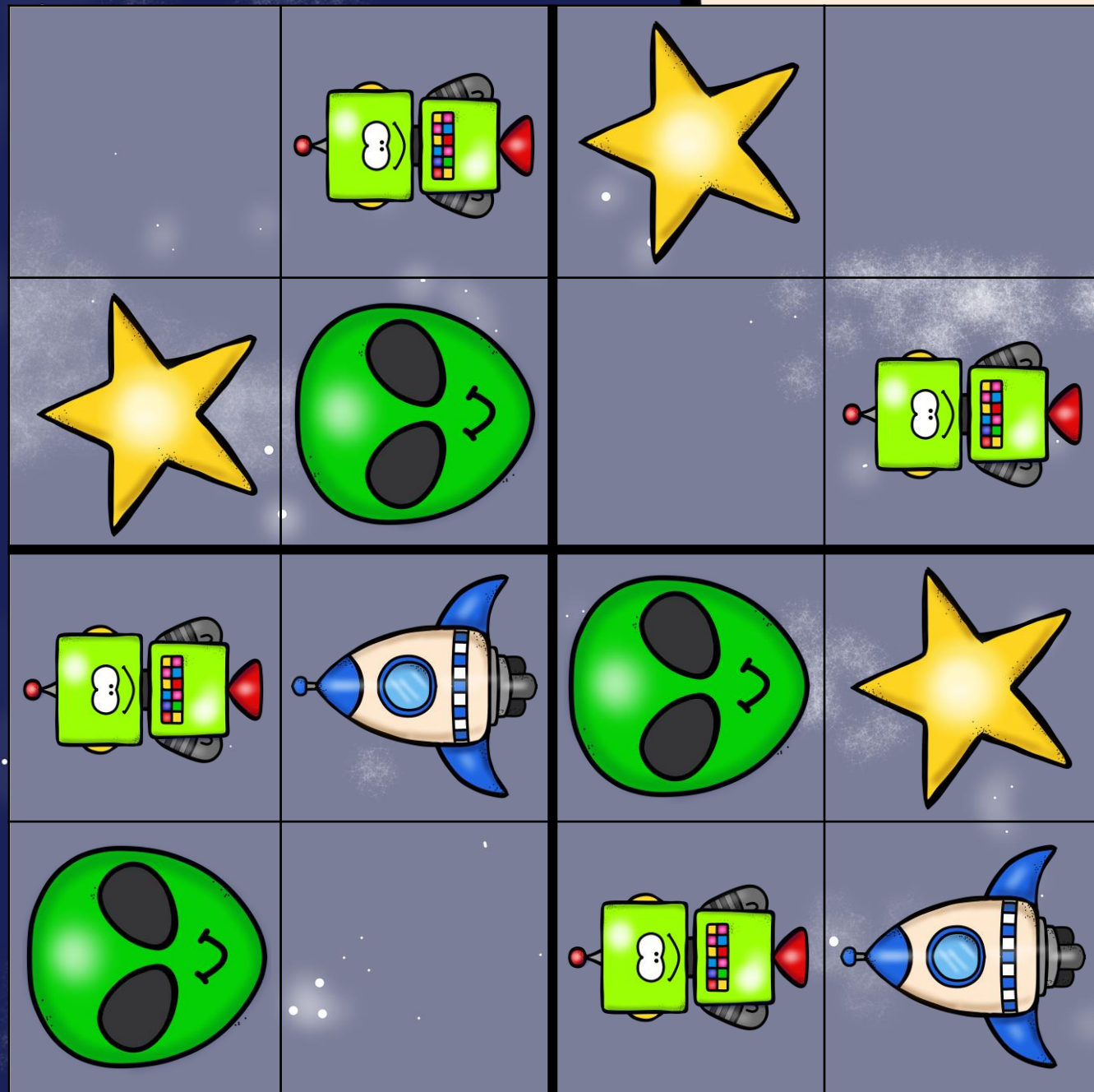
Kleuter kriebels





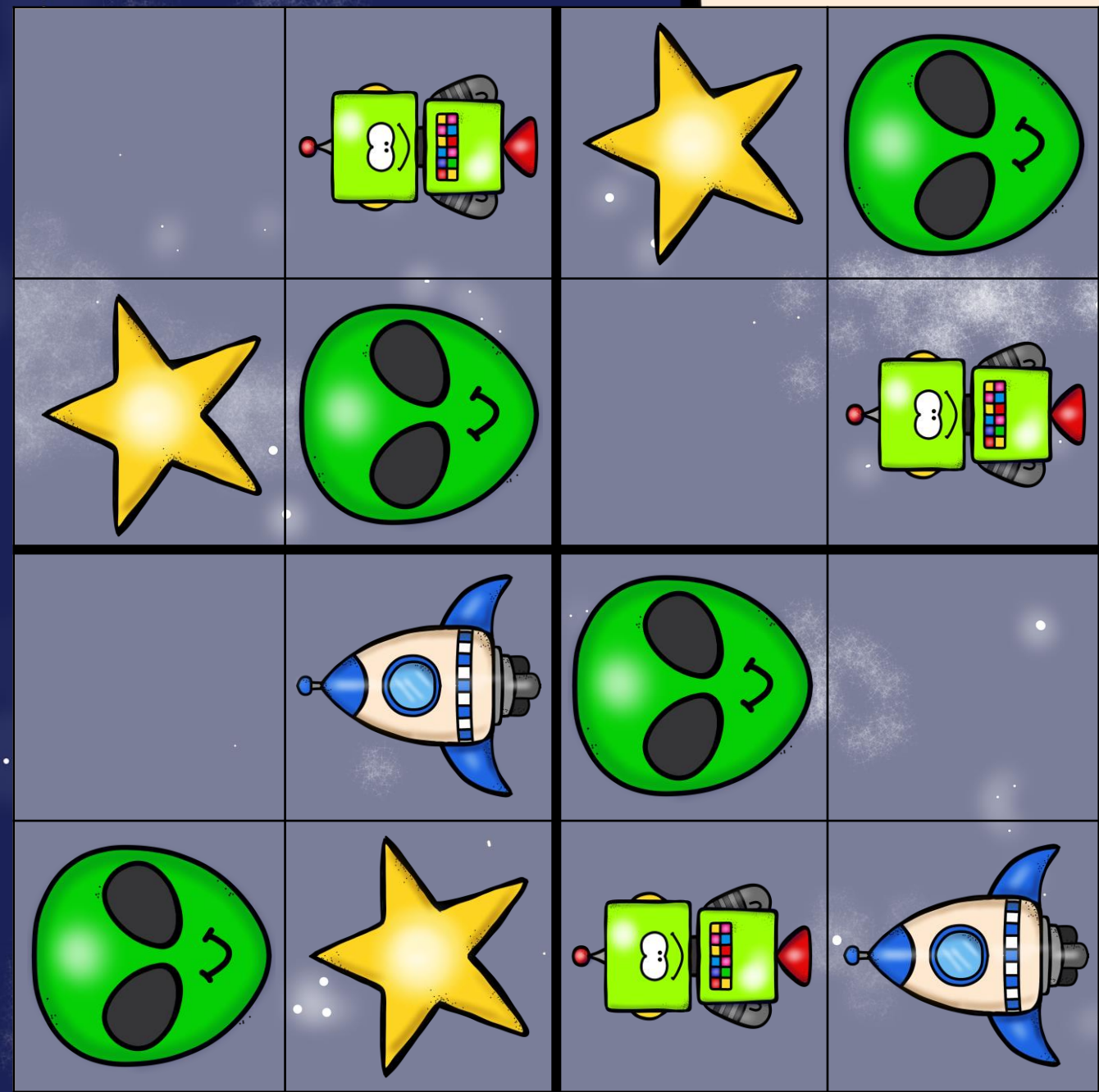
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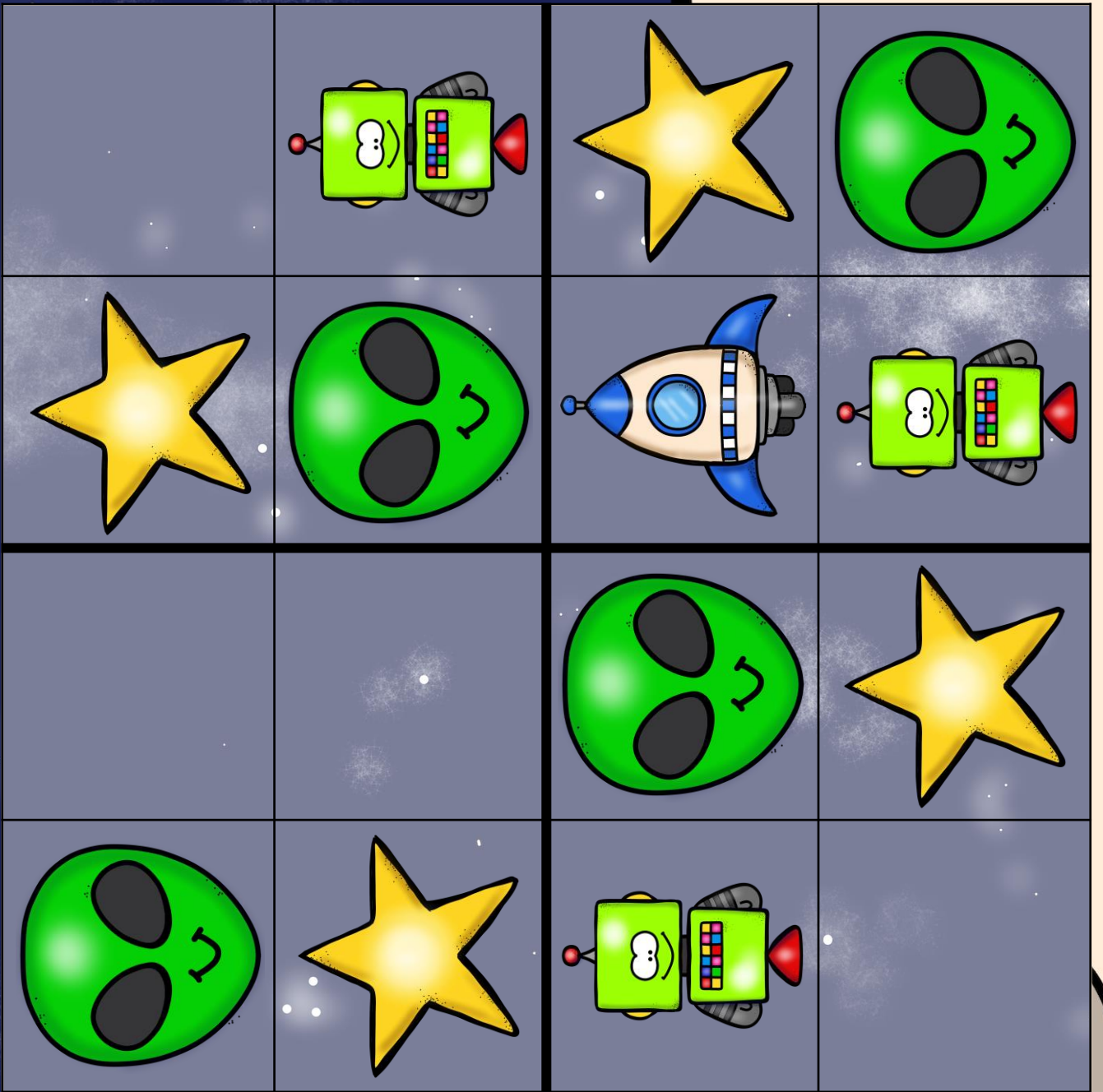
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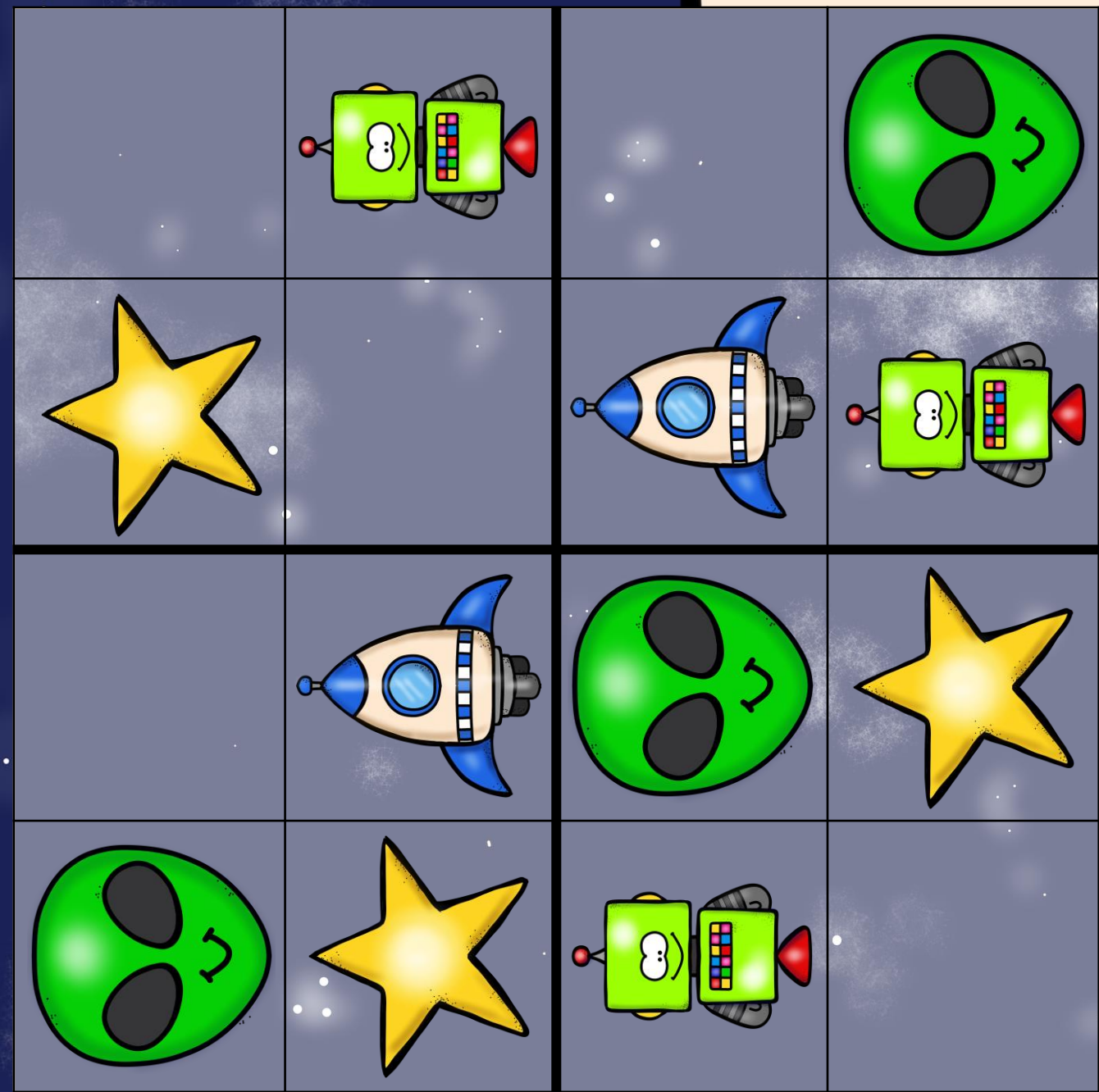
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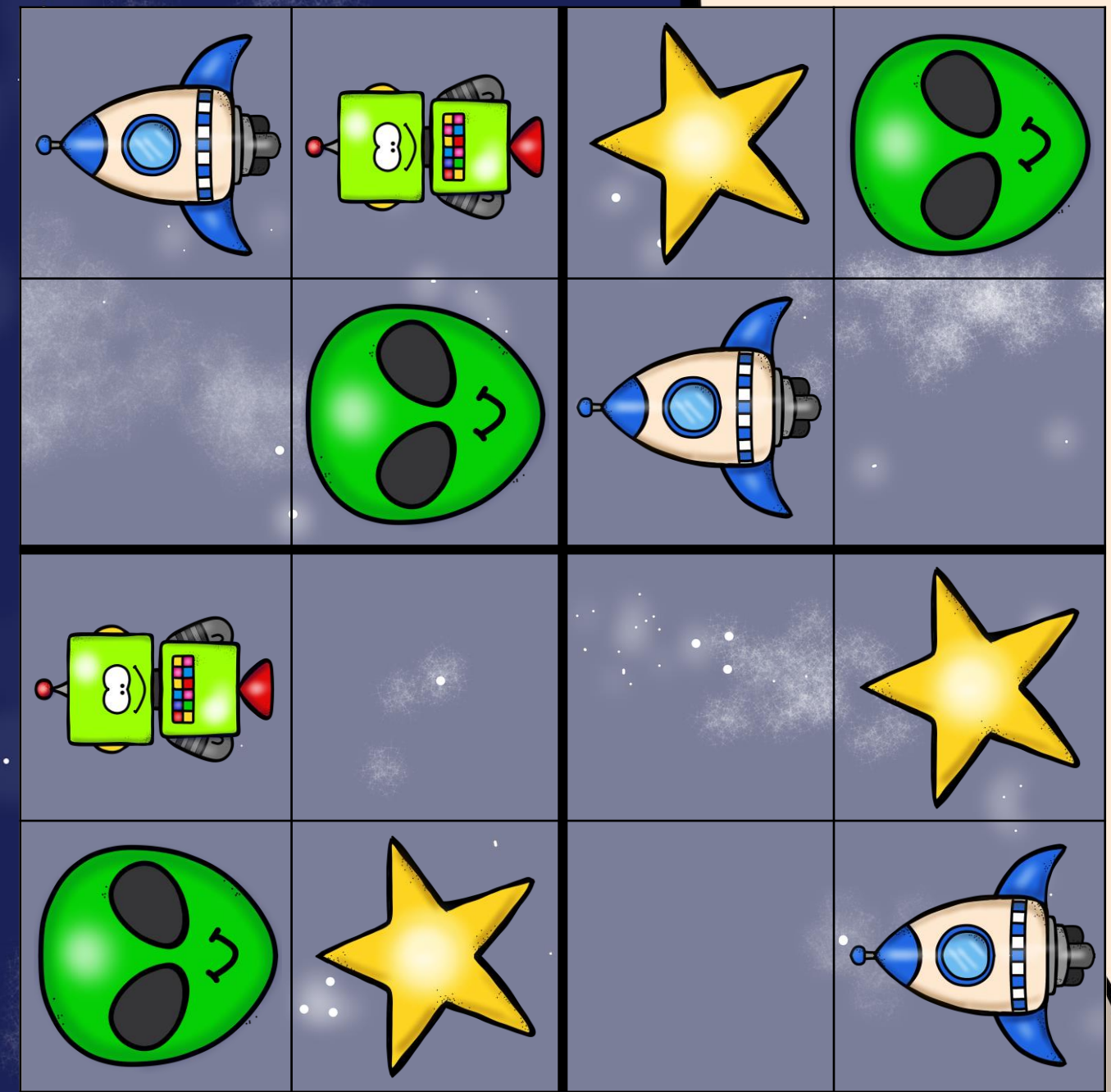
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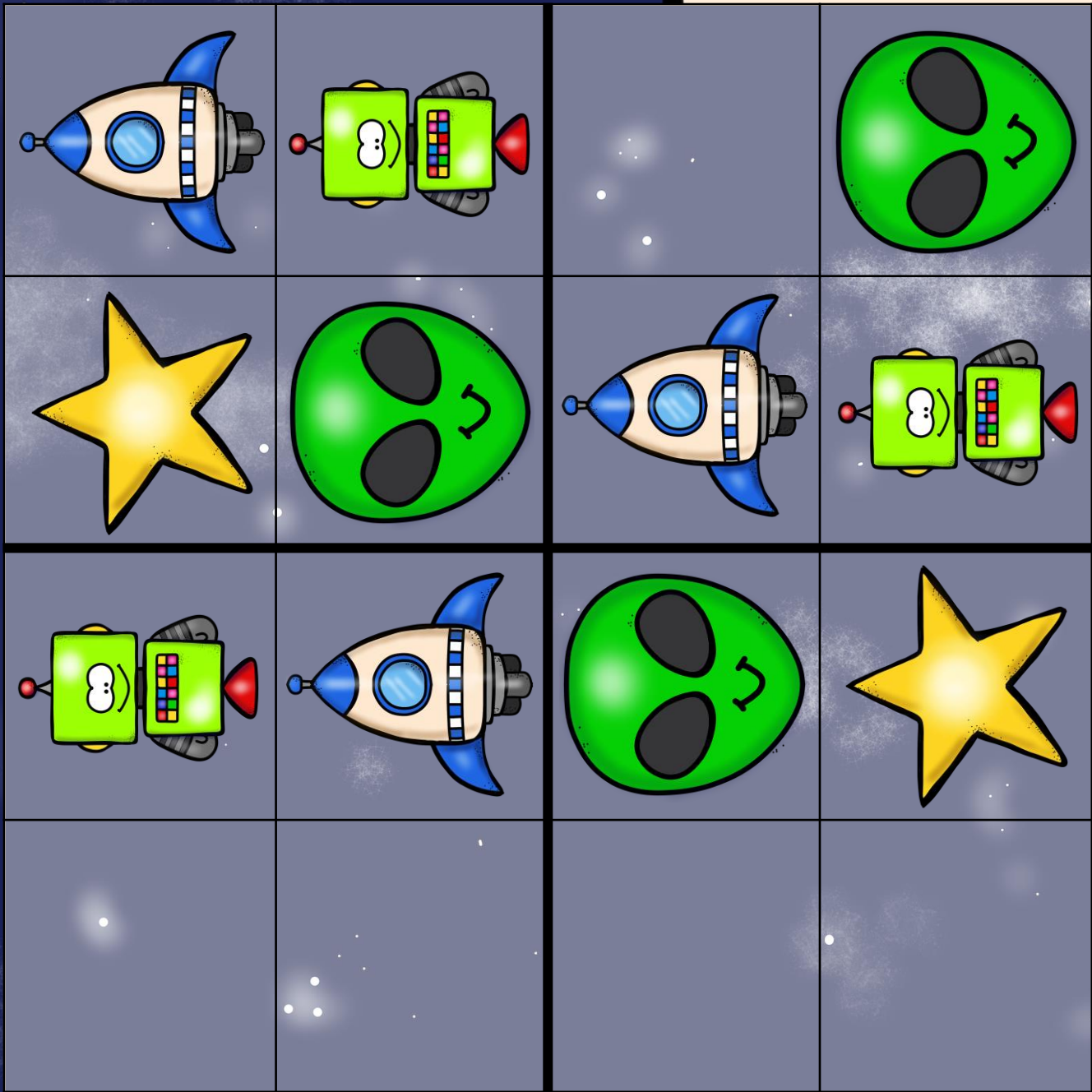
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Kleuter kriebels

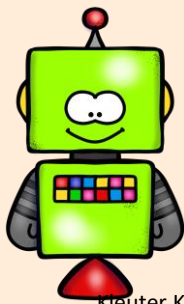




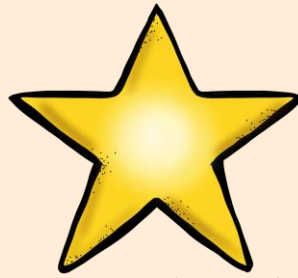
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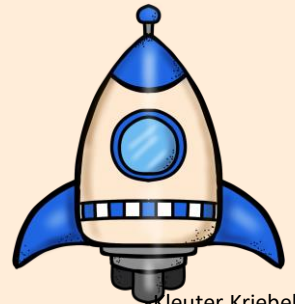
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Kleuter Kriebels



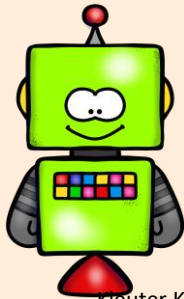
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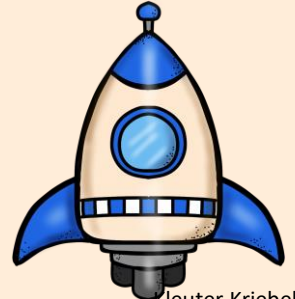
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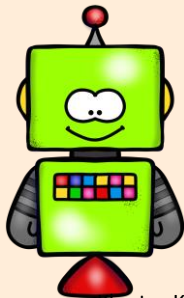
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Kleuter Kriebels



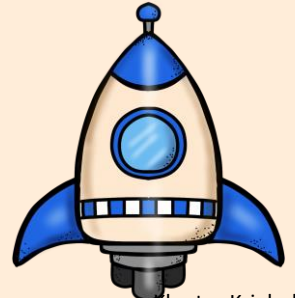
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Kleuter Kriebels



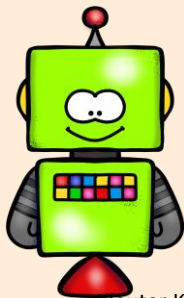
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Kleuter Kriebels



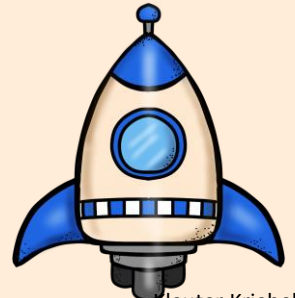
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Kleuter Kriebels



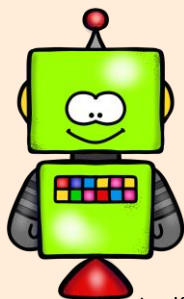
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Kleuter Kriebels



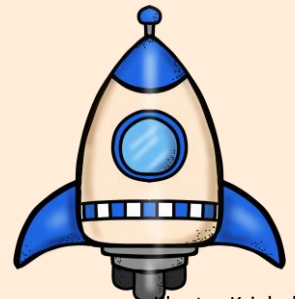
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Kleuter Kriebels



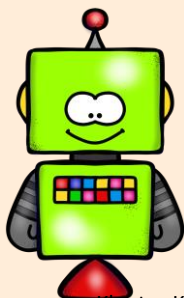
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Kleuter Kriebels



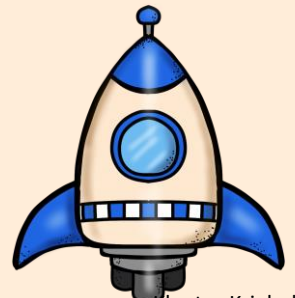
Kleuter Kriebels



Kleuter Kriebels



Kleuter Kriebels



Kleuter Kriebels

Bee-bot: Een reis door de ruimte



Doel van het spel

- Ruimtelijk inzicht krijgen in het raster.
- Begrippen zoals link, rechts, onder, boven begrijpen en hanteren.
- Inzien welke personages ze nodig hebben voor de mat.
- De personages op de juiste plek leggen op de mat.



Vorbereidingen voor het spel

- Print de spelkaarten uit en lamineer deze op A4-formaat.
- Voorzie een whiteboard marker en whiteboard wisser.
- Print en knip de prenten voor de bee-bot mat.
- Lamineer deze en leg ze bij de mat.



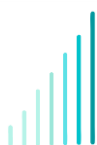
Spelregels

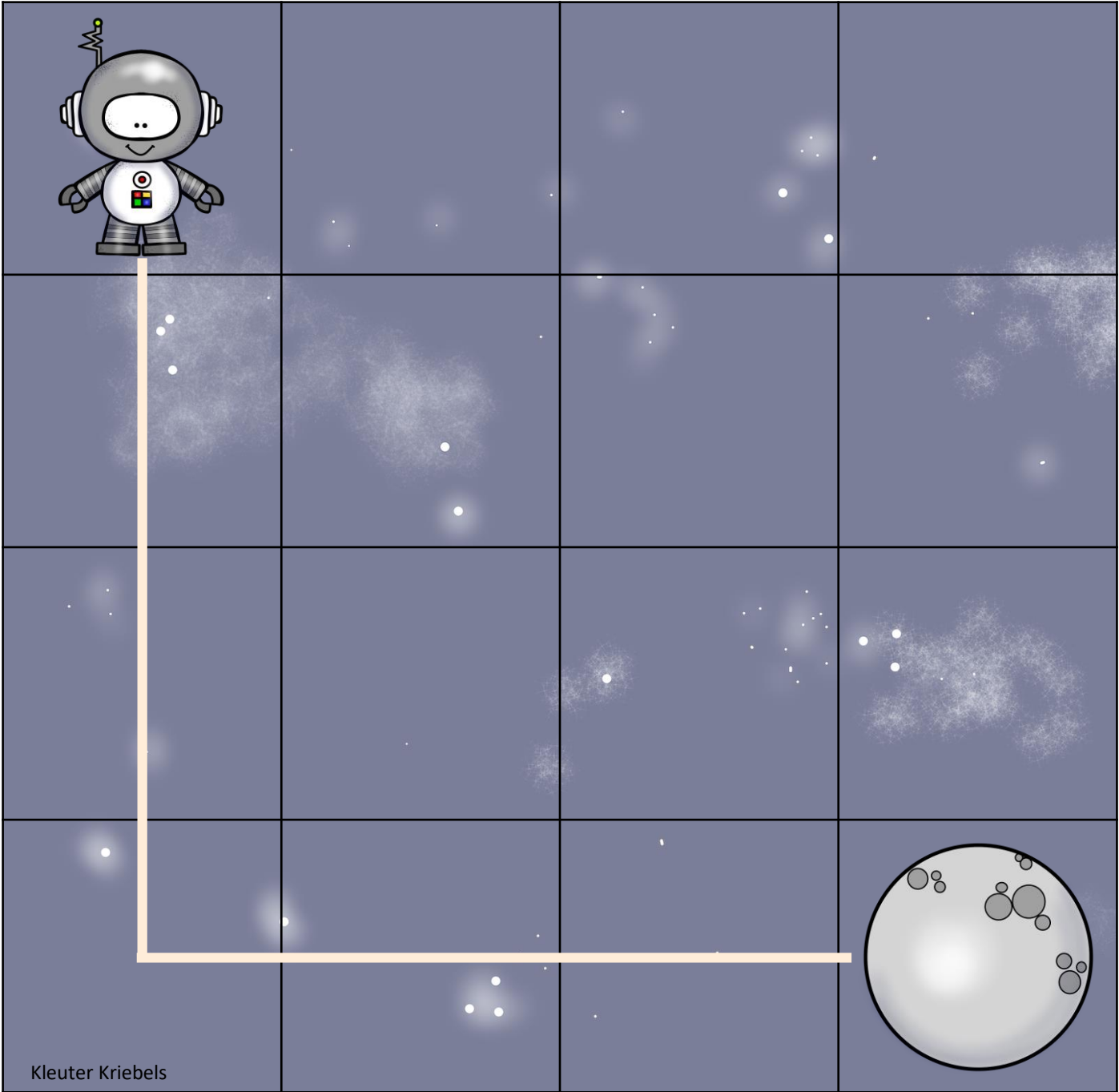
- De kleuters kiezen een spelkaart. (Opgelet, hier zijn gradaties bij!) En nemen de bijhorende personages.
- De personages leggen ze op de juiste plek op de mat.
- Nadien nemen ze een whiteboard stift en tekenen ze op de spelkaart het pad dat ze willen volgen met de bee-bot.
- Daarna nemen ze de bee-bot, zetten hem klaar bij de start en programmeren maar!

Gradaties en differentiatie

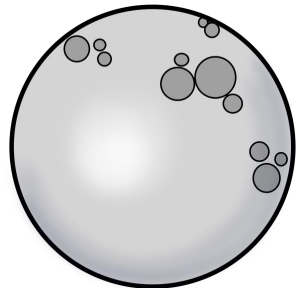
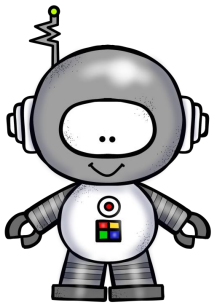
Er zijn 3 gradaties in spelkaarten. Je kan dit herkennen aan de sterren bovenaan in de hoek:

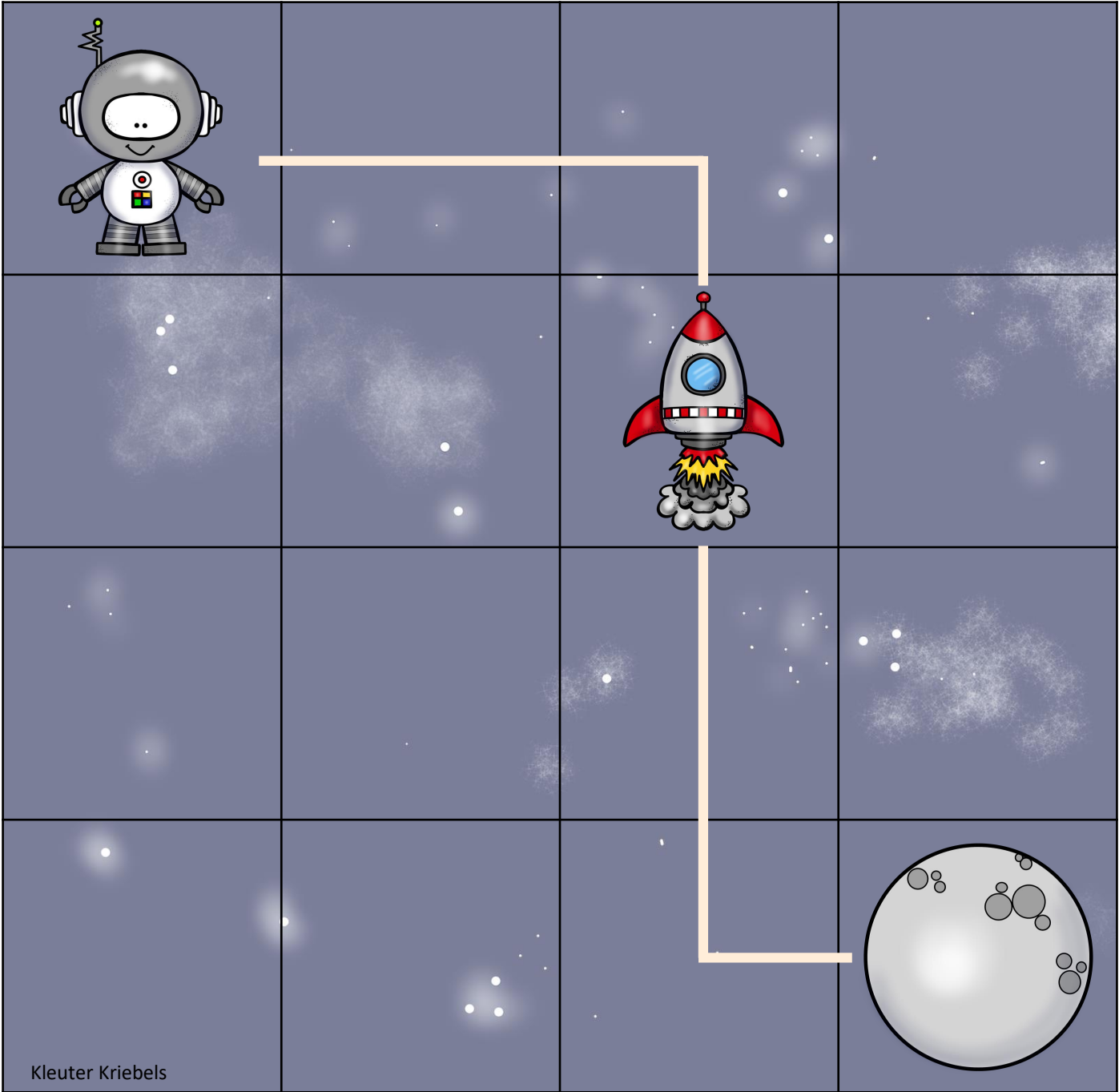
- #1: het pad is getekend voor hen, zij moeten het enkel programmeren met de bee-bot. → 1 ster = makkelijk.
- #2: de kleuters moeten zelf een pad tekenen voordat ze programmeren. → 2 sterren = gemiddeld.
 - Hierbij komen ook kaarten voor waarbij de kleuters zelf een pad tekenen voordat ze programmeren MAAR er hokjes waar ze niet over mogen gaan (hier: meteorieten)
- #3: de kleuters kunnen geen pad uittekenen en volgen een opdrachtkaart dat aangeeft waar ze heen moeten gaan zonder visualisatie van een pad. → 3 sterren = moeilijk



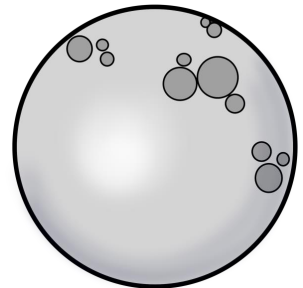
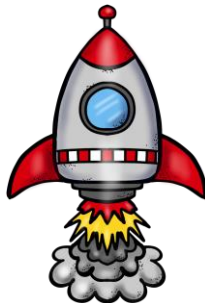
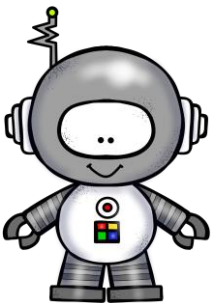


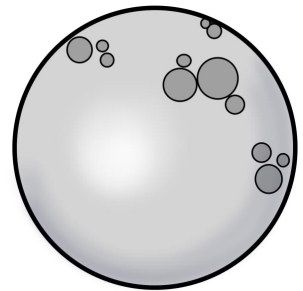
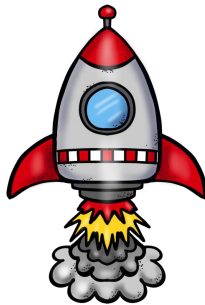
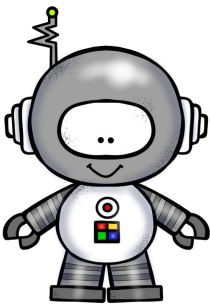
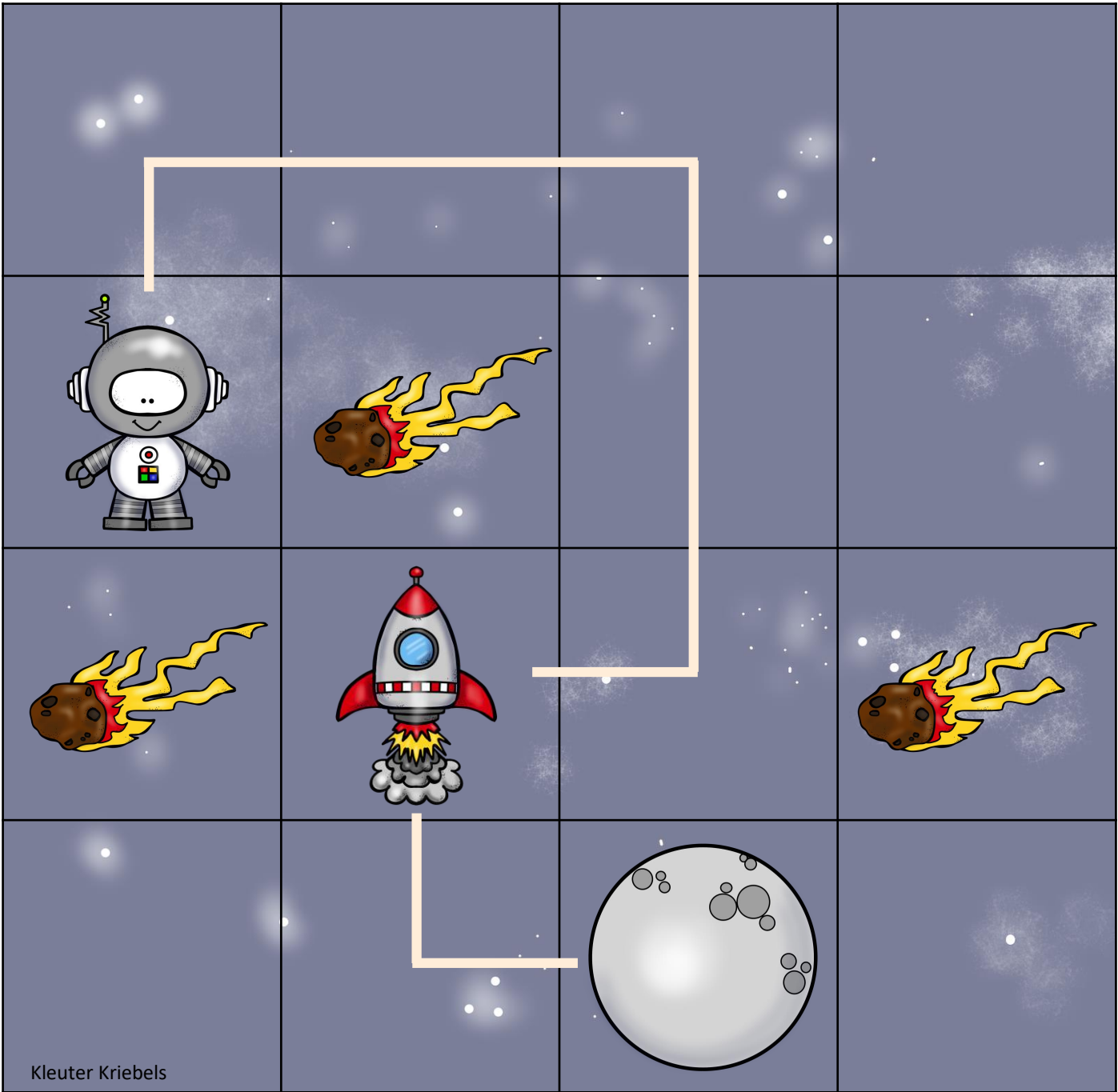
Kleuter Kriebels

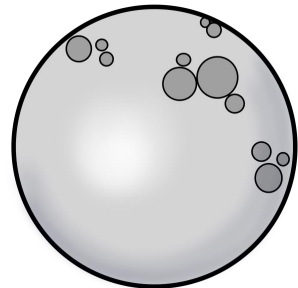
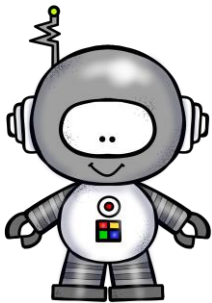
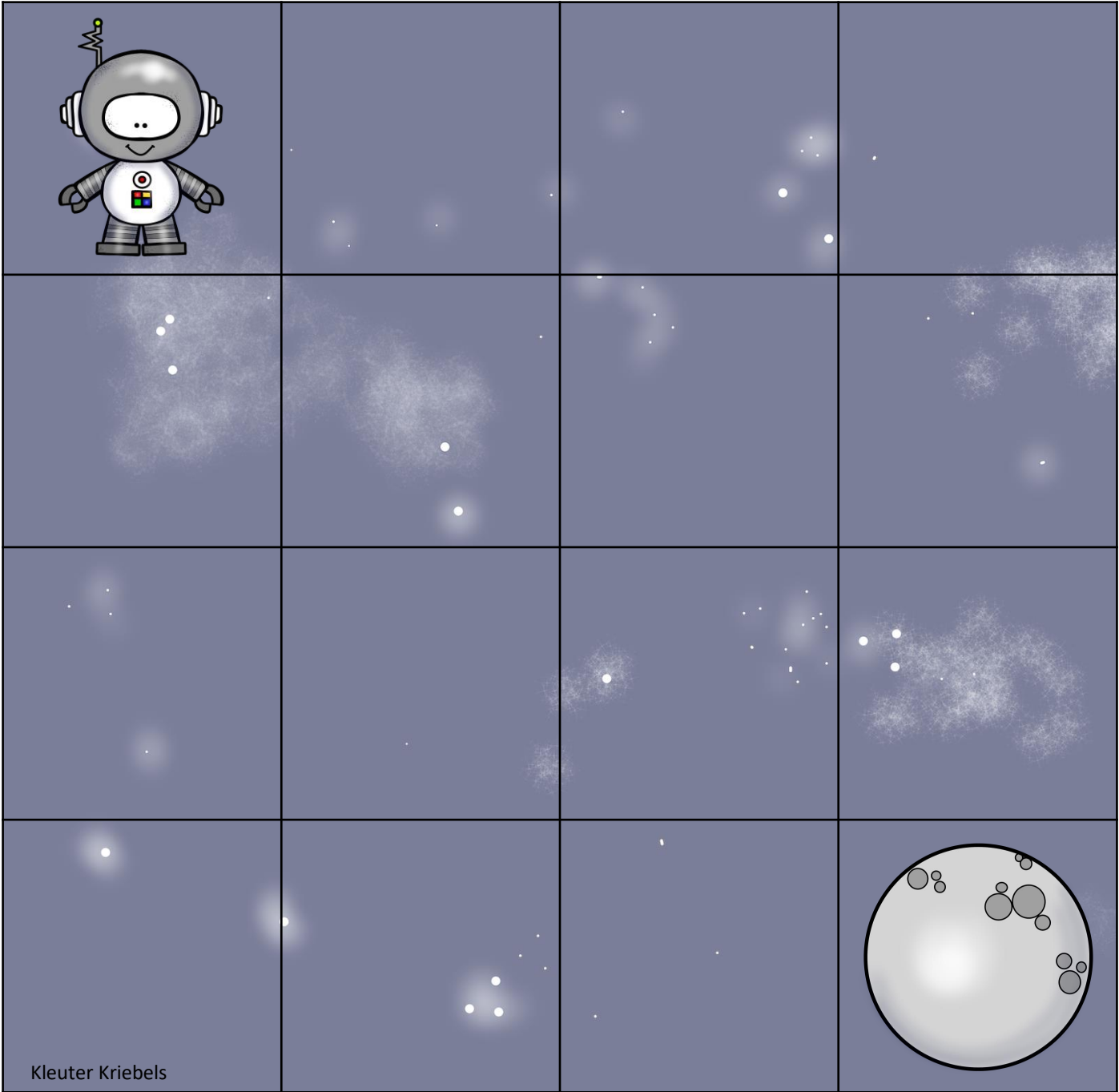


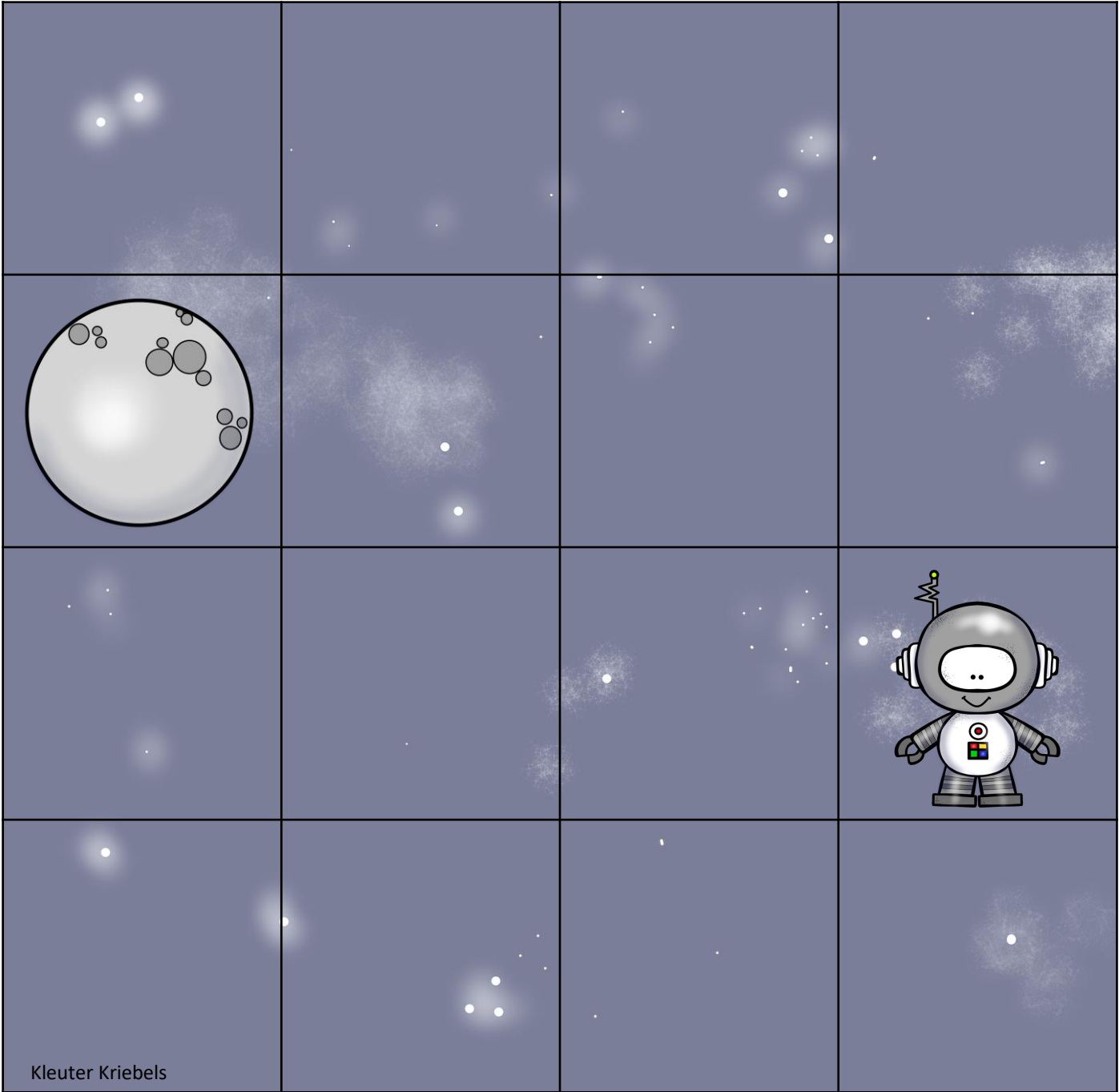


Kleuter Kriebels

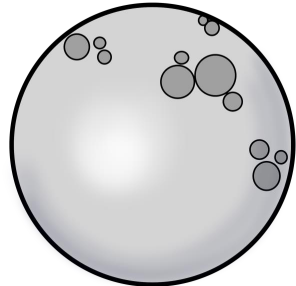
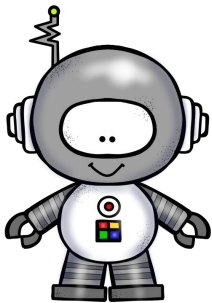


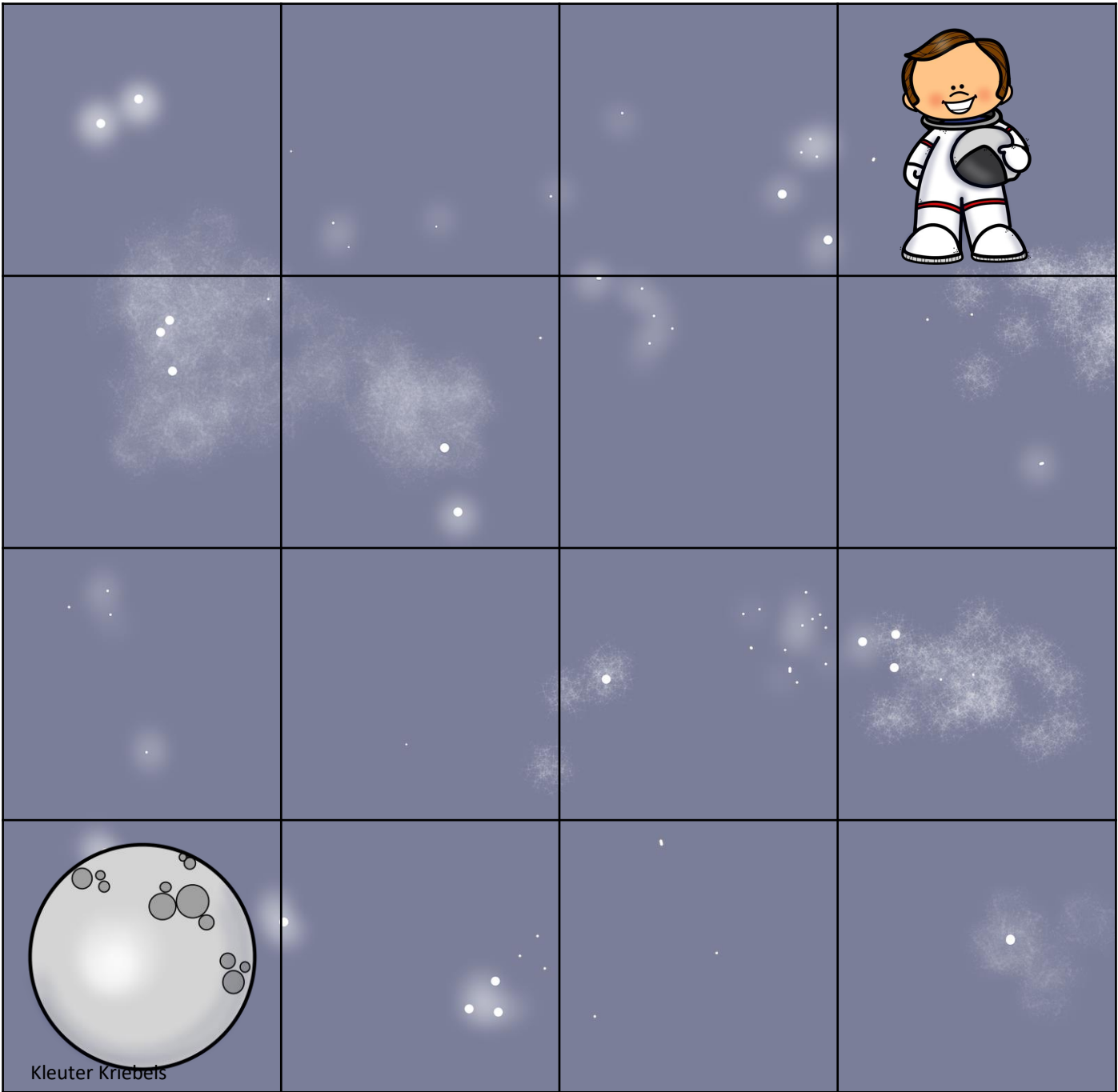




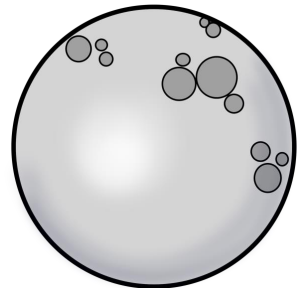


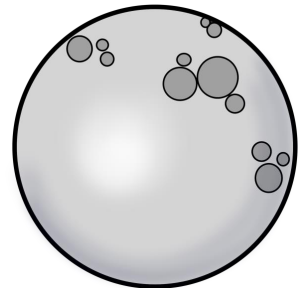
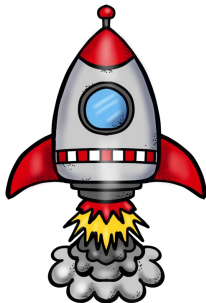
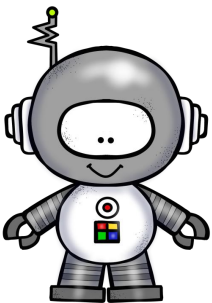
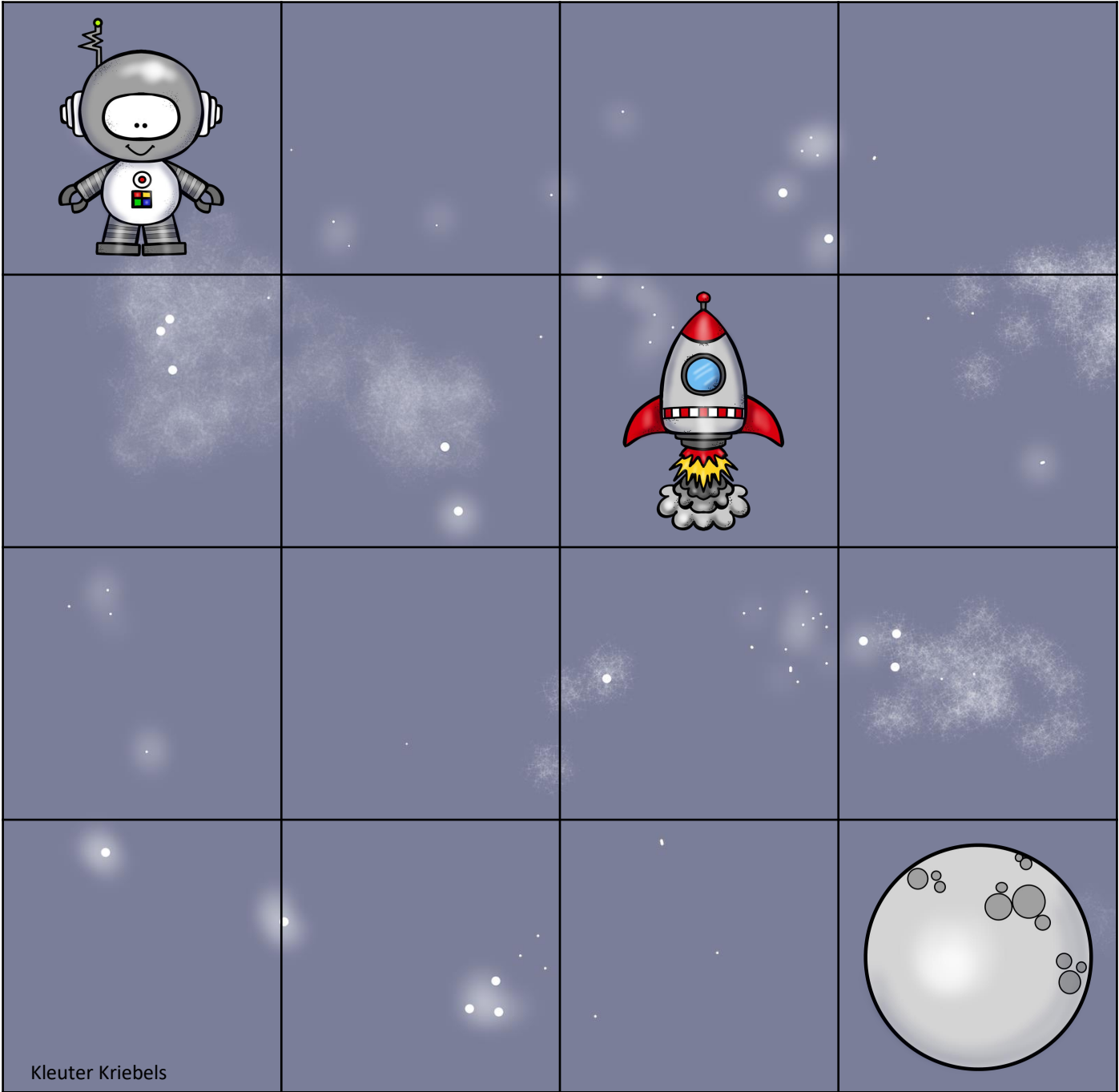
Kleuter Kriebels

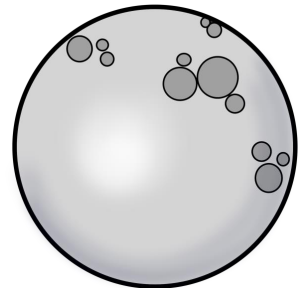
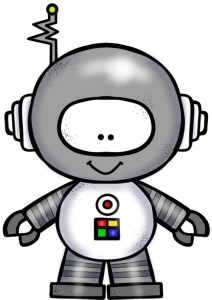
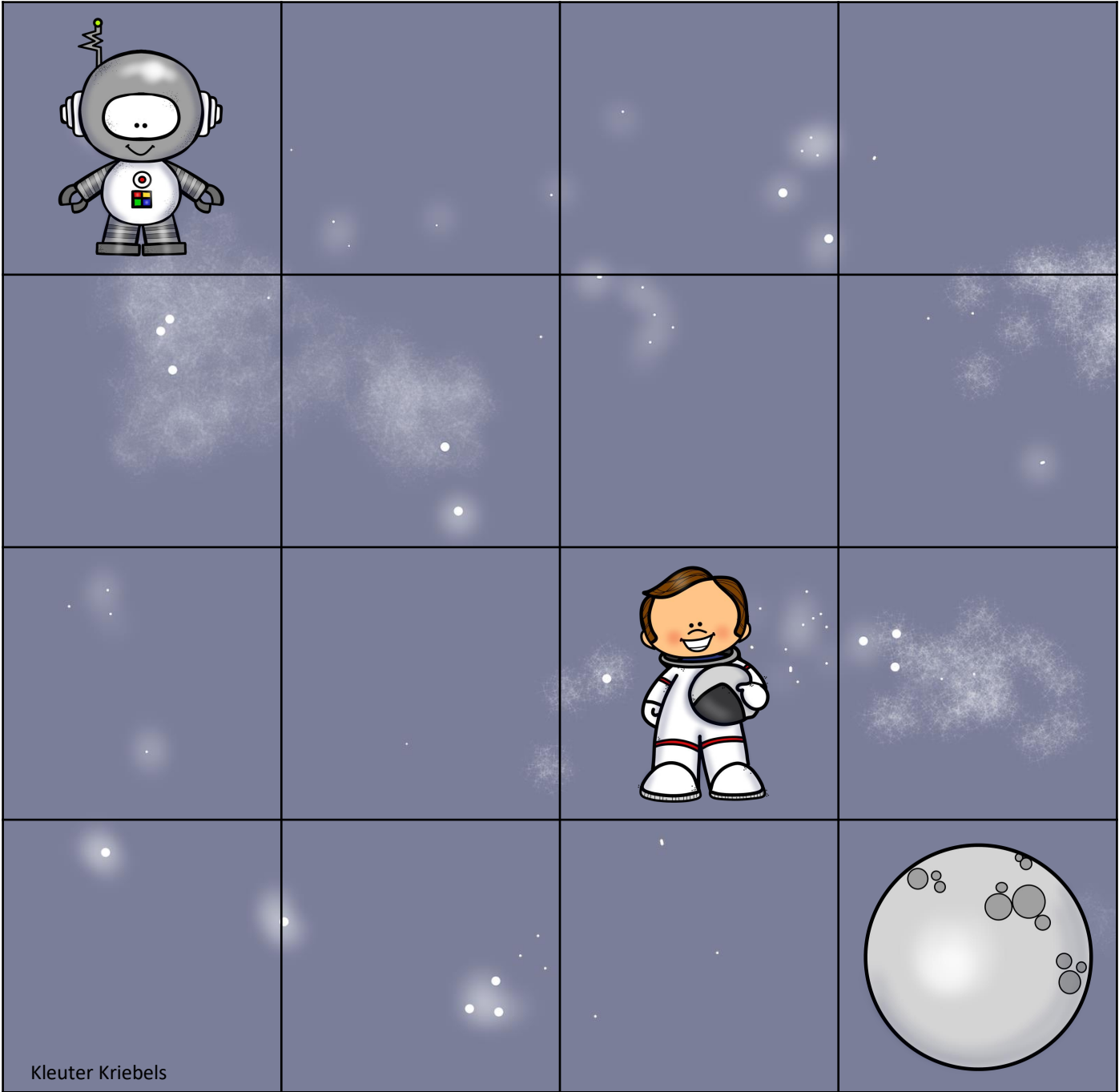


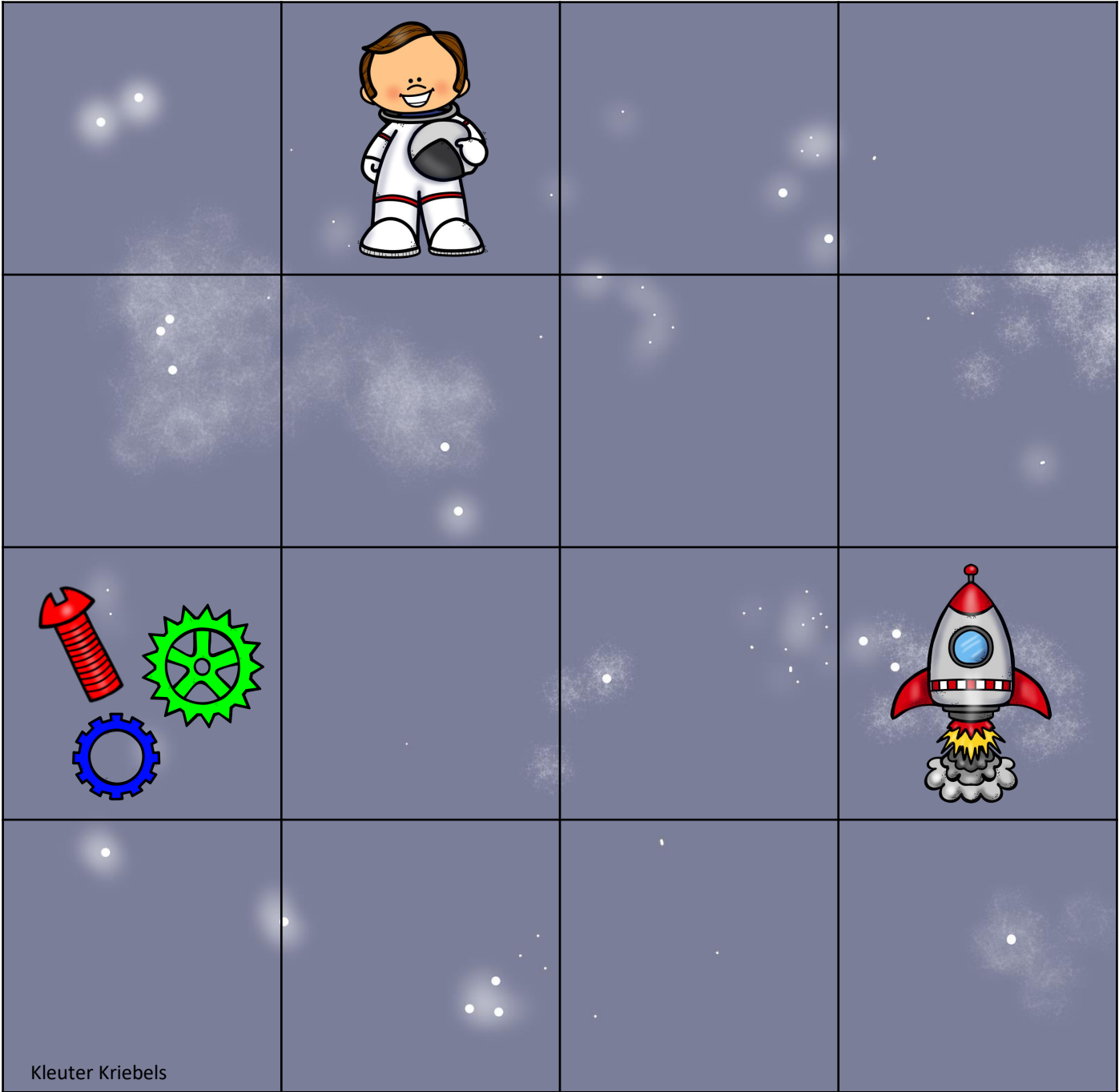


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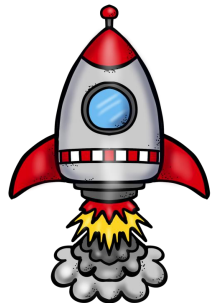
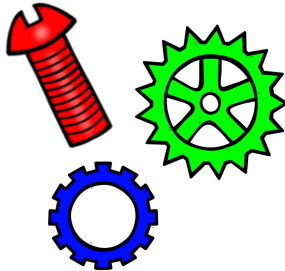


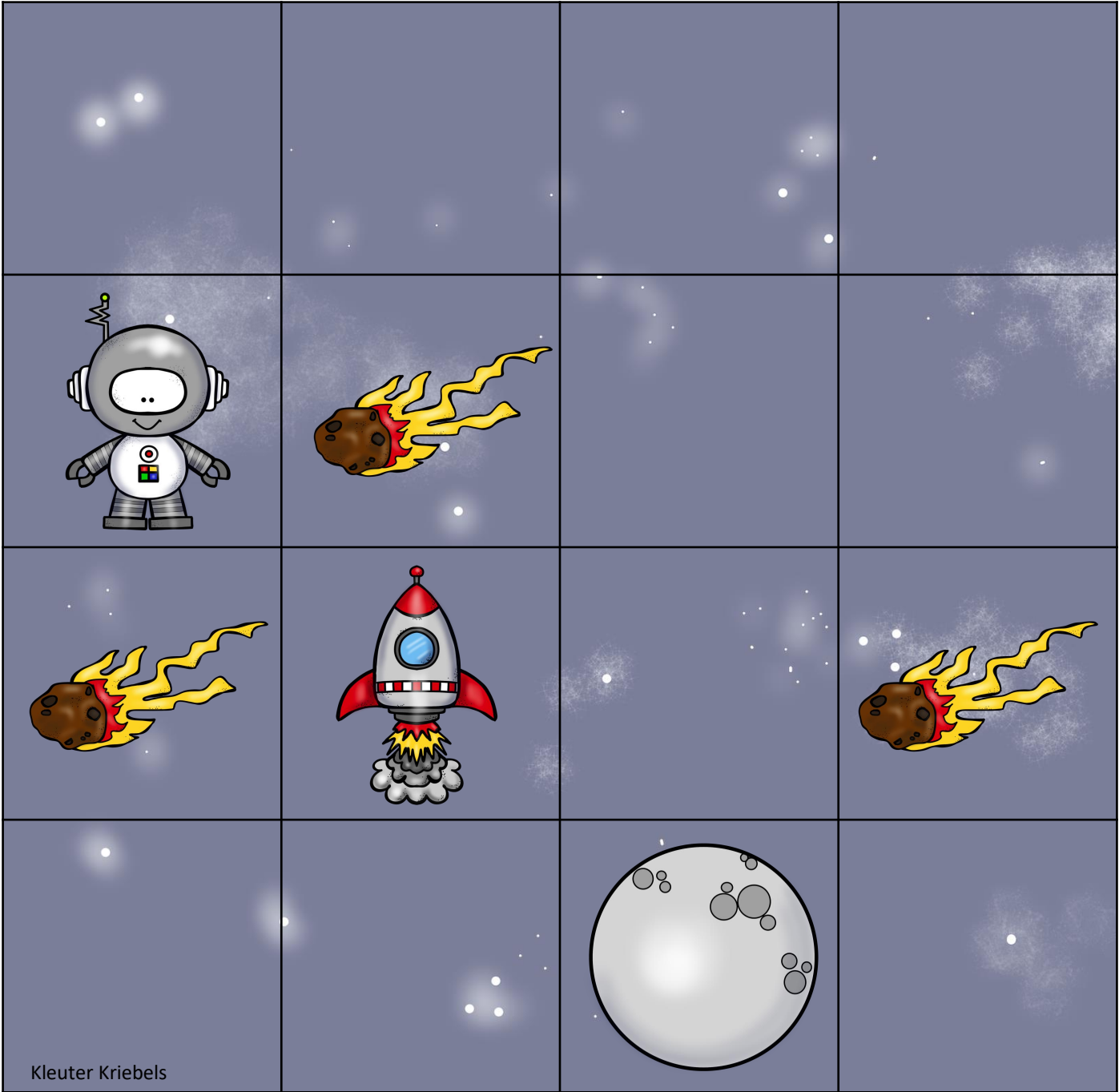




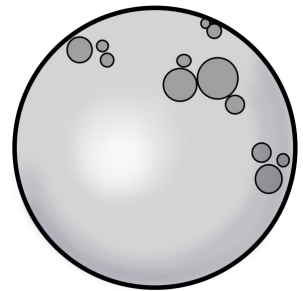
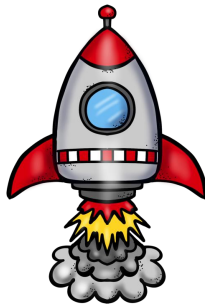
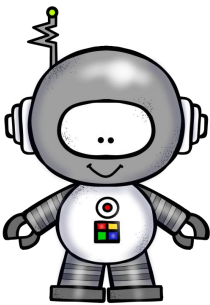


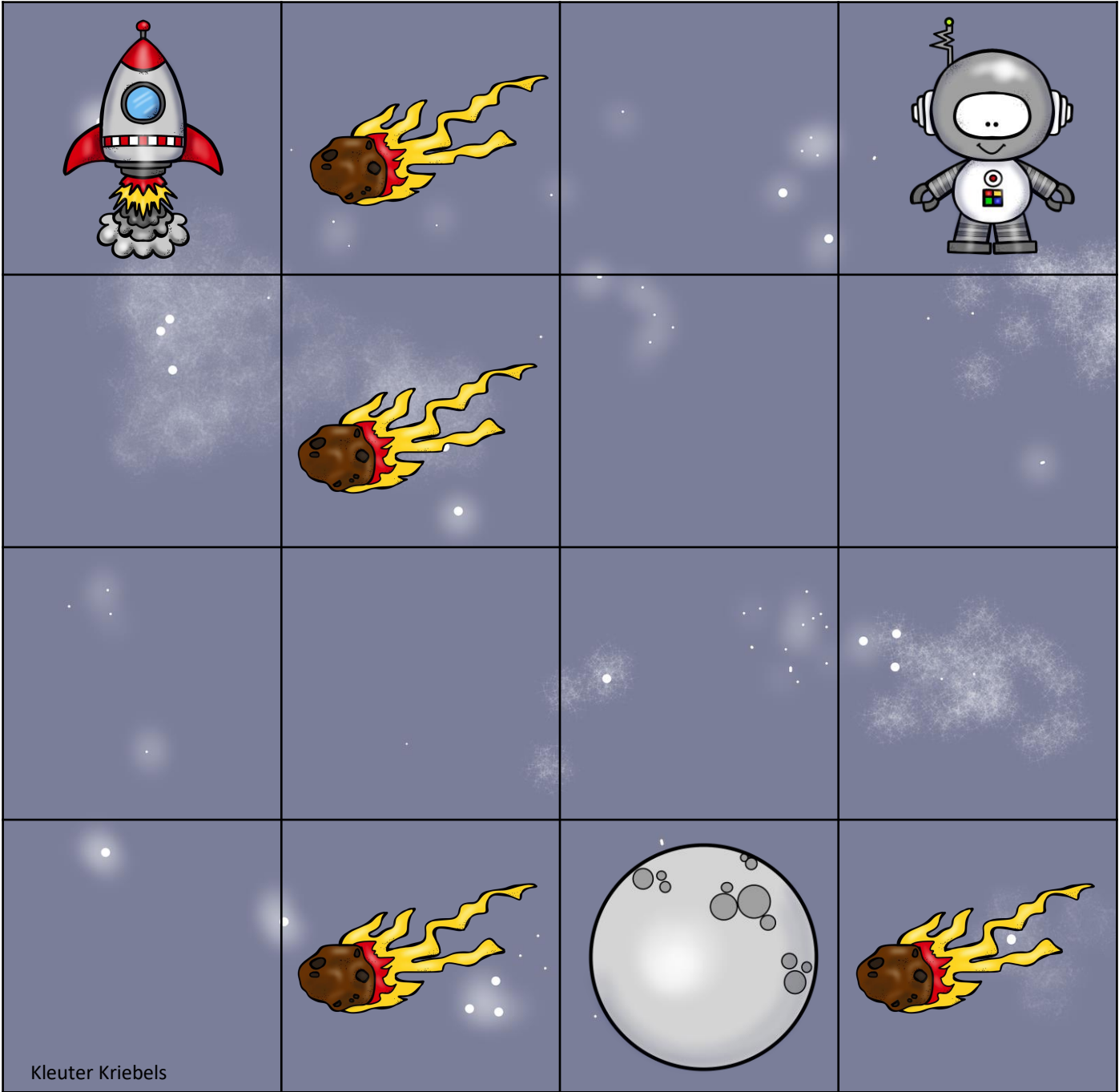
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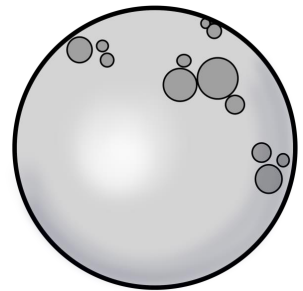
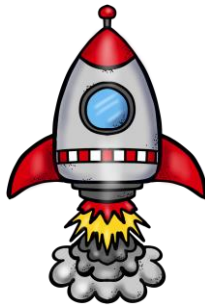
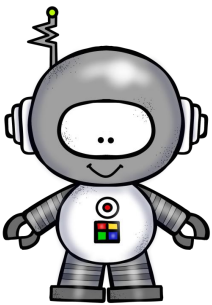


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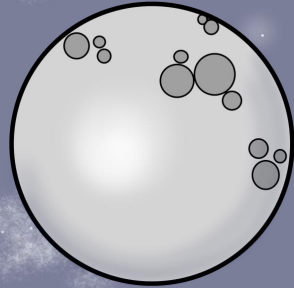
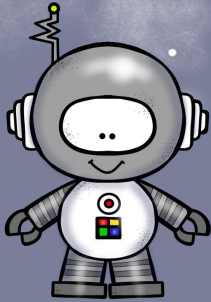


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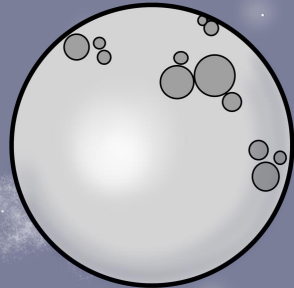




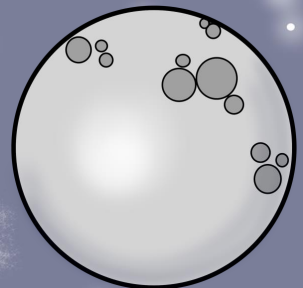
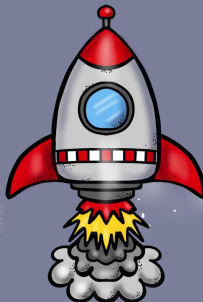
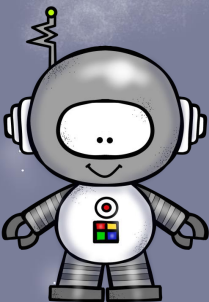
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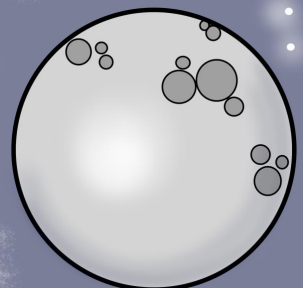
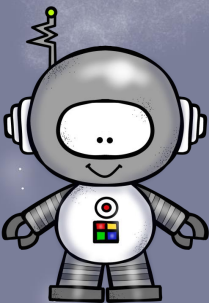
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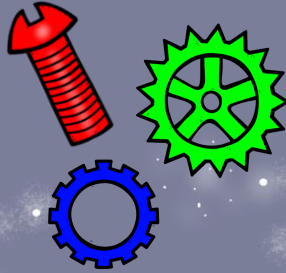


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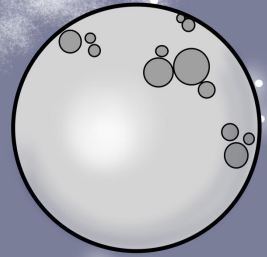
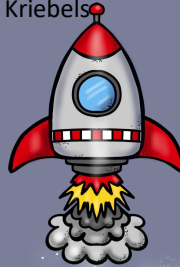
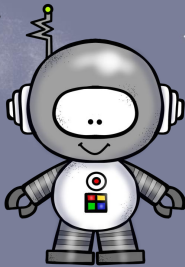




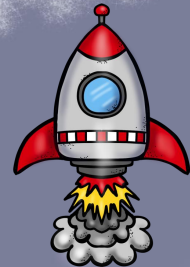
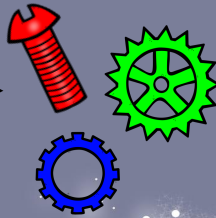
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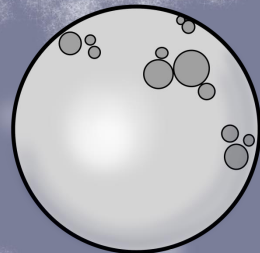
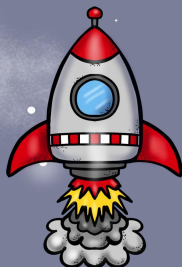
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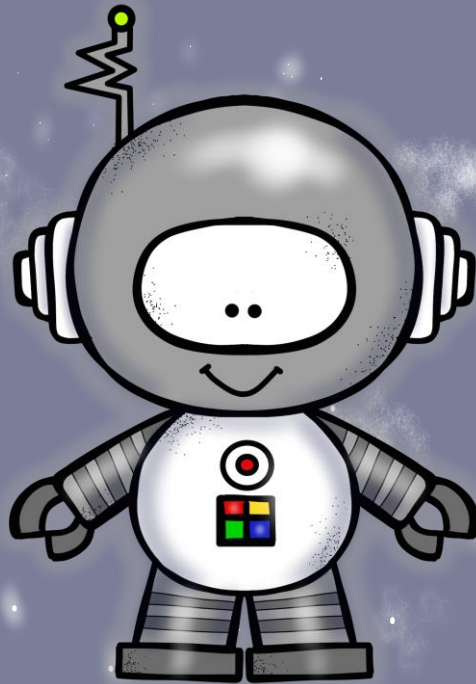


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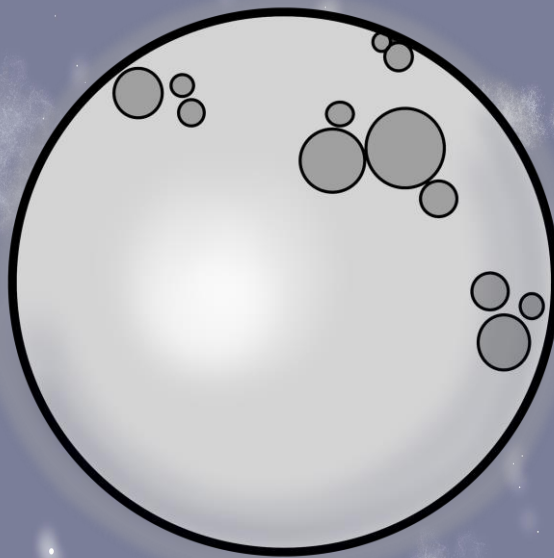


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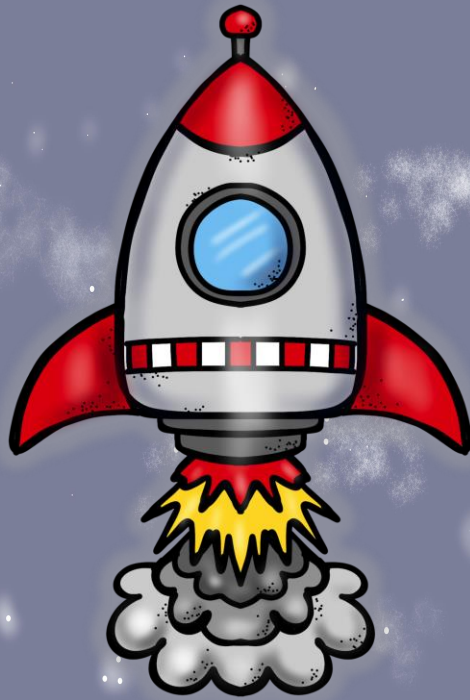




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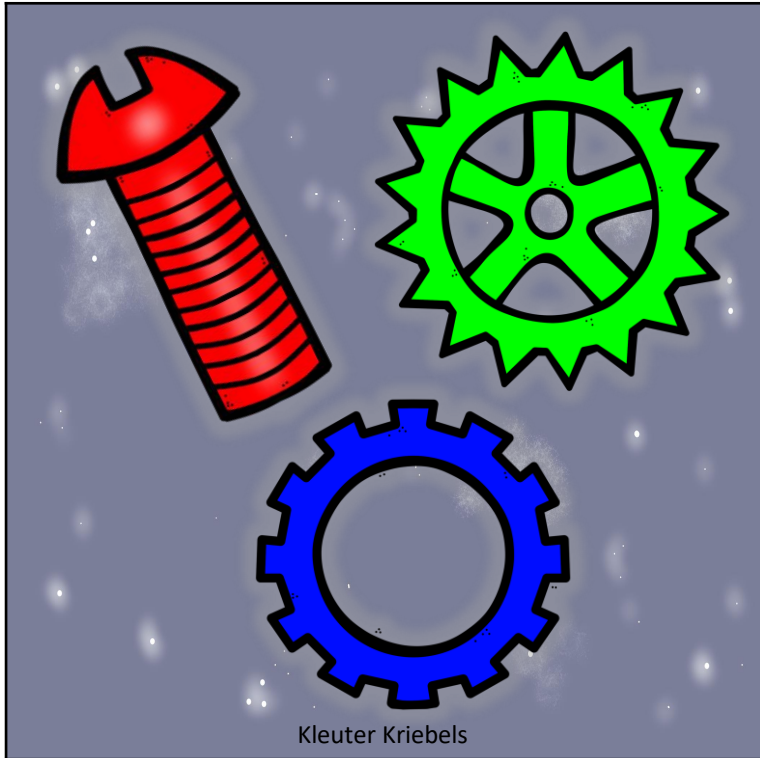
Kleuter Kriebels



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Kleuter Kriebels



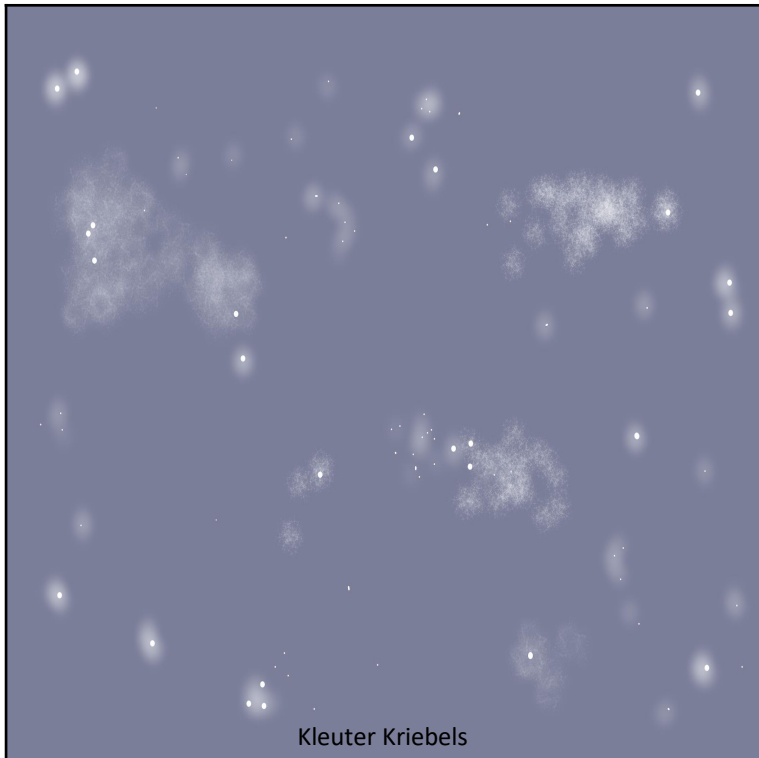
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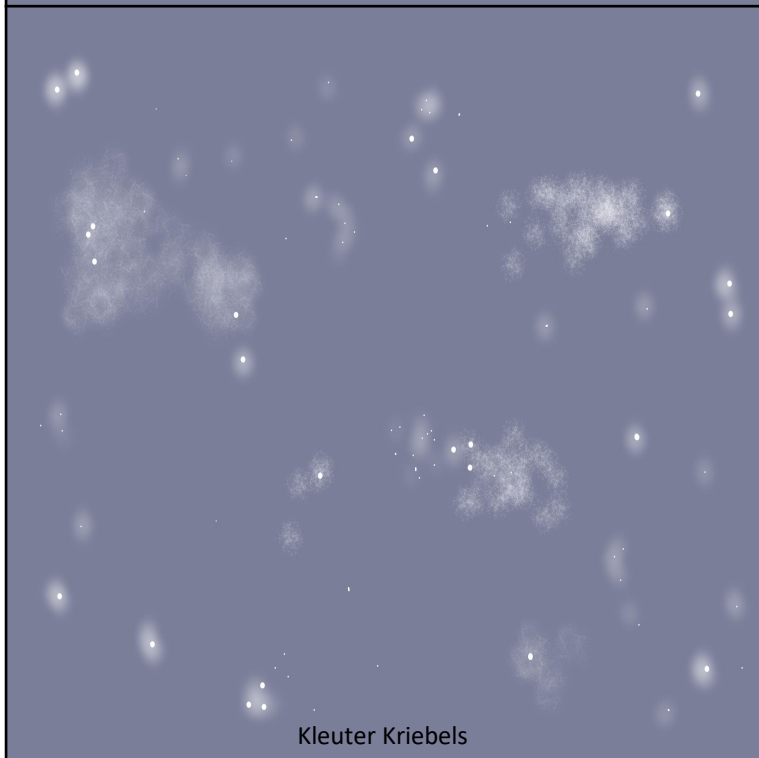
Kleuter Kriebels



Kleuter Kriebels



Kleuter Kriebels



Kleuter Kriebels

Taal- en letterspelletjes: Ik zie door mijn telescoop



Doel van het spel

- Letters herkennen.
- Fijne motoriek oefenen (bv. Bij de zoekzakjes)
- Schrijfmotoriek oefenen (schrijfo opdrachten)



Vorbereidingen voor het spel

- In het volgende onderdeelje kan je verschillende spelletjes vinden.
- Bij alles heb je de volgende voorbereiding: printen, knippen van de kaarten en lamineren.

! LET OP: in deze bundel zijn er letterkaarten, speelkaarten en woordkaarten in ABC en in abc. Er zijn ook kaarten met en zonder lidwoorden. Print dus enkel diegene die voor jou van toepassing zijn.

- Bij sommige materialen moet je een whiteboard stift aanbieden. Er zit ook een spel bij voor de zoekzakjes.



Spelregels

SPEL 1: Lettersterren zoeken in het heelal (p 60 – 71)

- De kleuters zoeken de letters van het woord in het heelal.
Bv. "DE RAKET" → de kleuters omcirkelen de sterren met de letters die in het woord voorkomen.

SPEL 2: Zoeken in de ruimte (zoekzakjes) (p 72 – 75)

- Je kan hierbij kiezen om de kleine zoekkaarten met 3 woorden aan te bieden of de grote A4 zoekkaart met >3 woorden.
 - Stop de letters die voorkomen op de zoekkaart in het zoekzakje
- TIP: ik gebruik de houten letters uit de AVA
- Laat de kleuters zoeken naar de letters in het zoekzakje. Wanneer ze een letter vinden mogen ze dit onder de andere letter op het zoekkaartje noteren.

Bv. De kleuter vindt de letter "R" → dan mag hij onder elke letter R zelf de letter R schrijven in het witte hokje.

SPEL 3: Schrijfblaadje themawoorden (p 76 – 77)

- Sommige kleuters houden er gewoon van om woorden te leren schrijven. Je kan dus het schrijfblaadje aanbieden samen met de woordkaarten die voor jou van toepassing zijn (let dus op ABC/abc en lidwoord/geen lidwoord!)

EXTRA: Woordkaarten (p 78 – 93)

- Woordkaarten in ABC, woordkaarten in abc, woordkaarten met lidwoord ABC, woordkaarten met lidwoord abc
- Print dus enkel wat voor jou van toepassing is 😊



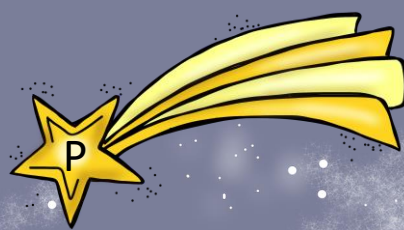
DE RAKET



Kleuter kriebels



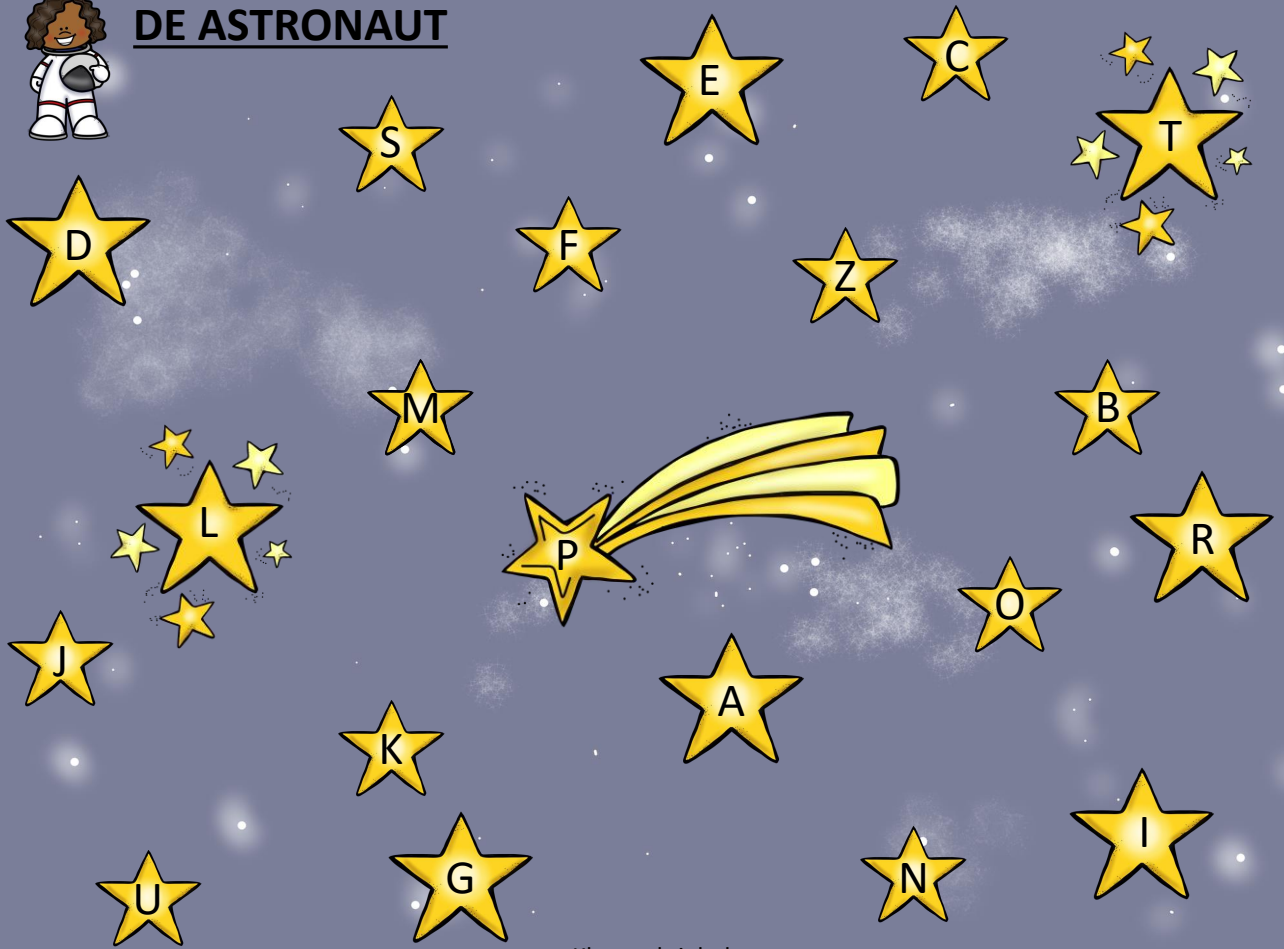
DE STER



Kleuter kriebels



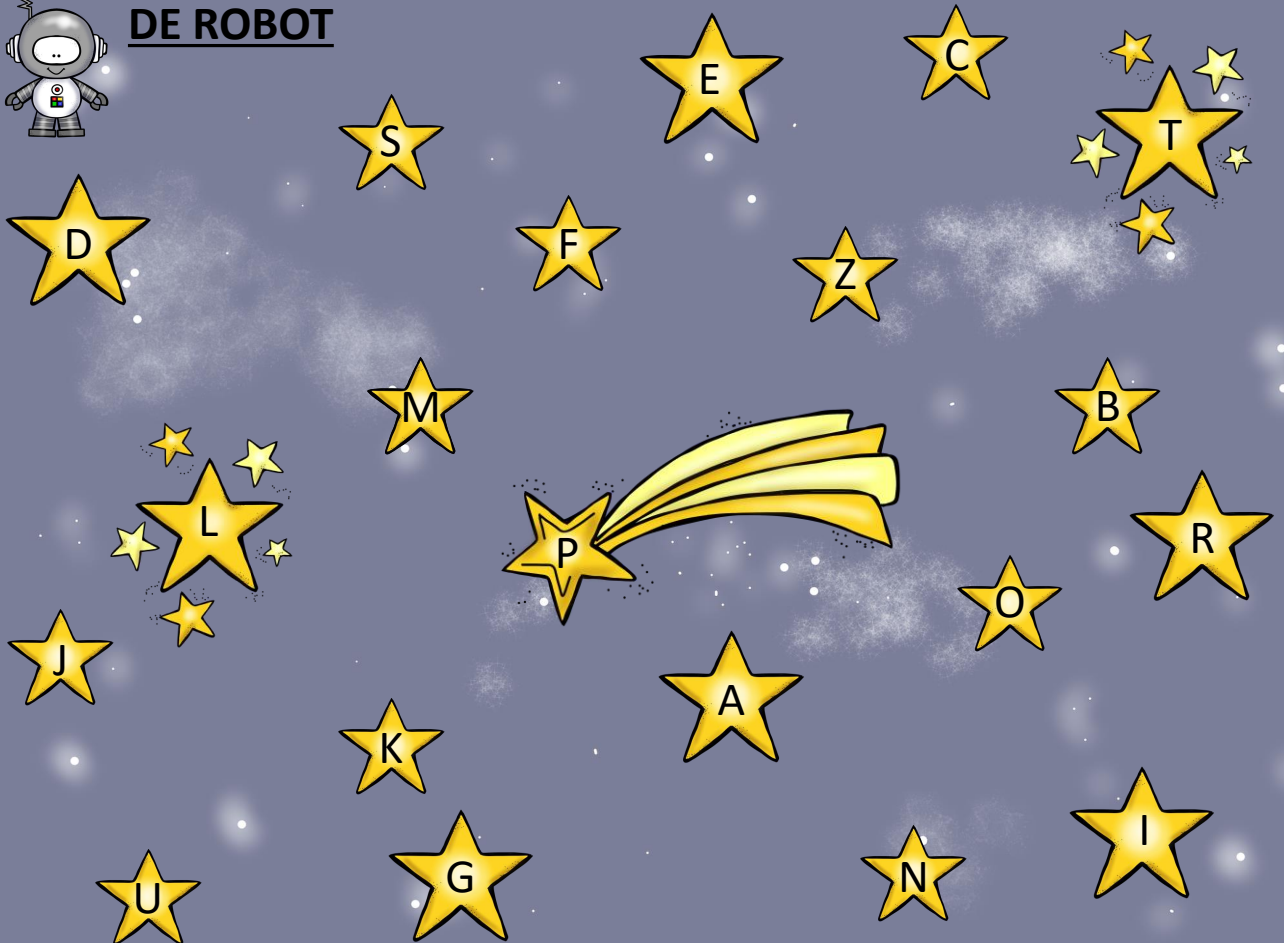
DE ASTRONAUT



Kleuter kriebels



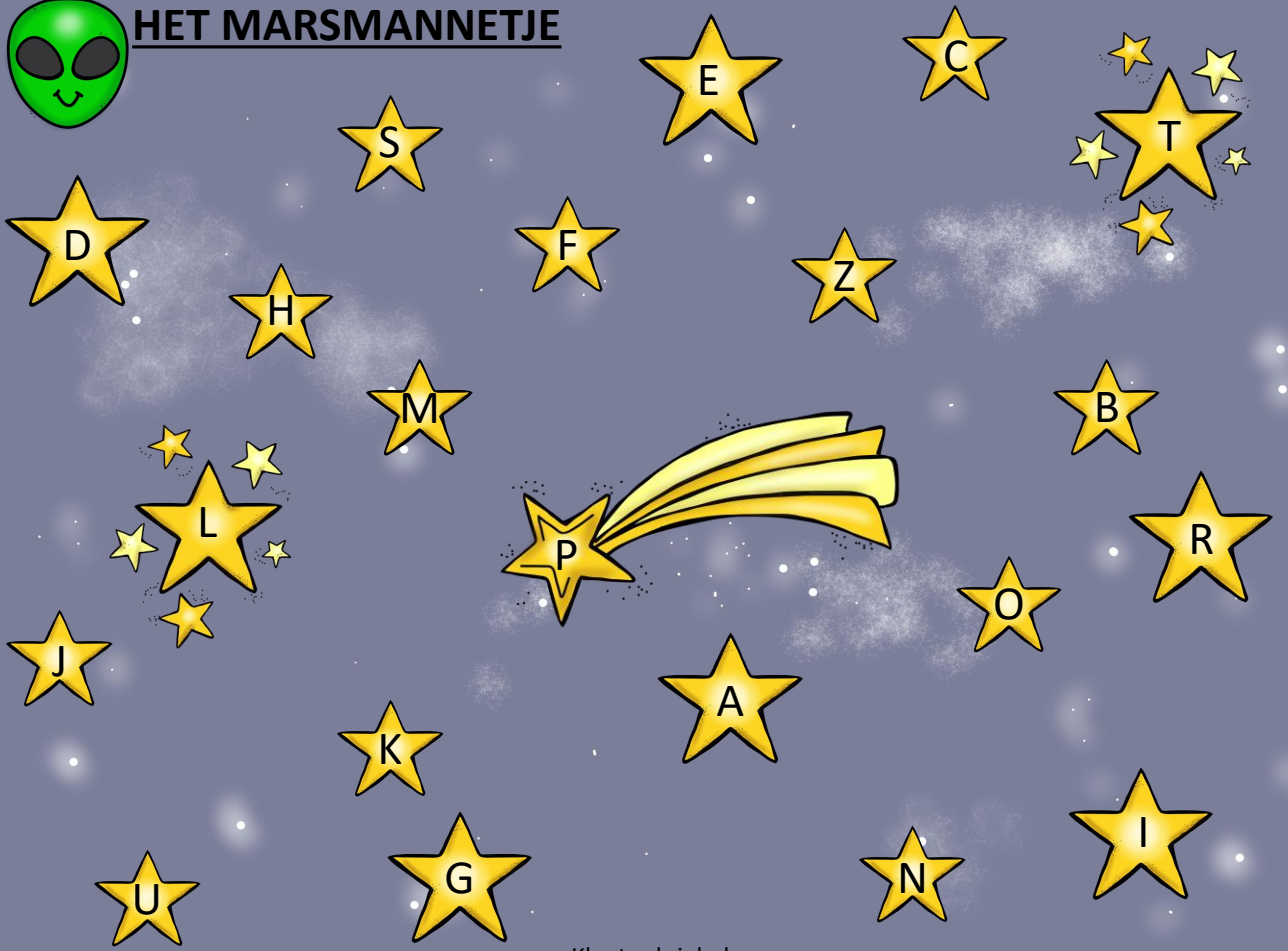
DE ROBOT



Kleuter kriebels



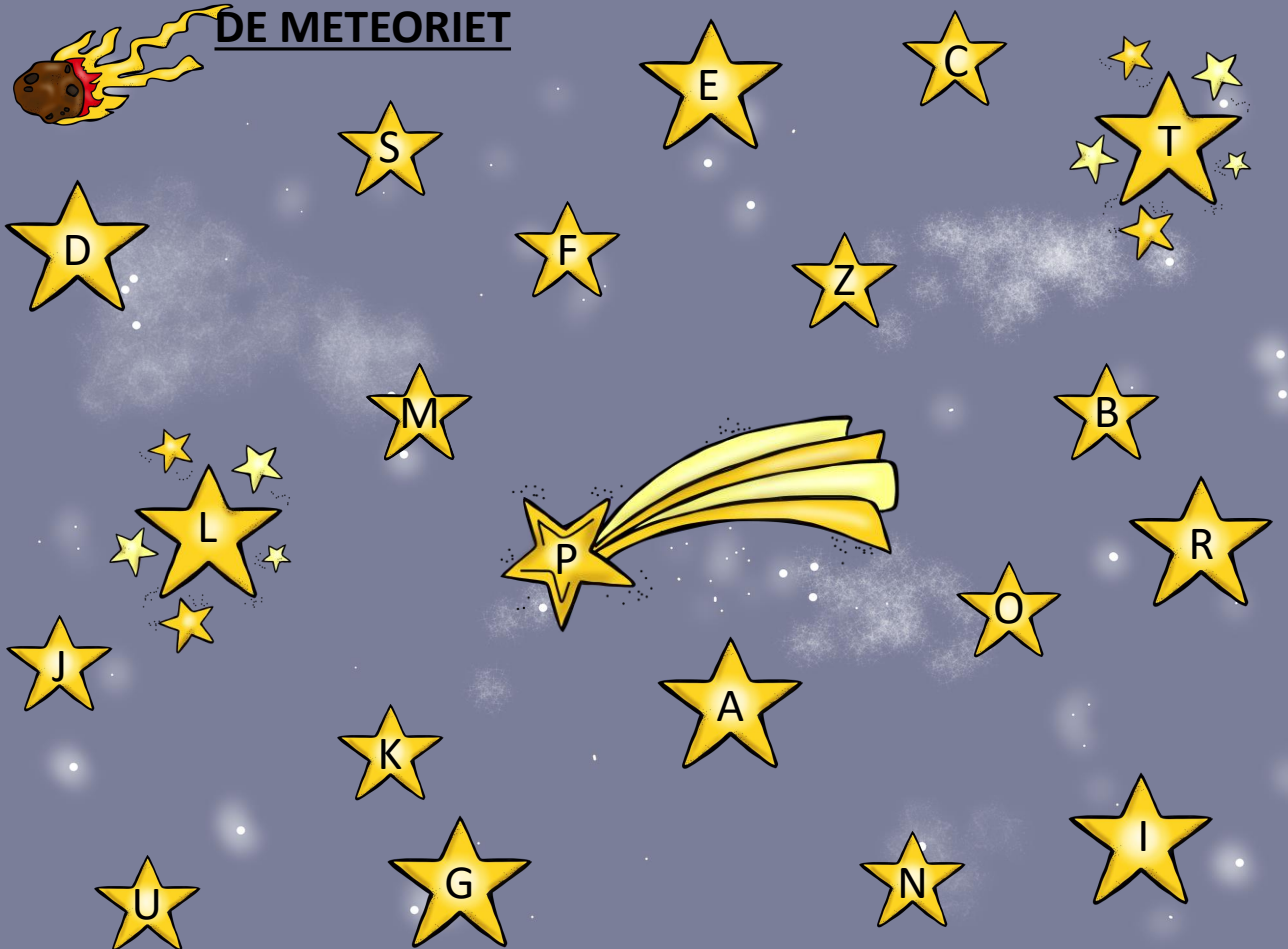
HET MARSMANNETJE



Kleuter kriebels



DE METEORIEET



Kleuter kriebels



RAKET



Kleuter kriebels



STER



Kleuter kriebels



ASTRONAUT



Kleuter kriebels



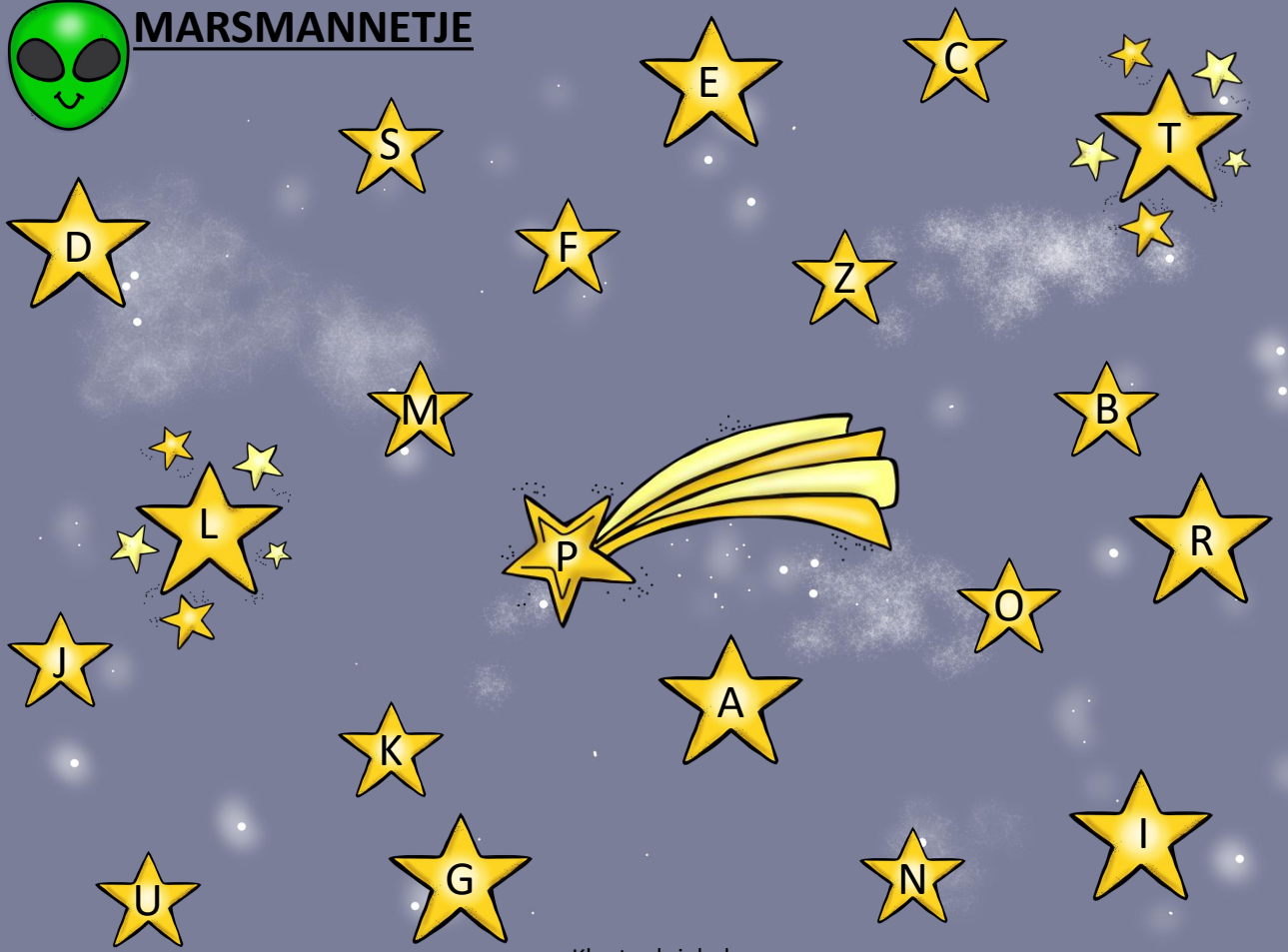
ROBOT



Kleuter kriebels



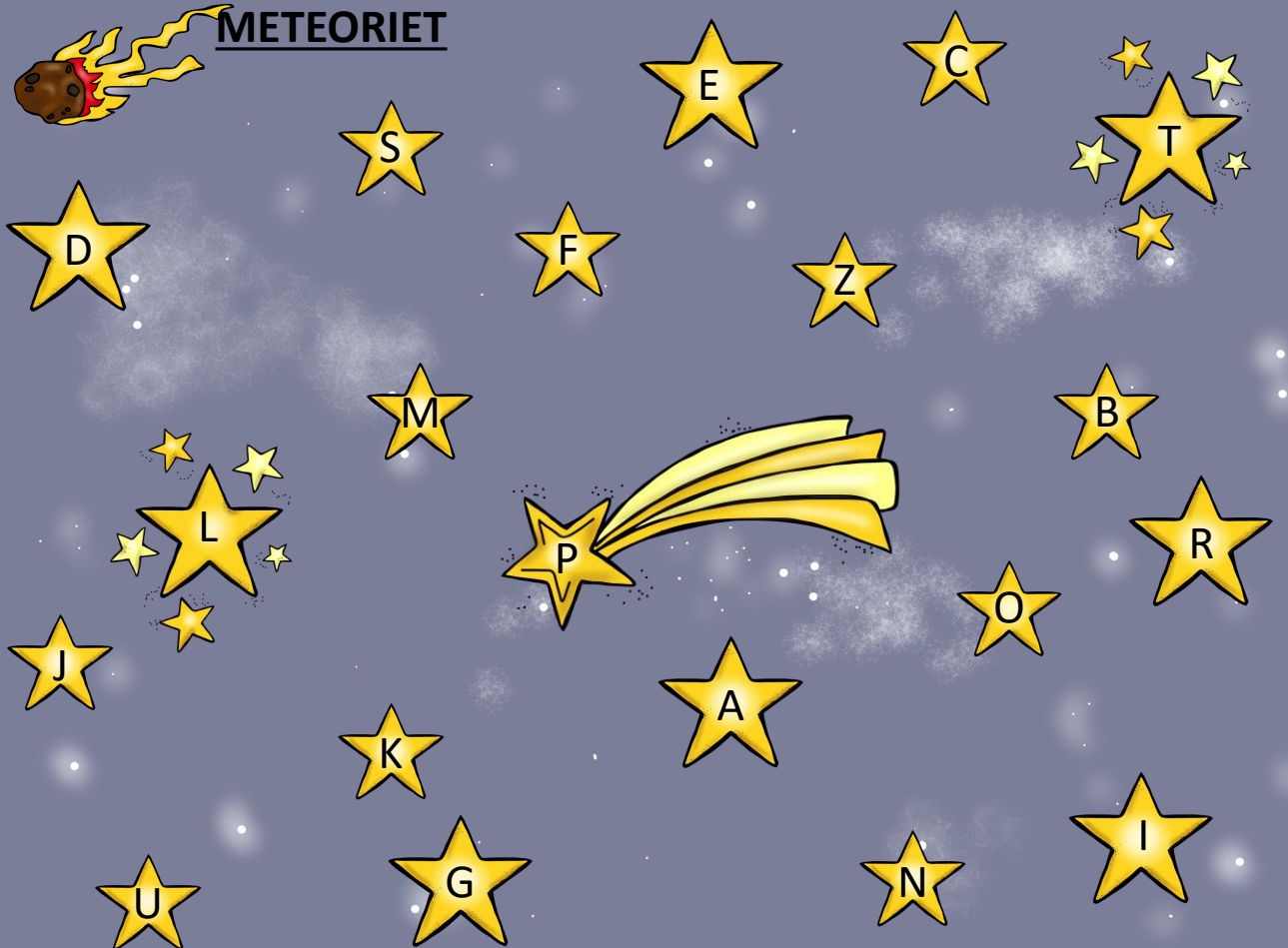
MARSMANNETJE



Kleuter kriebels



METEORJET



Kleuter kriebels



de raket



Kleuter kriebels



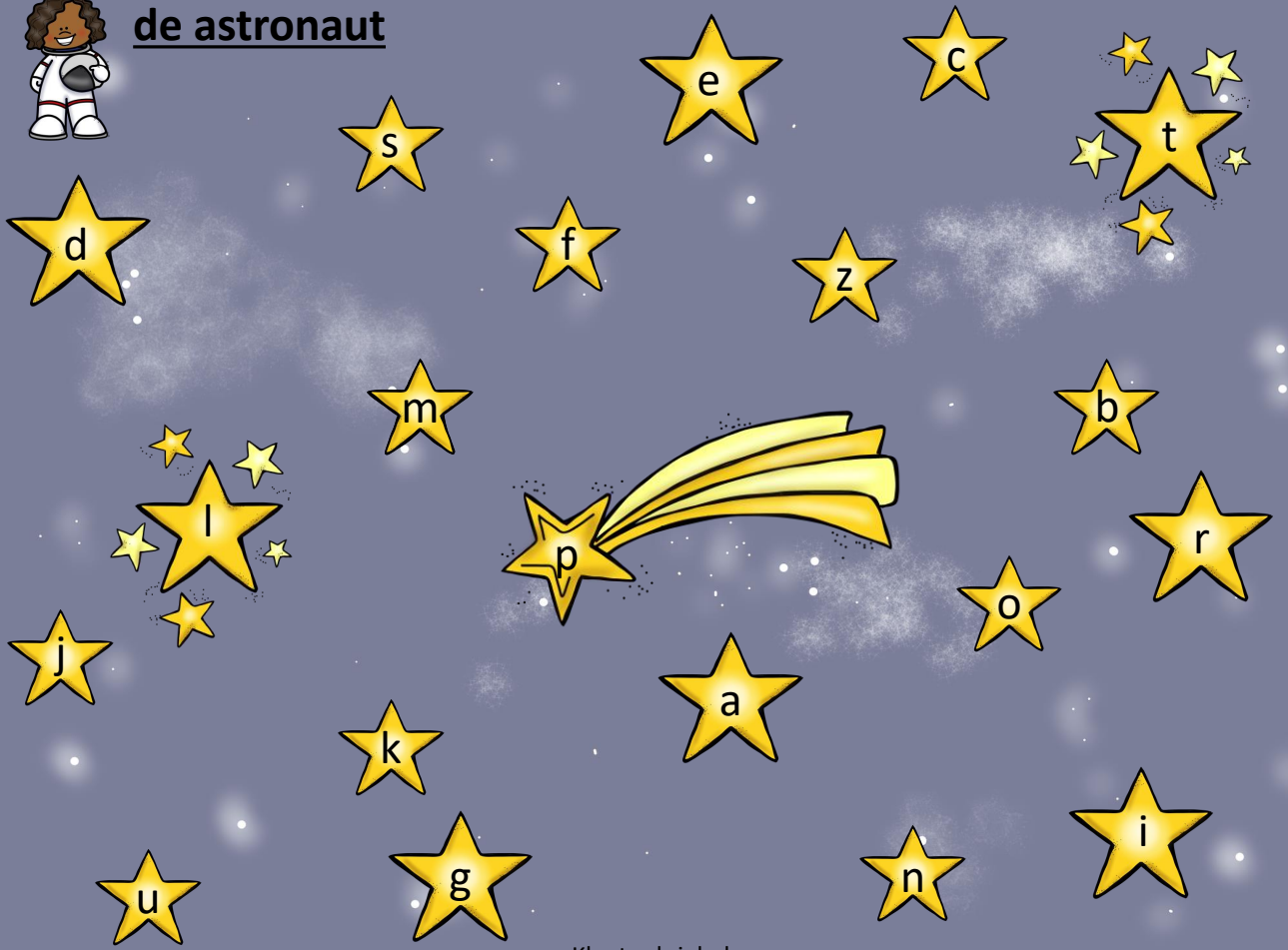
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Kleuter kriebels



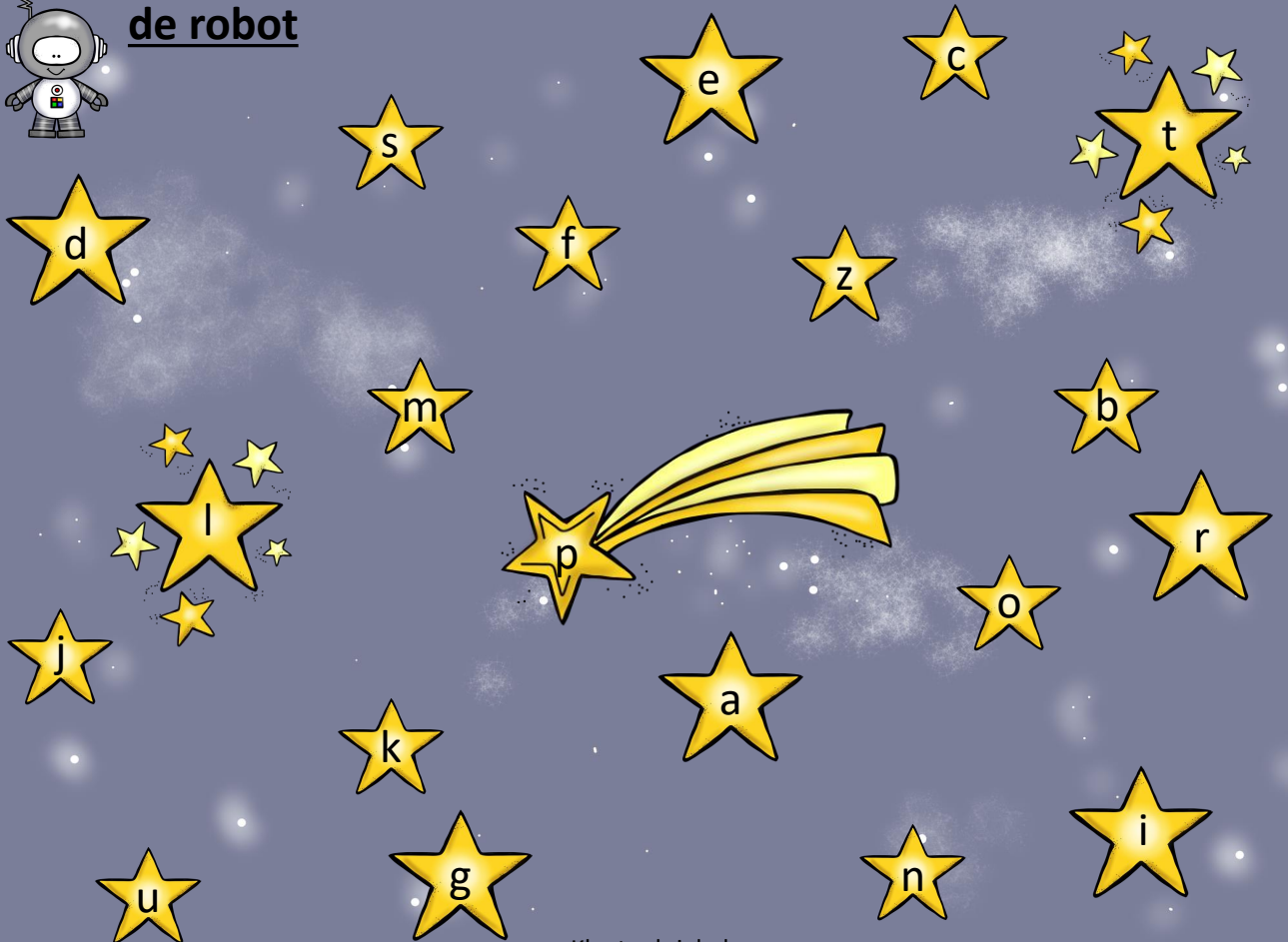
de astronaut



Kleuter kriebels



de robot



Kleuter kriebels



het marsmannetje



Kleuter kriebels



de meteoriet



Kleuter kriebels



raket



Kleuter kriebels



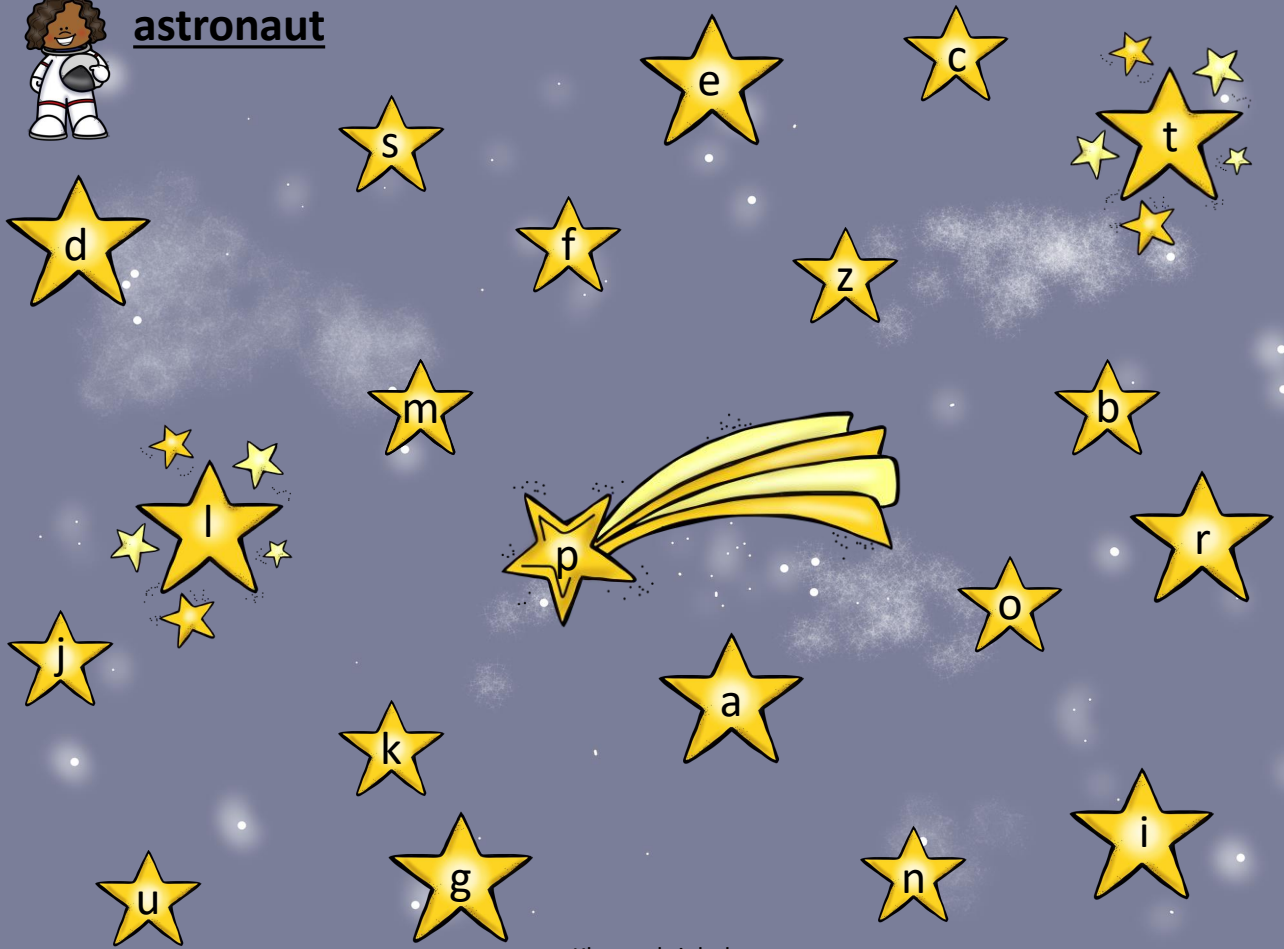
ster



Kleuter kriebels



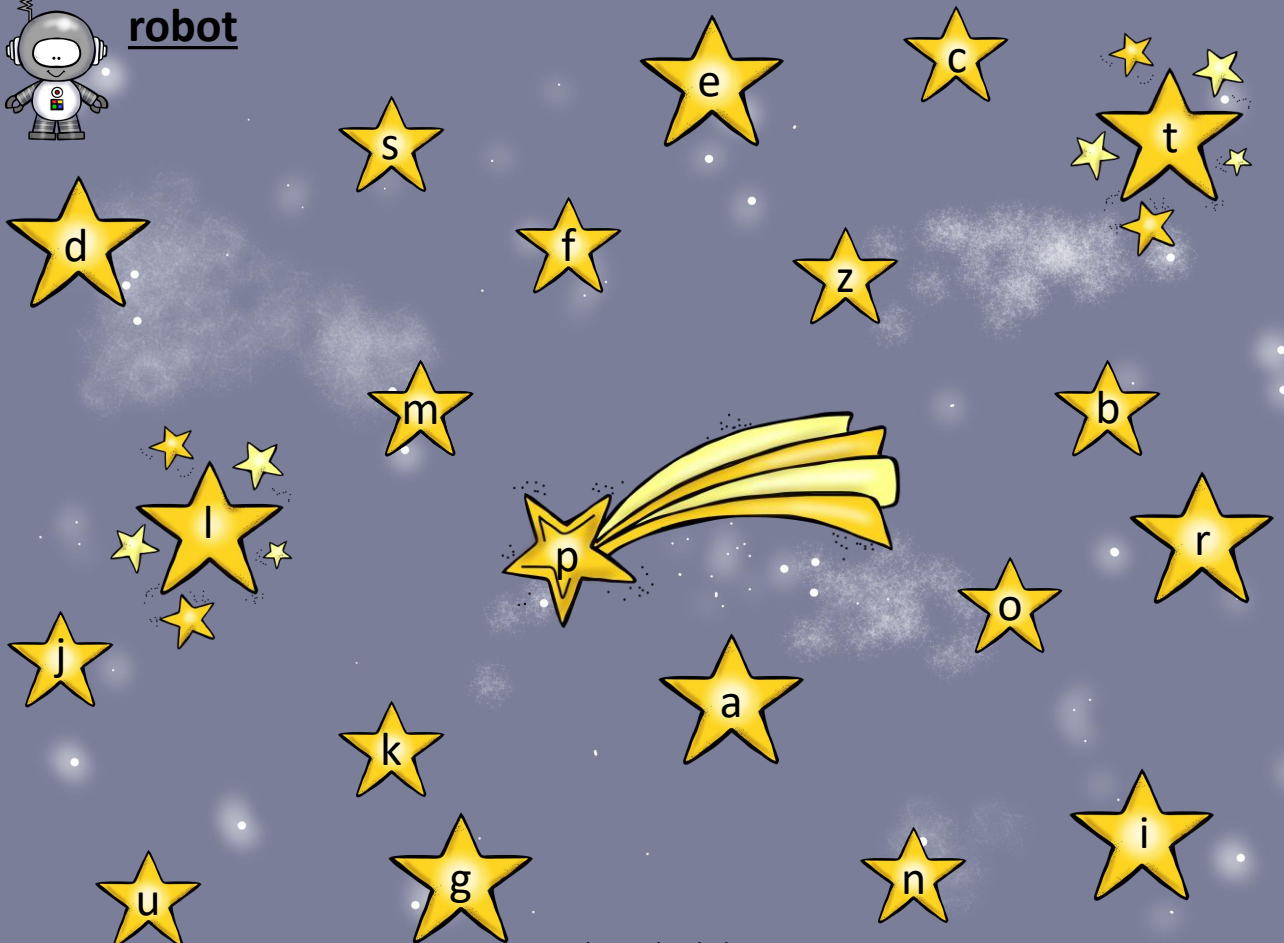
astronaut



Kleuter kriebels



robot



Kleuter kriebels



marsmannetje



Kleuter kriebels




meteoriet

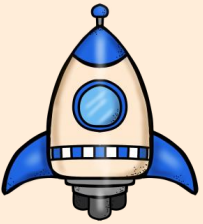

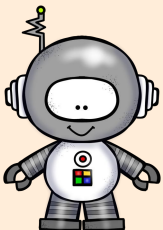


Kleuter kriebels


Kleuter Kriebels

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	S	T	E	R				
	M	A	A	N				

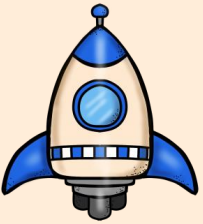

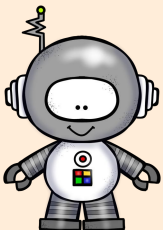
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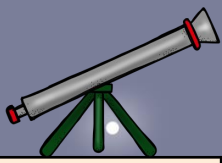
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	Z	W	E	V	E	N		
	R	O	B	O	T			

Kleuter Kriebels

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	s	t	e	r				
	m	a	a	n				

Kleuter Kriebels

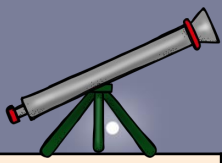
	r	a	k	e	t			
	z	w	e	v	e	n		
	r	o	b	o	t			



RUIMTE ZOEKTOCHT






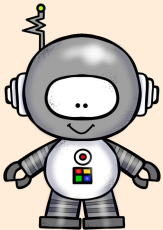
Kleuter Kriebels

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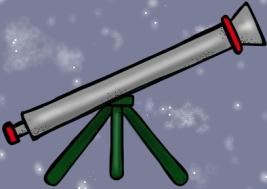
RUIMTE ZOEKTOCHT

Kleuter Kriebels

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	s	t	e	r				
	m	a	a	n				
	r	a	k	e	t			
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Schrijfblaadje themawoorden

Kleuter Kriebels



Schrijfblaadje themawoorden

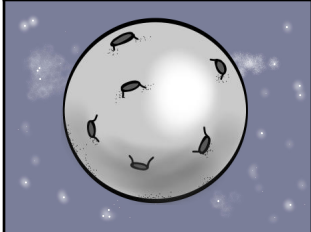
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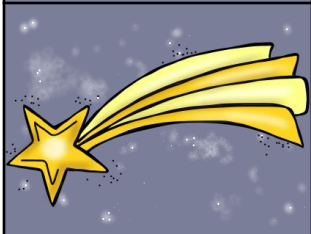
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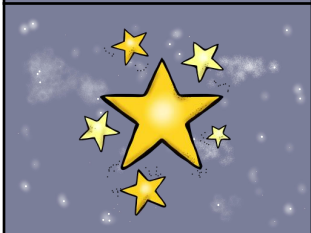
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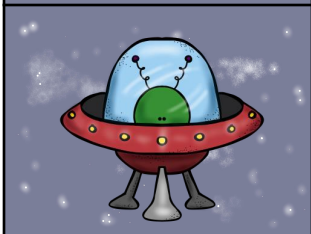
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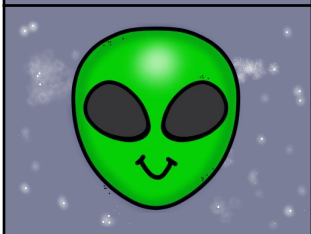
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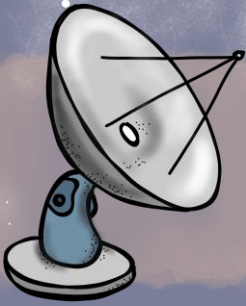


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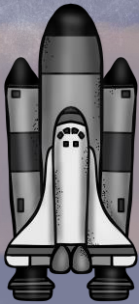
RAKET

Kleuter Kriebels



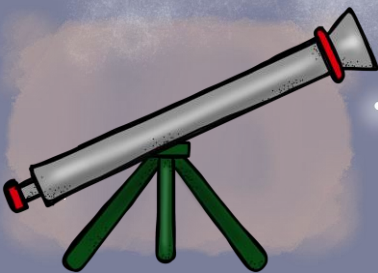
SCHOTELANTENNE

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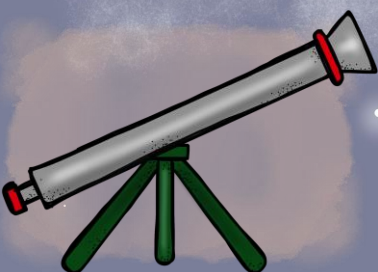
SHUTTLE

Kleuter Kriebels



STERRENKIJKER

Kleuter Kriebels



TELESCOOP

Kleuter Kriebels



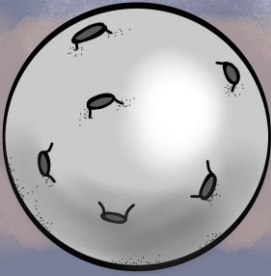
ASTROÏDE

Kleuter Kriebels



METEORIET

Kleuter Kriebels



MAAN

Kleuter Kriebels



STER

Kleuter Kriebels



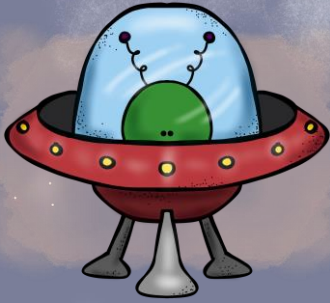
VALLENDE STER

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STERRENCLUSTER

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UFO

Kleuter Kriebels



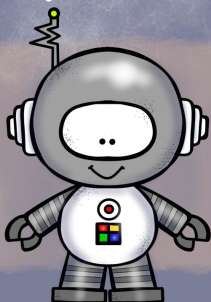
ALIEN

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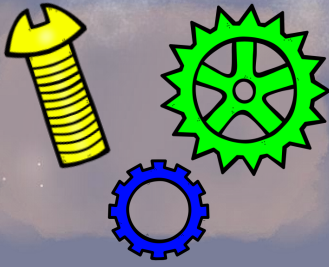
MARSMANNETJE

Kleuter Kriebels



ROBOT

Kleuter Kriebels



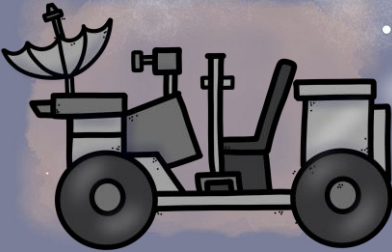
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ASTRONAUT

Kleuter Kriebels



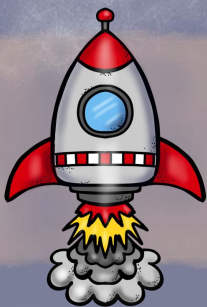
MAANBUGGY

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ZWEVEN

Kleuter Kriebels



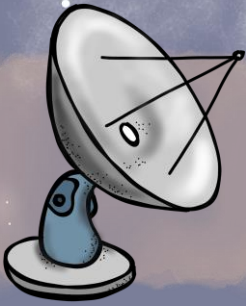
OPSTIJGEN

Kleuter Kriebels



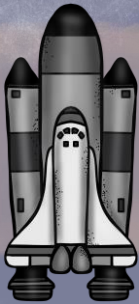
raket

Kleuter Kriebels



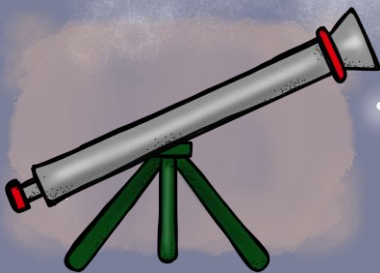
schotelantenne

Kleuter Kriebels



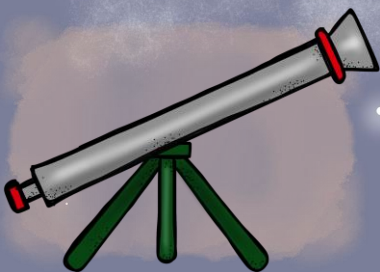
shuttle

Kleuter Kriebels



sterrenkijker

Kleuter Kriebels



telescoop

Kleuter Kriebels



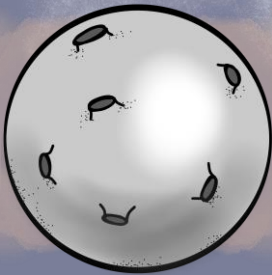
astroïde

Kleuter Kriebels



meteoriet

Kleuter Kriebels



maan

Kleuter Kriebels



ster

Kleuter Kriebels



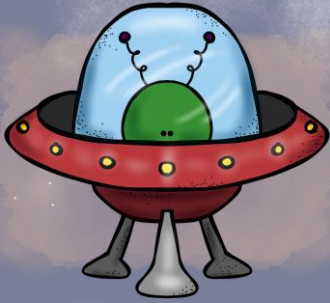
vallende ster

Kleuter Kriebels



sterrencluster

Kleuter Kriebels



ufo

Kleuter Kriebels



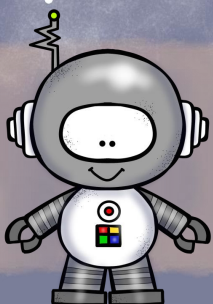
alien

Kleuter Kriebels



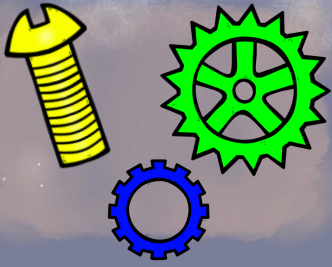
marsmannetje

Kleuter Kriebels



robot

Kleuter Kriebels



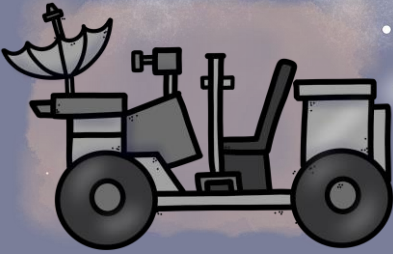
schroeven

Kleuter Kriebels



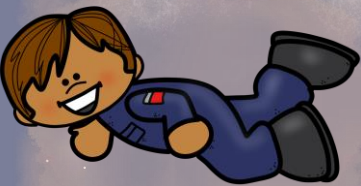
astronaut

Kleuter Kriebels



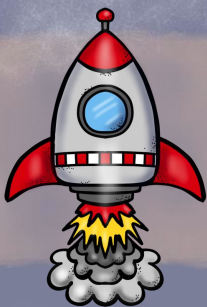
maanbuggy

Kleuter Kriebels



zweven

Kleuter Kriebels



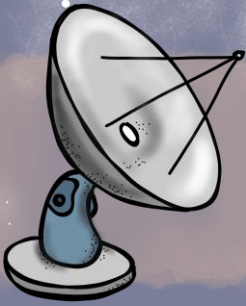
opstijgen

Kleuter Kriebels



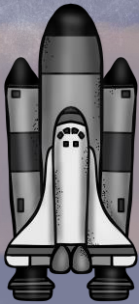
DE RAKET

Kleuter Kriebels



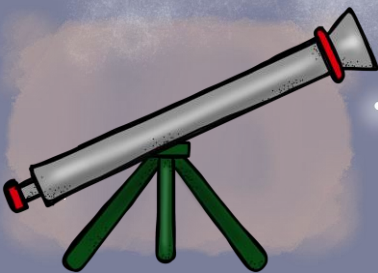
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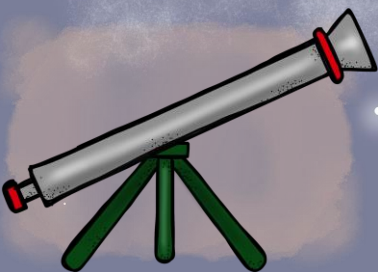
DE SHUTTLE

Kleuter Kriebels



DE STERRENKIJKER

Kleuter Kriebels



DE TELESCOOP

Kleuter Kriebels



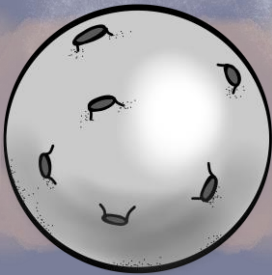
DE ASTROÏDE

Kleuter Kriebels



DE METEORIET

Kleuter Kriebels



DE MAAN

Kleuter Kriebels



DE STER

Kleuter Kriebels



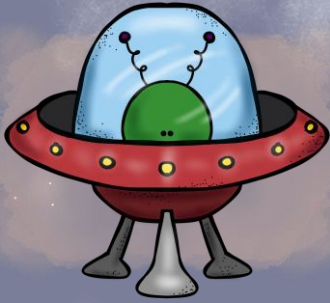
DE VALLENDE STER

Kleuter Kriebels



EEN STERRENCLUSTER

Kleuter Kriebels



DE UFO

Kleuter Kriebels



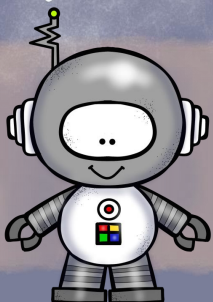
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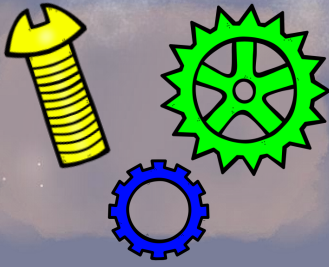
HET MARSMANNETJE

Kleuter Kriebels



DE ROBOT

Kleuter Kriebels



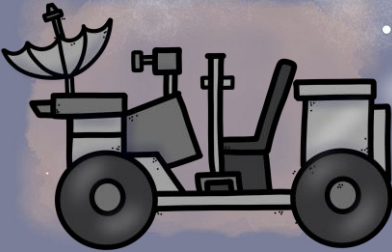
DE SCHROEVEN

Kleuter Kriebels



DE ASTRONAUT

Kleuter Kriebels



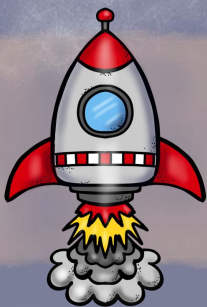
DE MAANBUGGY

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ZWEVEN

Kleuter Kriebels



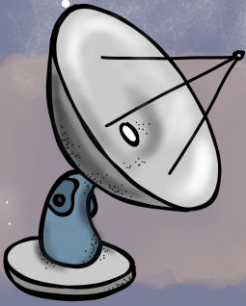
OPSTIJGEN

Kleuter Kriebels



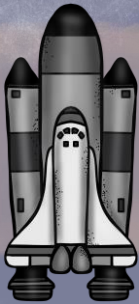
de raket

Kleuter Kriebels



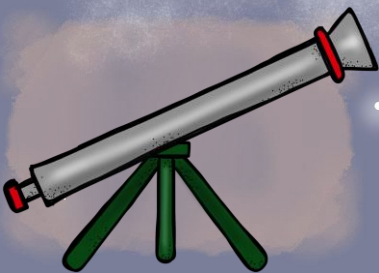
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Kleuter Kriebels



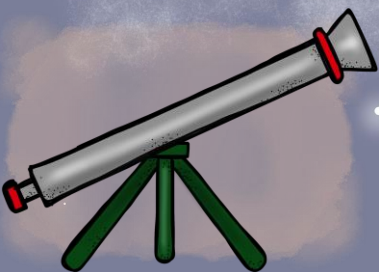
de shuttle

Kleuter Kriebels



de sterrenkijker

Kleuter Kriebels



de telescoop

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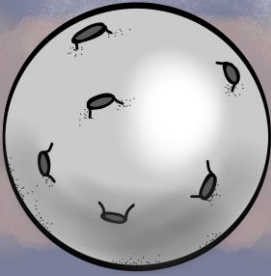
de astroïde

Kleuter Kriebels



de meteoriet

Kleuter Kriebels



de maan

Kleuter Kriebels



de ster

Kleuter Kriebels



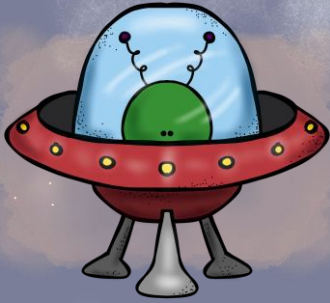
de vallende ster

Kleuter Kriebels



een sterrencluster

Kleuter Kriebels



de ufo

Kleuter Kriebels



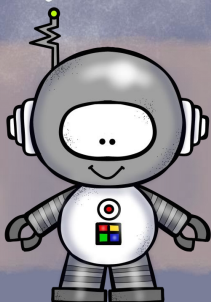
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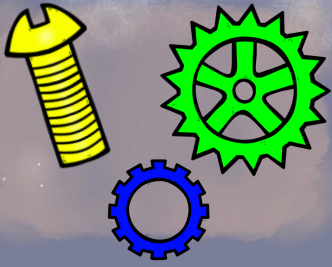
het marsmannetje

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de robot

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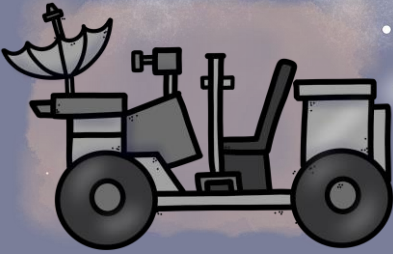
de schroeven

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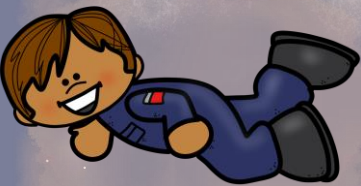
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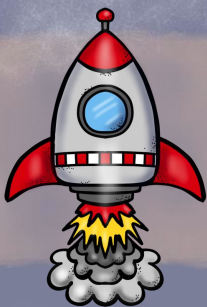
de maanbuggy

Kleuter Kriebels



zweven

Kleuter Kriebels



opstijgen

Kleuter Kriebels

In de ruimte met de linking cubes



Doel van het spel

- Gericht waarnemen en handelen.
- Ruimtelijk inzicht verkrijgen.
- Opdrachtkaarten kunnen namaken.
- Zelf tot ideeën komen



Vorbereidingen voor het spel

- Print opdrachtkaarten af.

! LET OP: in deze bundel zijn er opdrachtkaarten in ABC en in abc. Er zijn ook opdrachtkaarten met en zonder lidwoorden. Print dus enkel diegene die voor jou van toepassing zijn.

- Lamineer de opdrachtkaarten en leg ze bij de hoek van de linking cubes.
- Wie wil kan ook pagina 135 printen. Dit kunnen de kleuters gebruiken om zelf tot een ontwerp te komen. Ze kunnen ook bovenaan het woord schrijven van dit ontwerp. Dit blaadje hoef je dus niet te lamineren.

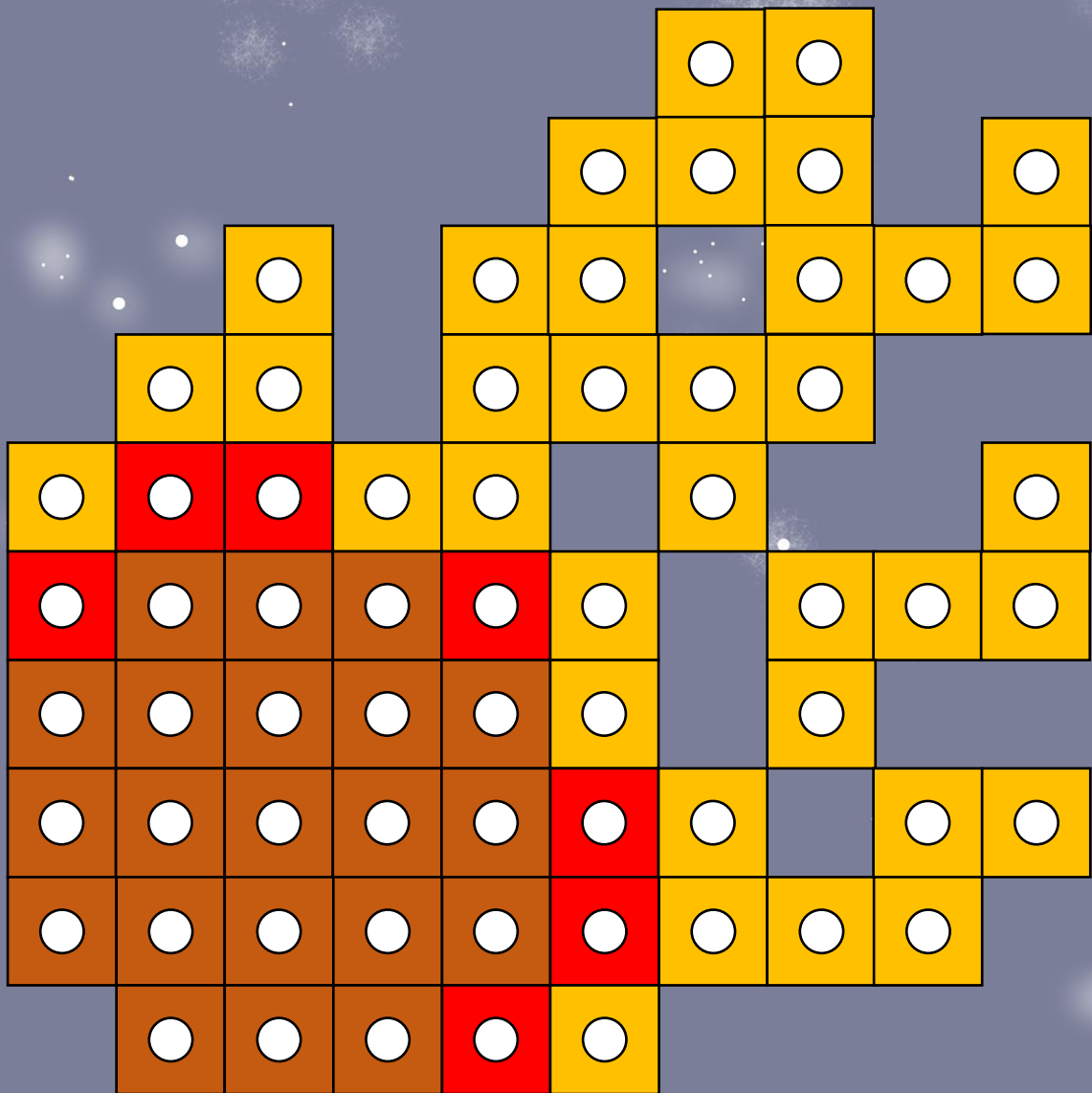


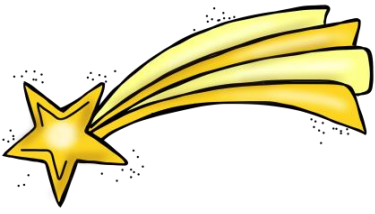
Spelregels

- De kleuter kiest een opdrachtkaart en verzamelt de juiste aantal linking cubes is het juiste kleur.
- Nadien bouwt de kleuter de opdrachtkaart na.

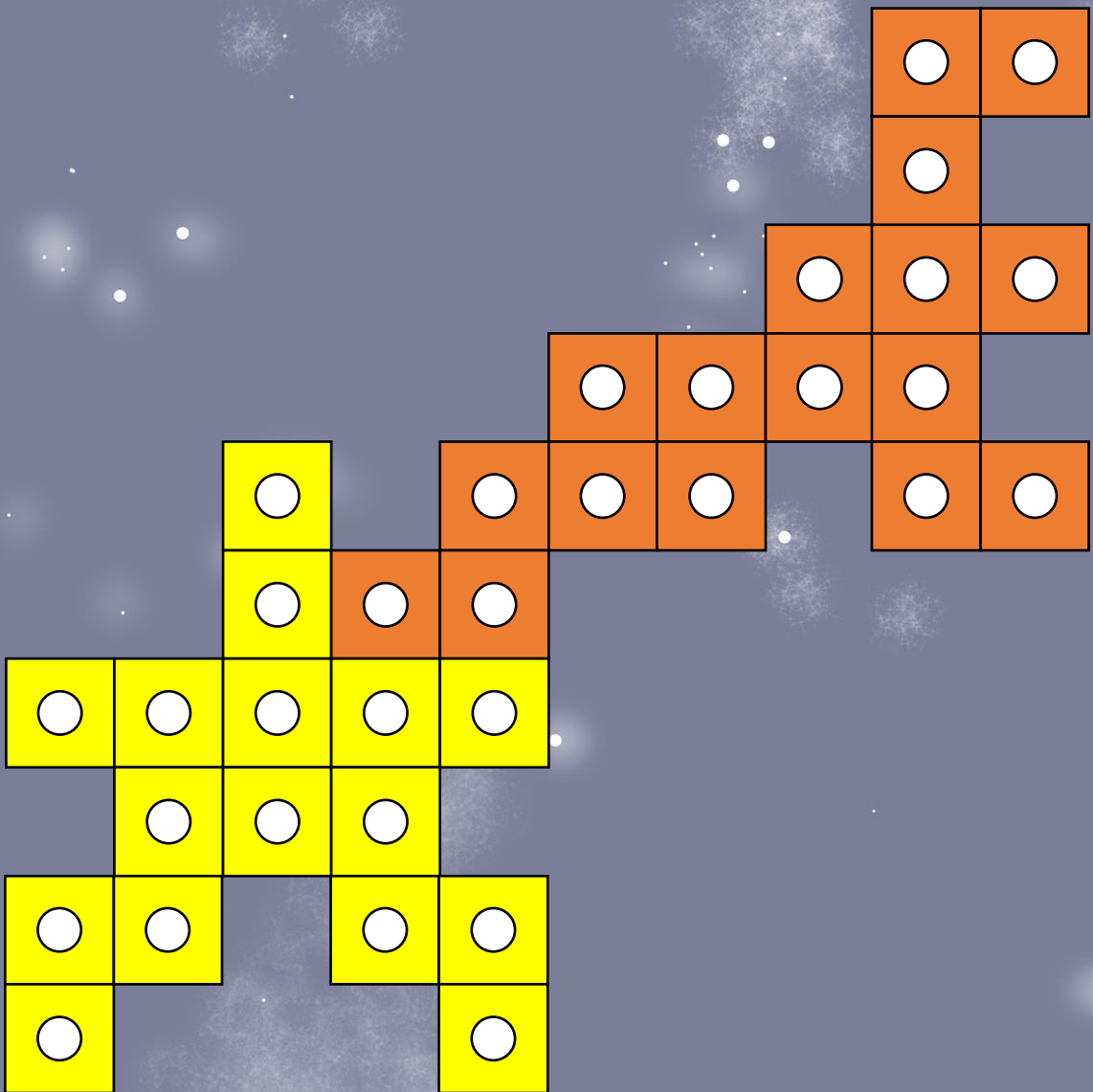


DE METEORIET



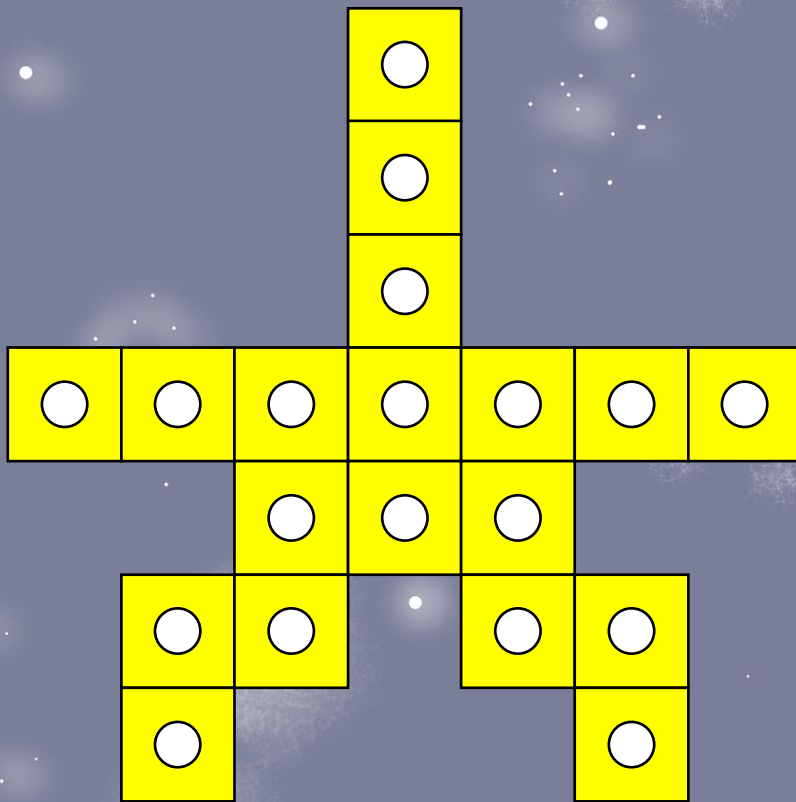


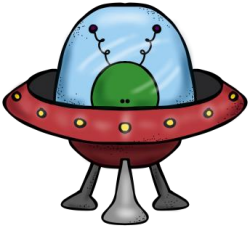
DE VALLENDE STER



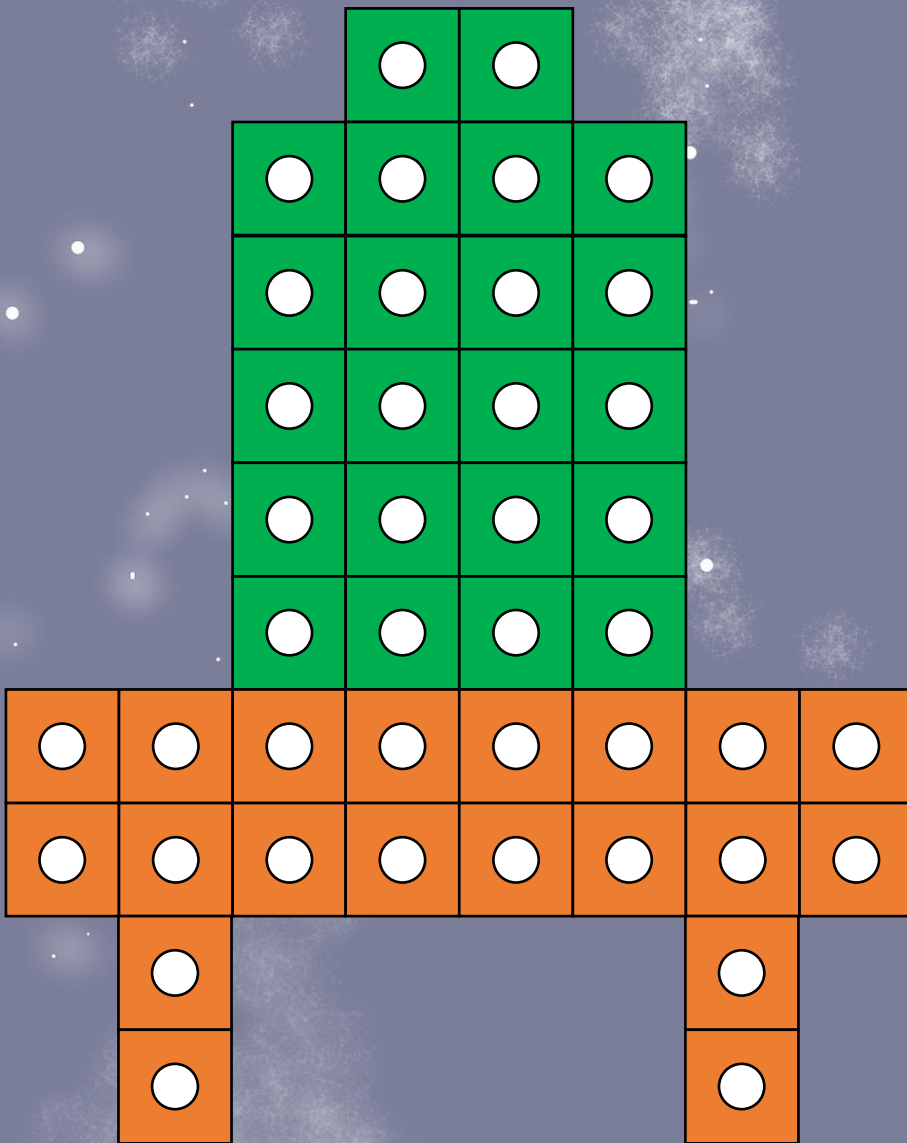


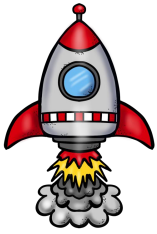
DE STER



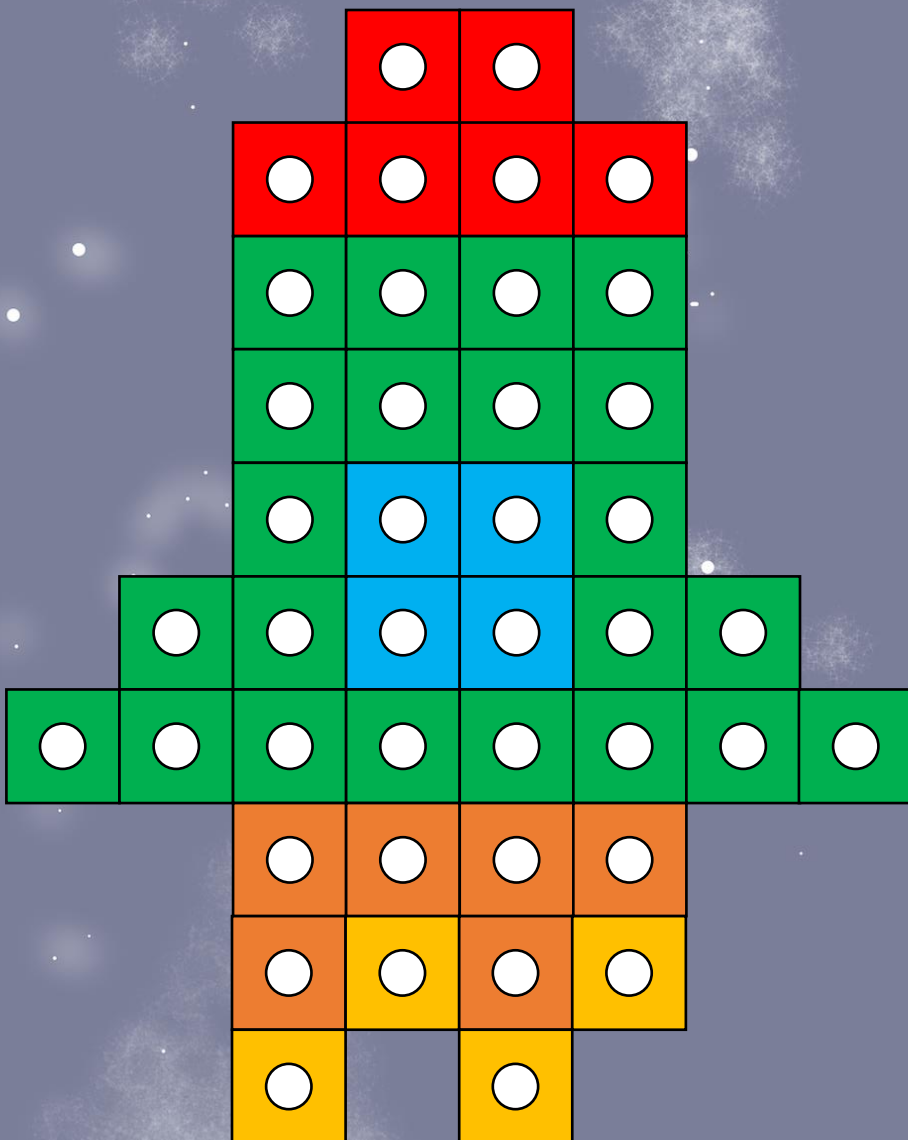


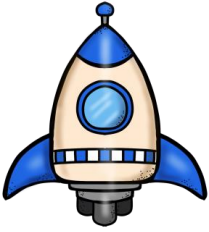
DE UFO



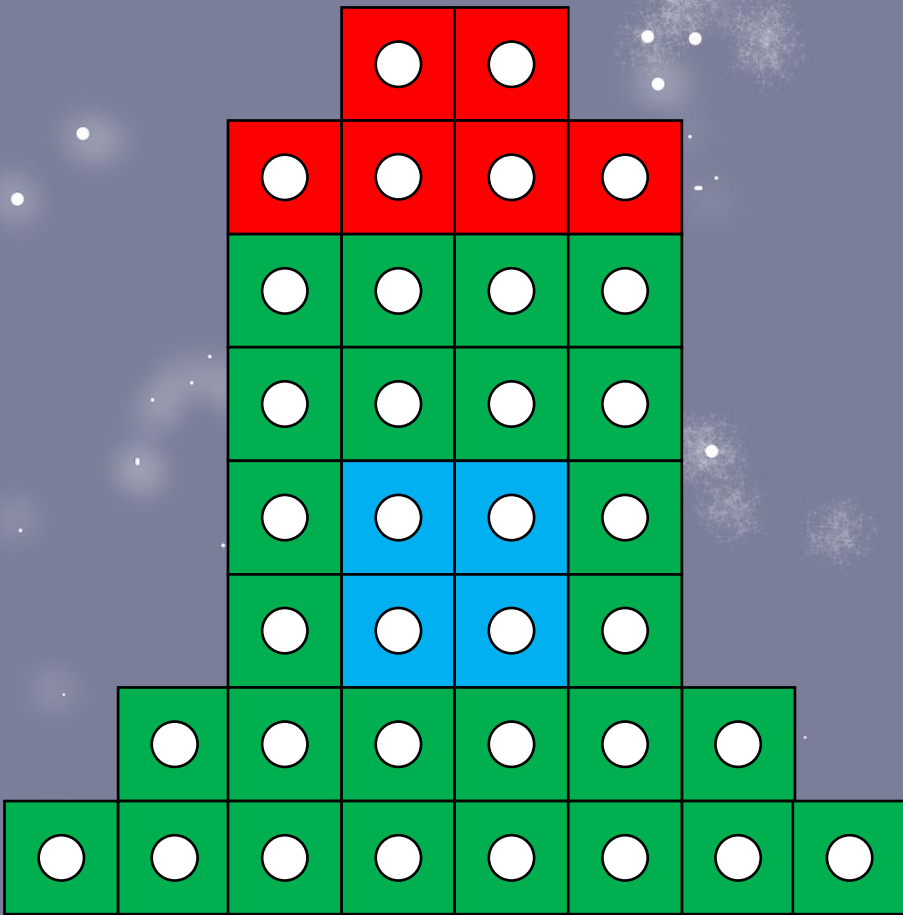


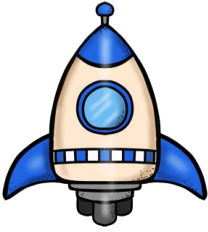
DE OPSTIJGENDE RAKET



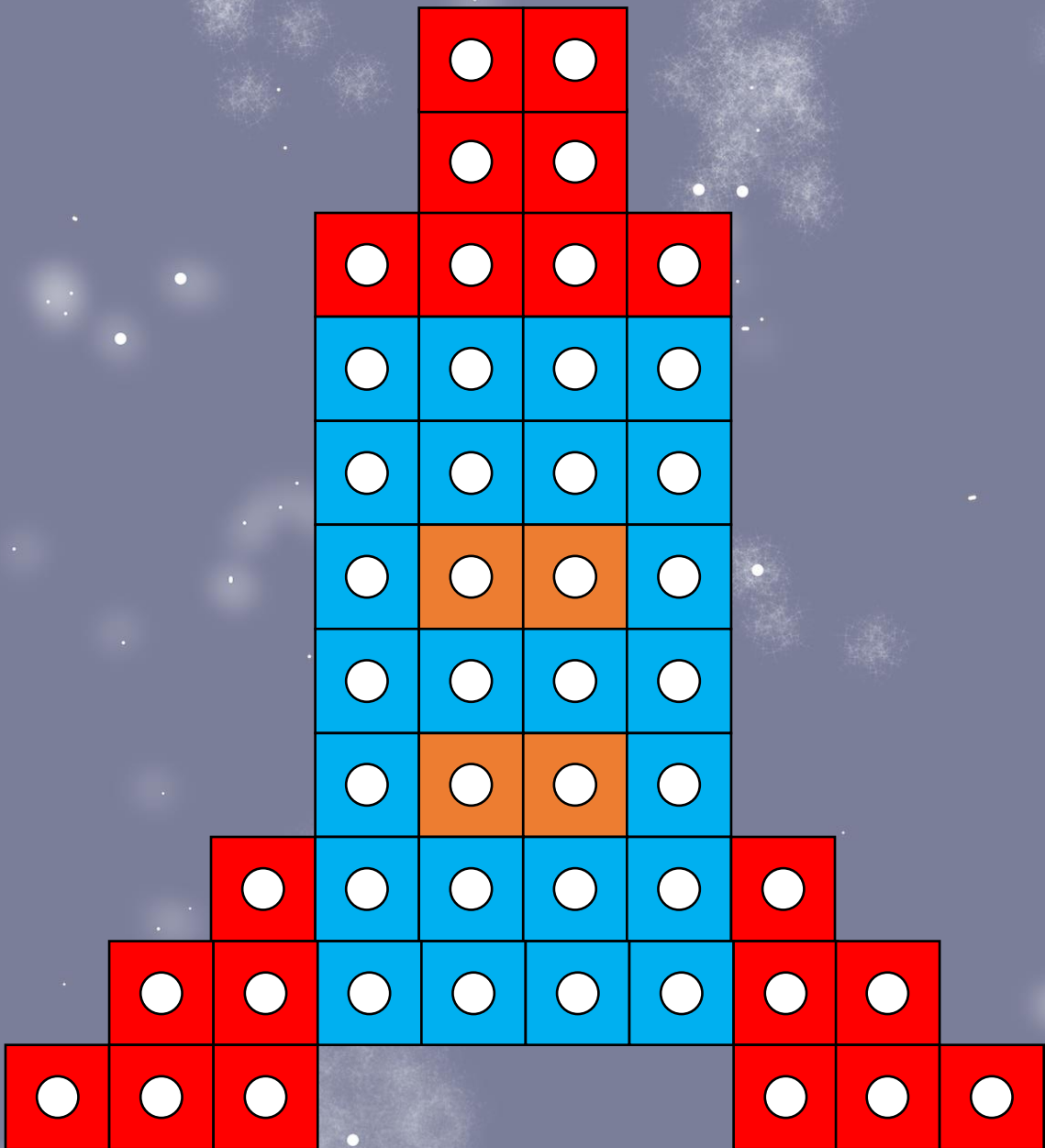


DE RAKET



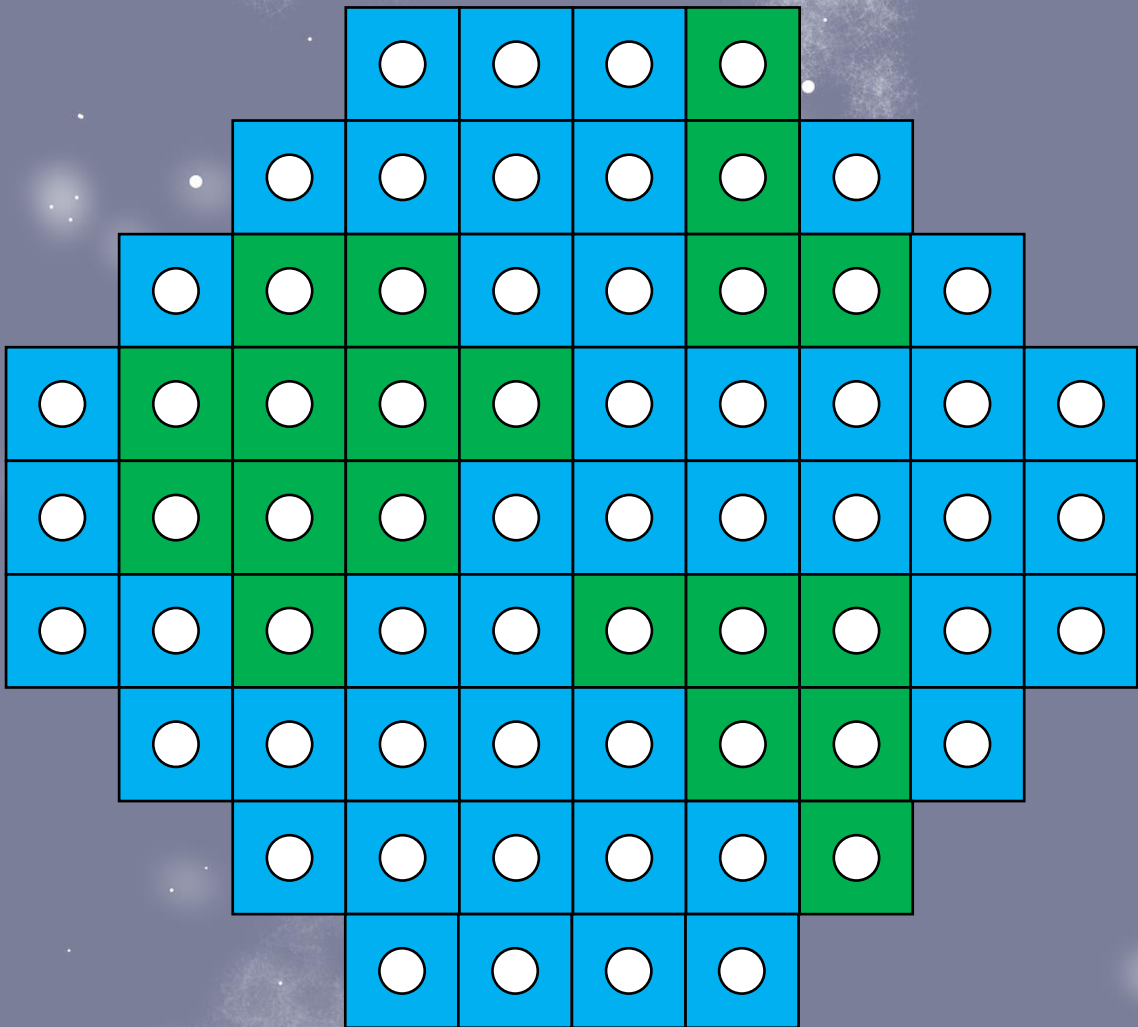


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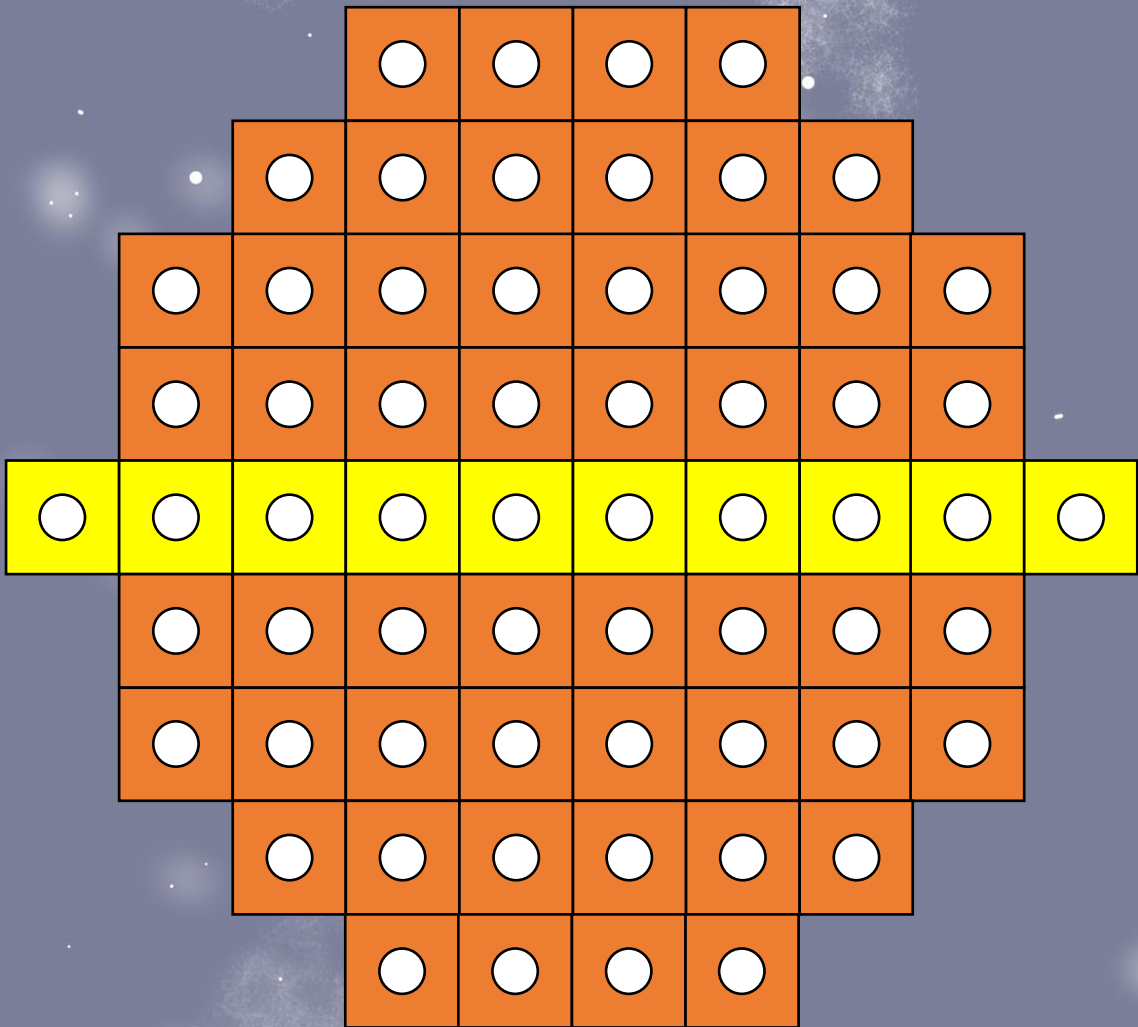


DE PLANEET



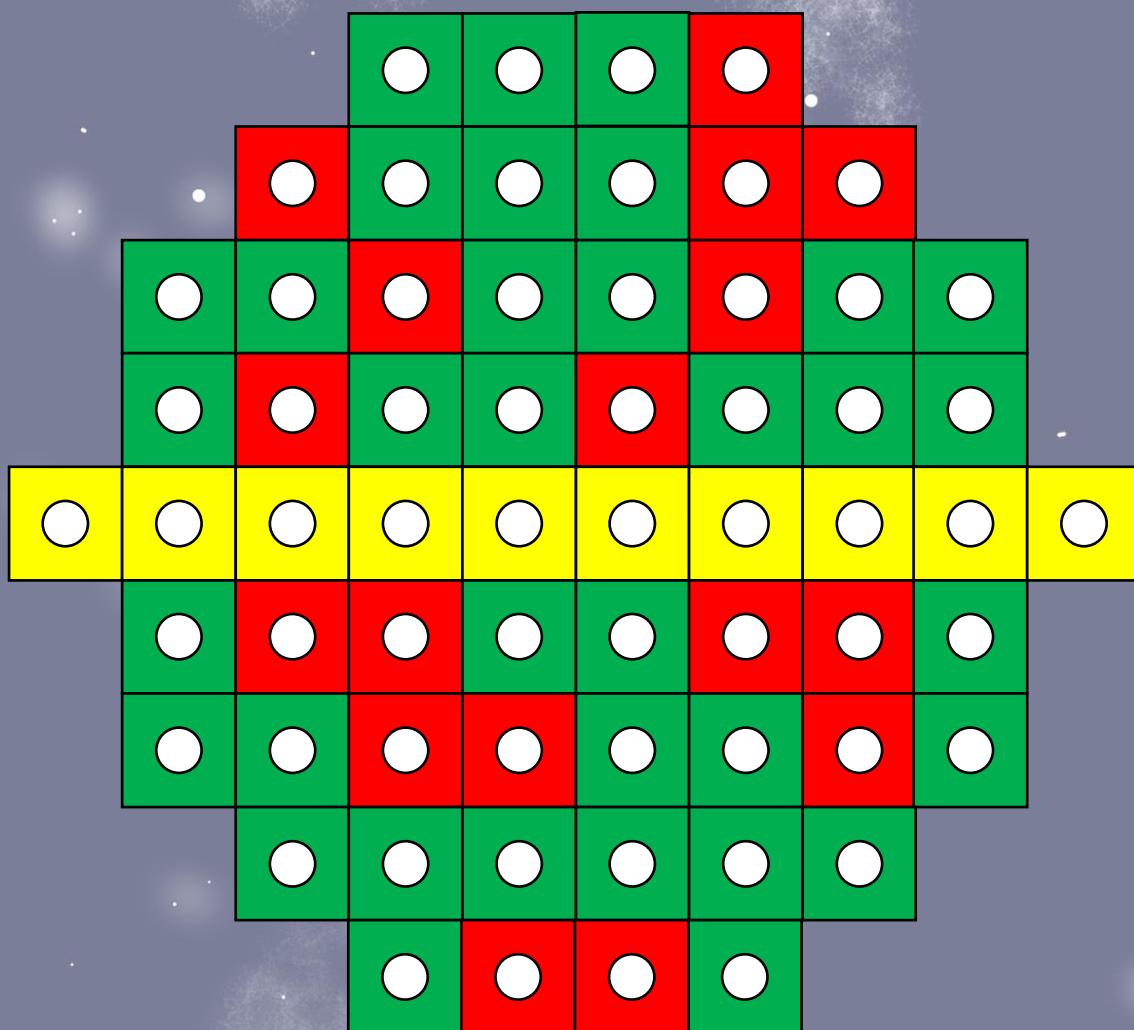


DE PLANEET



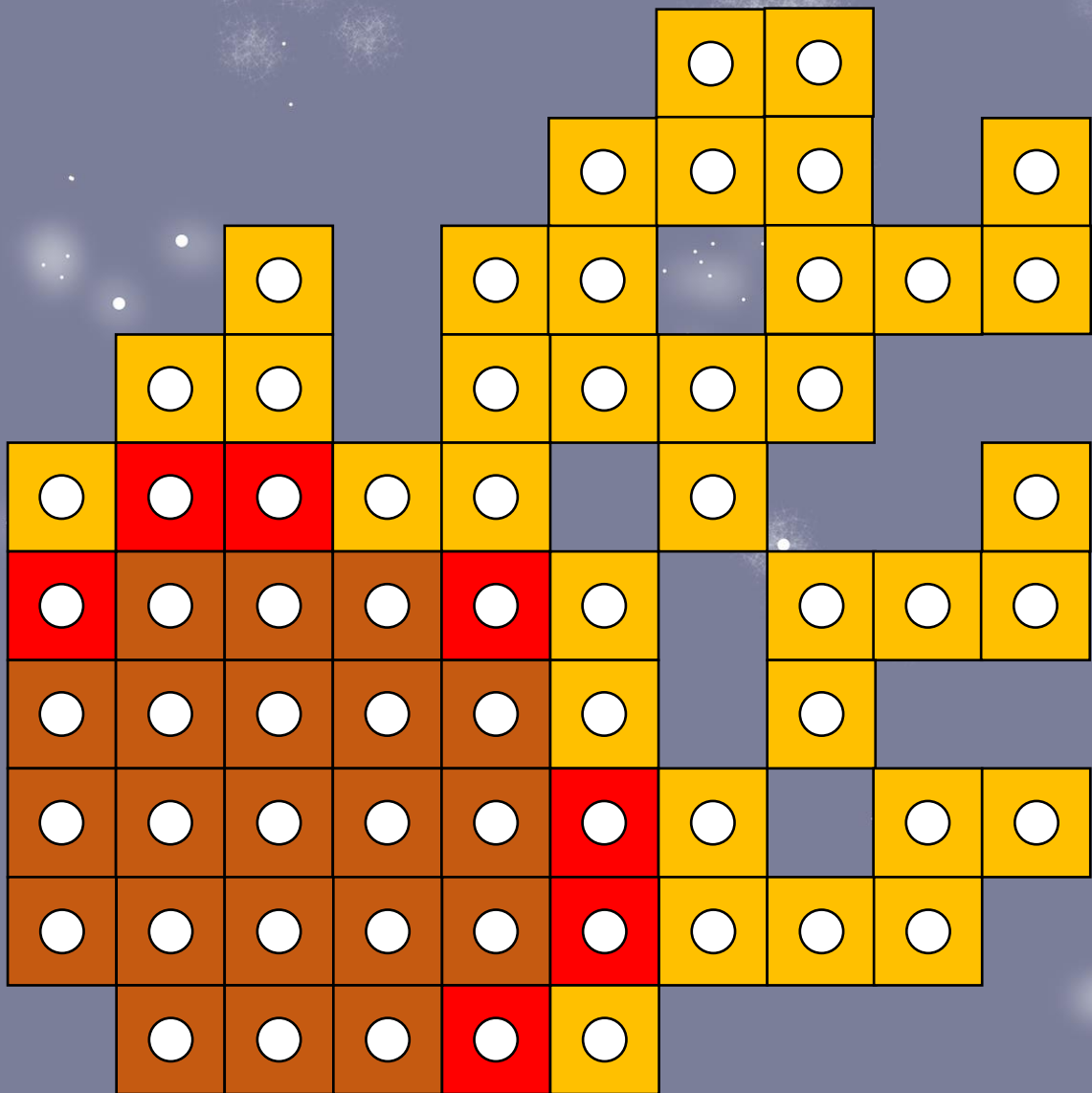


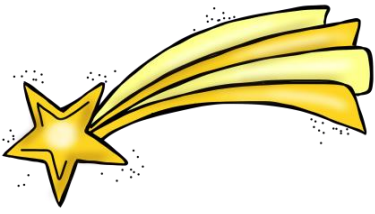
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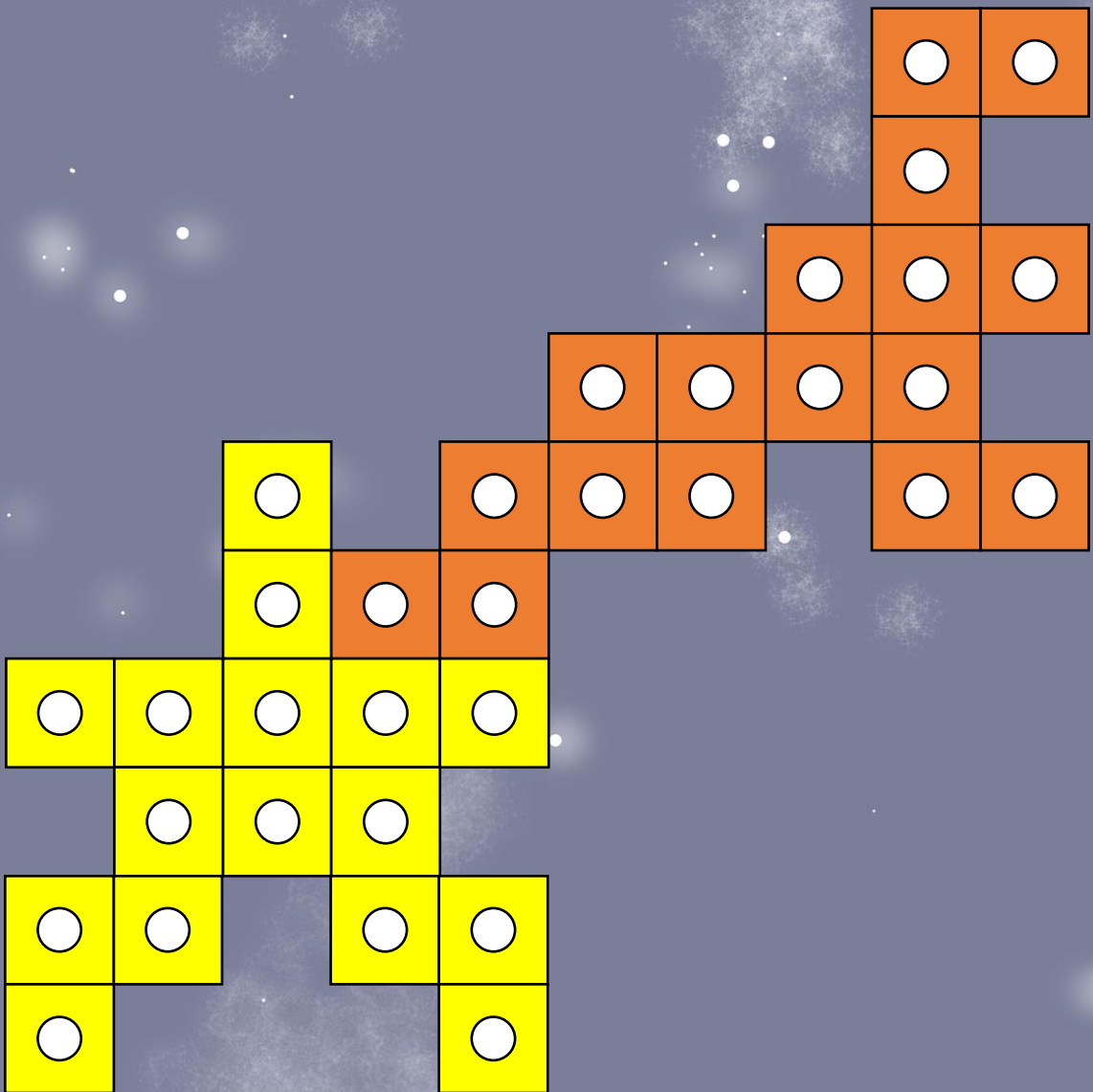


METEORIET



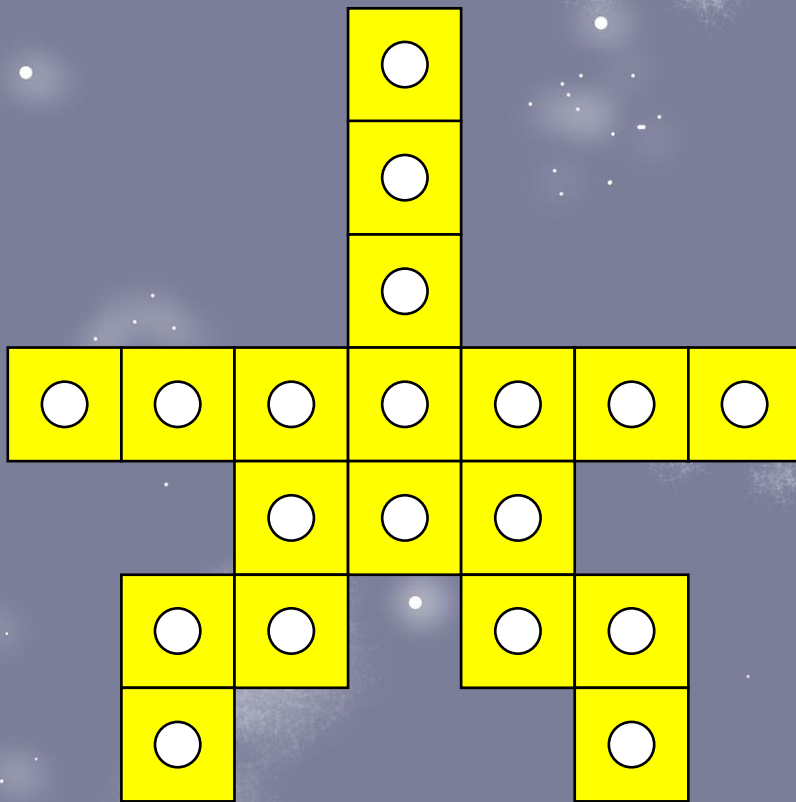


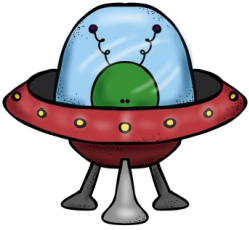
VALLENDE STER



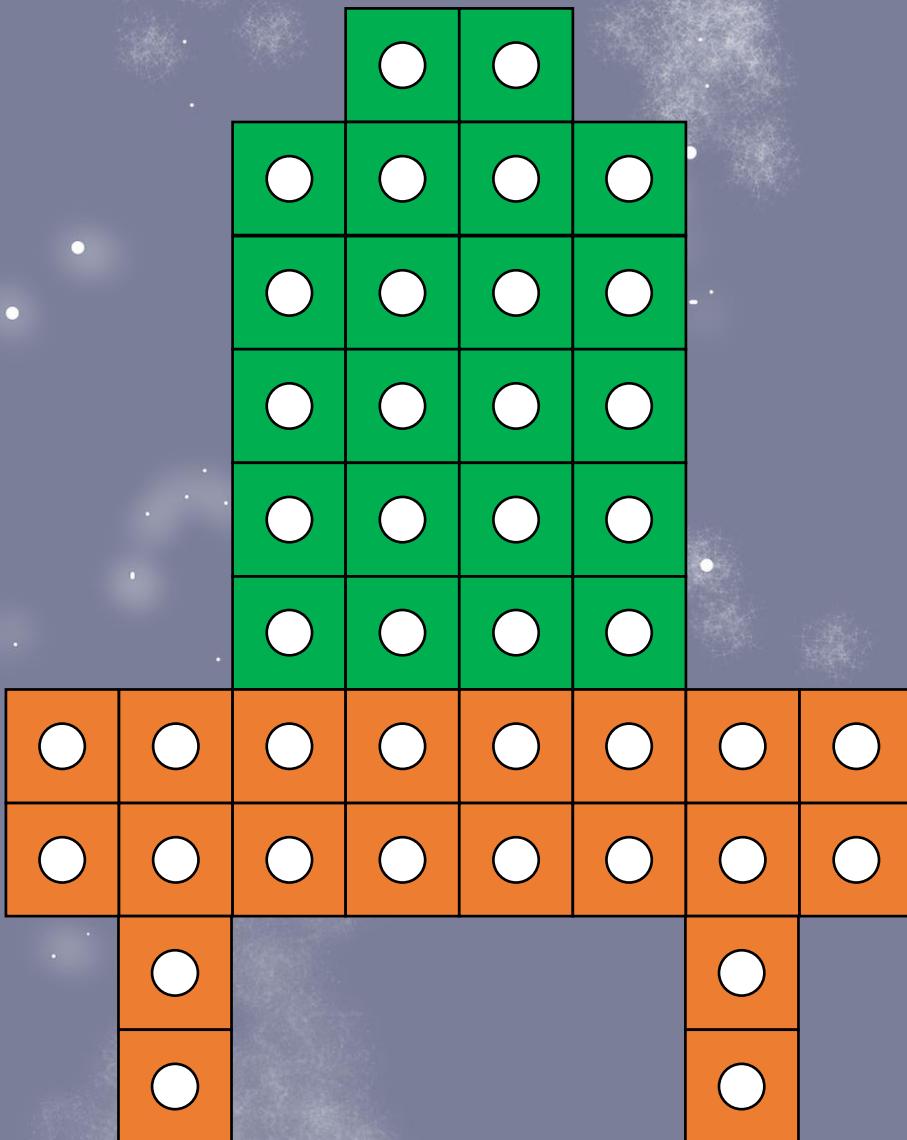


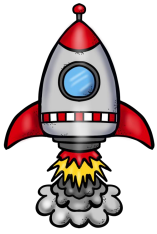
STER



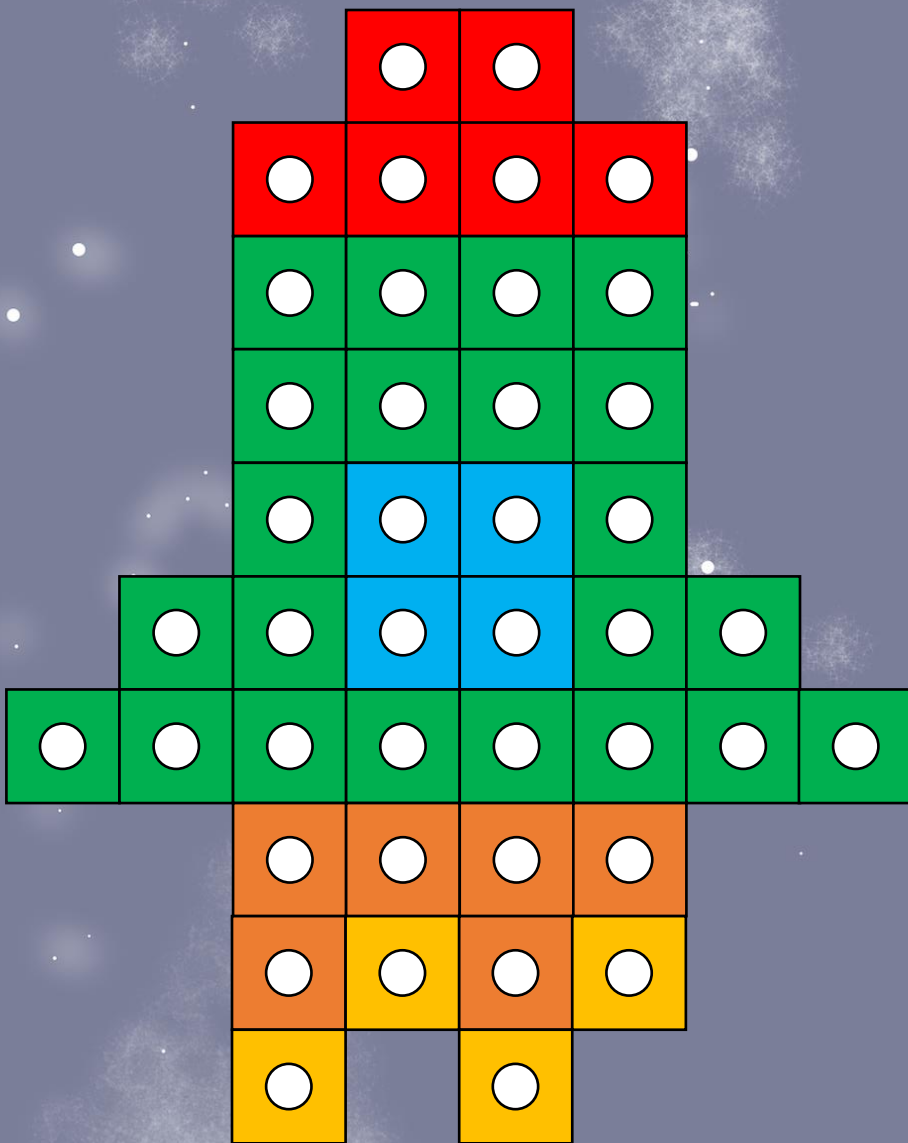


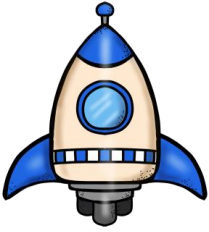
UFO



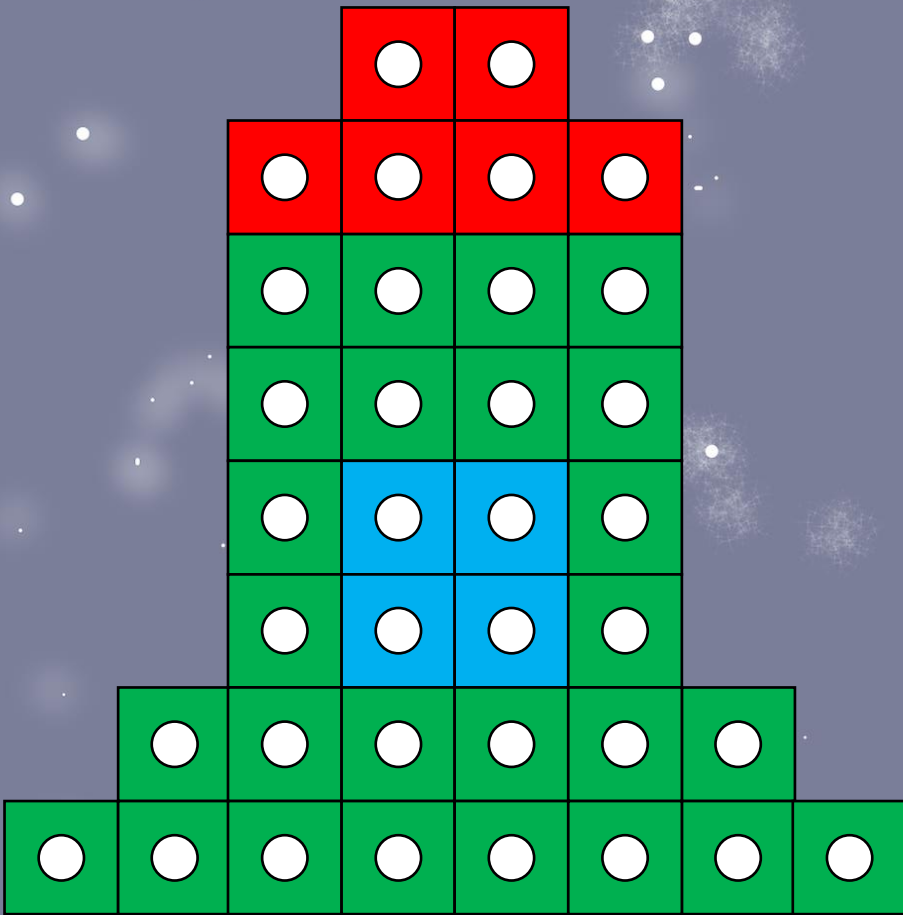


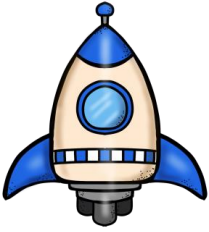
OPSTIJGENDE RAKET



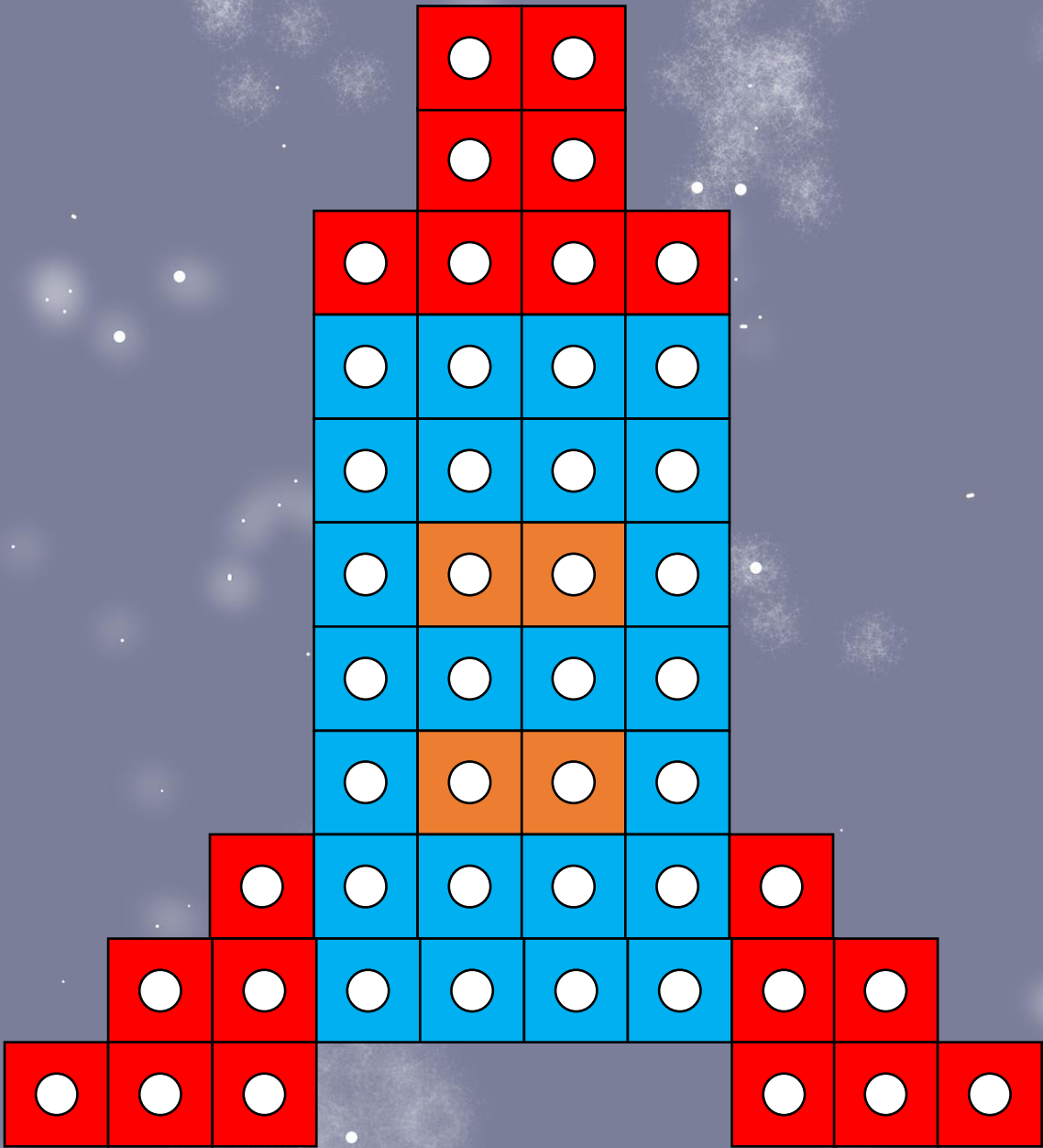


RAKET



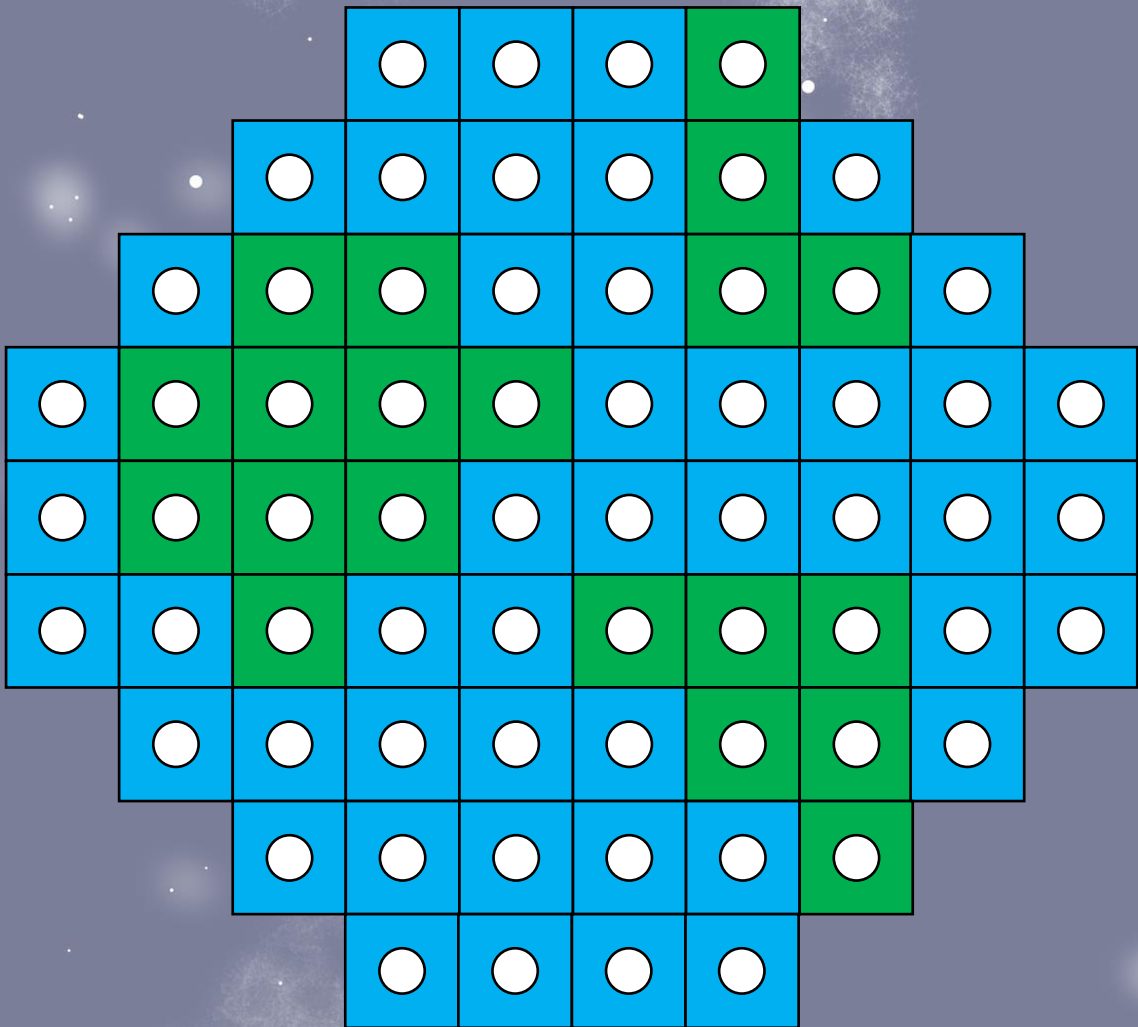


RAKET



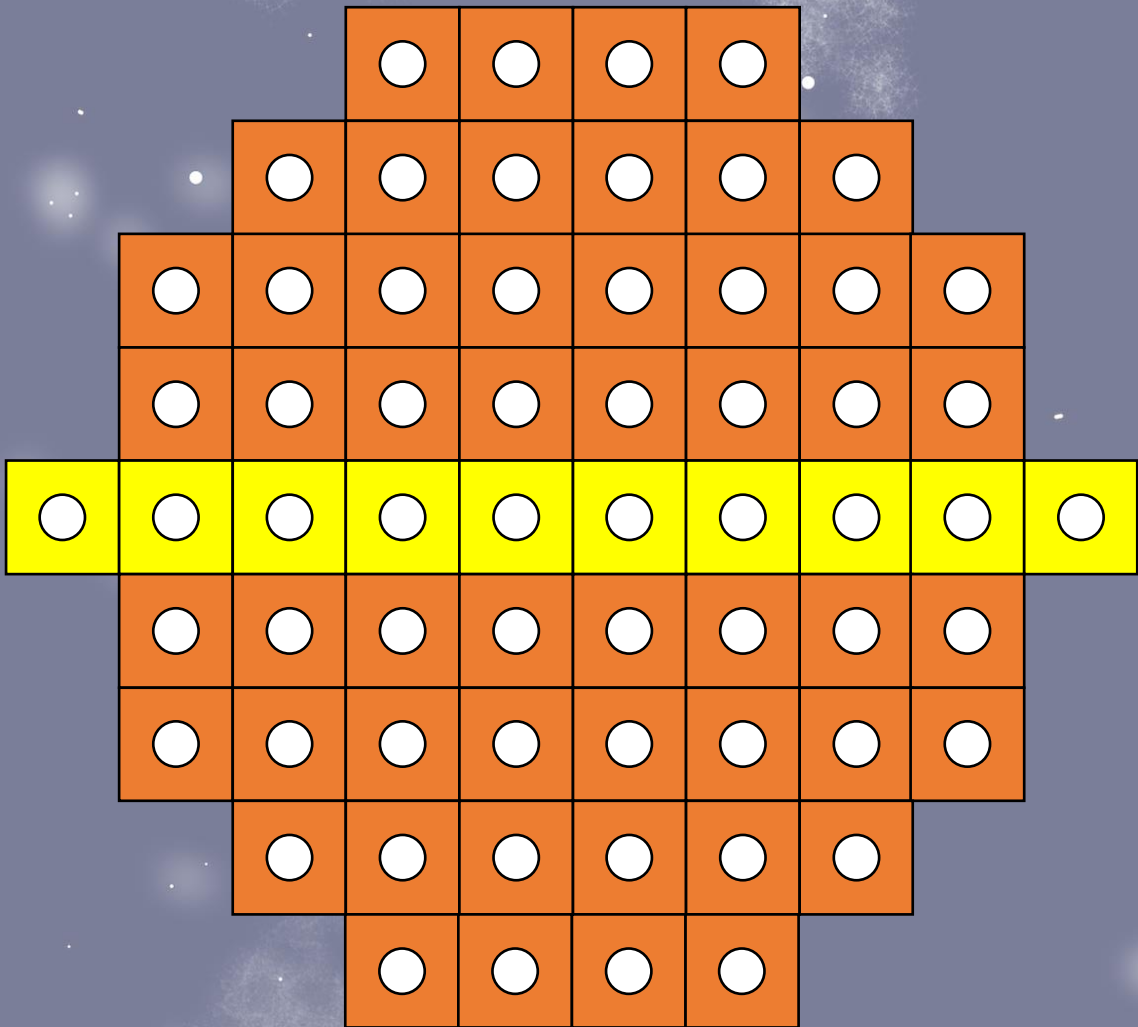


PLANEET



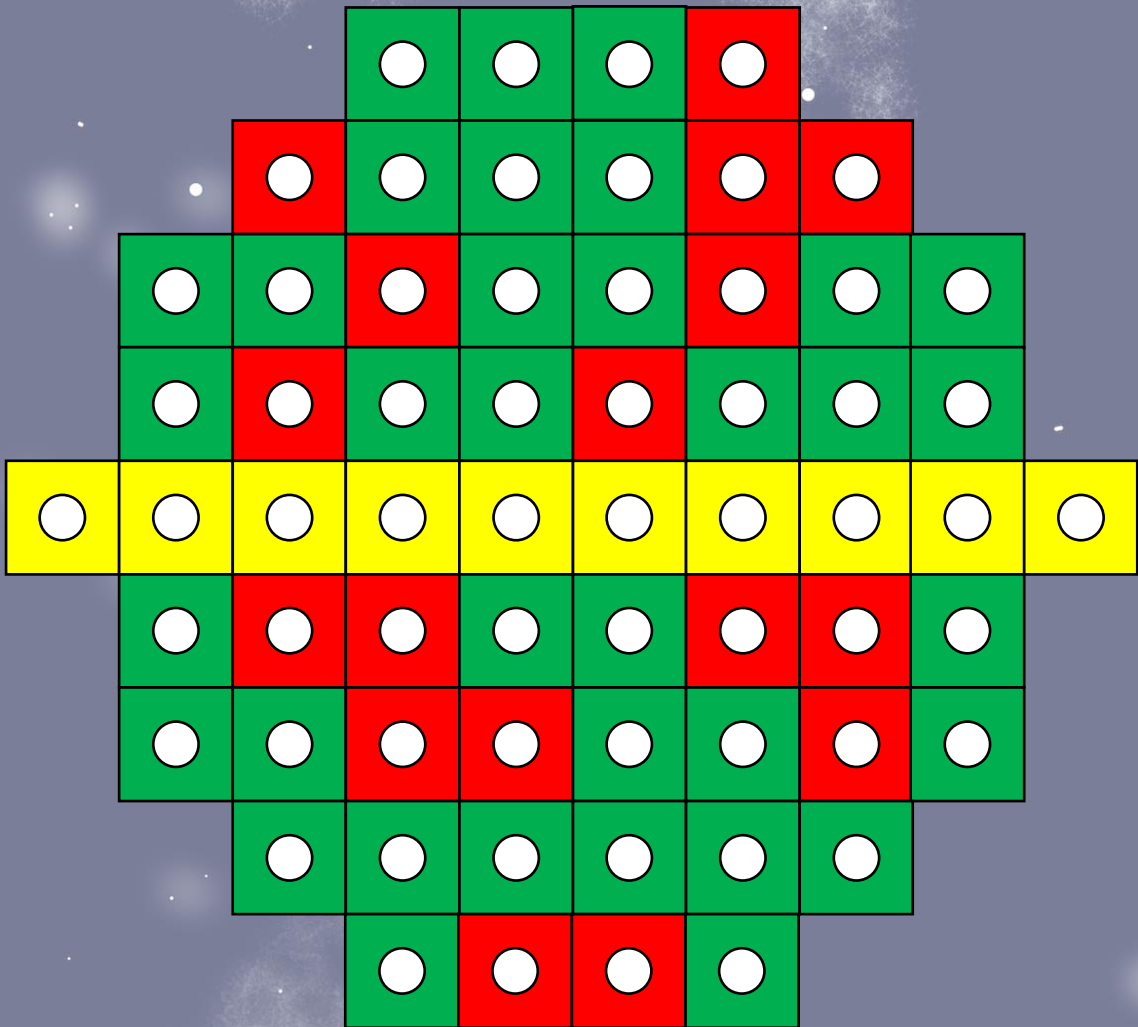


PLANEET



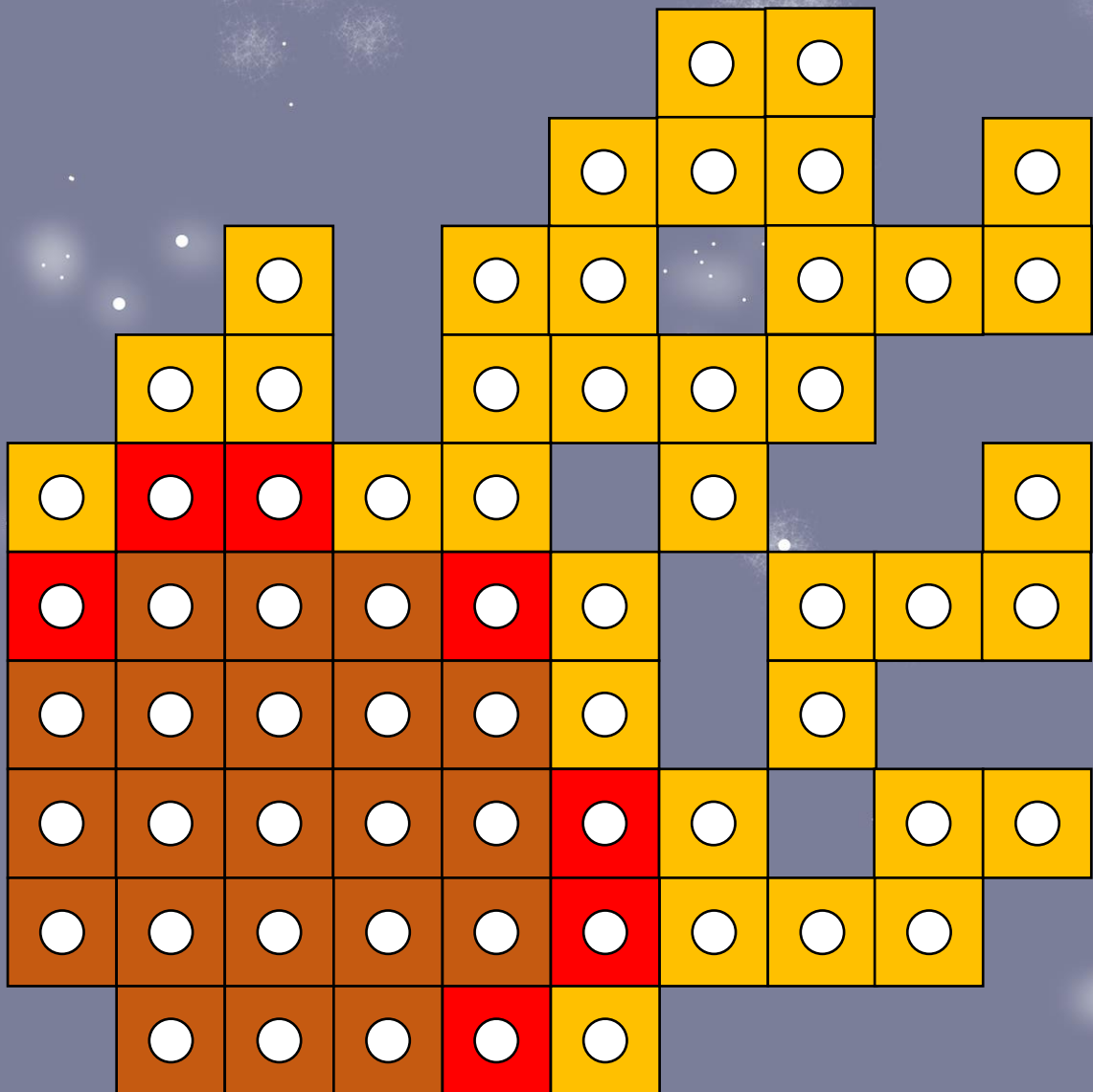


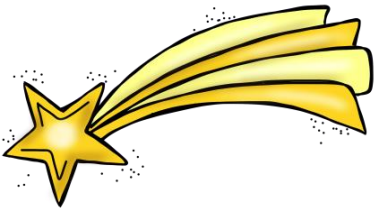
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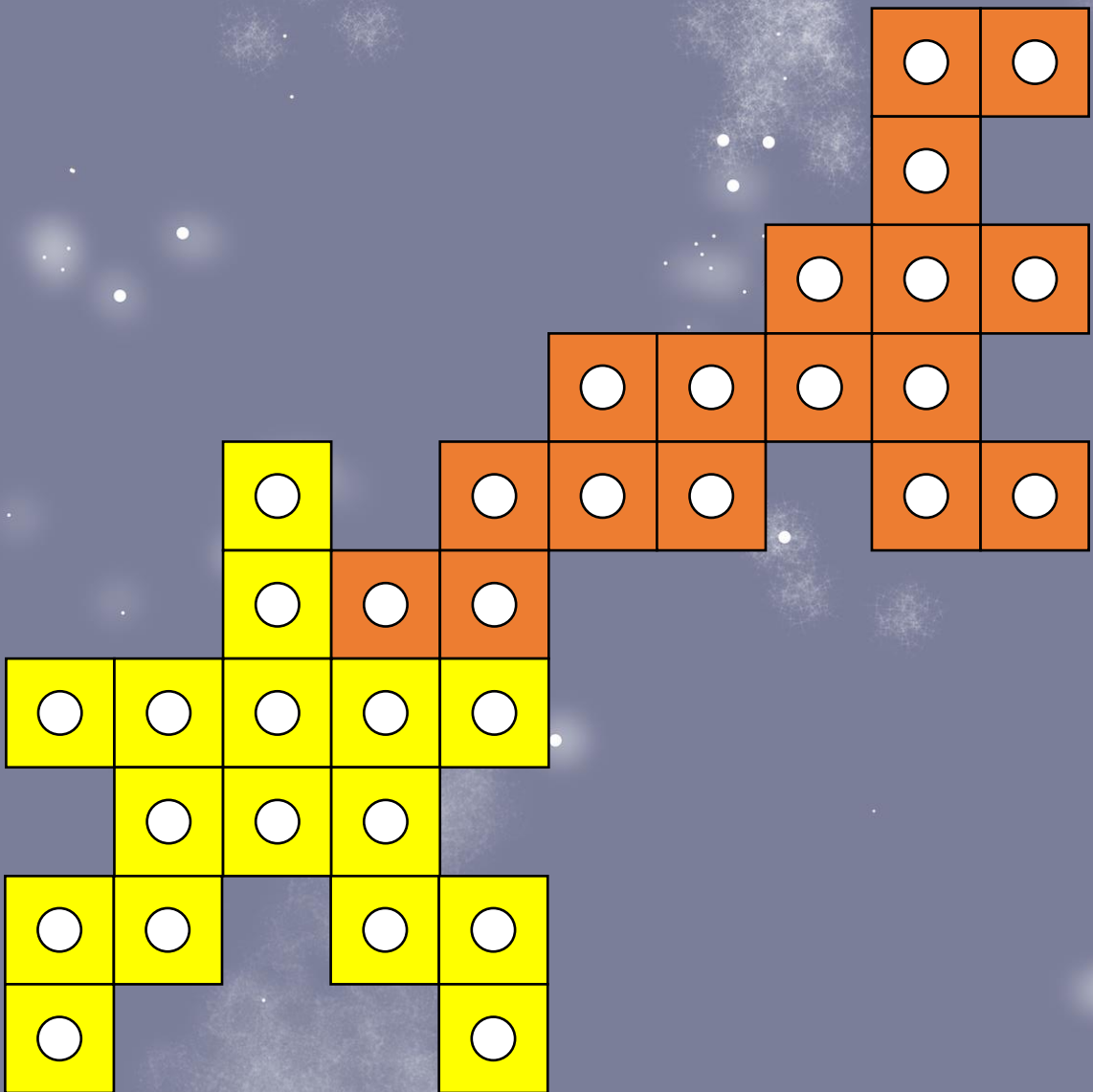


de meteoriet



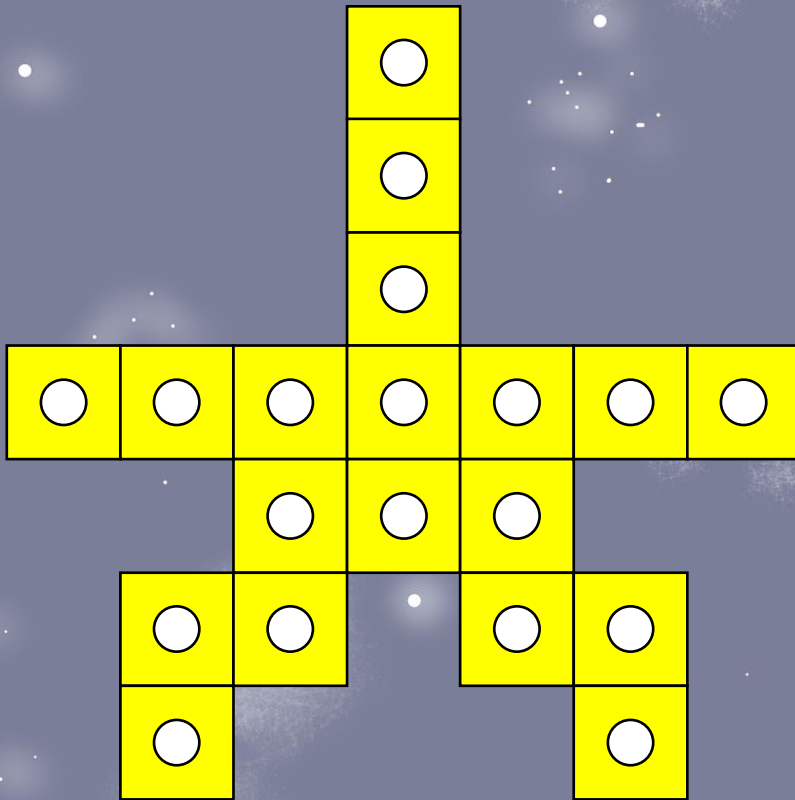


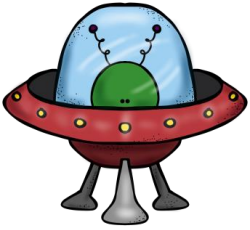
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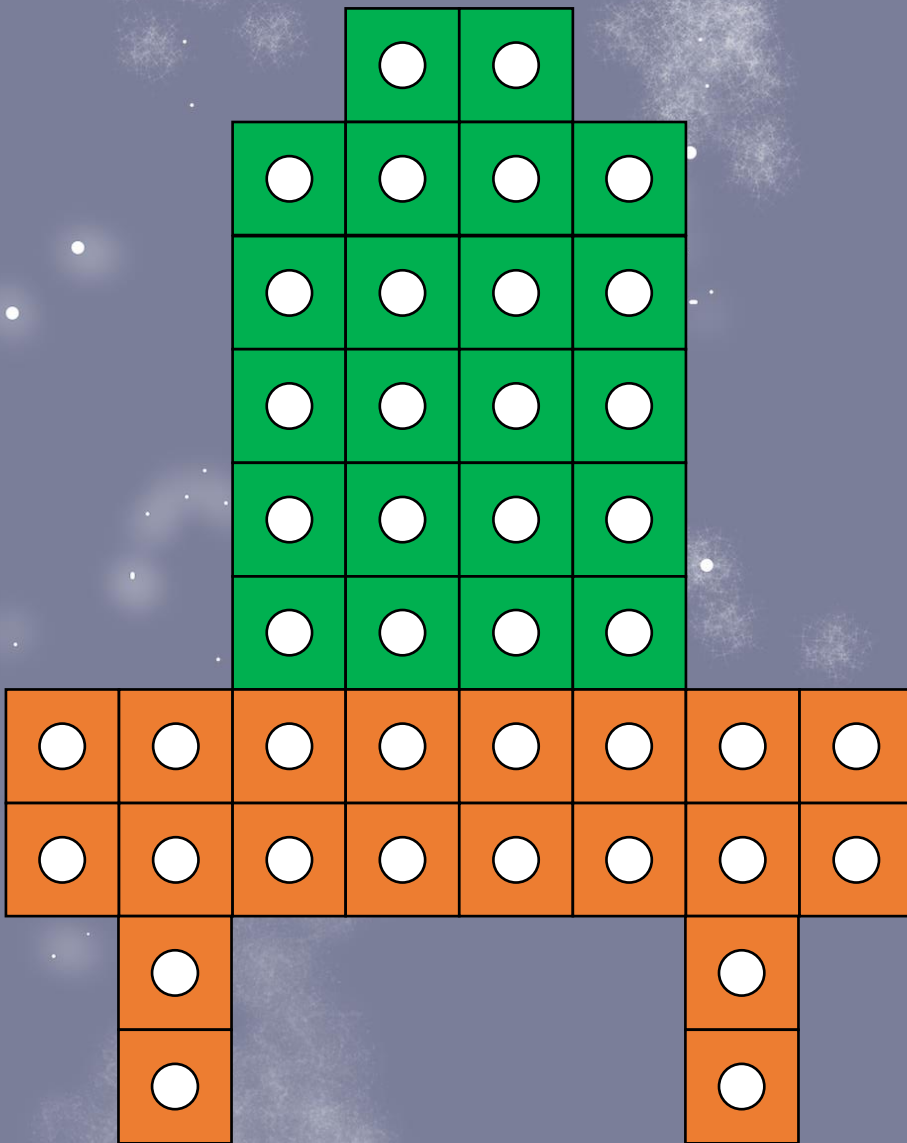


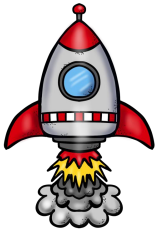
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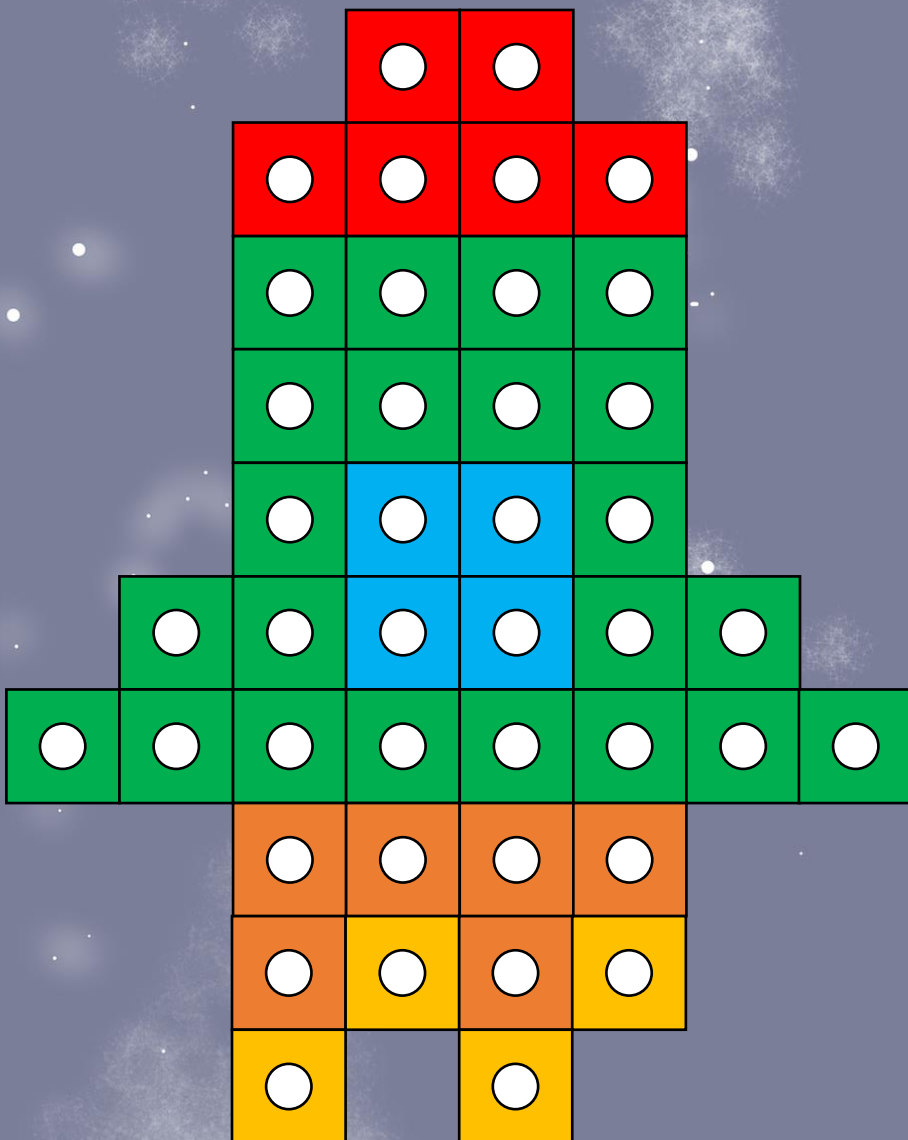


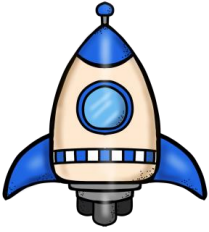
de ufo



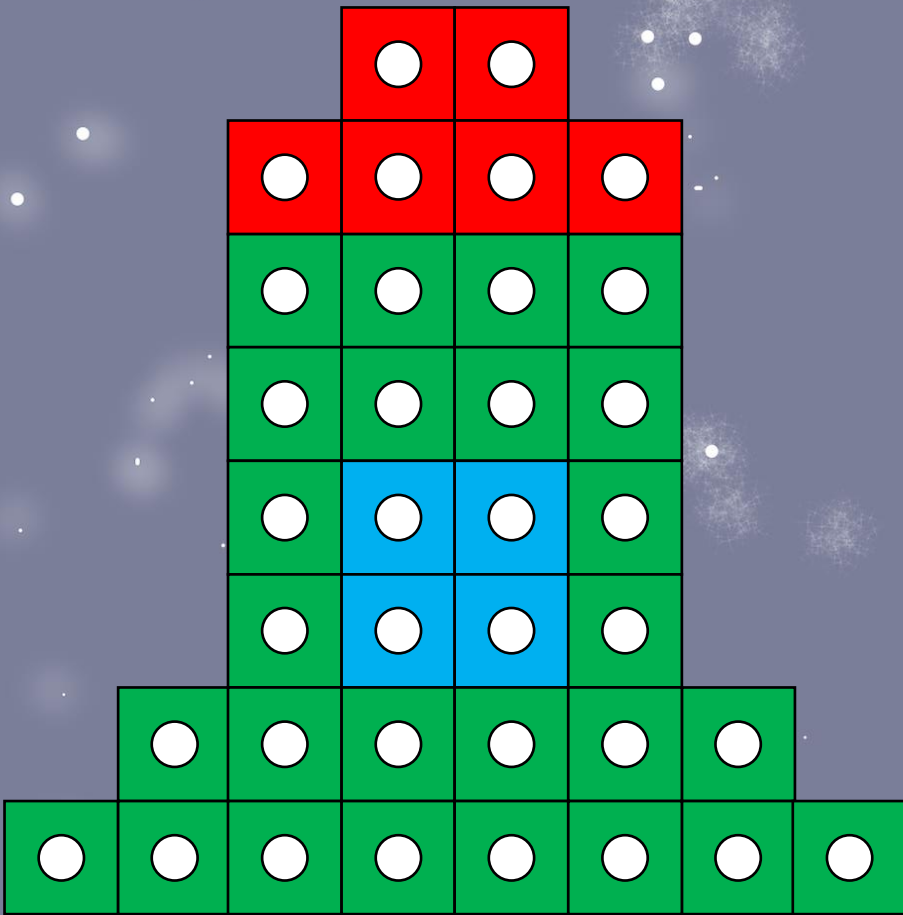


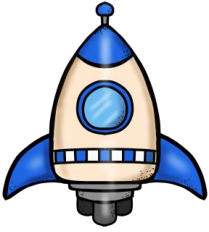
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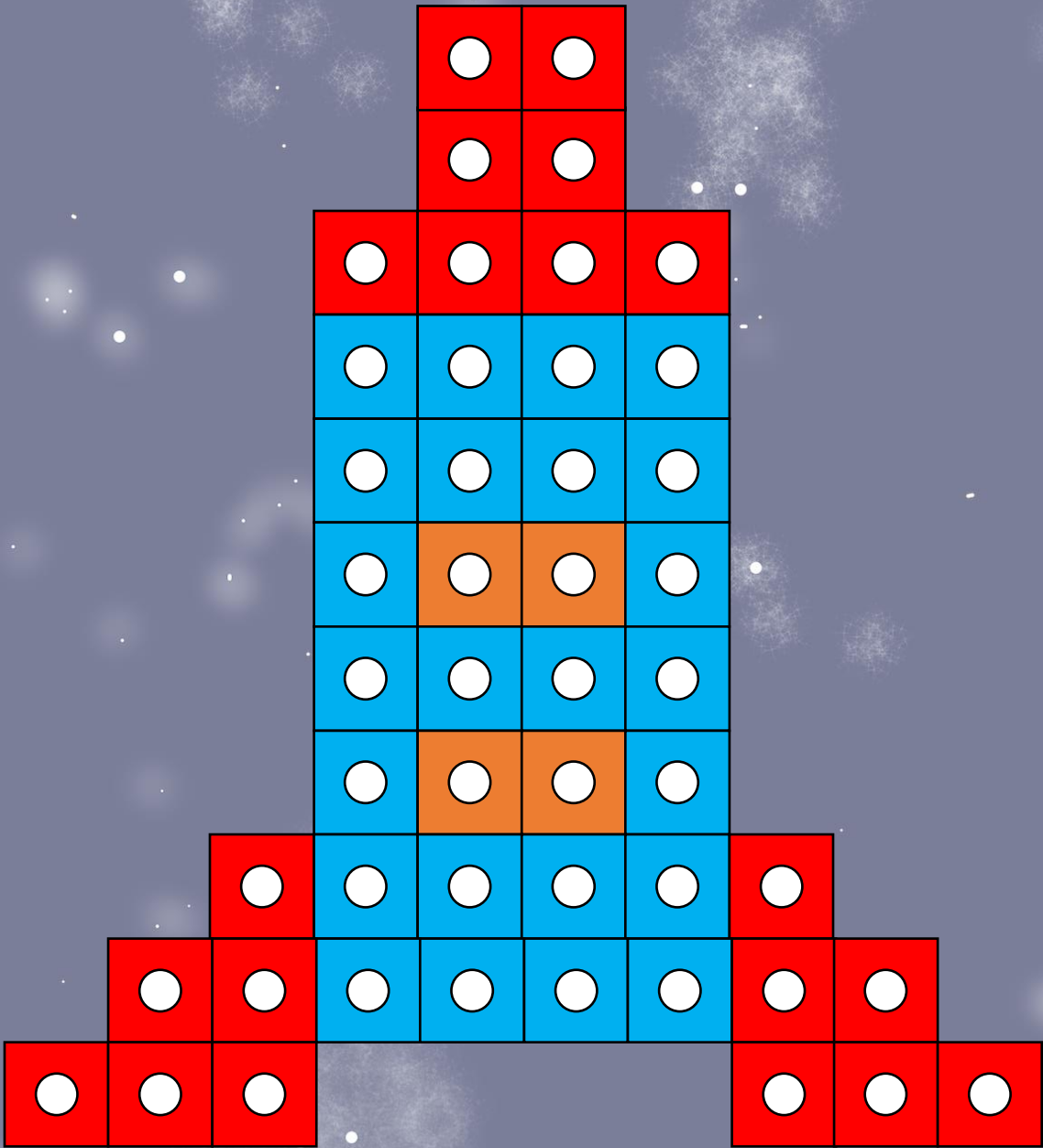


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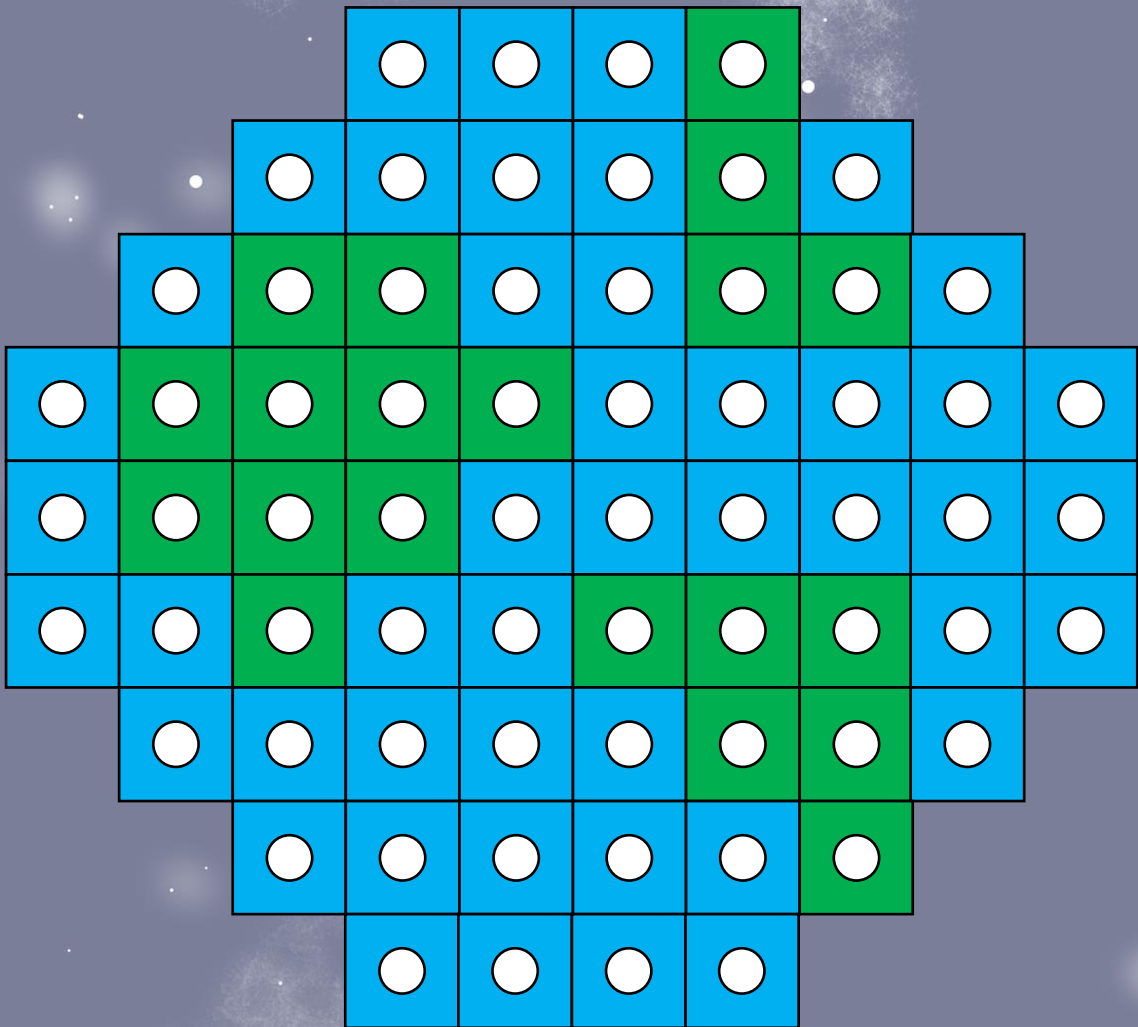


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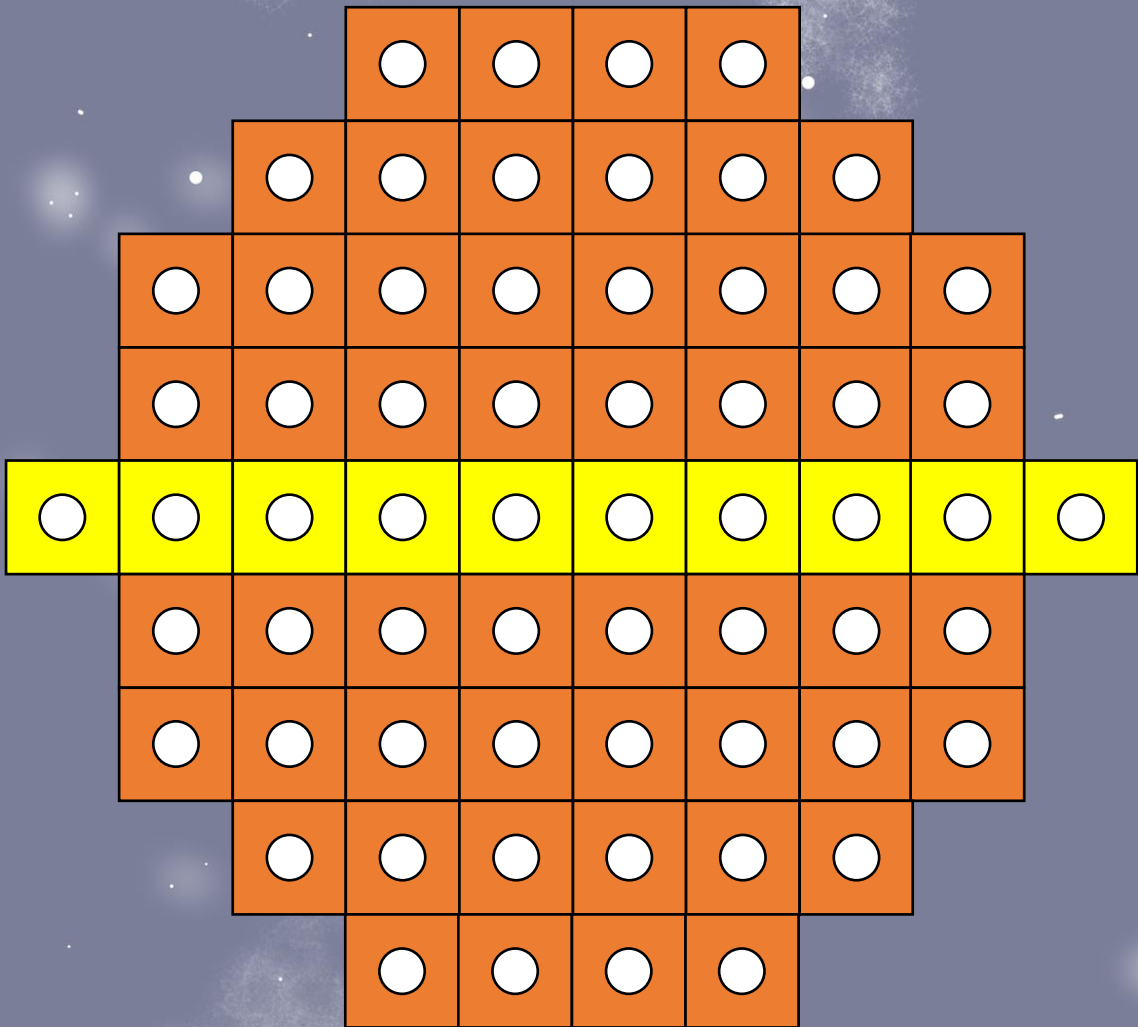


de planeet



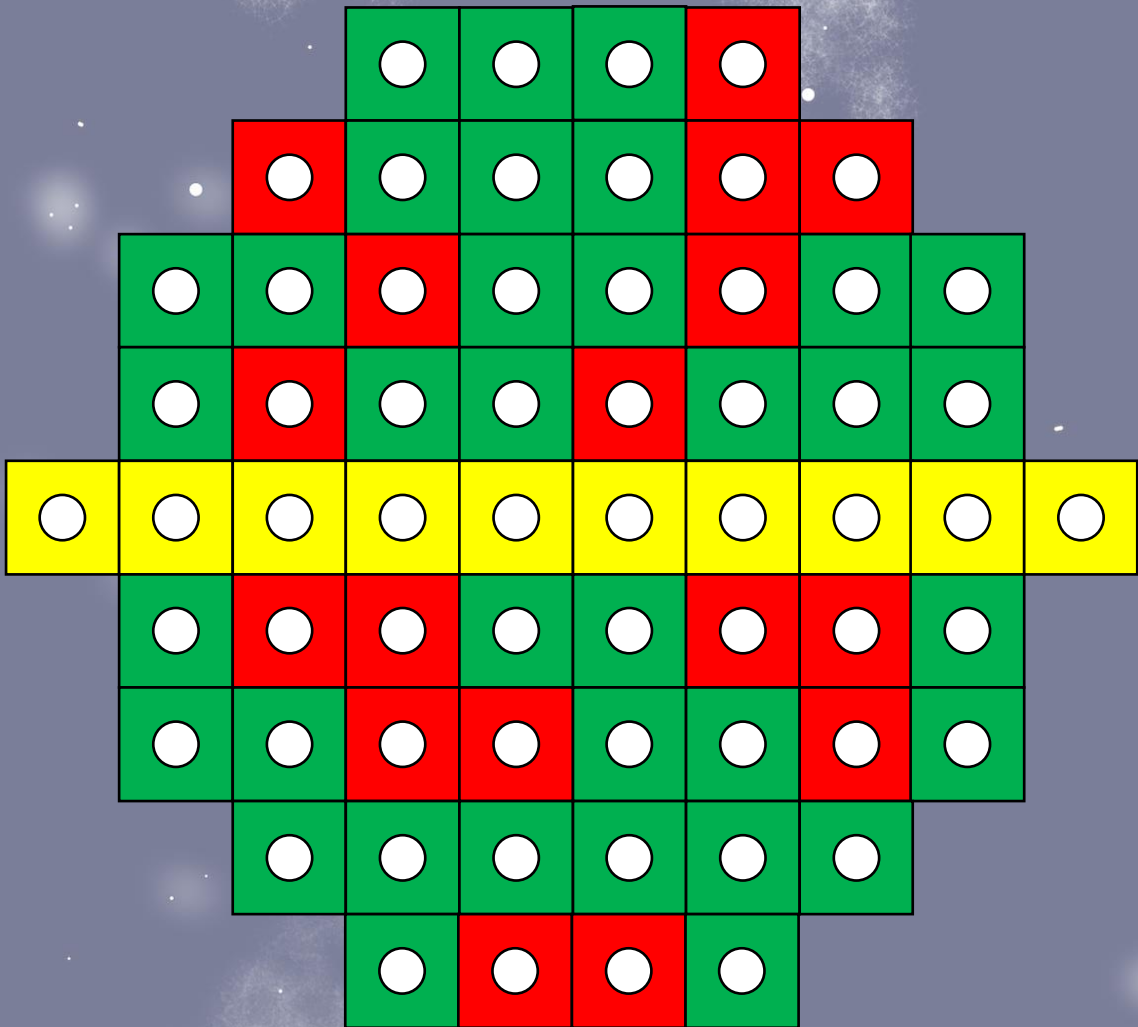


de planeet



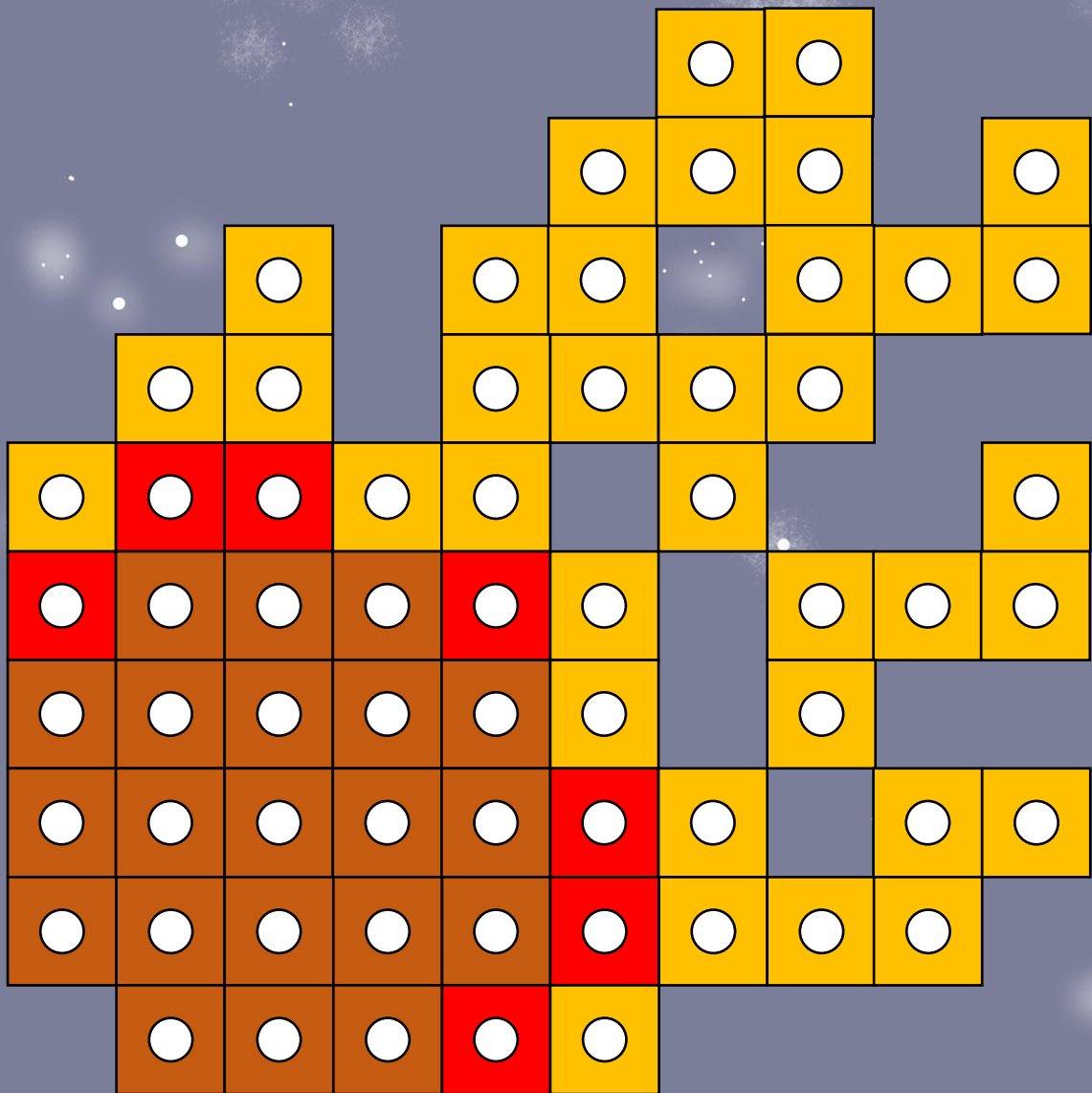


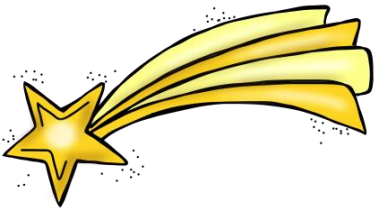
de planeet



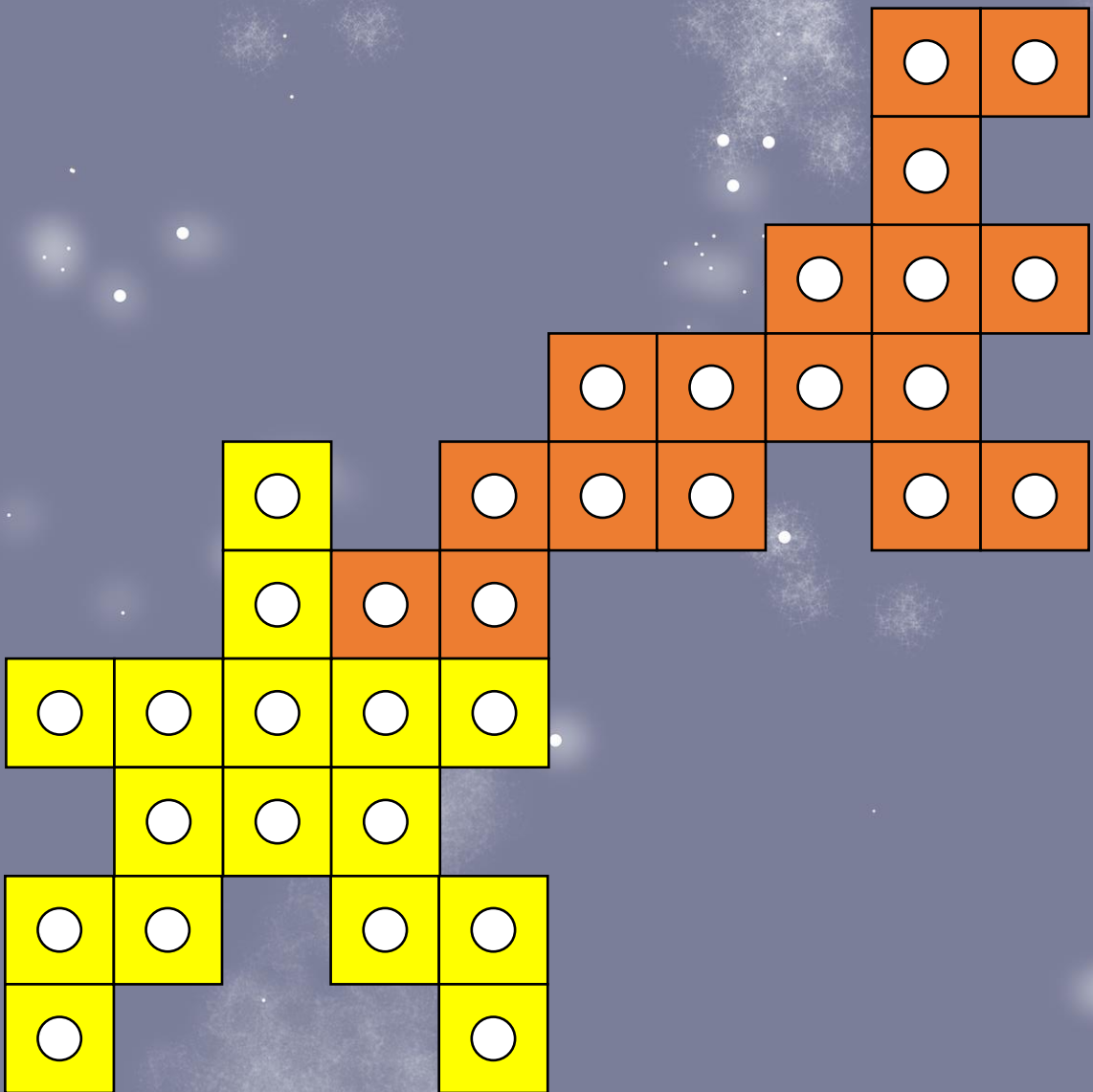


meteoriet



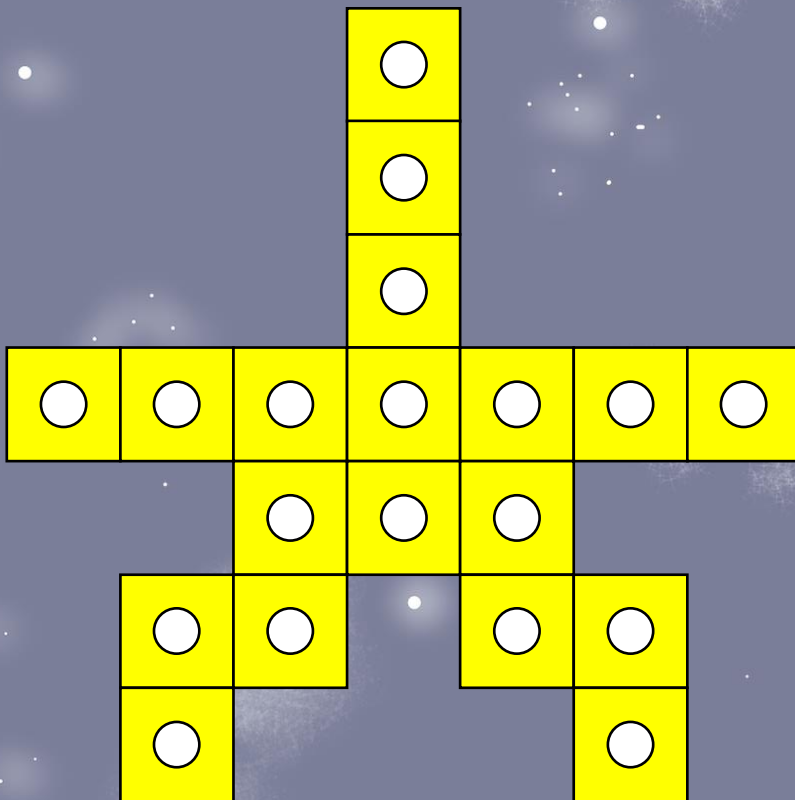


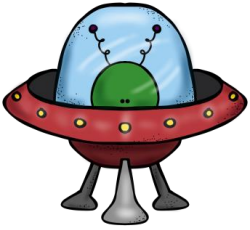
vallende ster



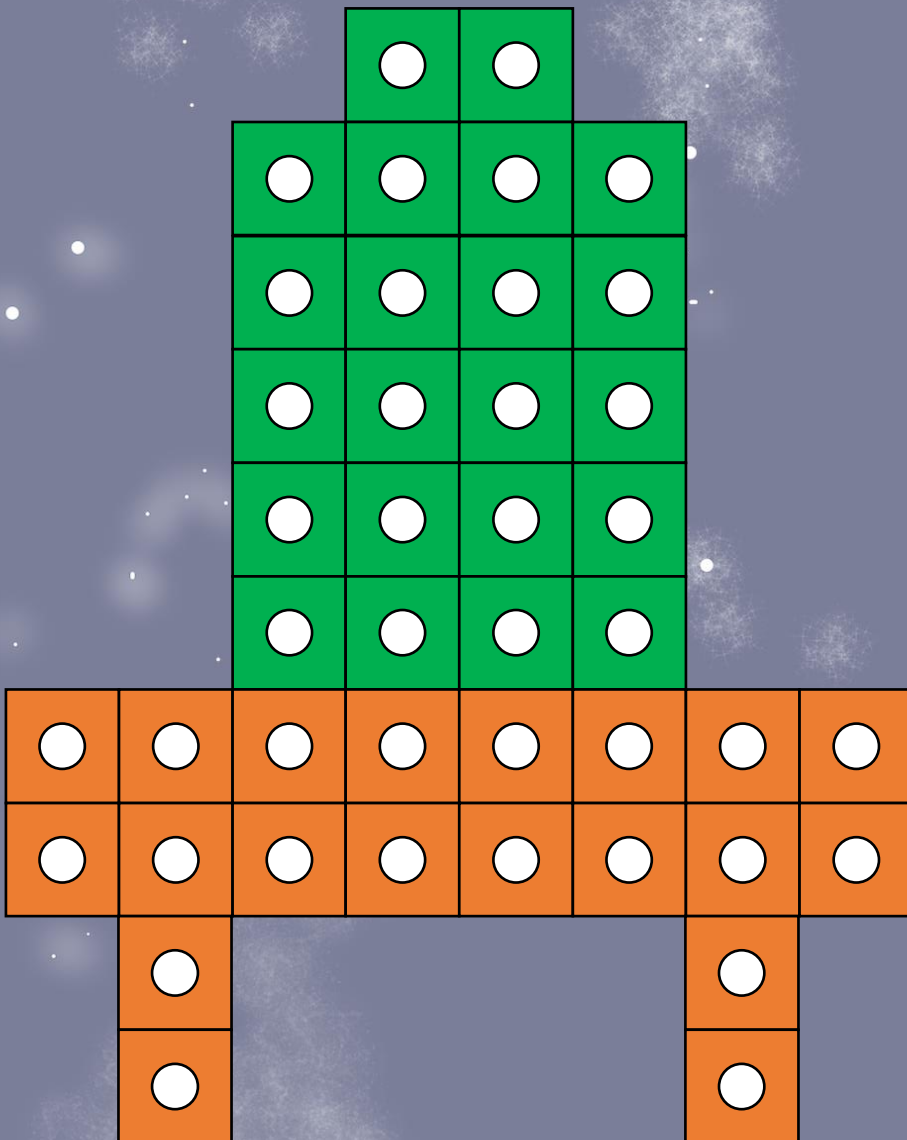


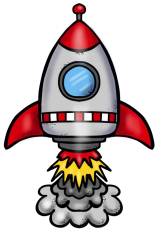
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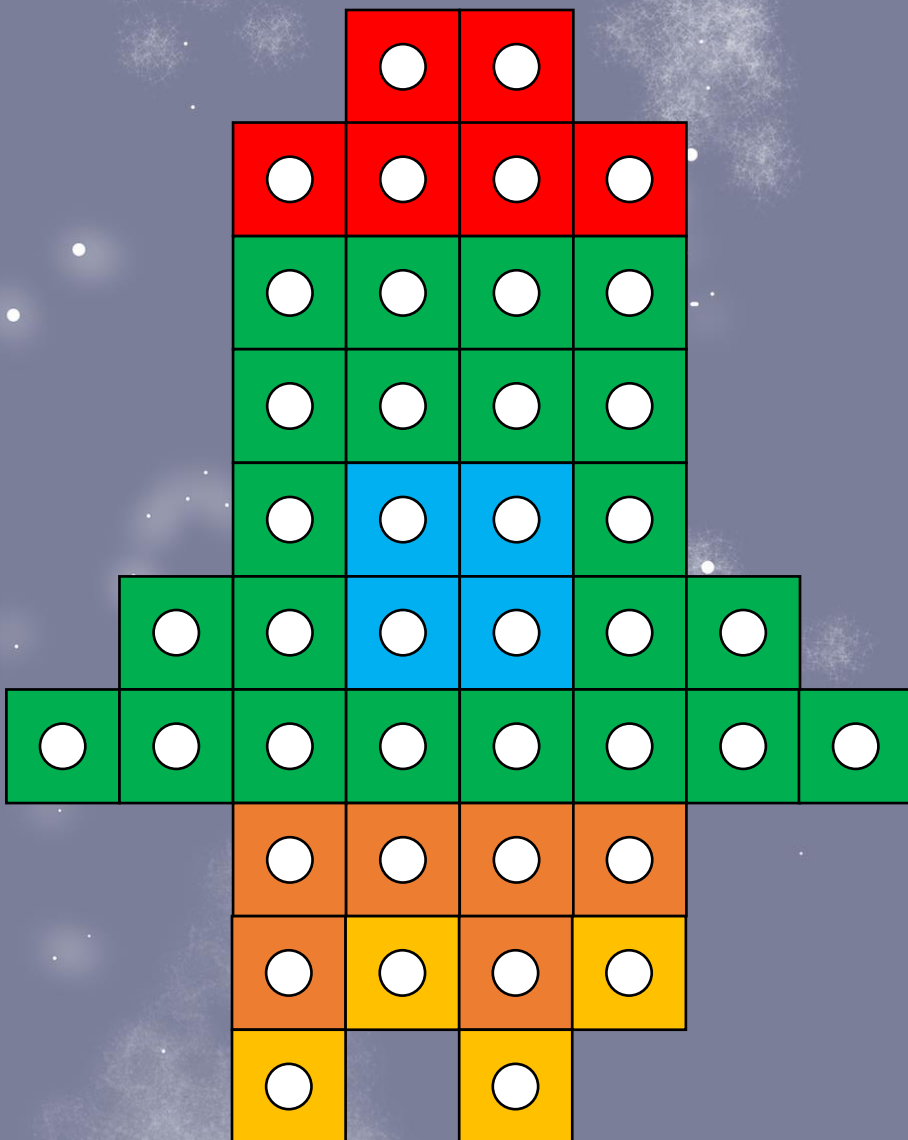


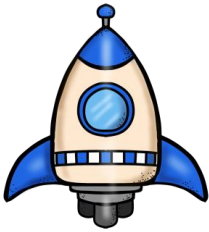
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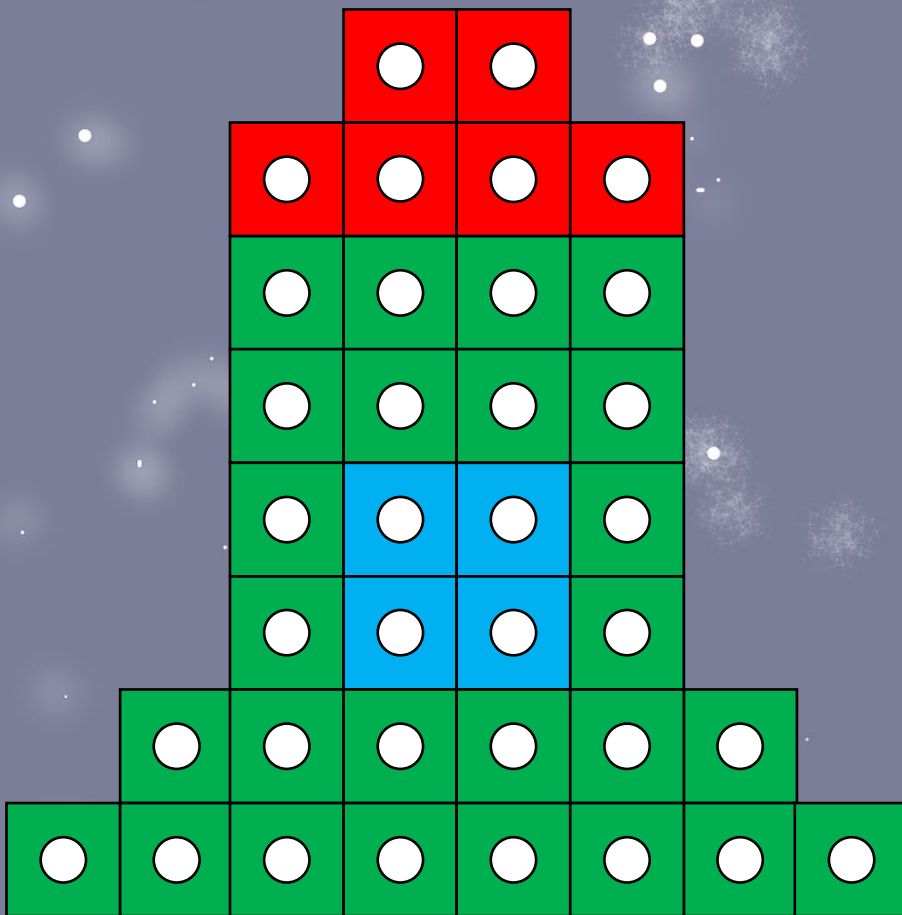


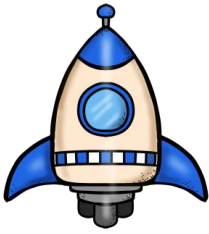
opstijgende raket



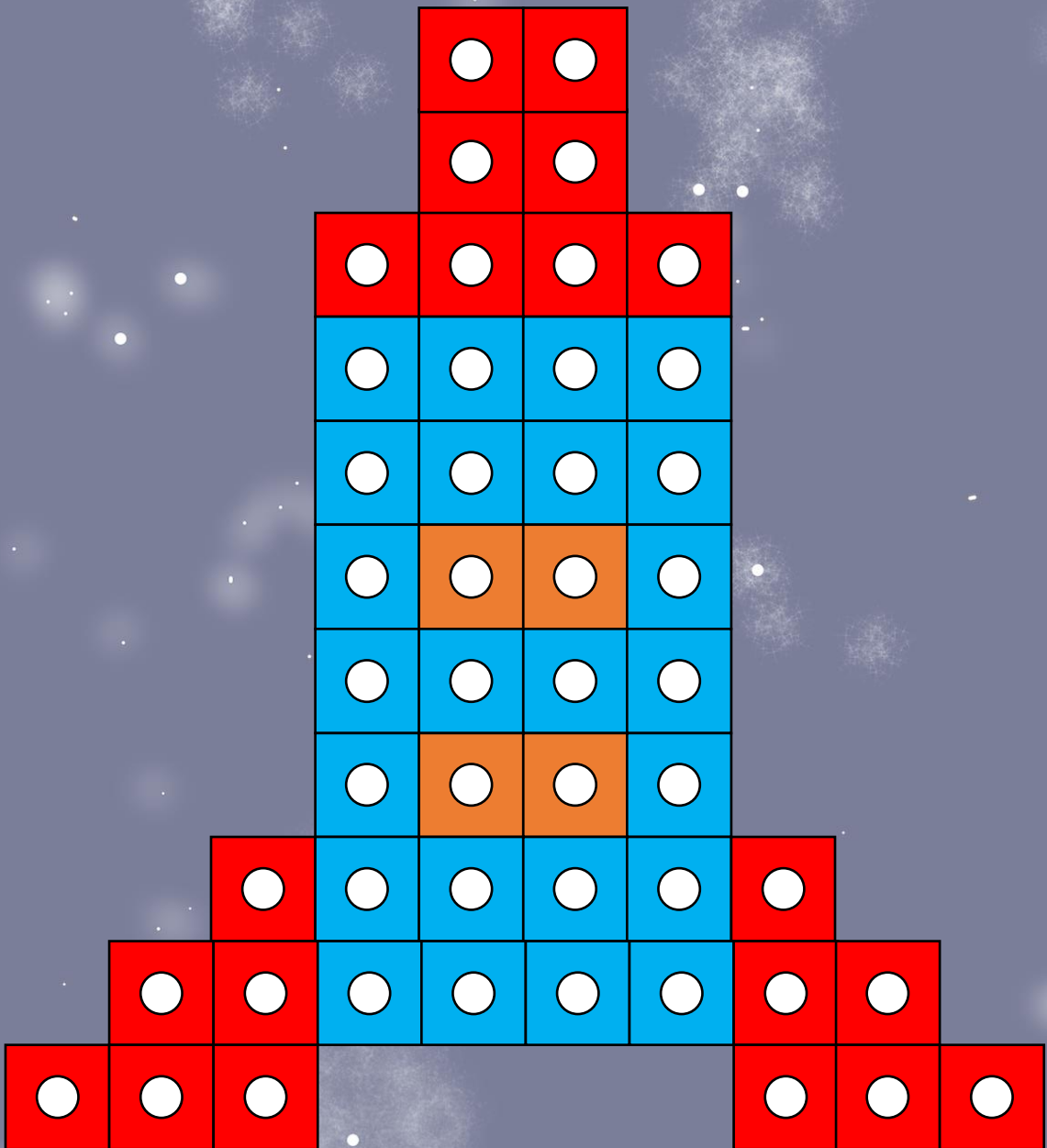


raket



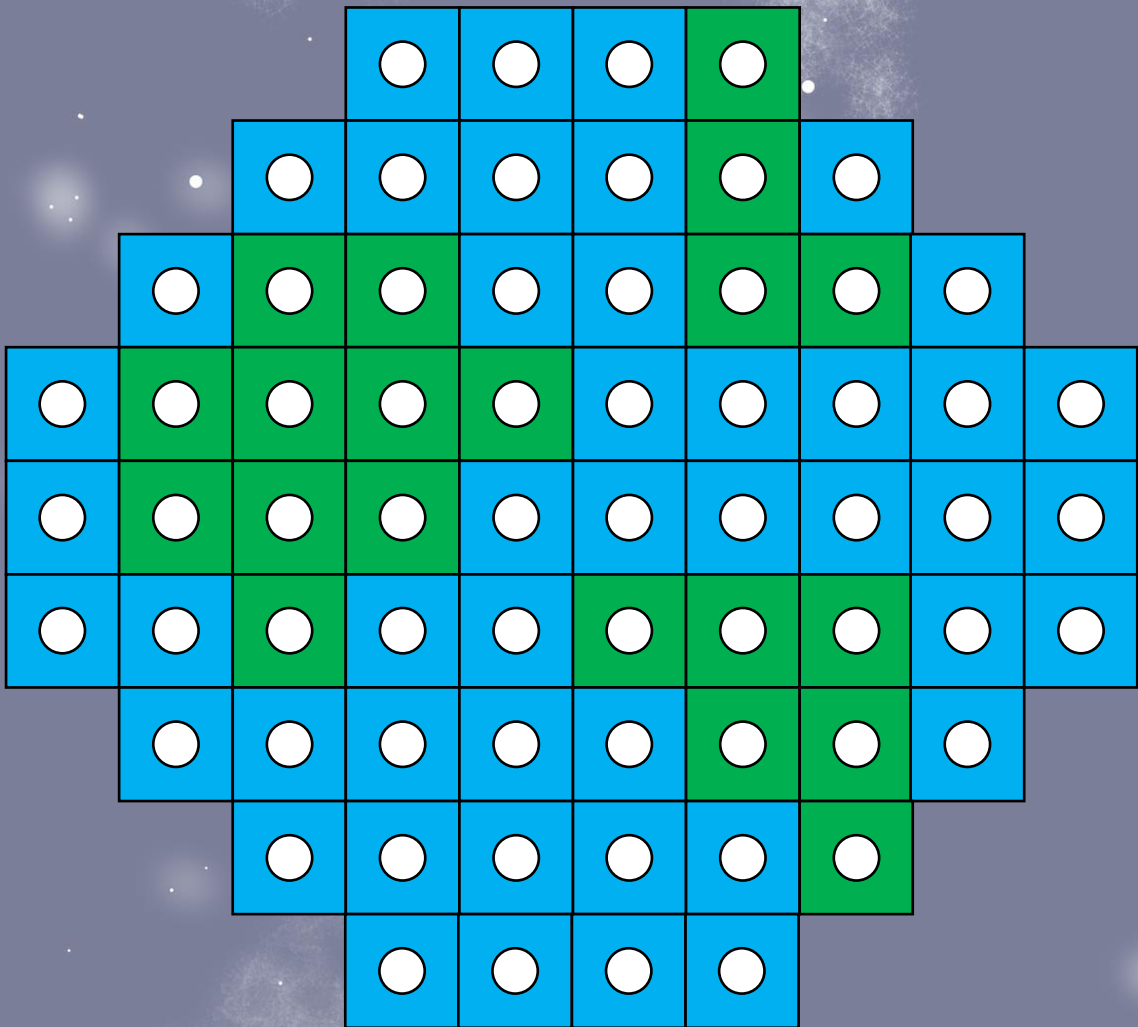


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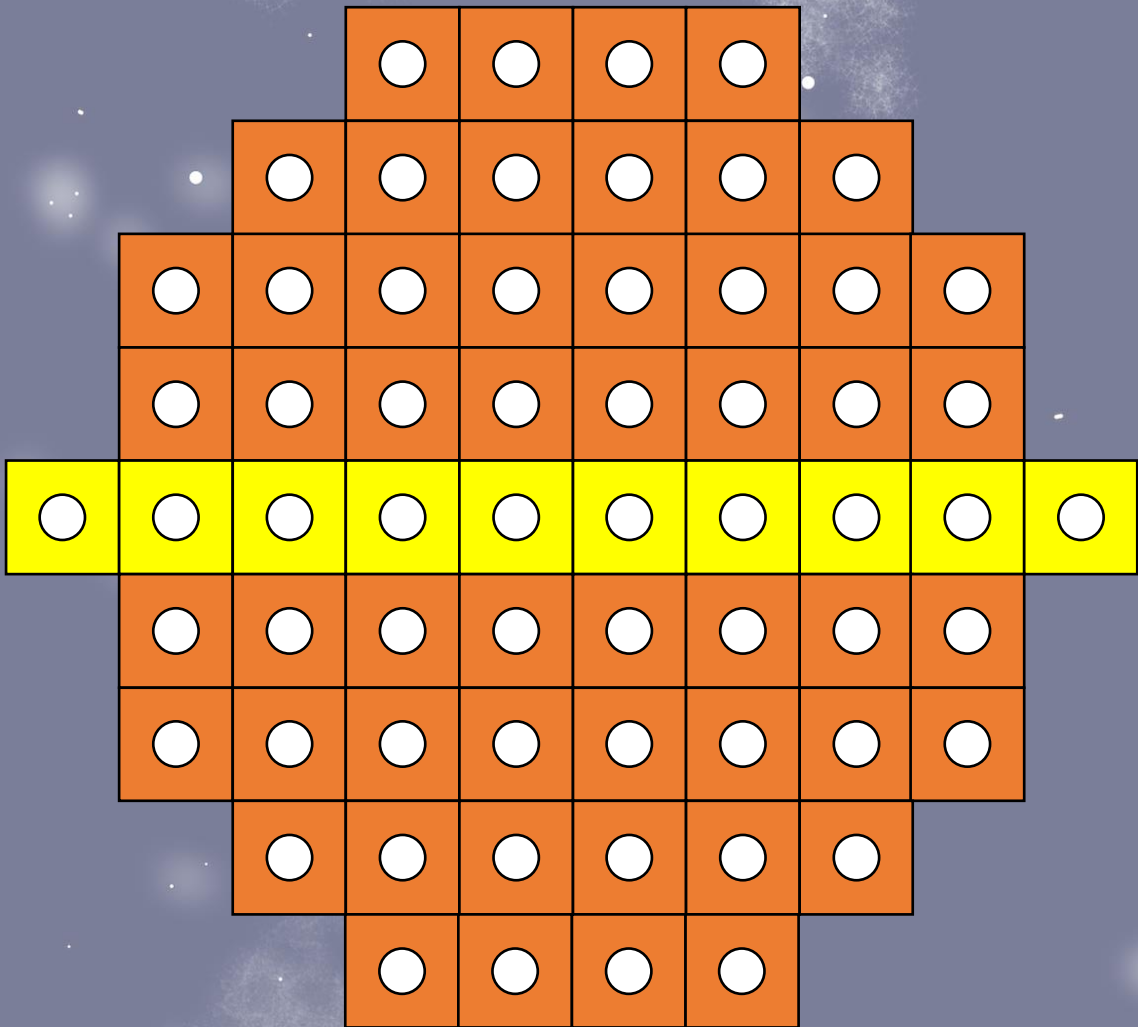


planeet



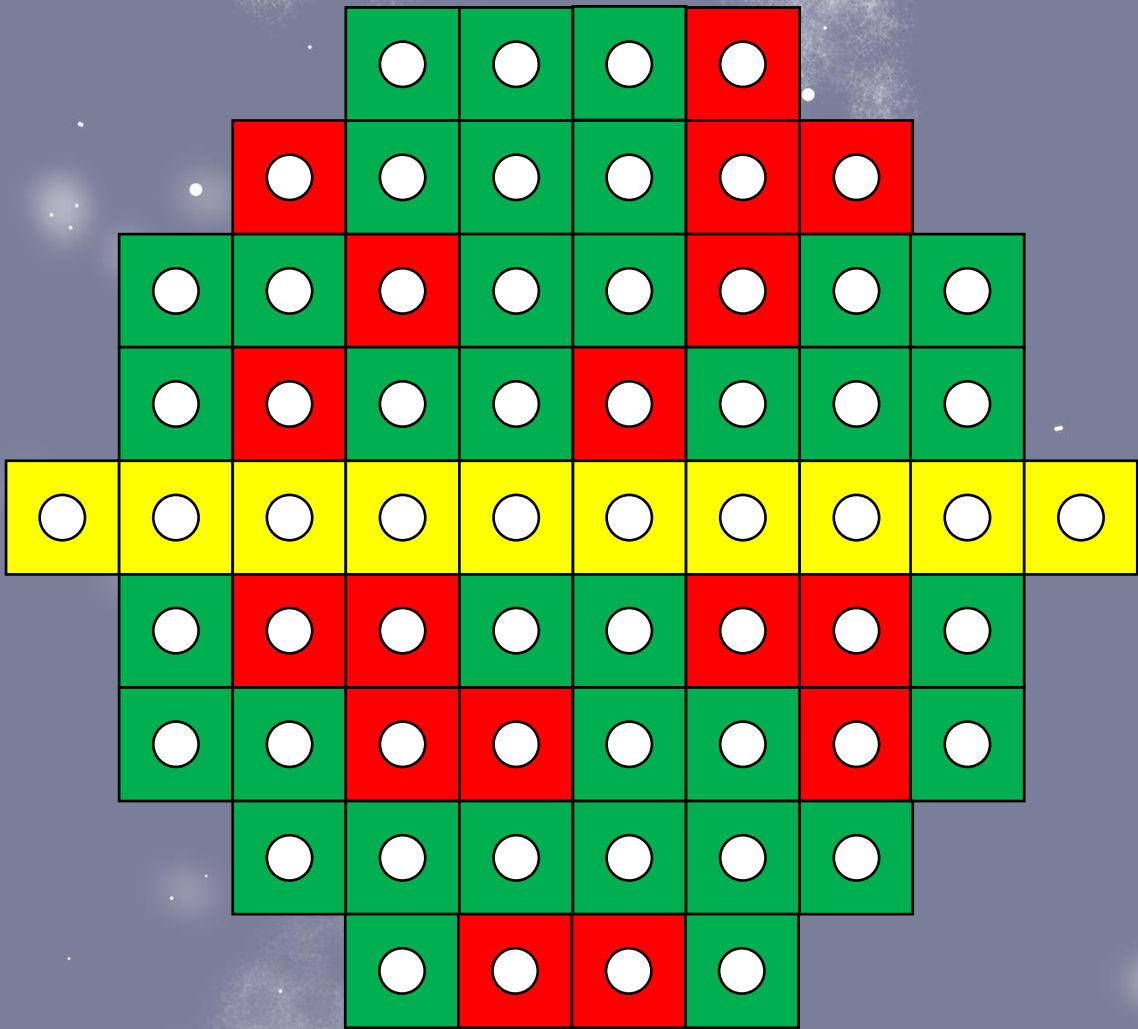


planeet

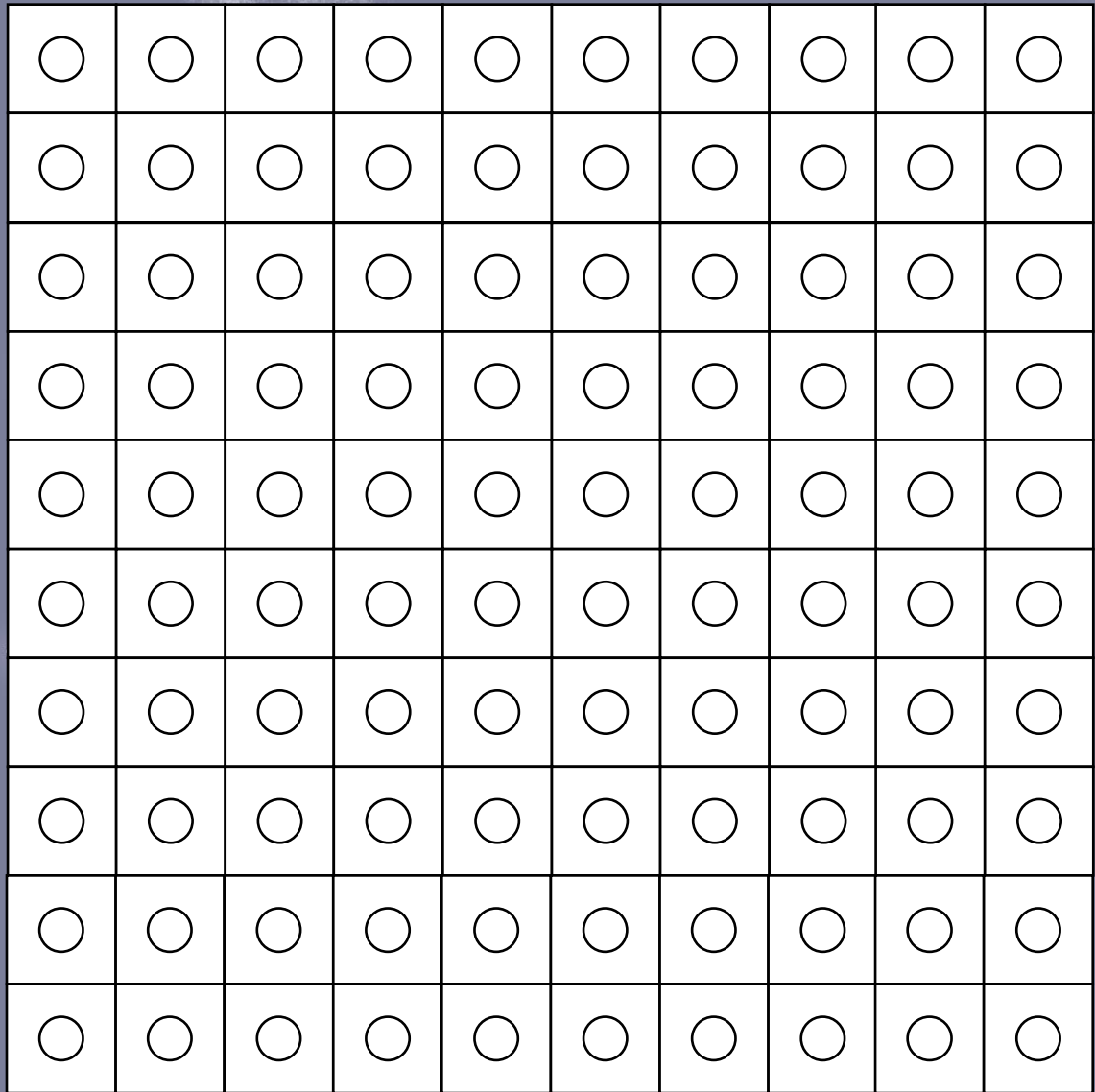




planeet



Kleuter Kriebels



In de ruimte met de plasticine



Doel van het spel

- Fijn motorische handelingen uitvoeren.
- Vormen herkennen (worst, bol,...)
- Opmachtkaarten namaken.



Vorbereidingen voor het spel

- Print de plasticinekaarten af.
! LET OP: in deze bundel zijn er kaarten in ABC en in abc. Er zijn ook woordkaarten met en zonder lidwoorden. Print dus enkel diegene die voor jou van toepassing zijn.
- Lamineer de plasticinekaarten.
- Leg de kaarten bij de plasticinehoek

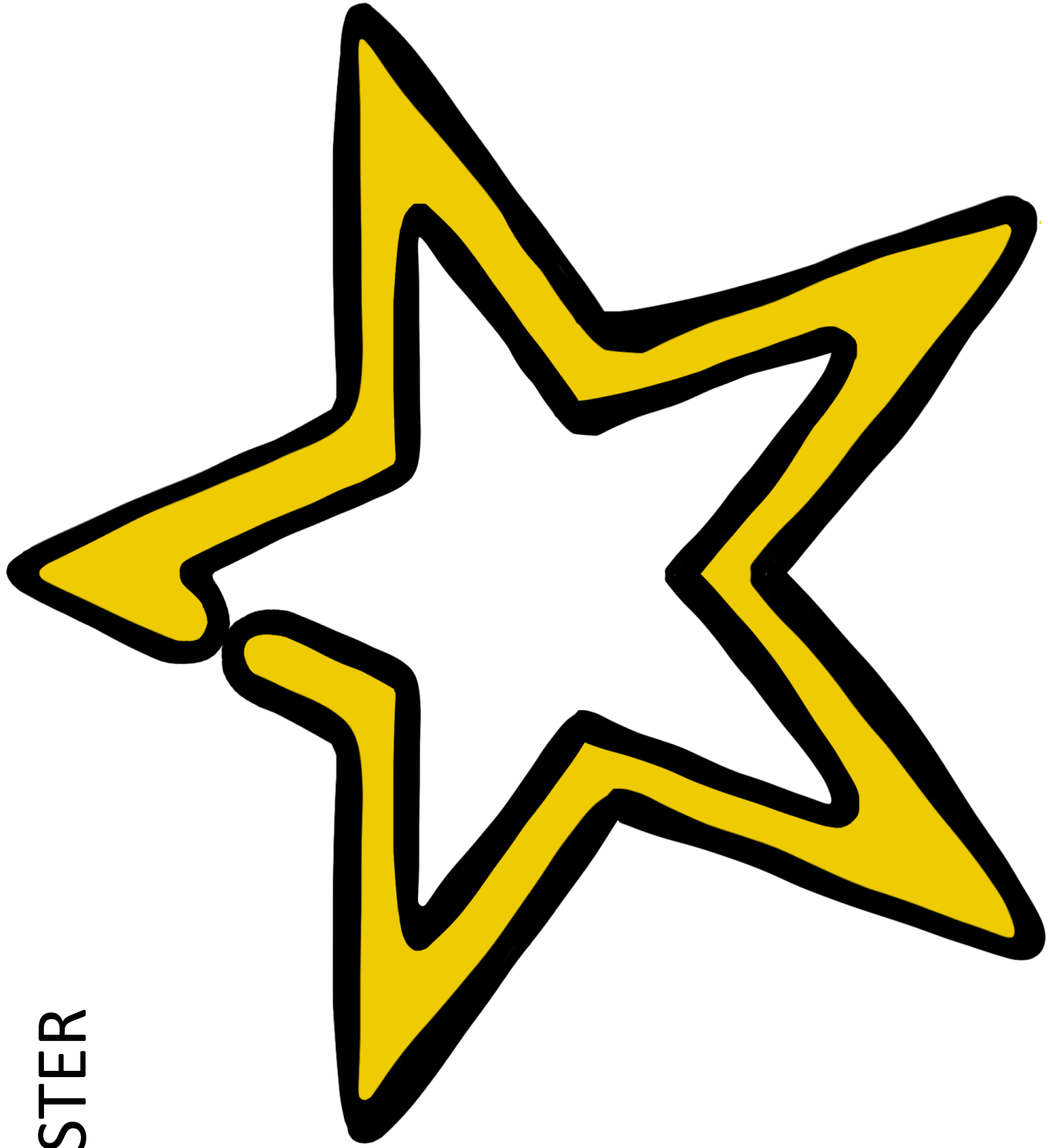


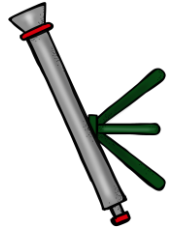
Spelregels

- De kleuter kiest een plasticinekaart en neemt dezelfde kleur plasticine als op de opdrachtkaart.
- De kleuter gaat a.d.h.v. bolletjes en (lange/korte) worstjes de opdrachtkaart namaken.
- De kleuter kan er ook voor kiezen de niet-gekleurde opdrachtkaarten te gebruiken. Op die manier kan hij/zij zelf bepalen welke kleur van plasticine hij/zij het leukste vindt.

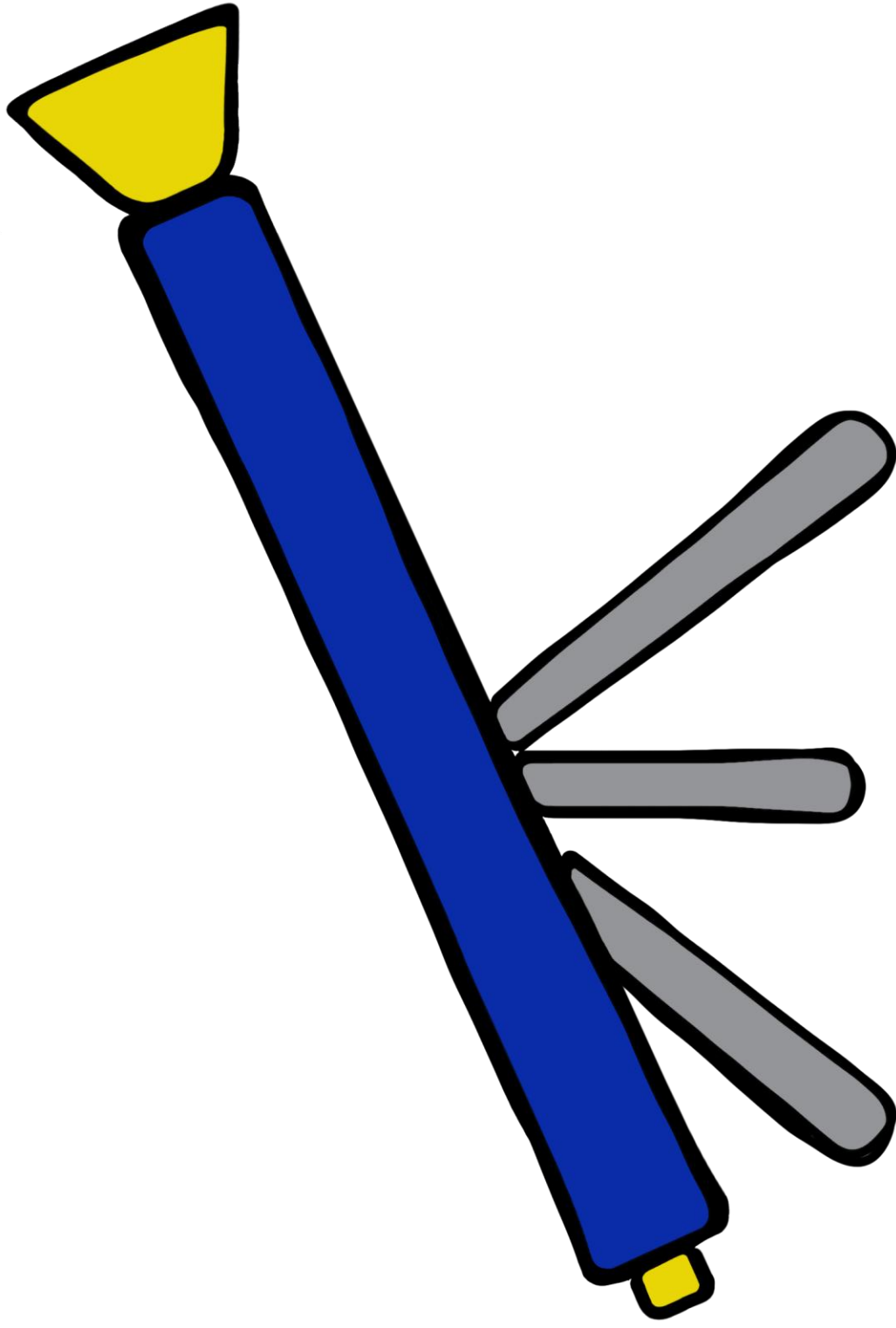


STER



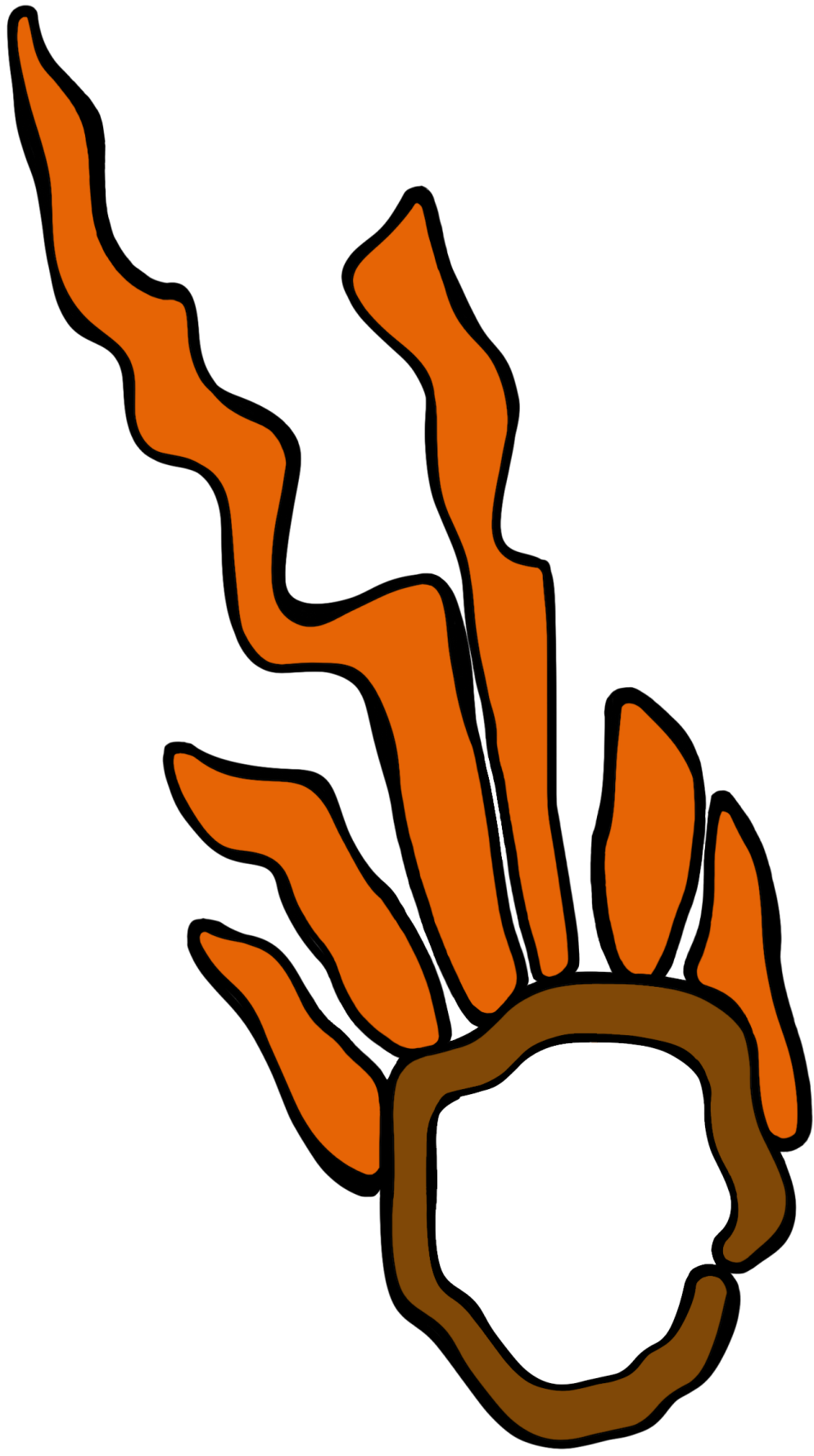


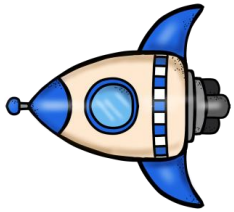
TELESCOOP



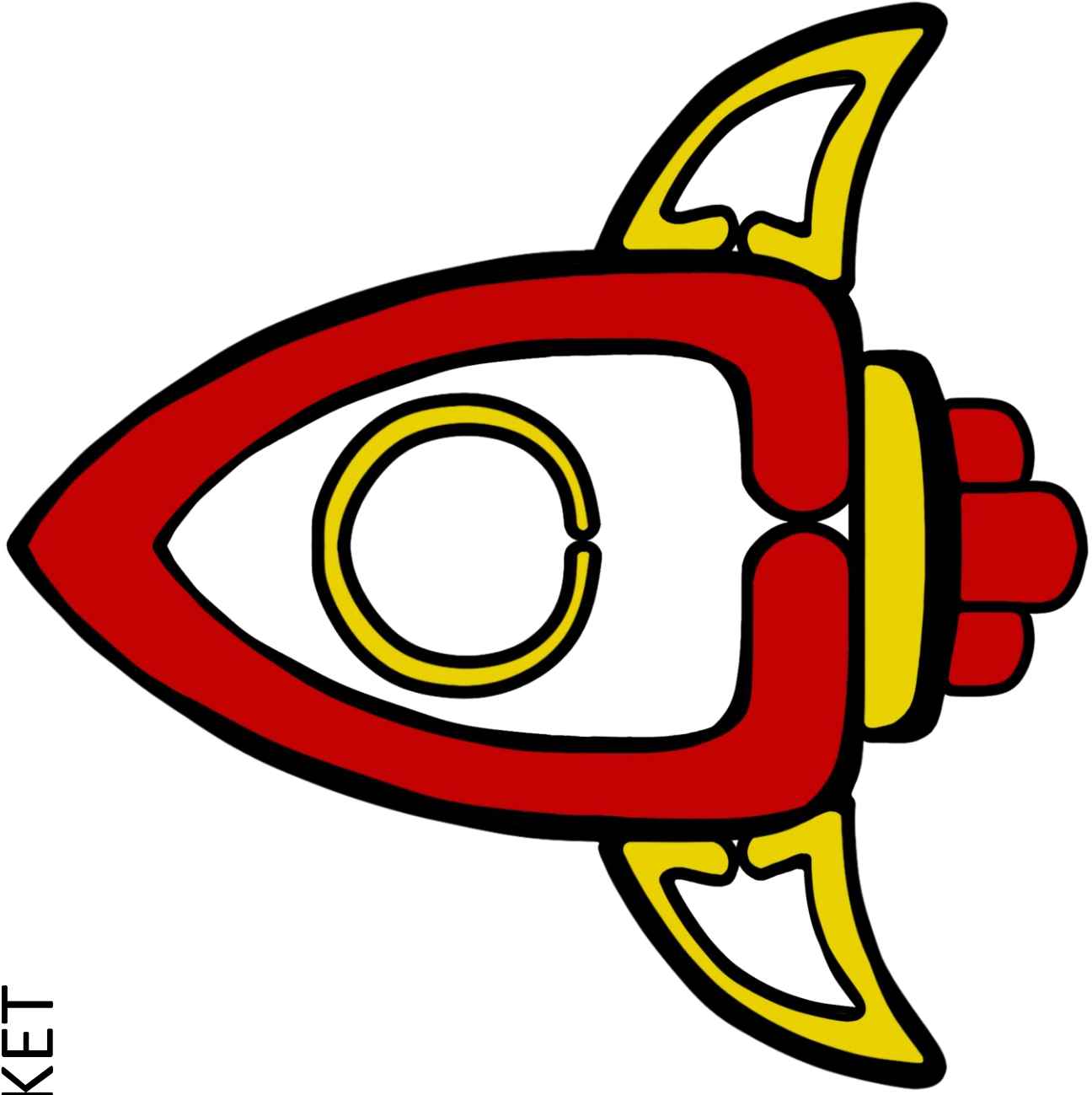


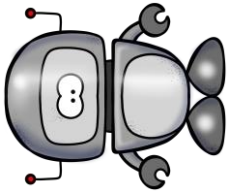
METEORIET



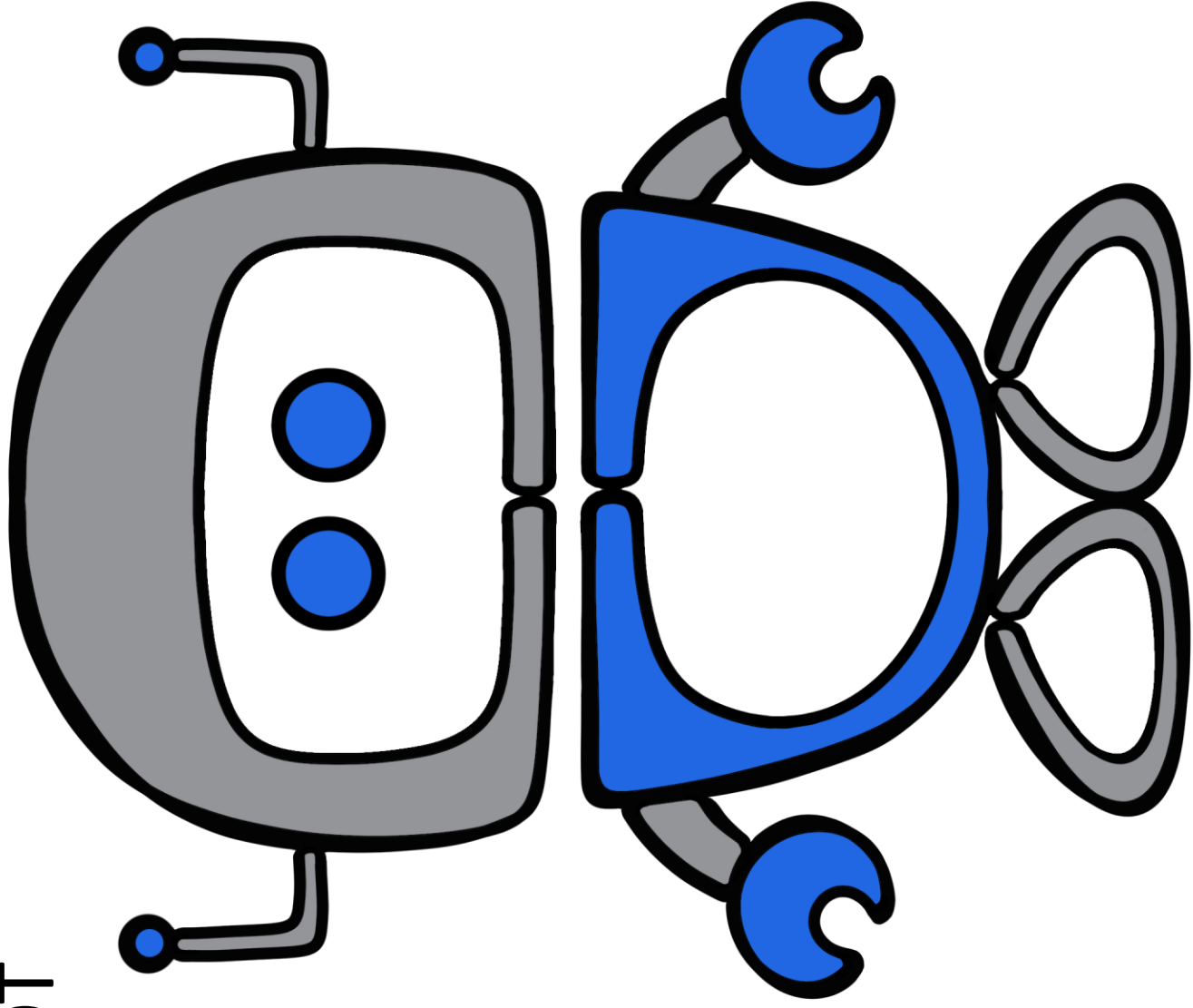


RAKET



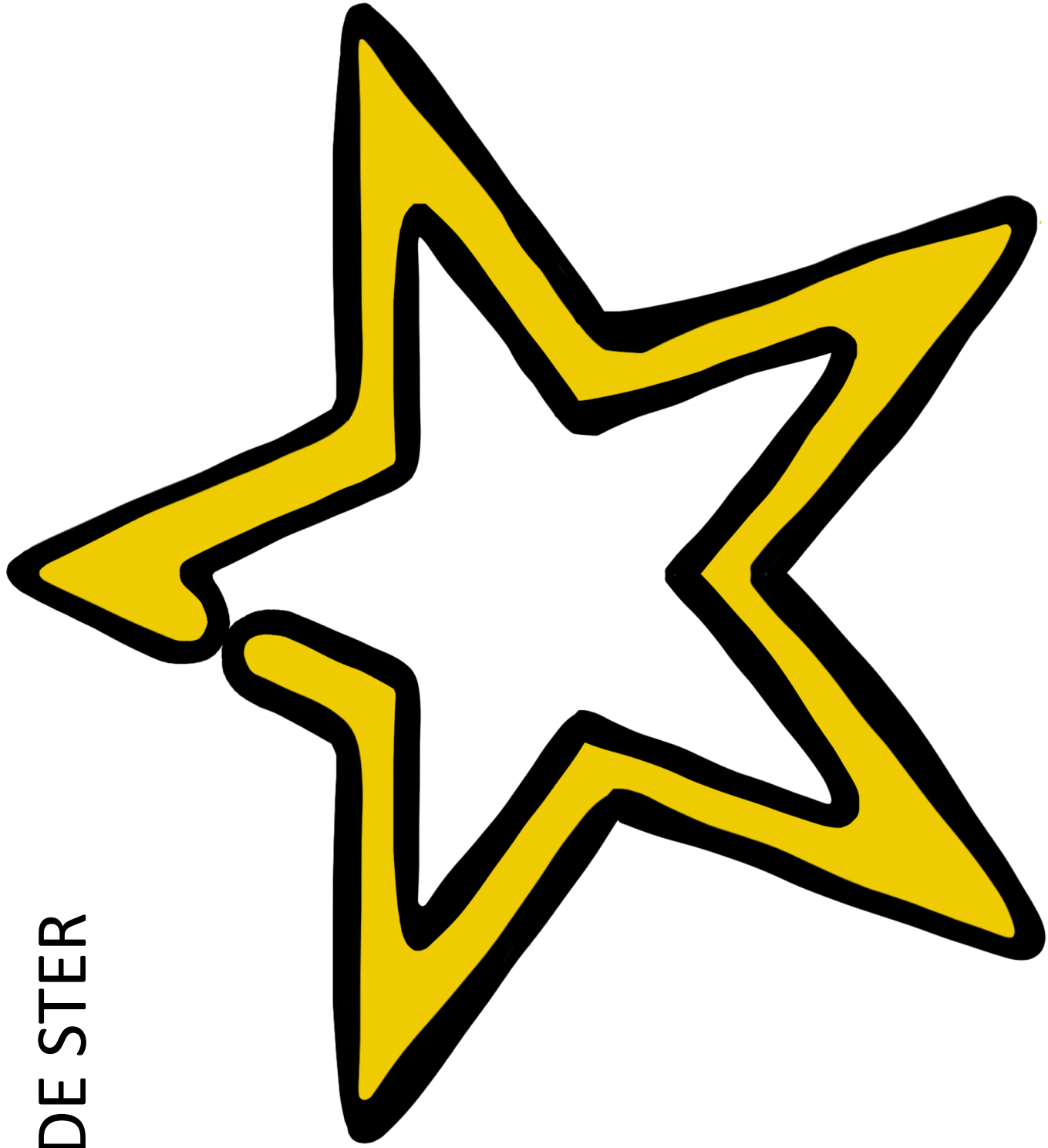


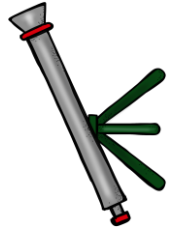
ROBOT



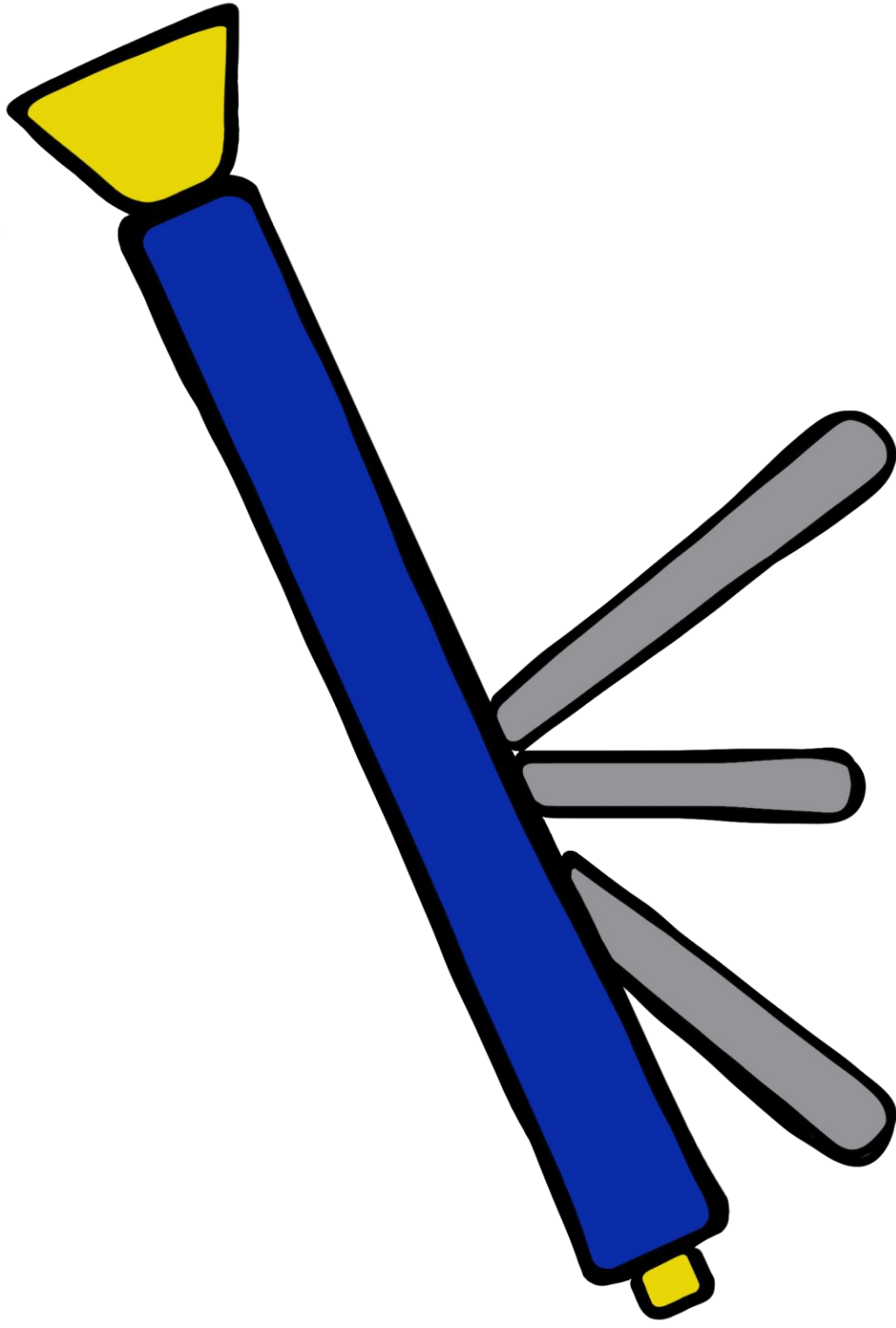


DE STER



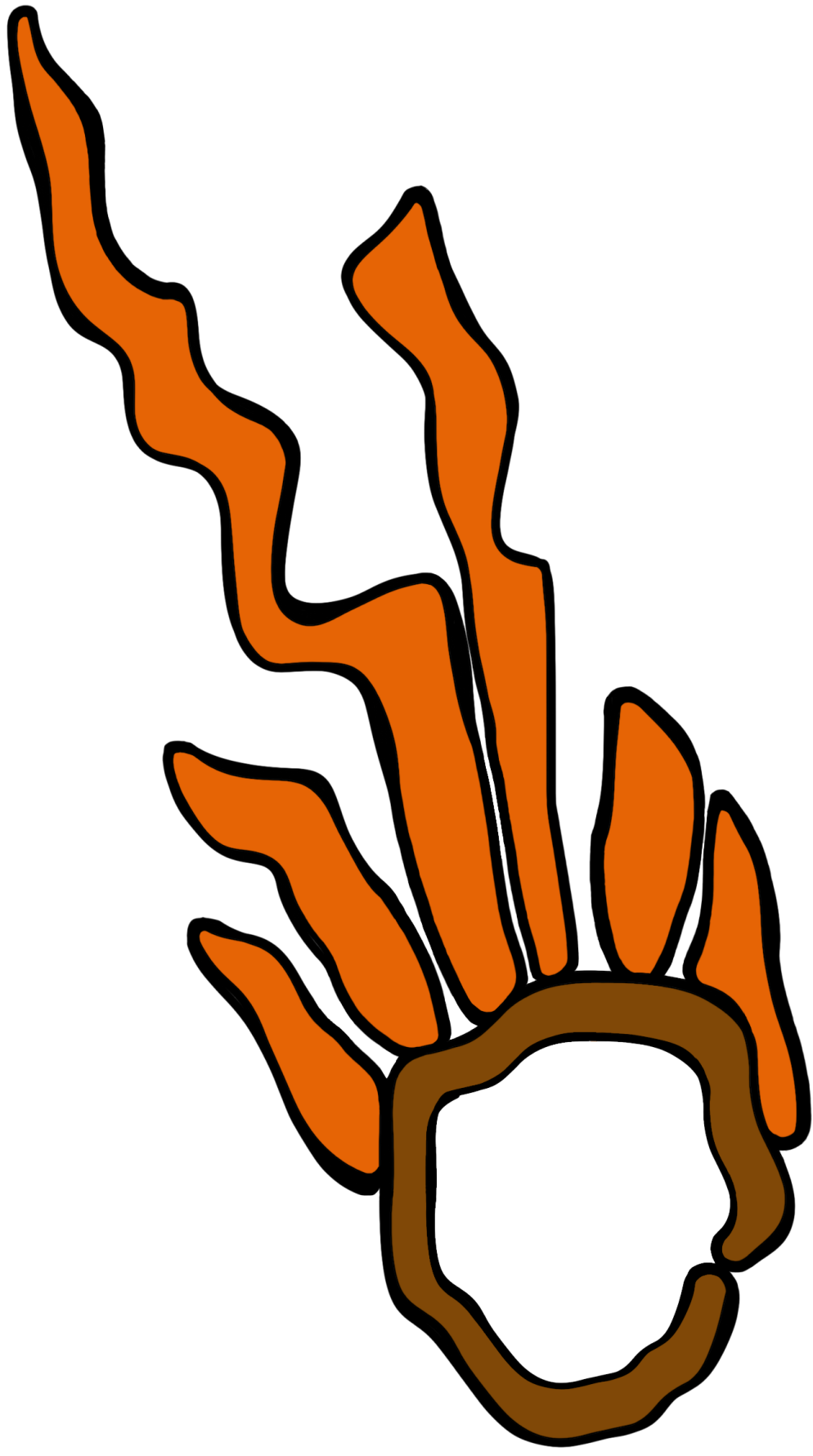


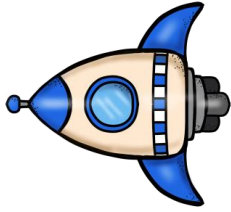
DE TELESCOOP



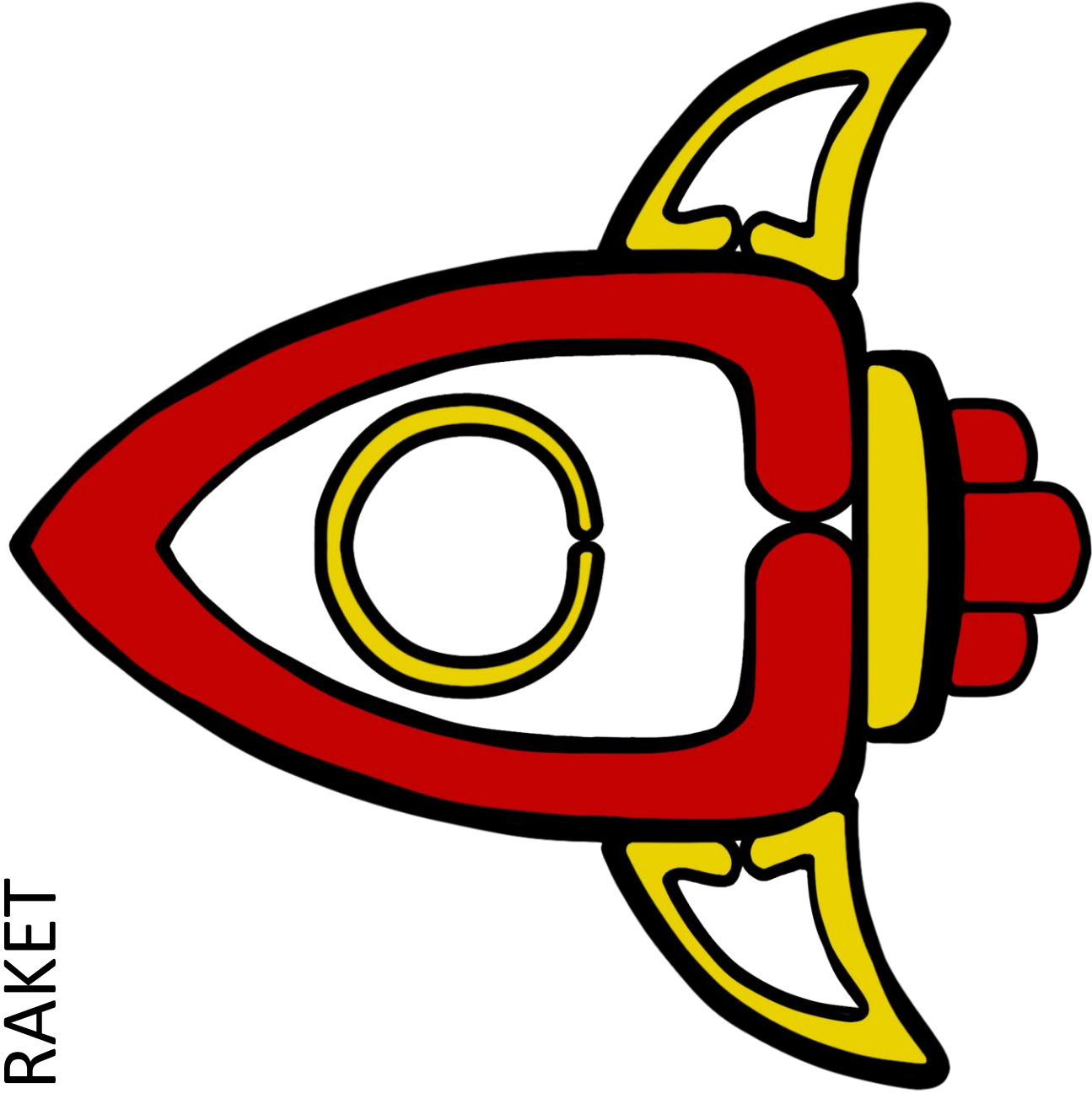


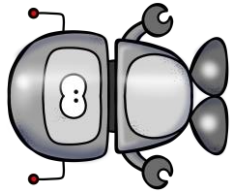
DE METEORIEET



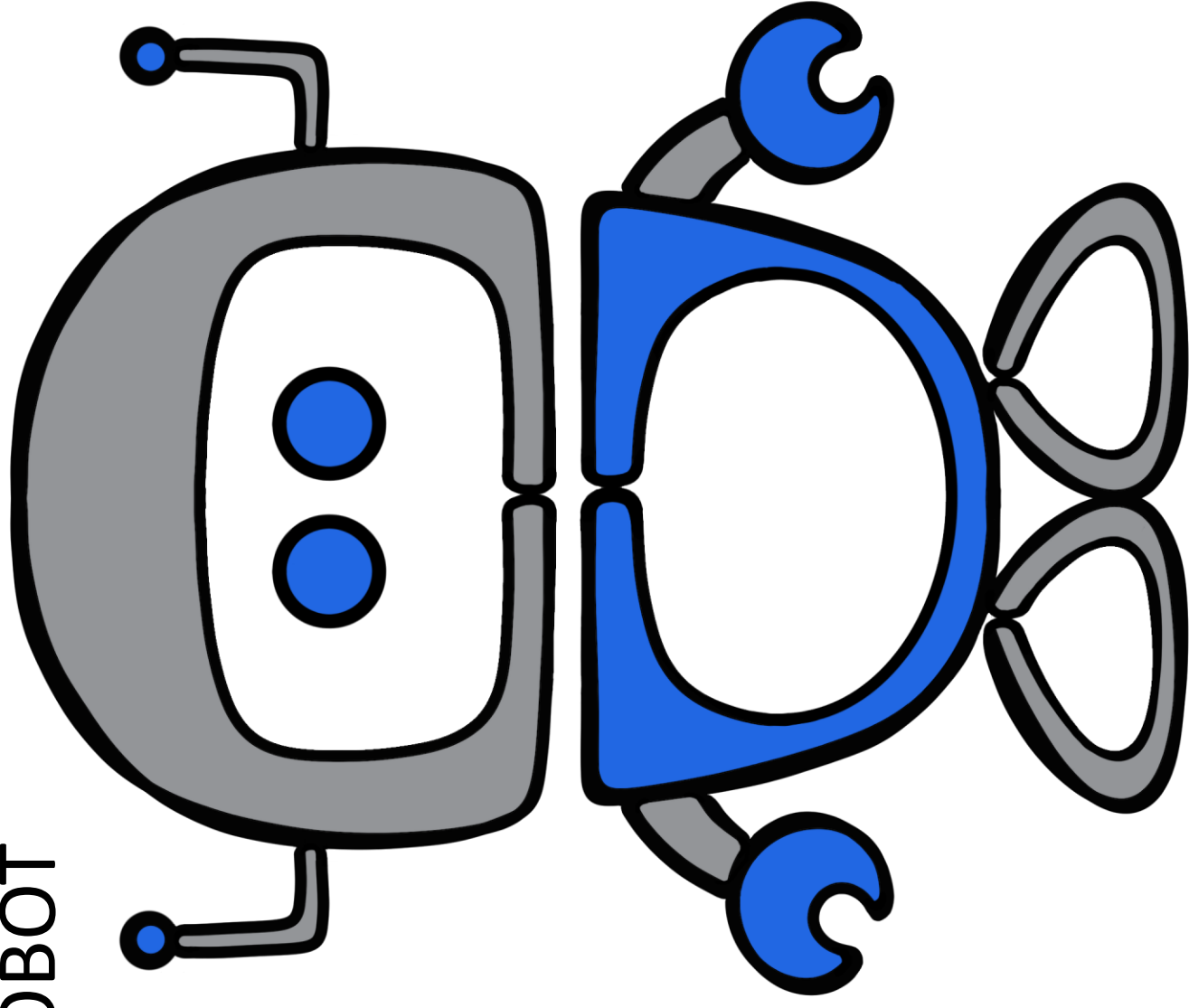


DE RAKET



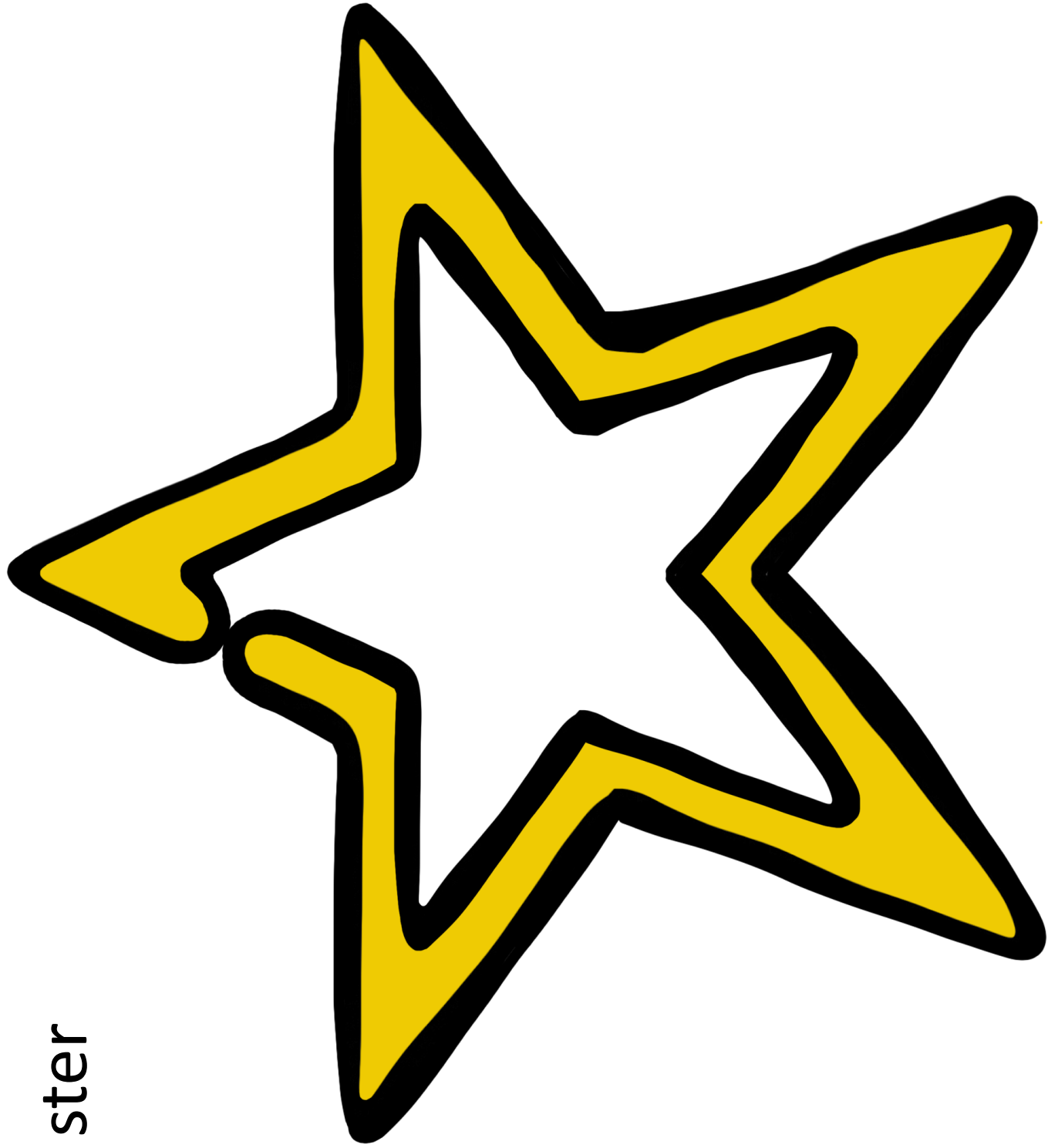


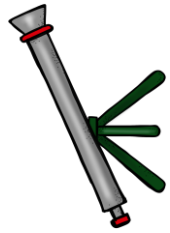
DE ROBOT



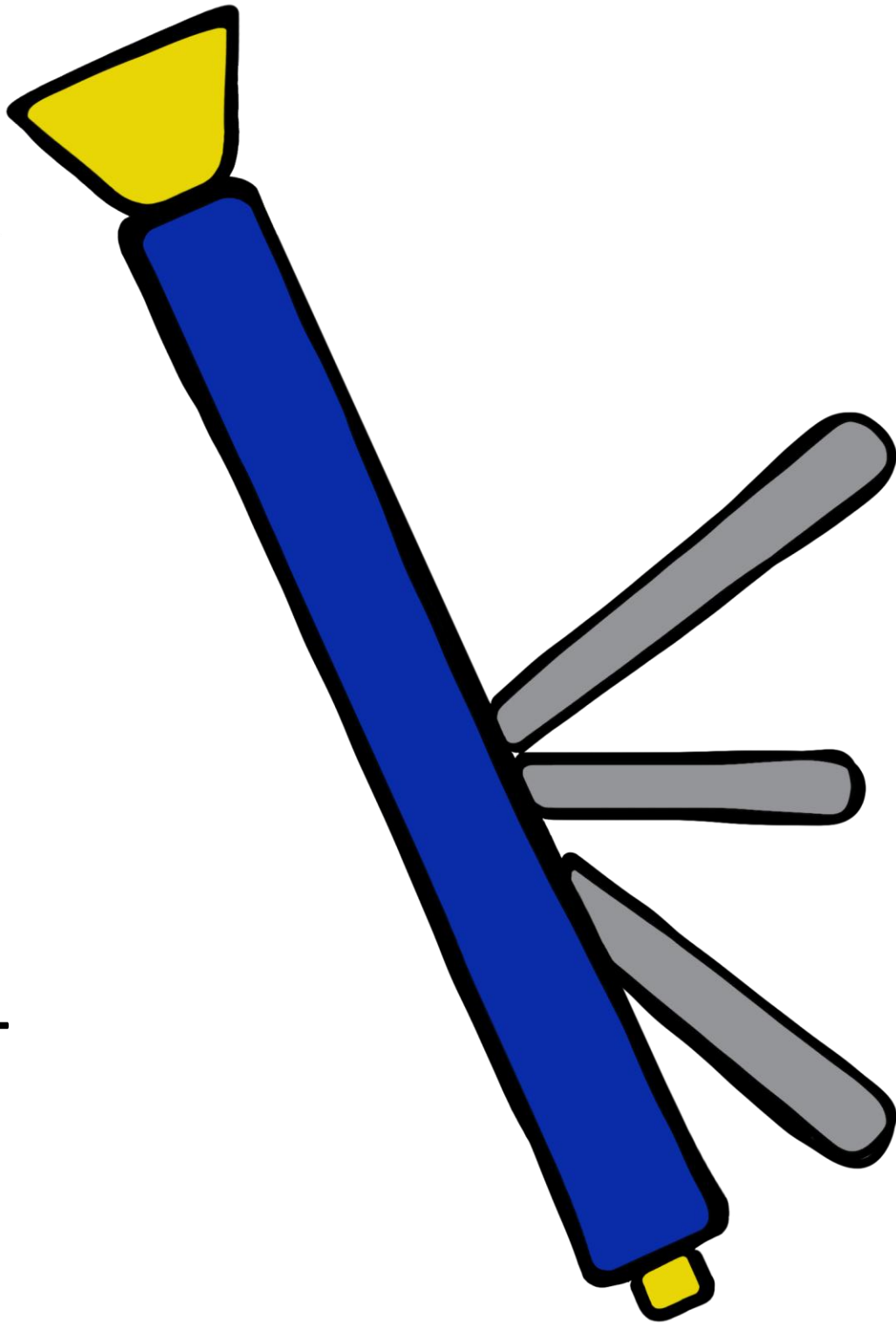


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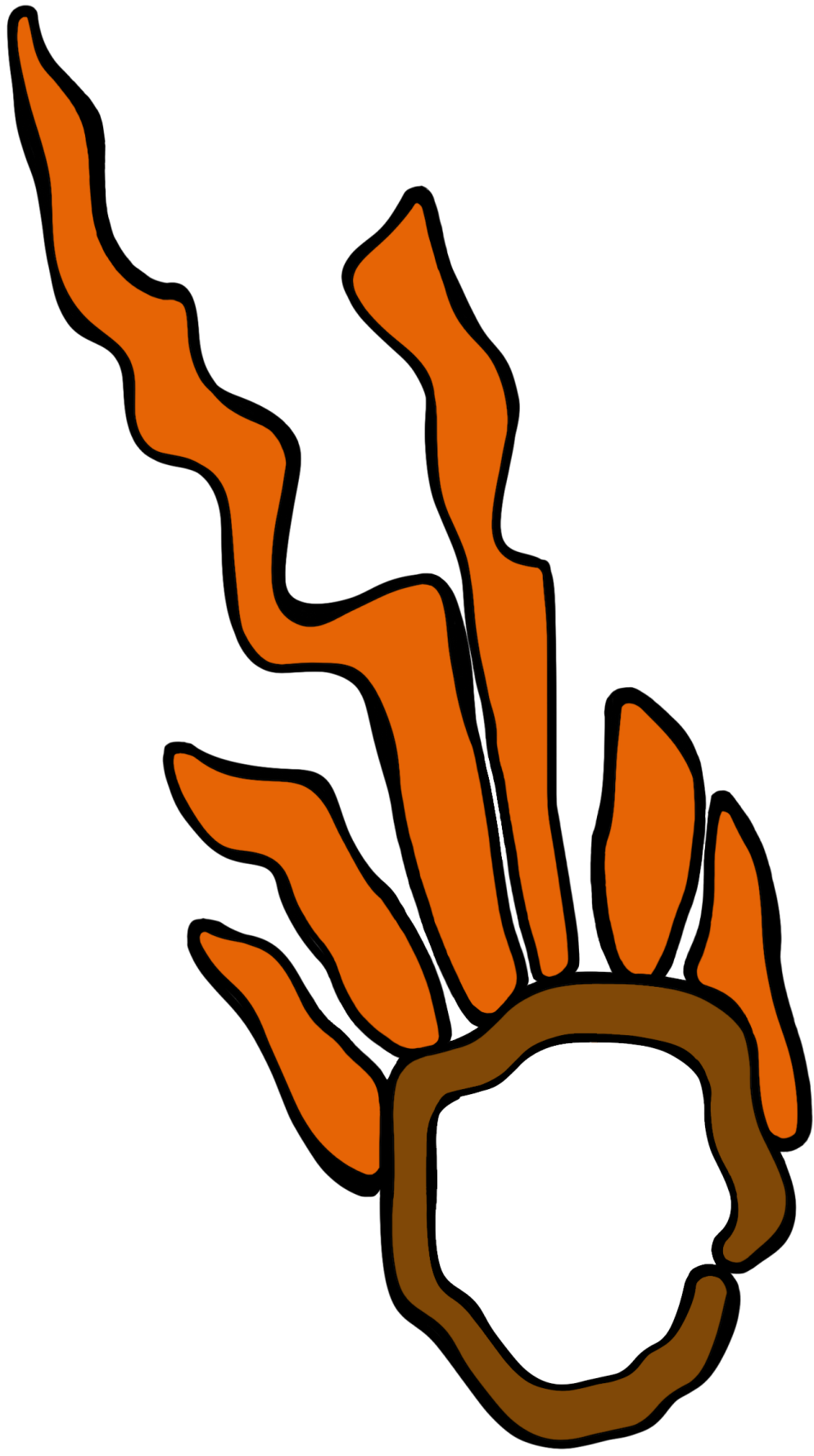


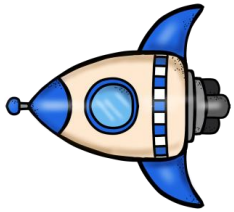
telescope



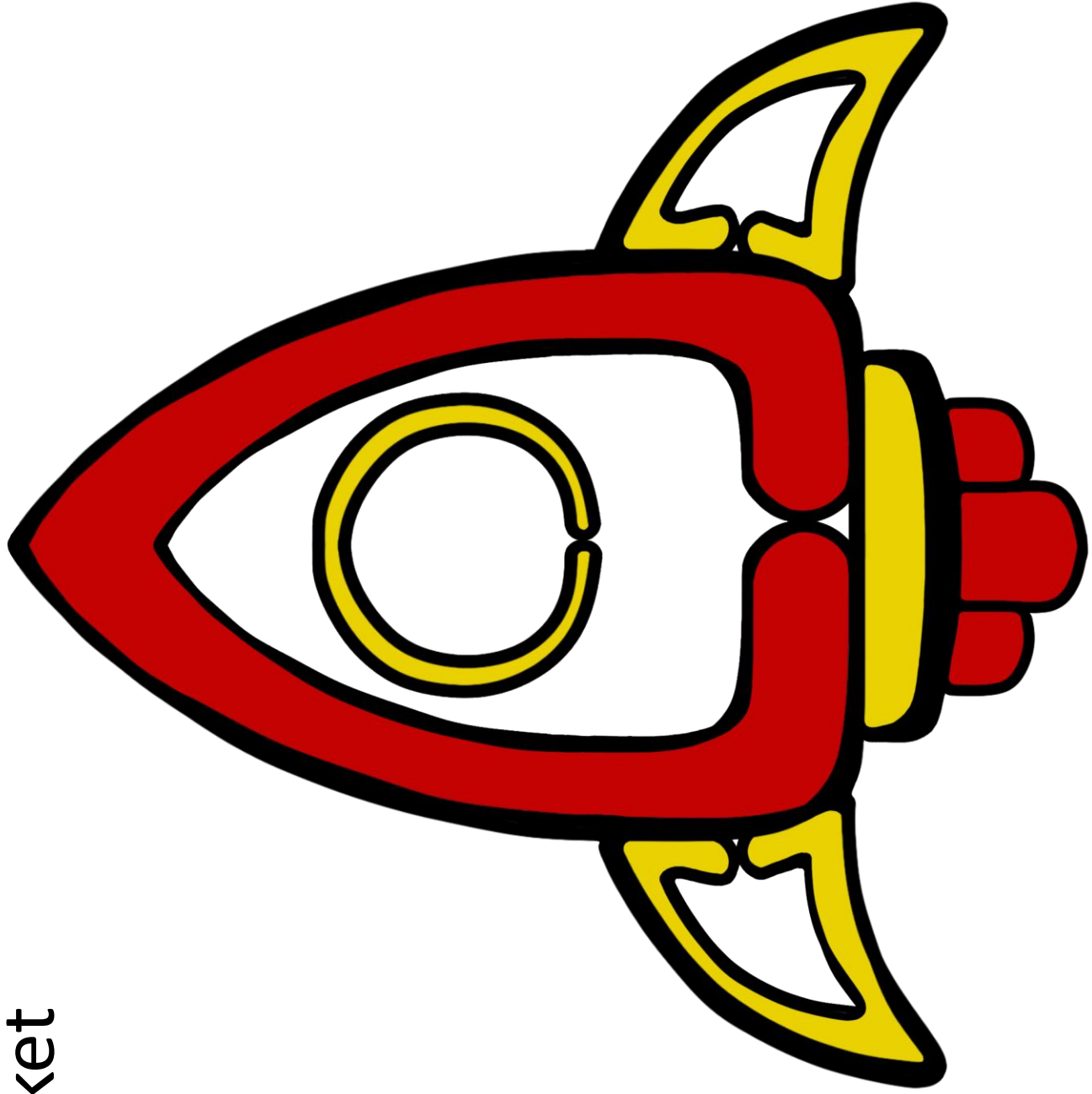


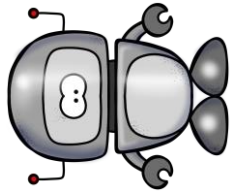
meteoriet



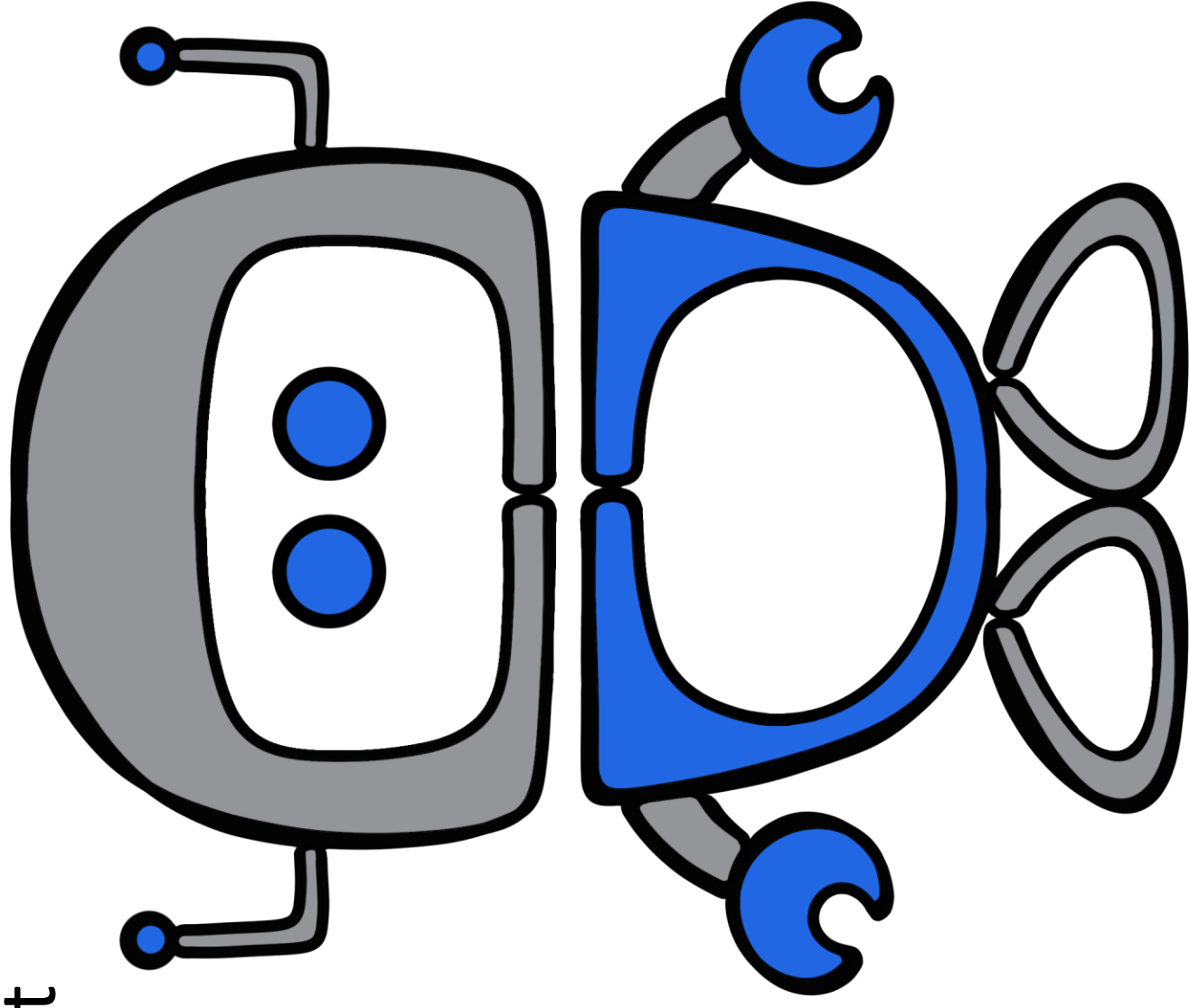


raket



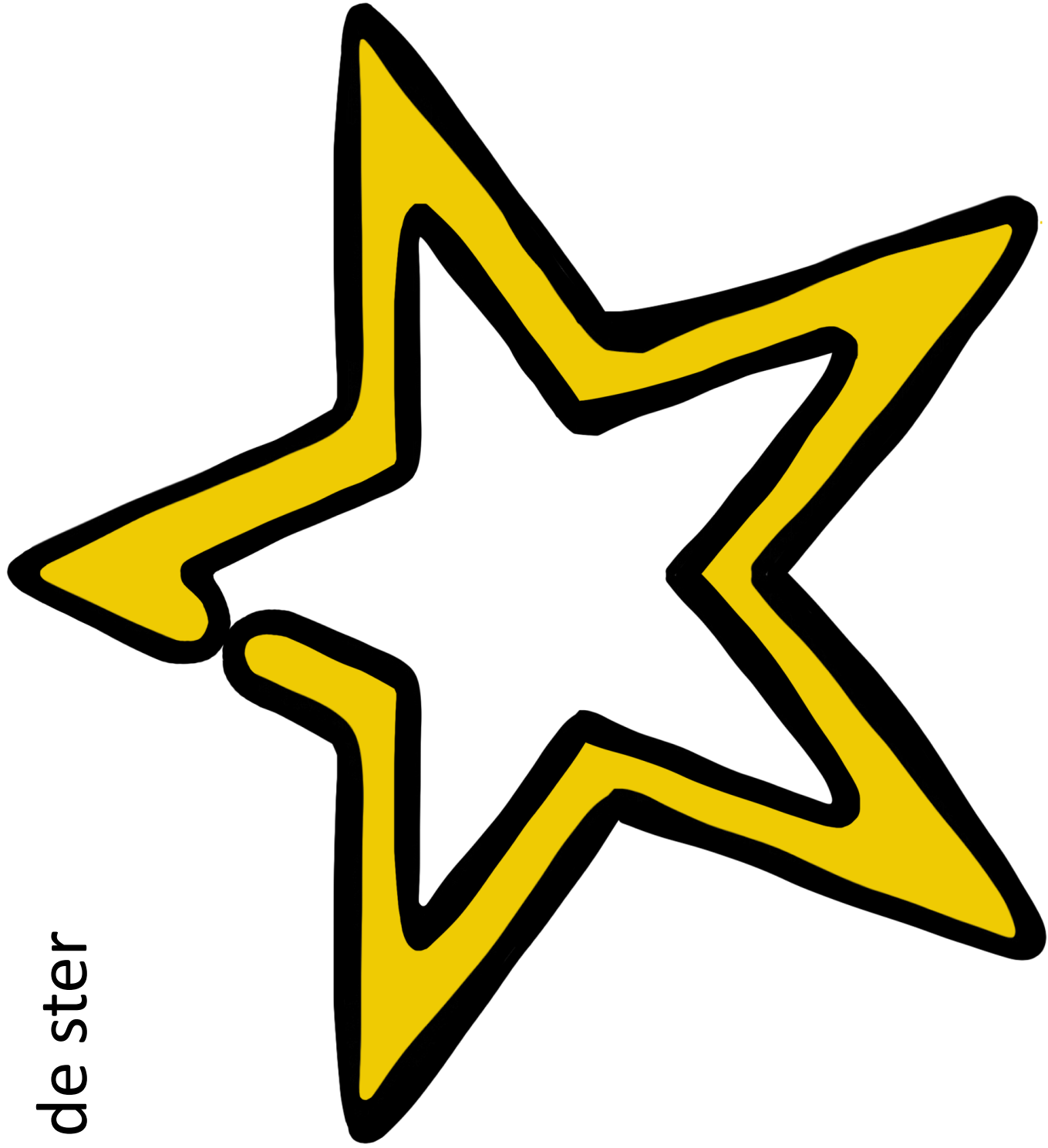


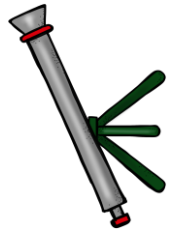
robot



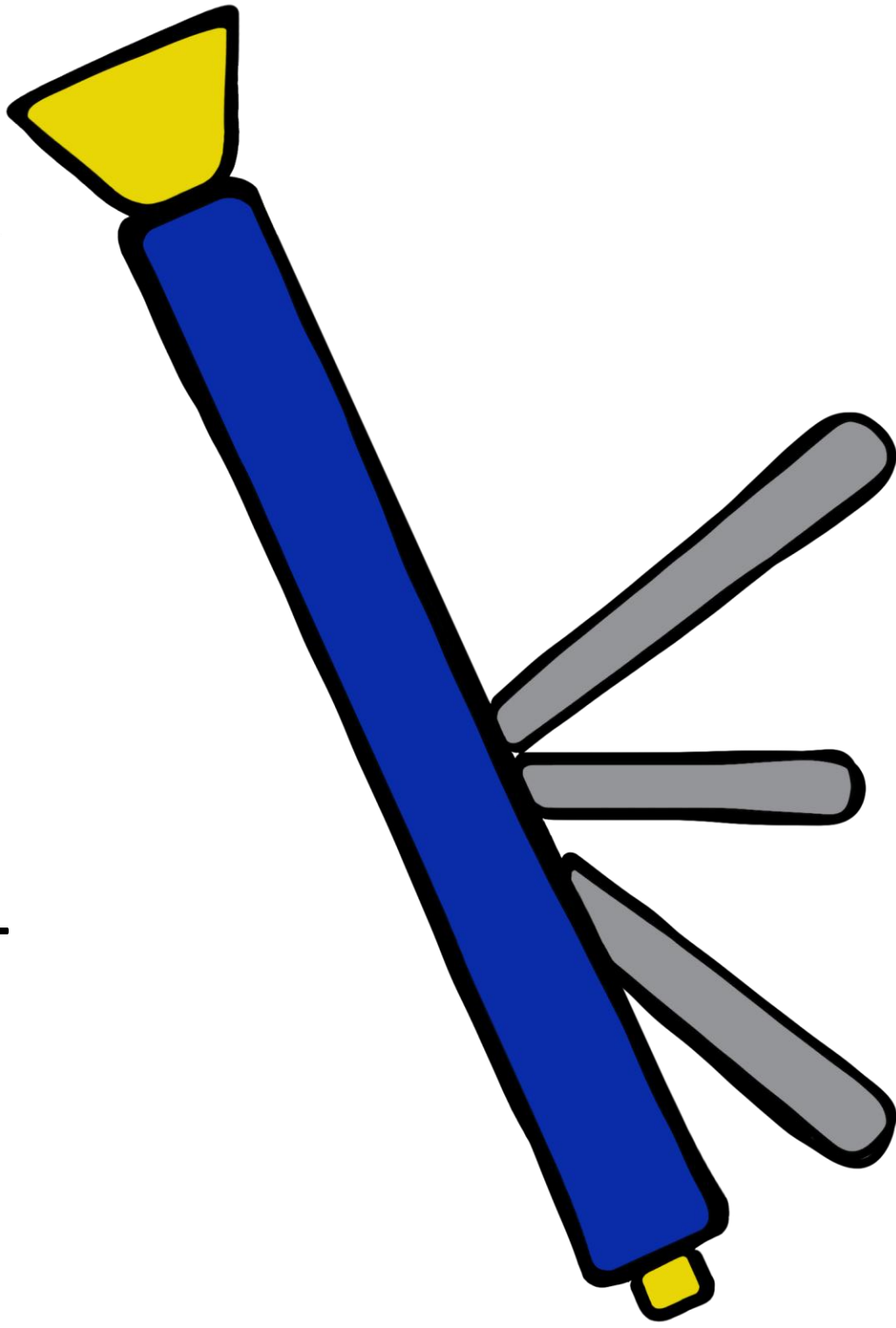


de ster



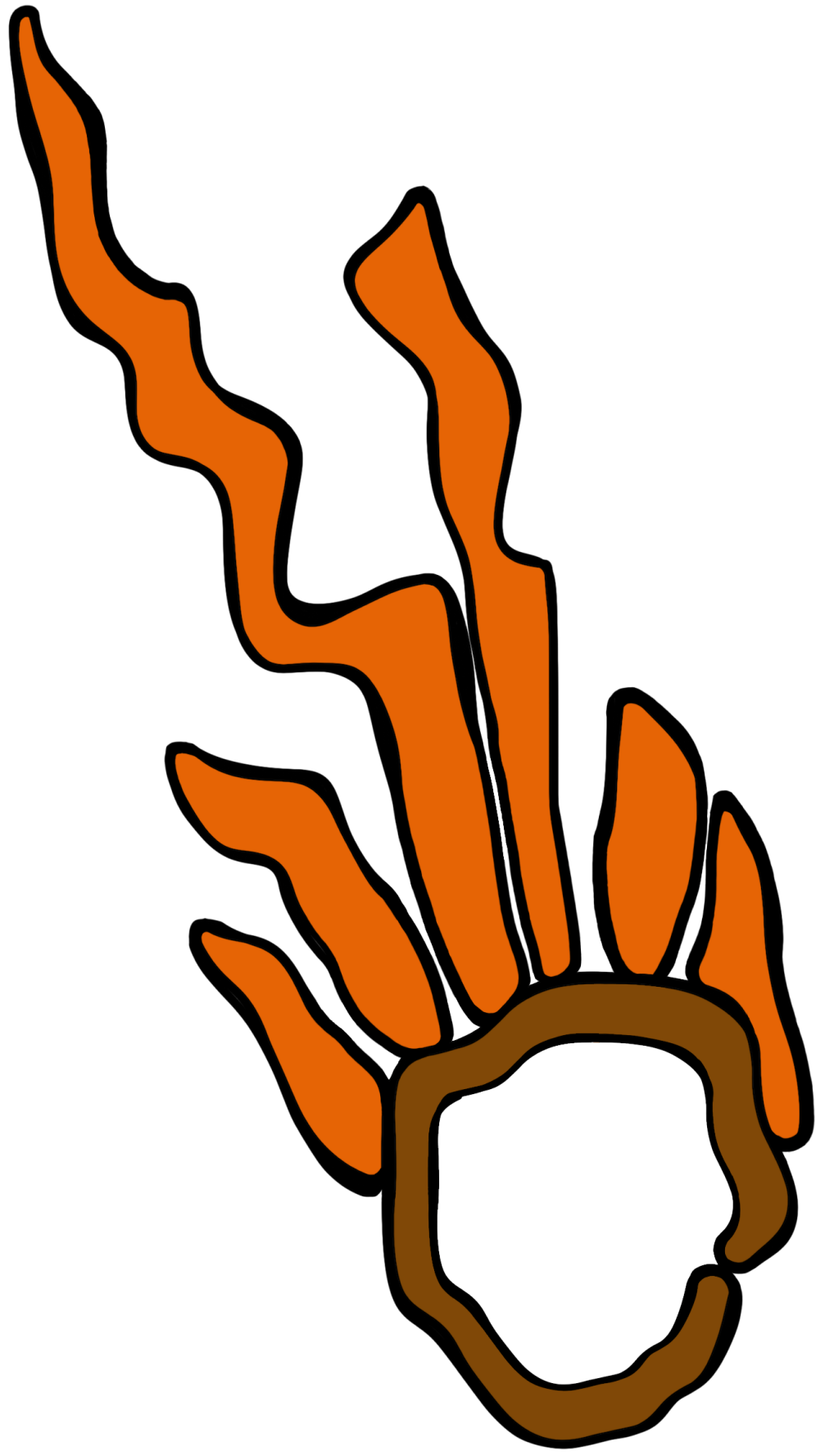


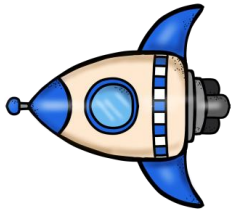
de telescoop



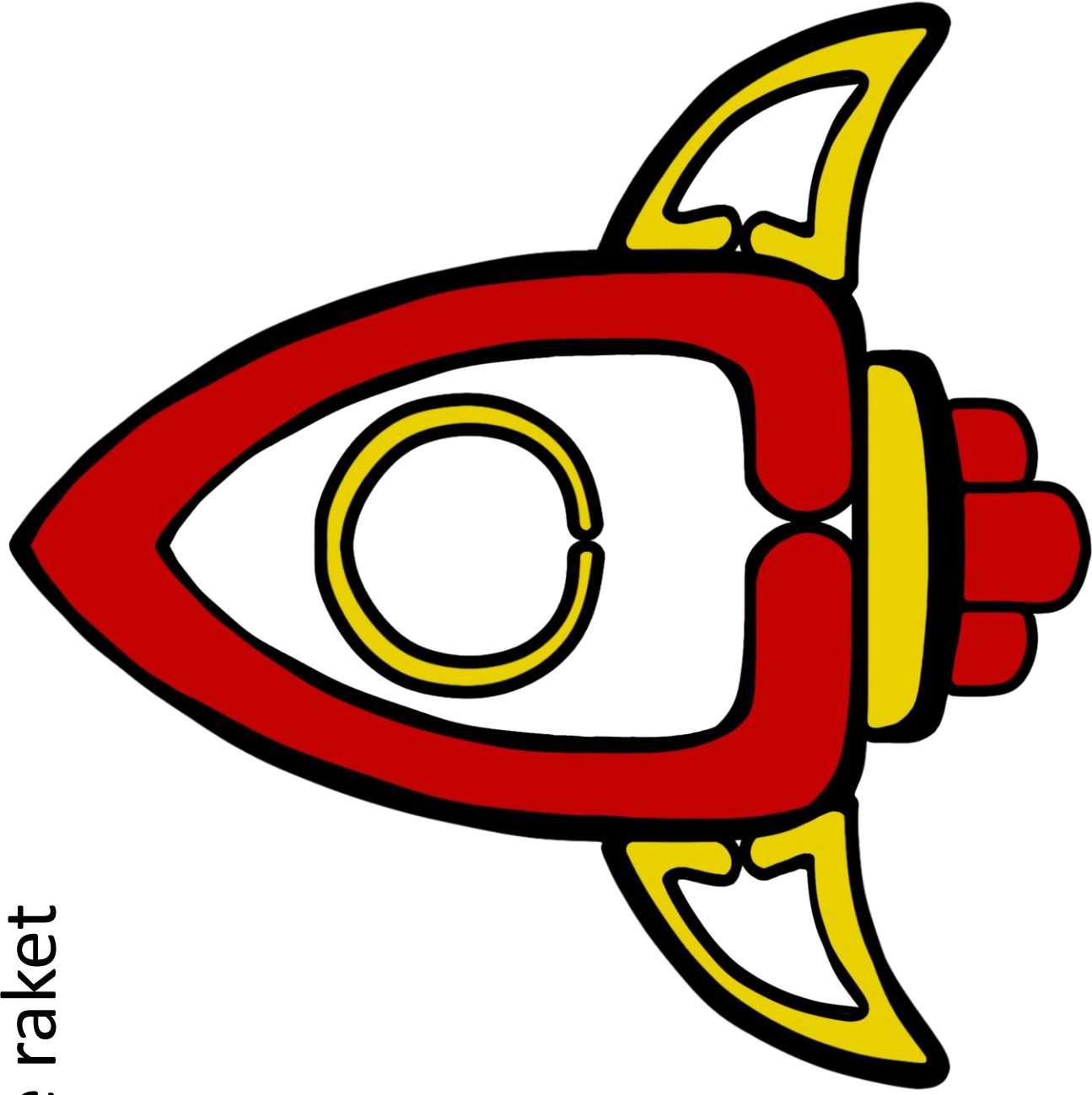


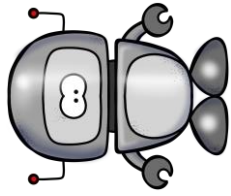
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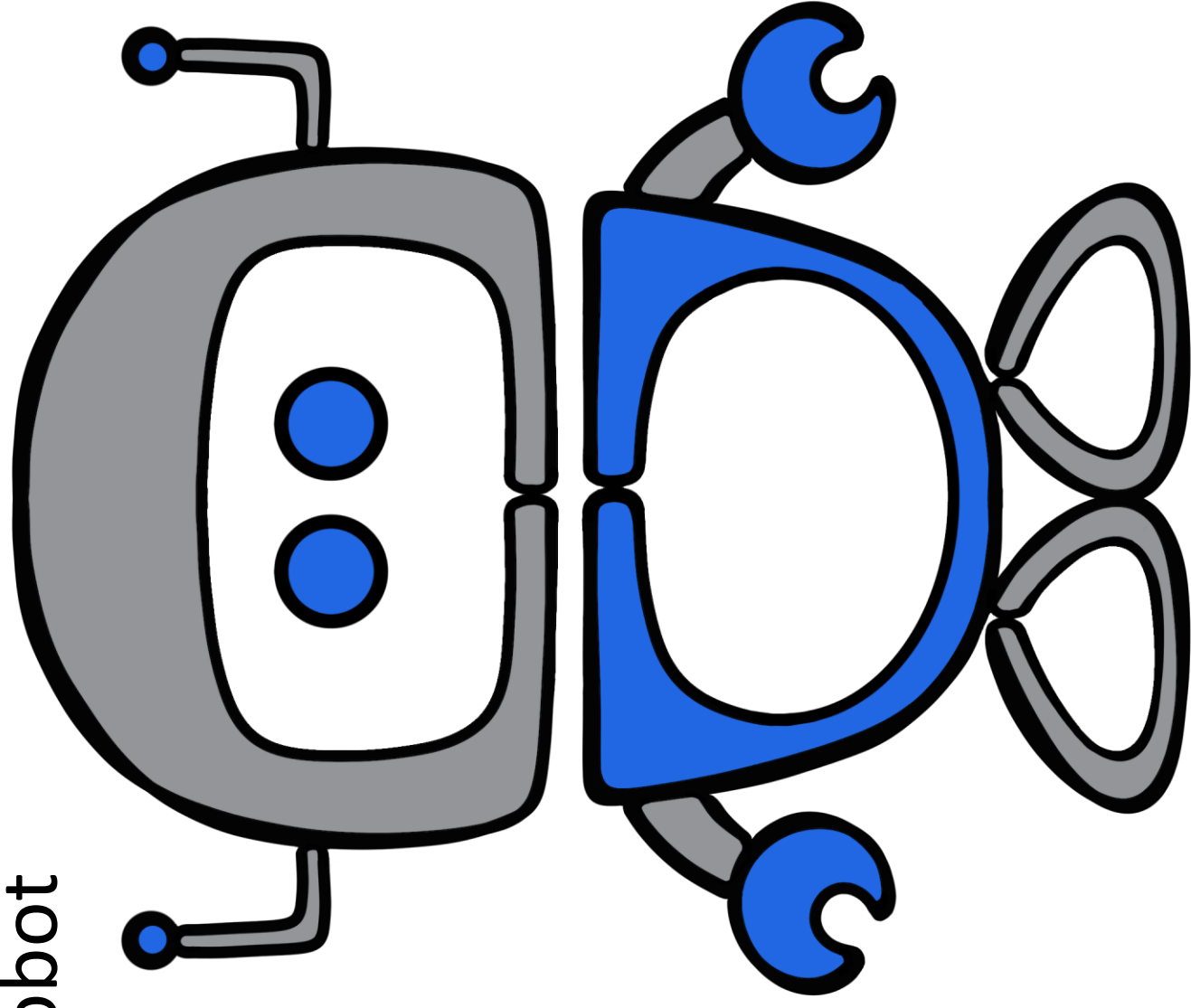


de raket



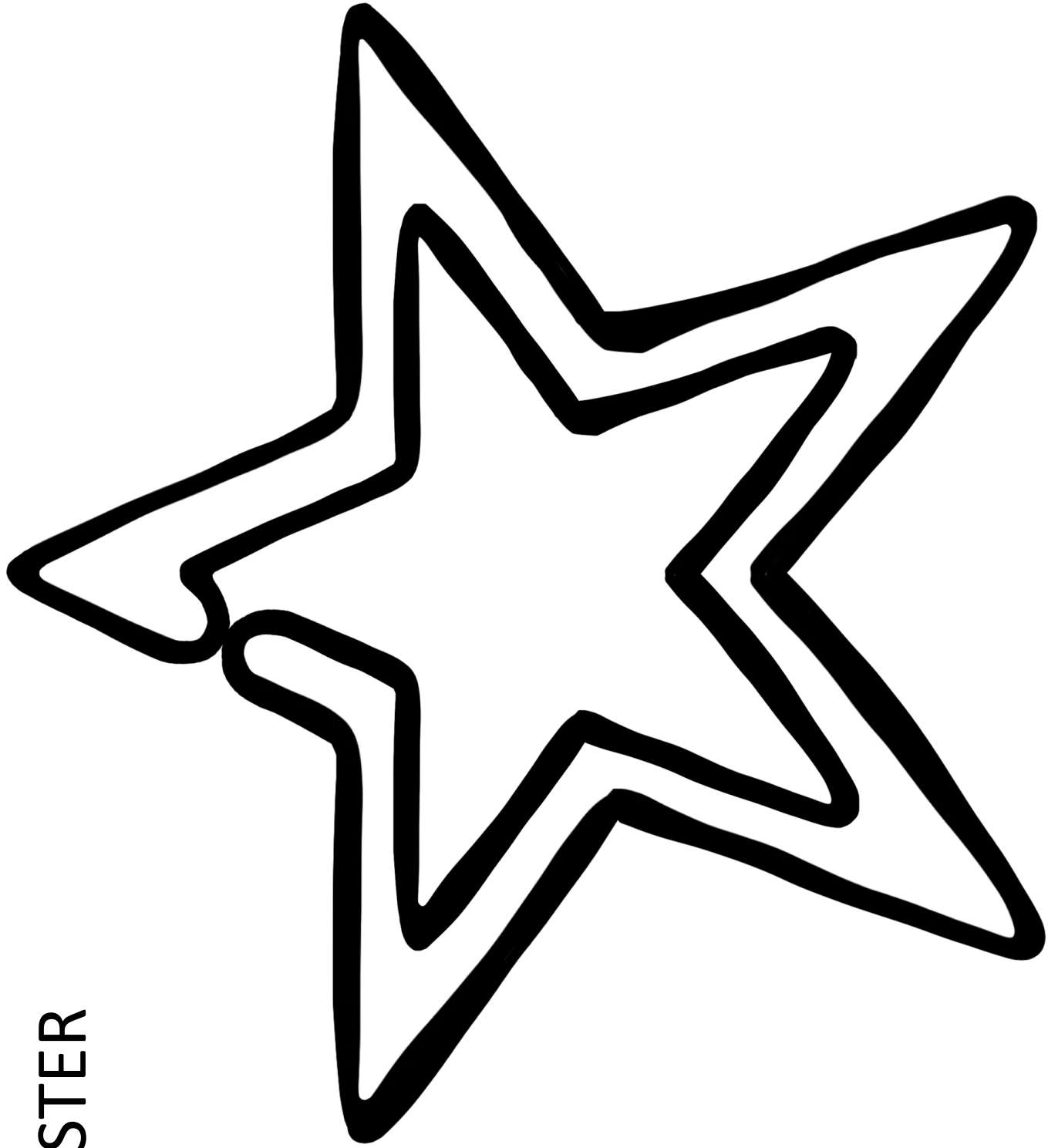


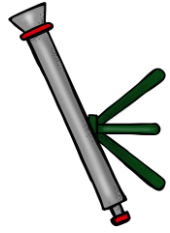
de robot



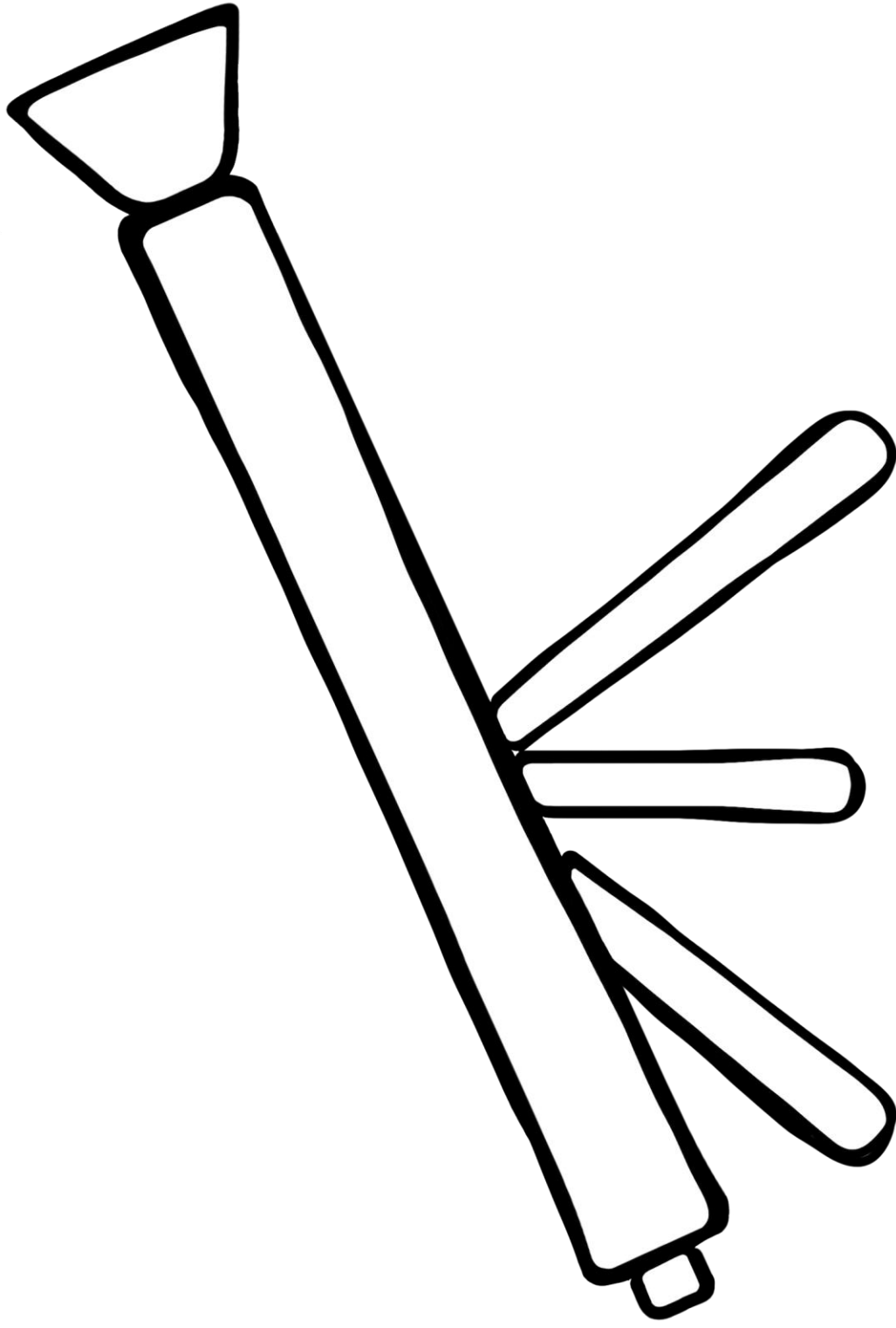


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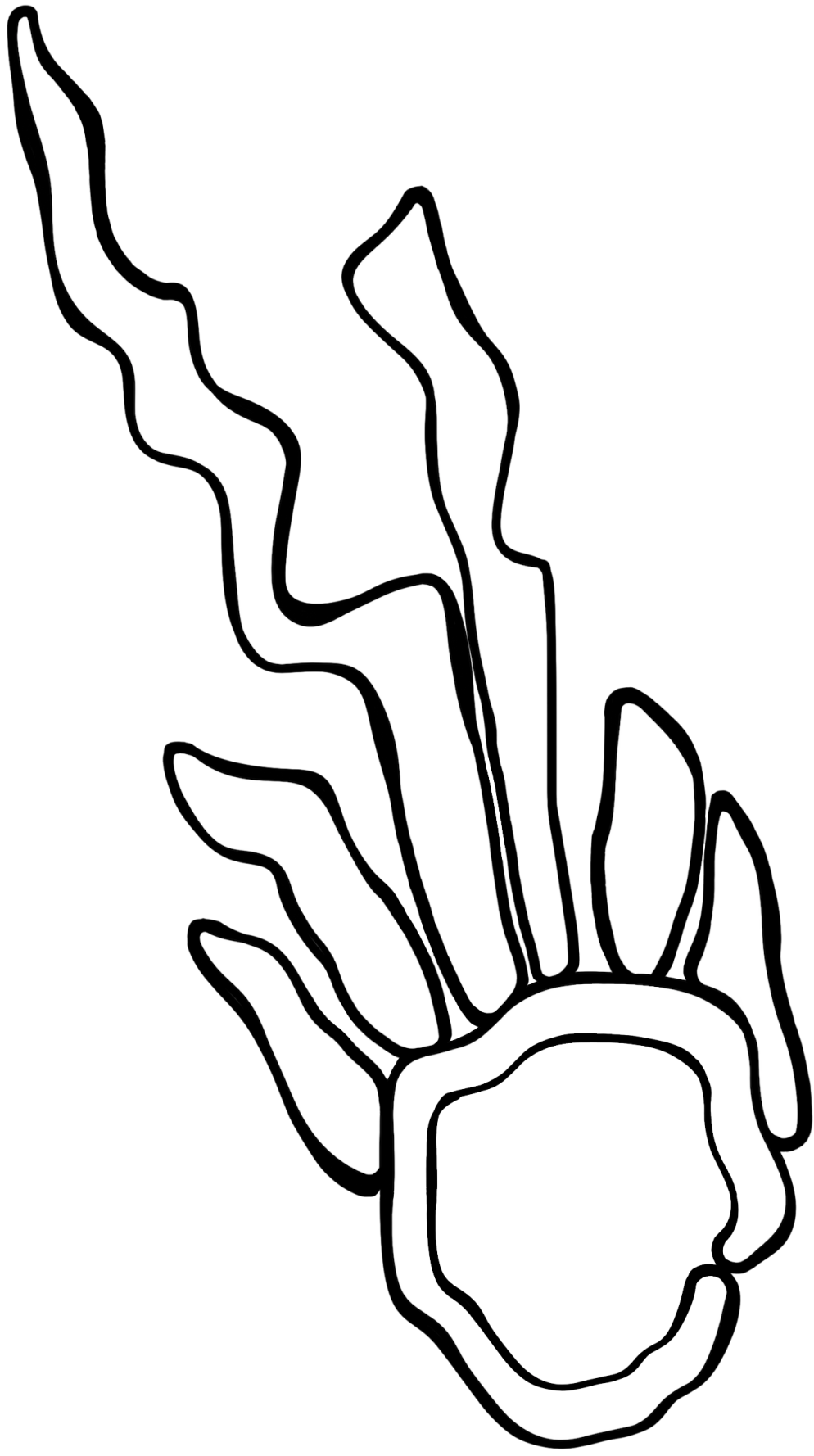


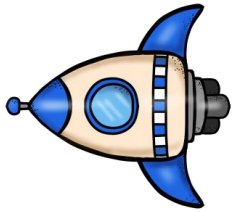
TELESCOOP



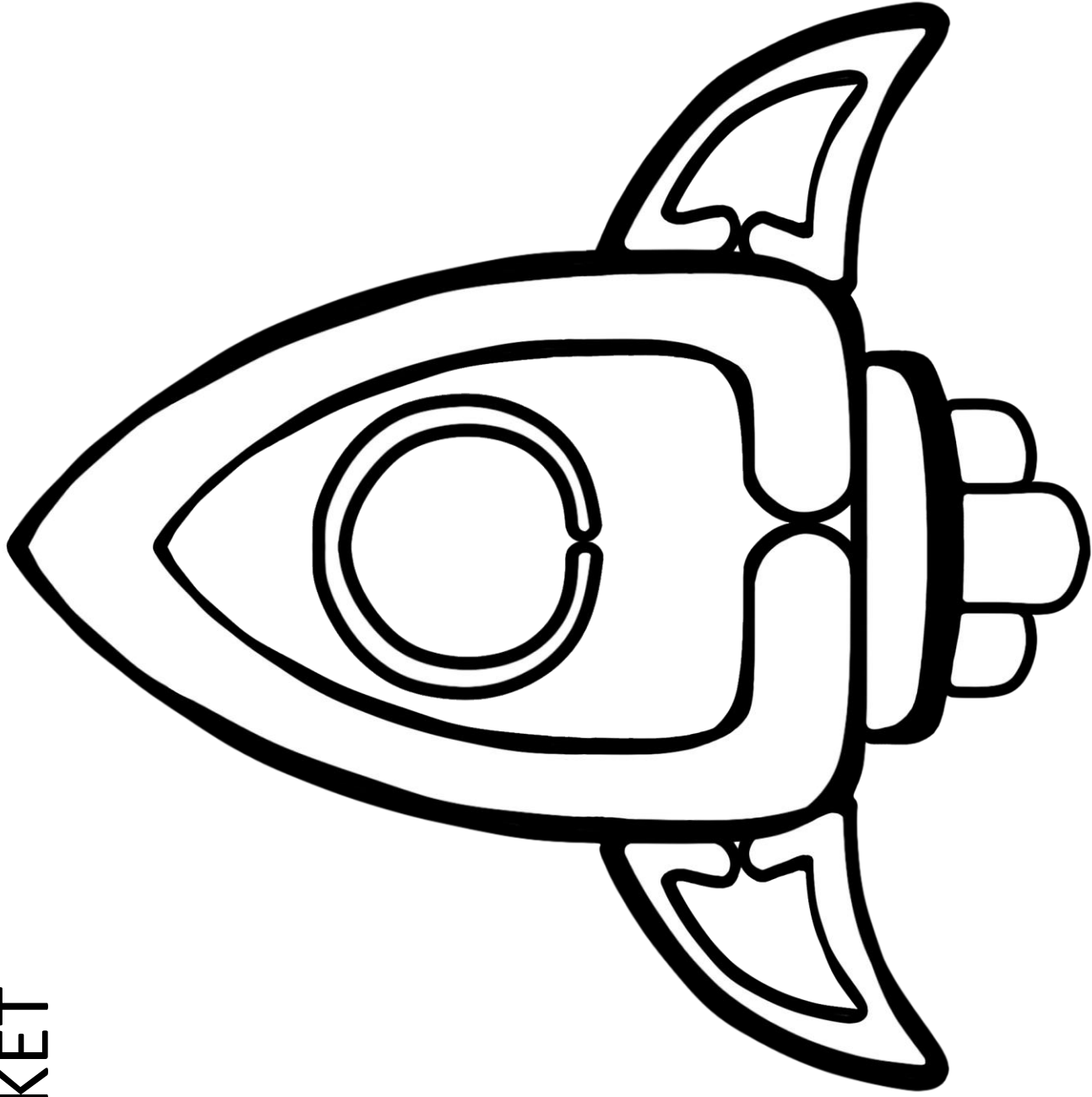


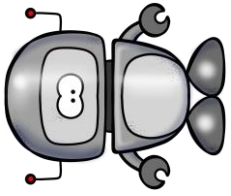
METEORIEET



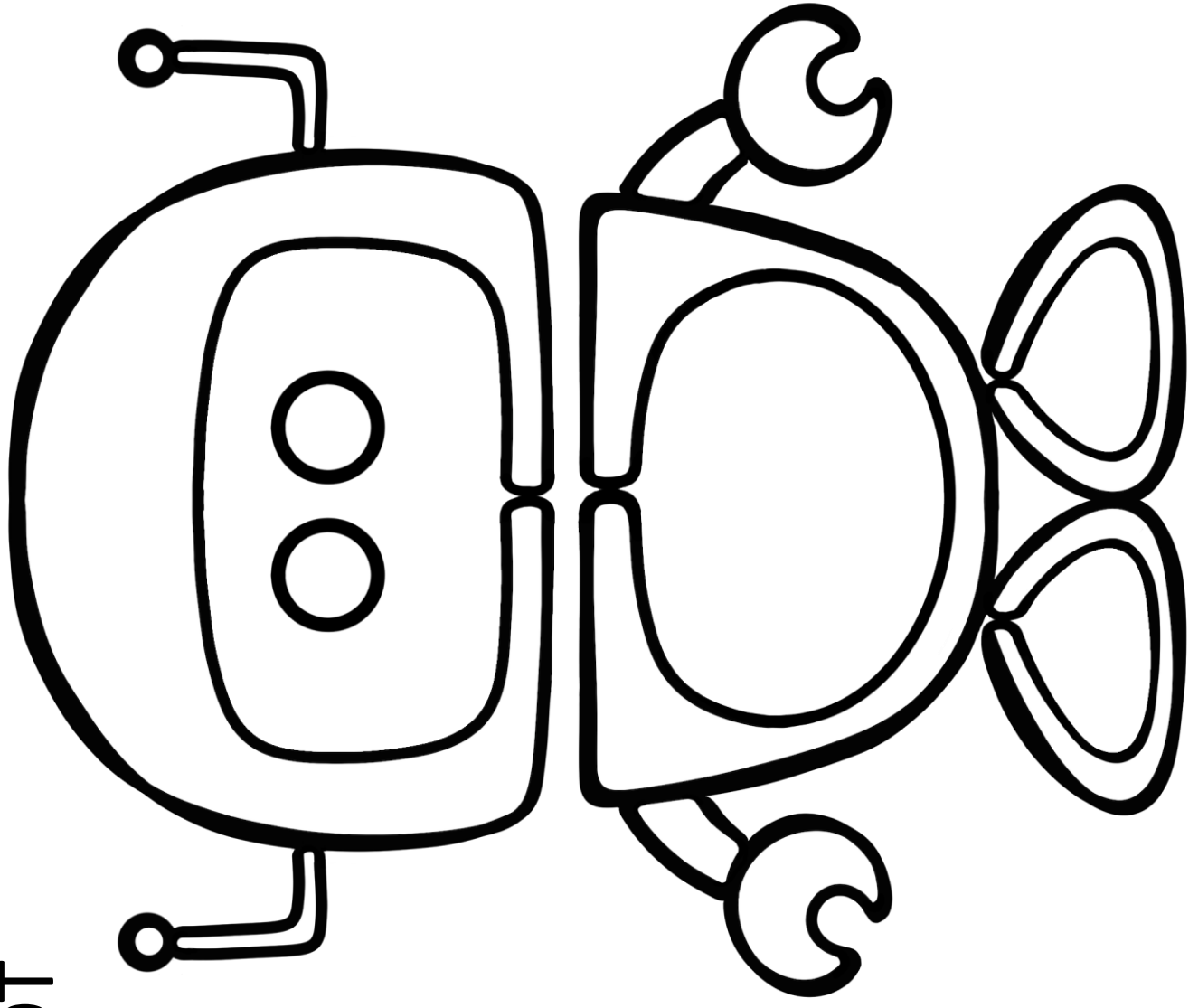


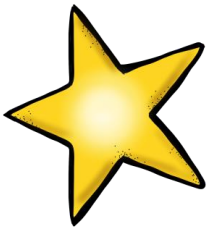
RAKET



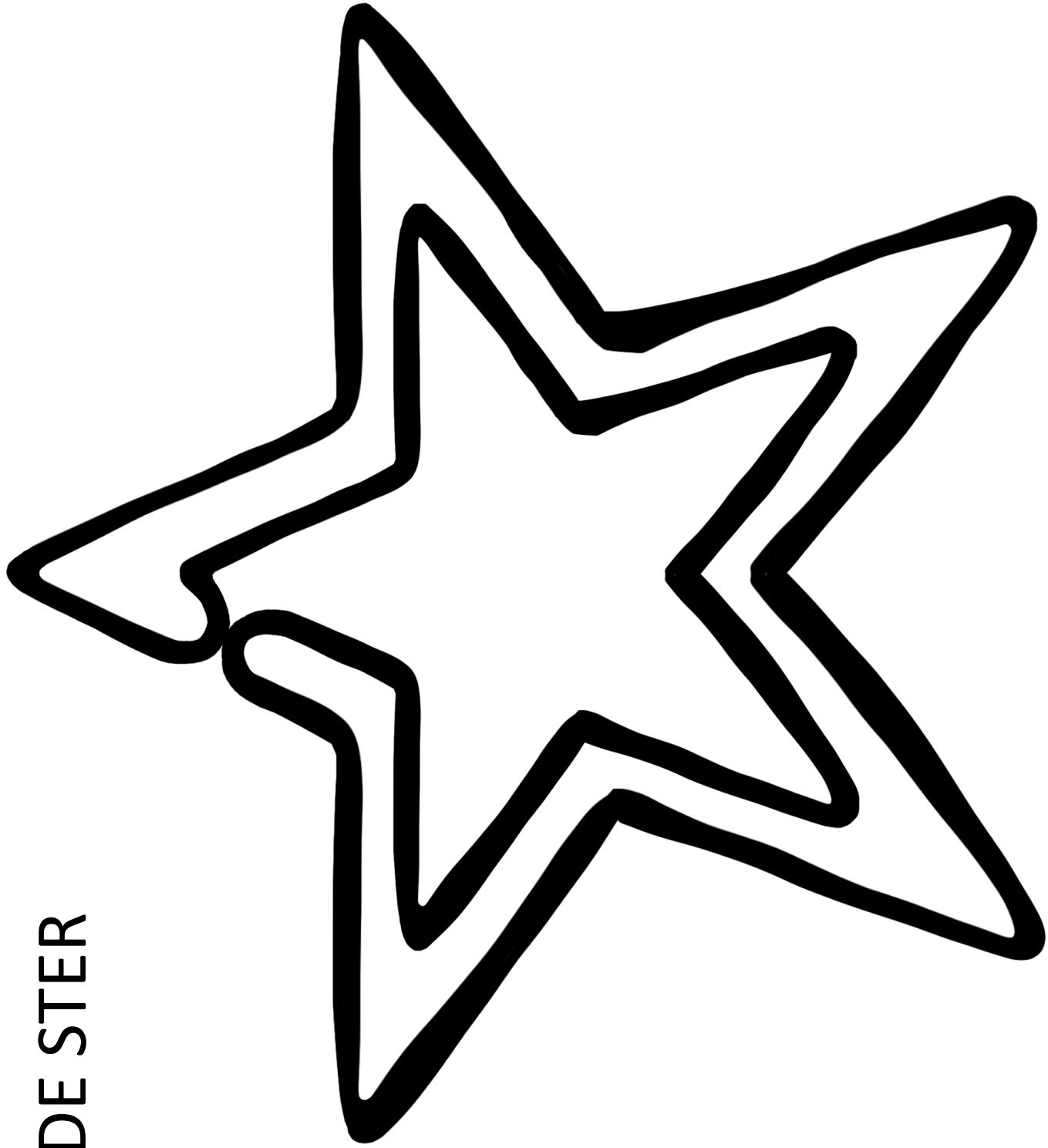


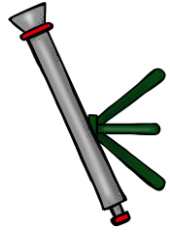
ROBOT



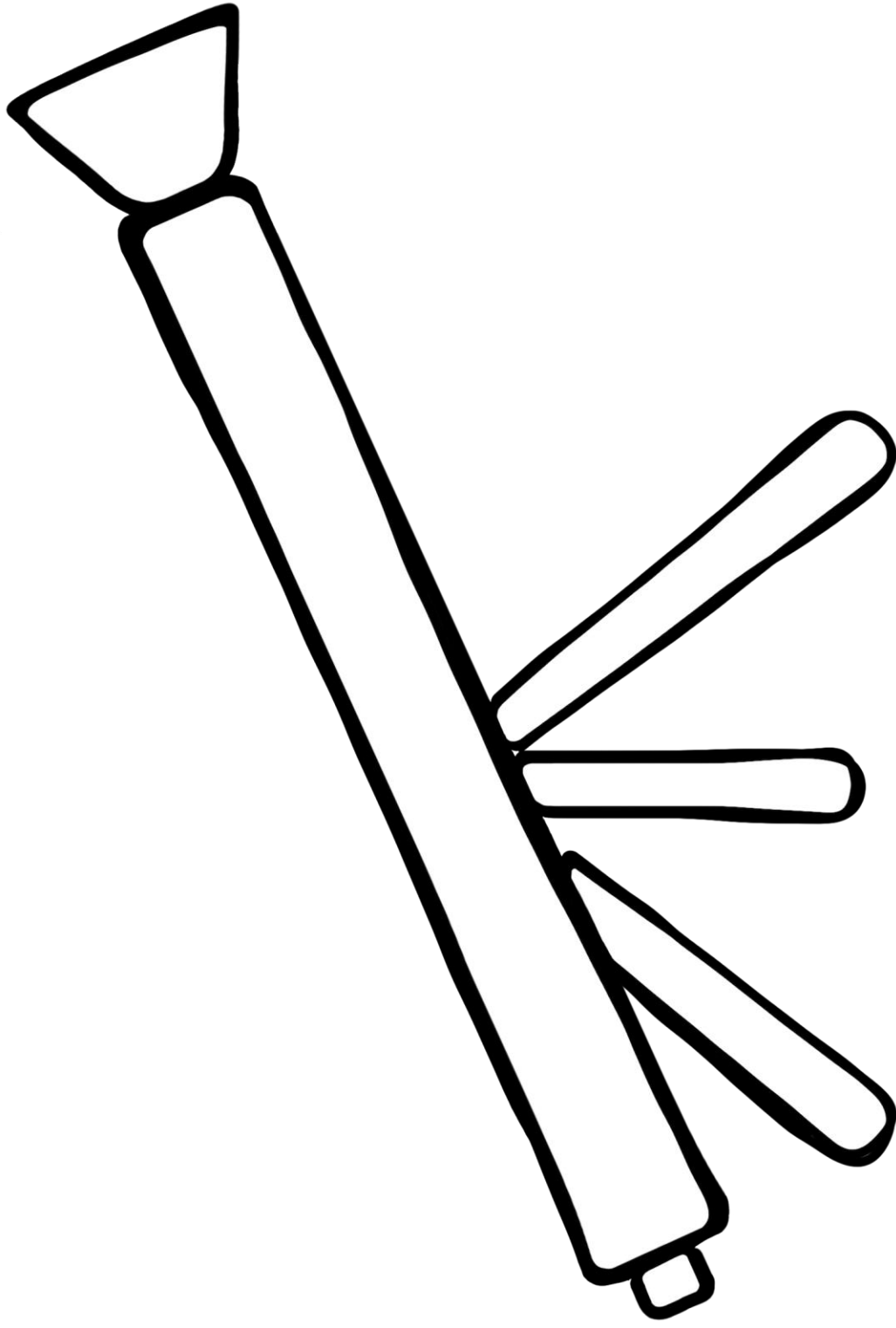


DE STER



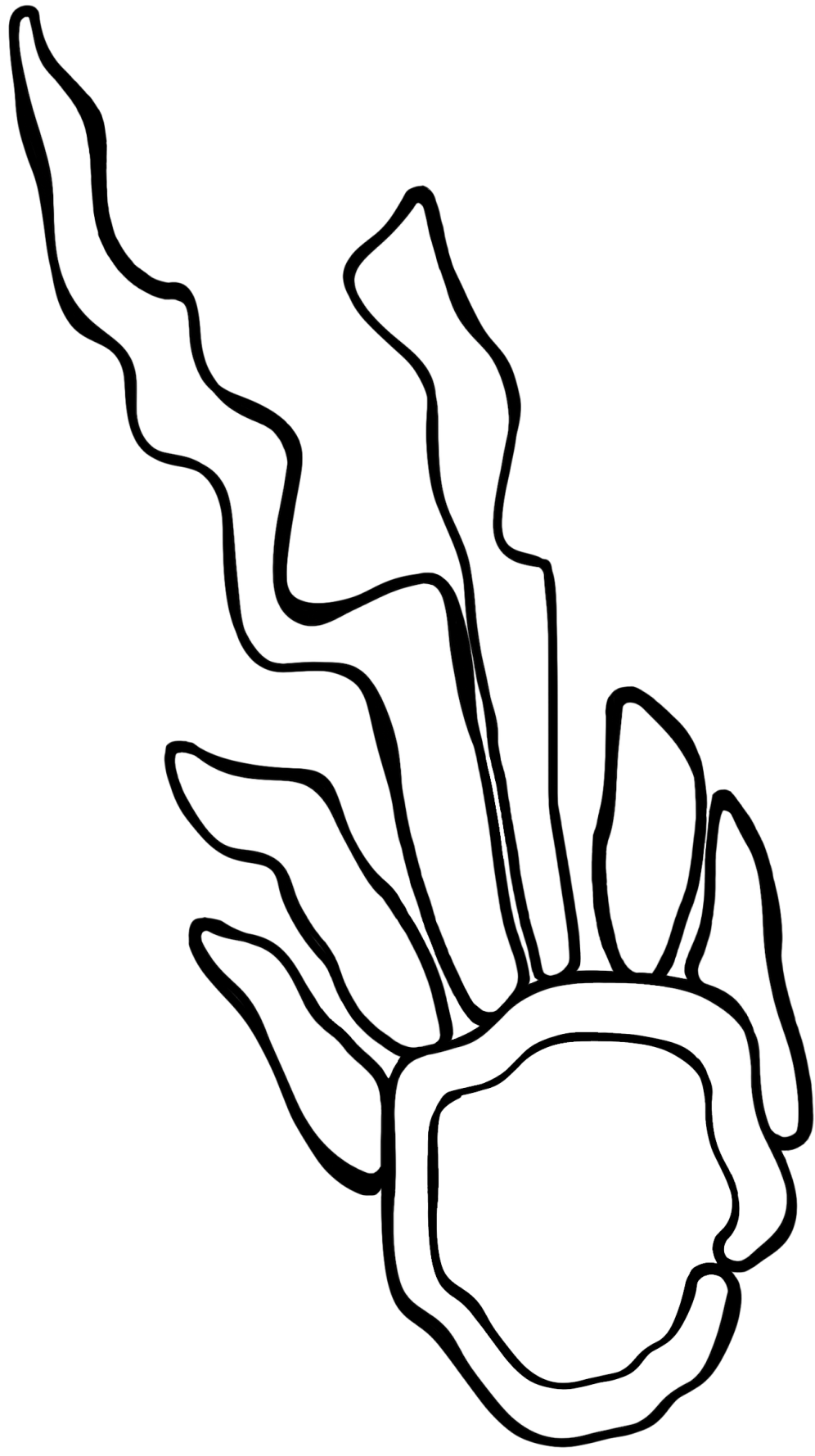


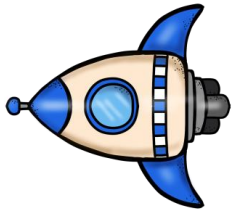
DE TELESCOOP



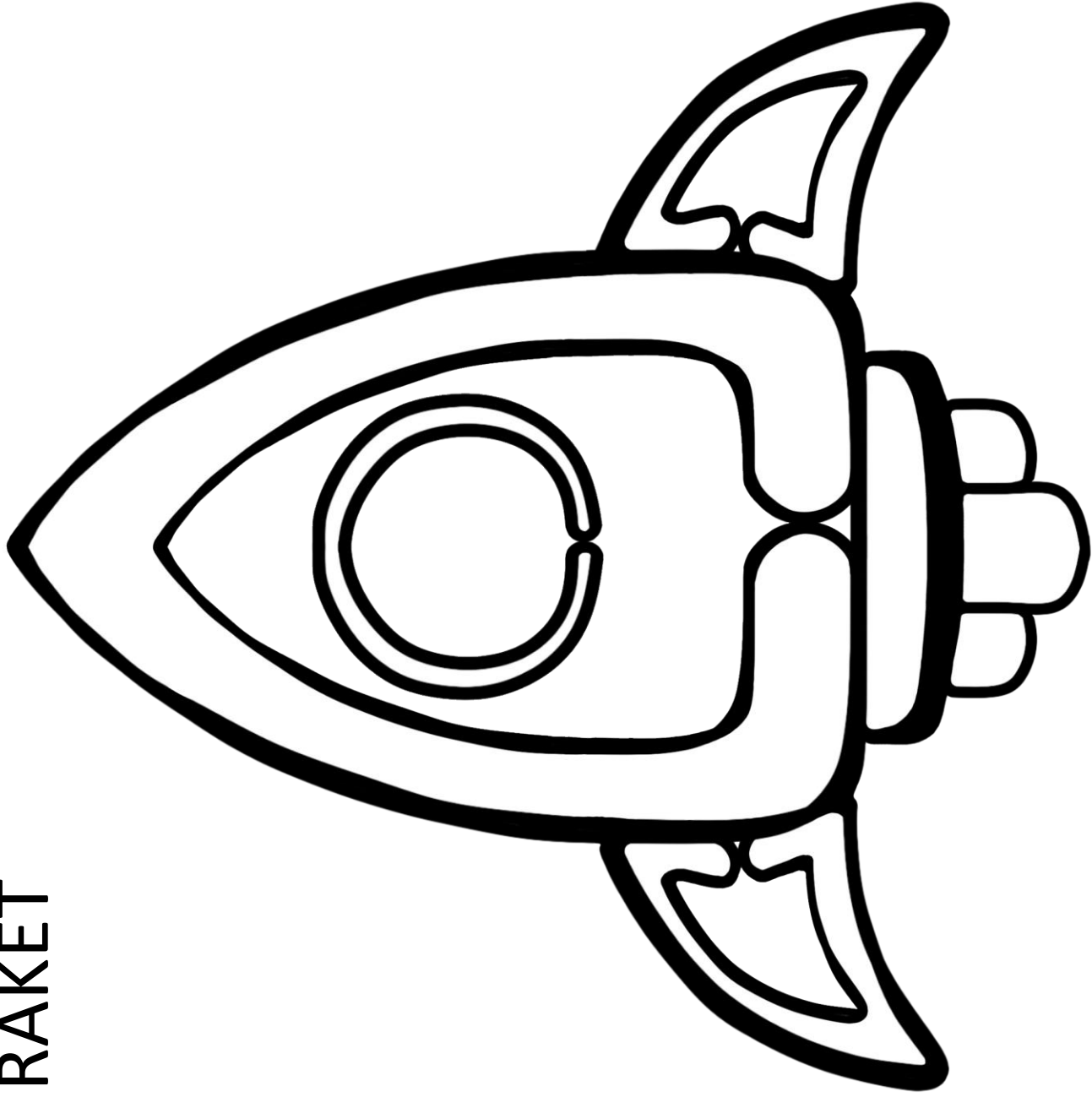


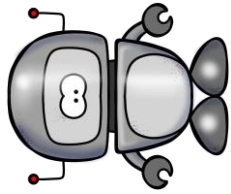
DE METEORIEET



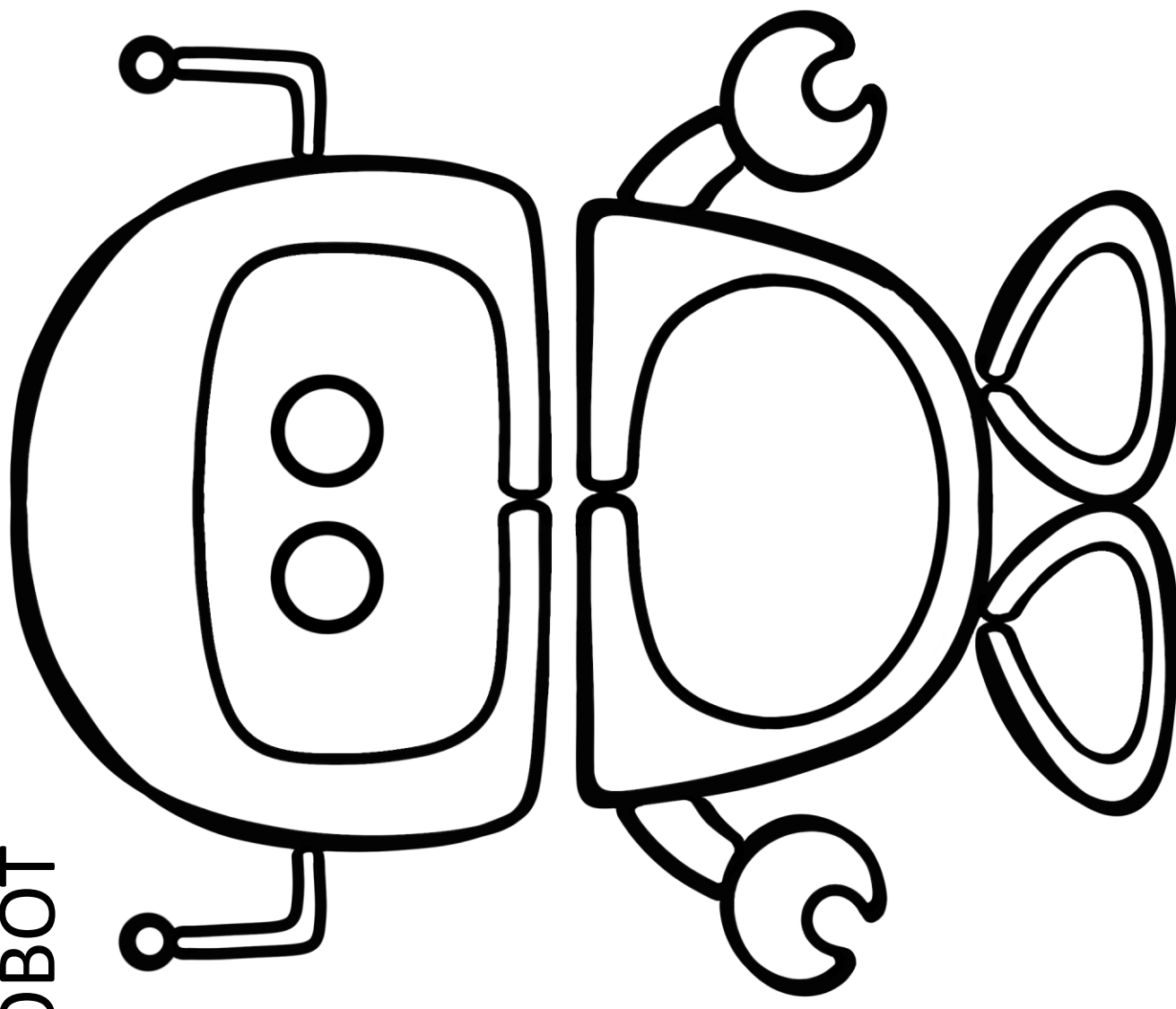


DE RAKET



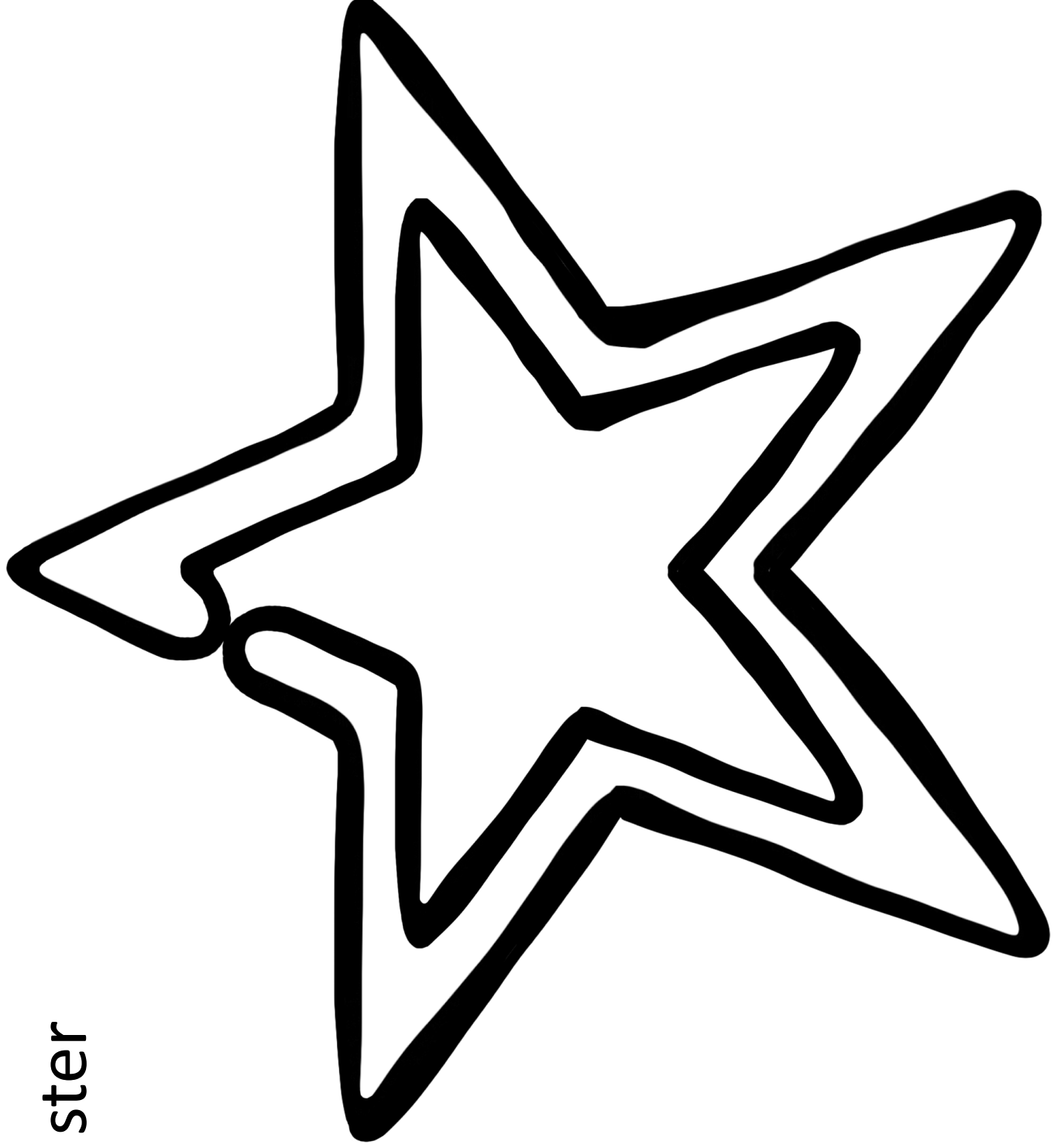


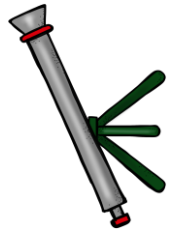
DE ROBOT



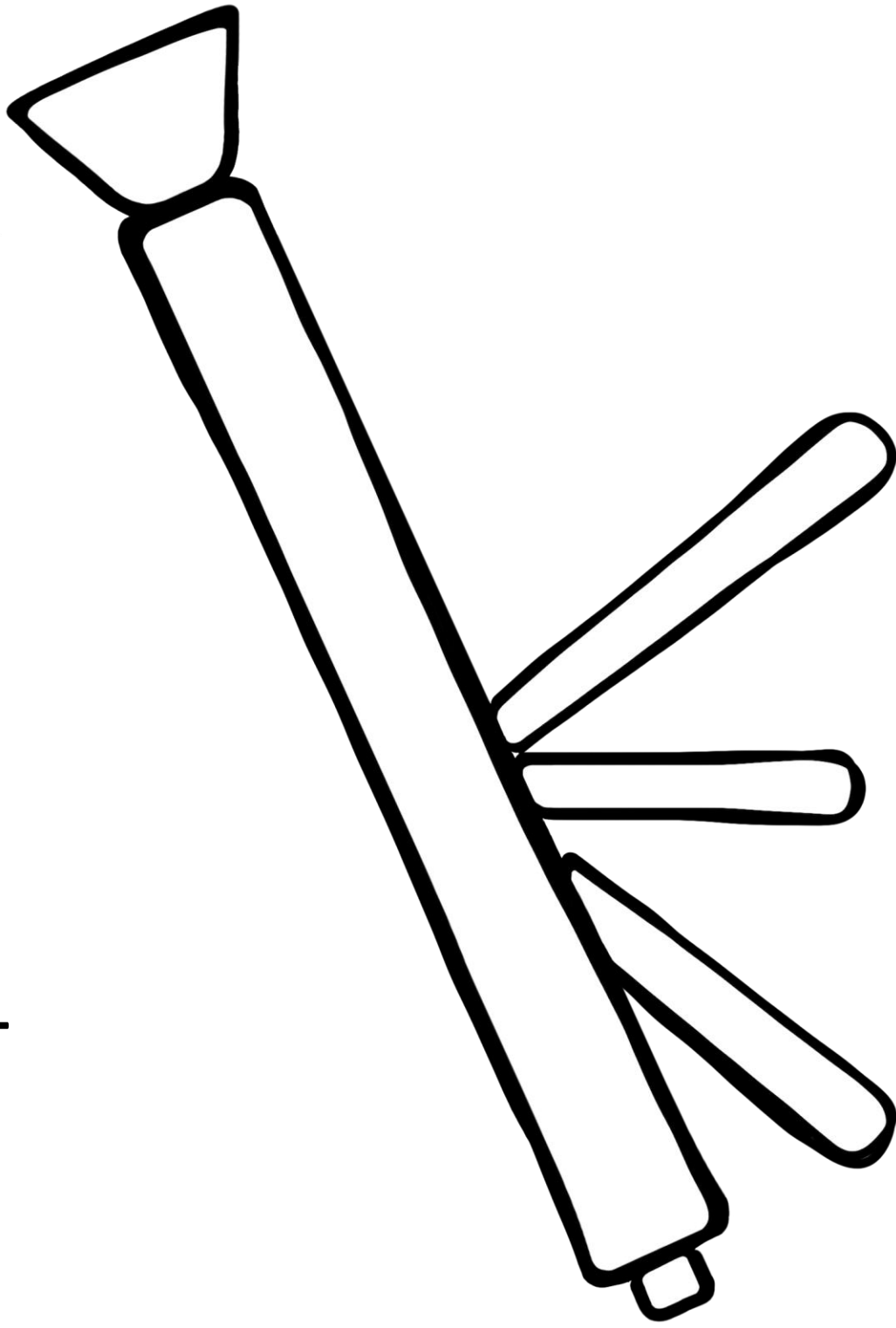


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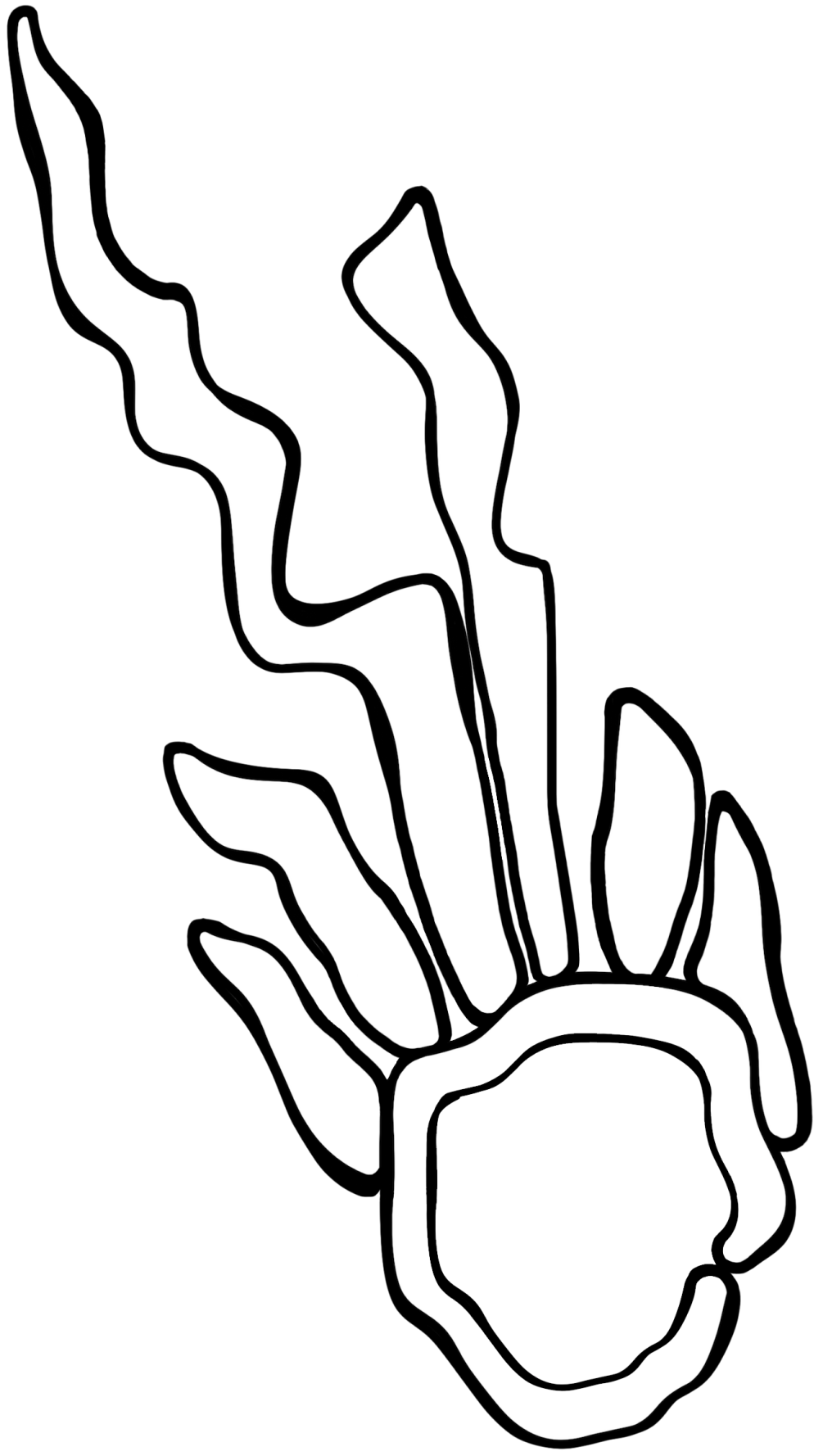


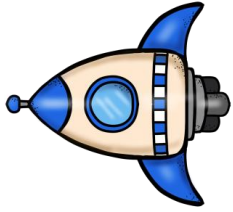
telescope



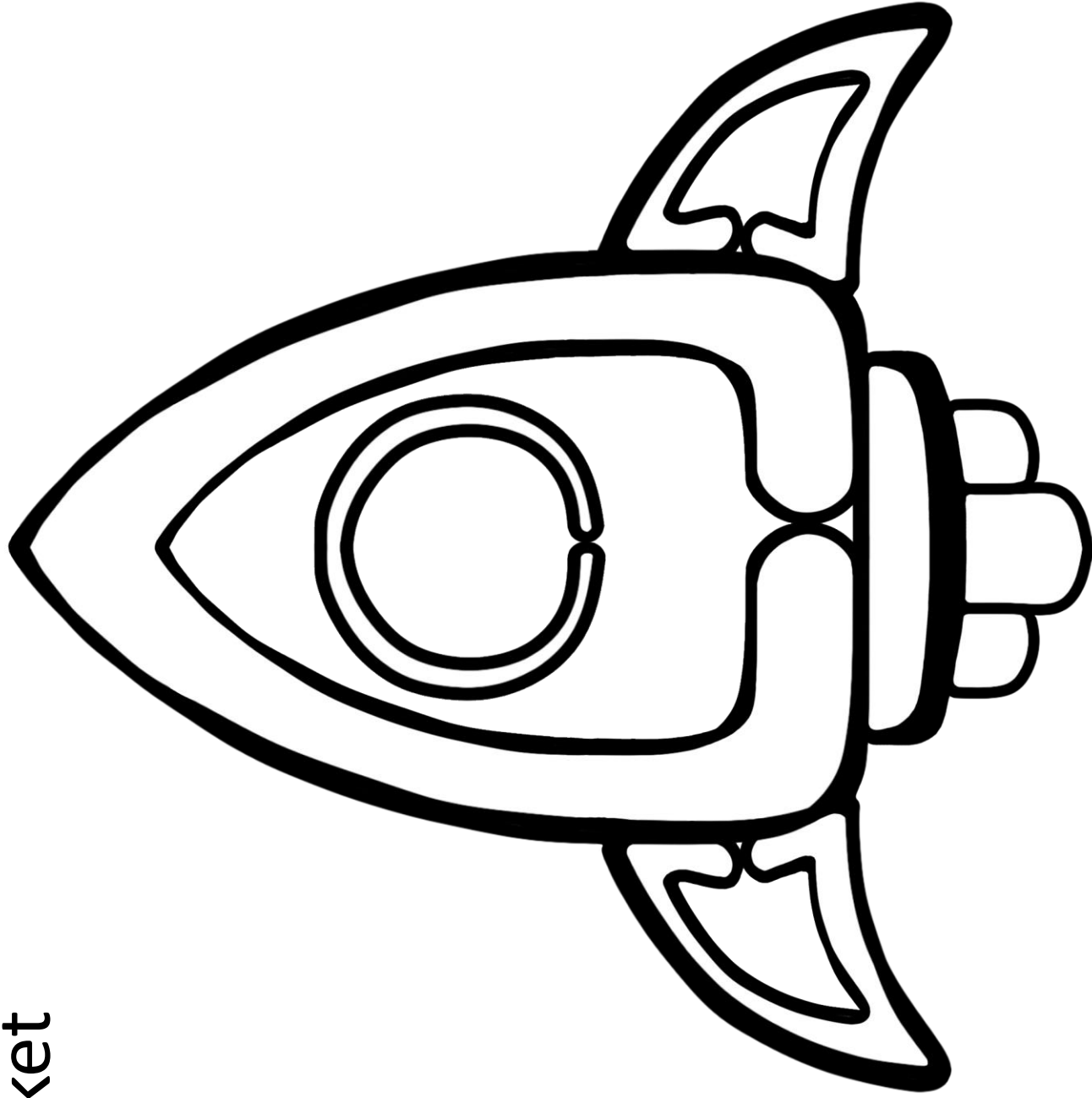


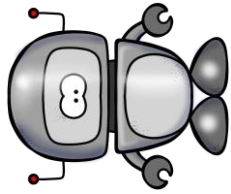
meteoriet



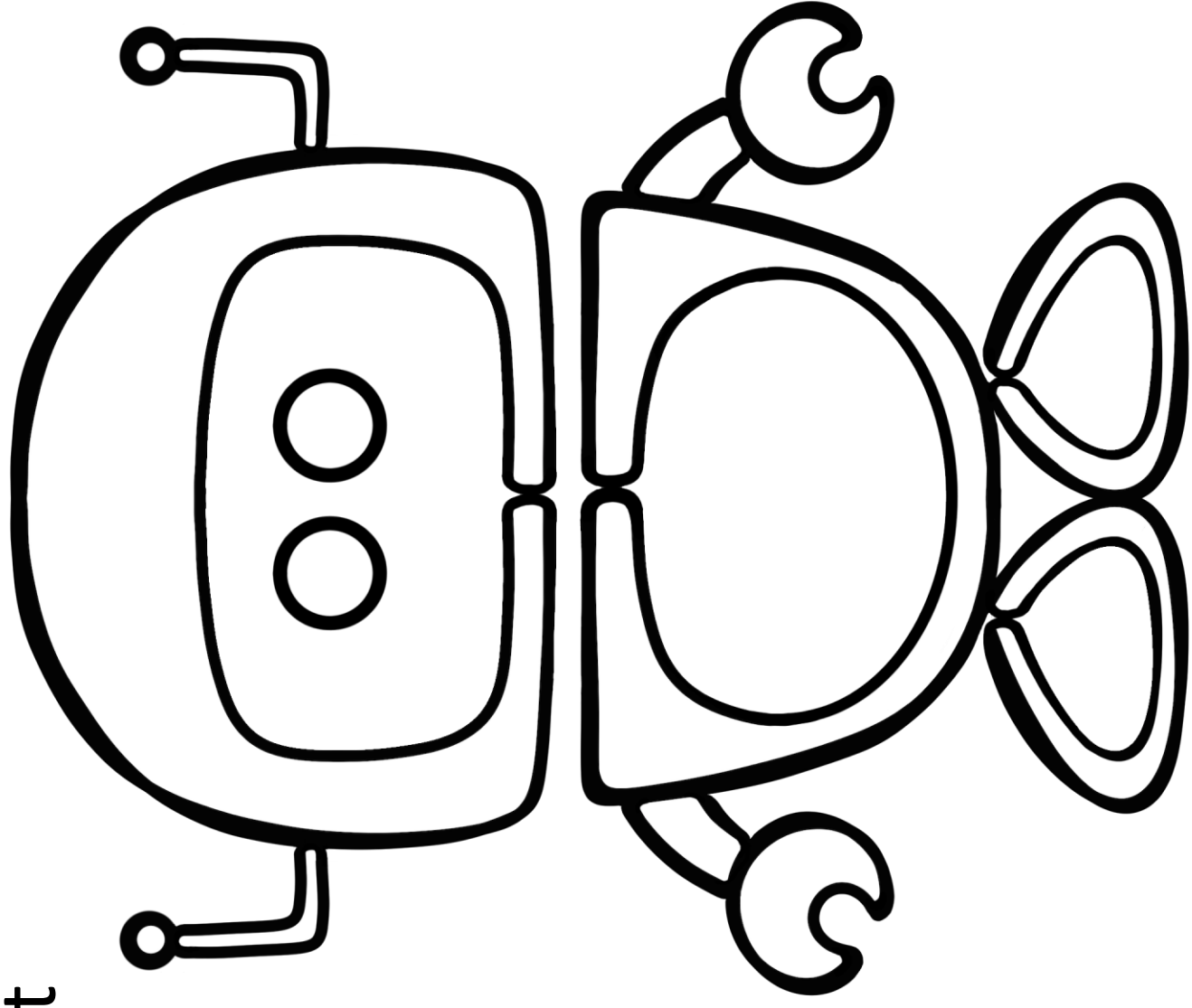


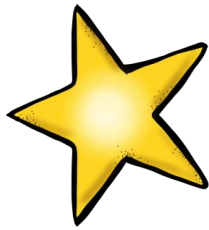
raket



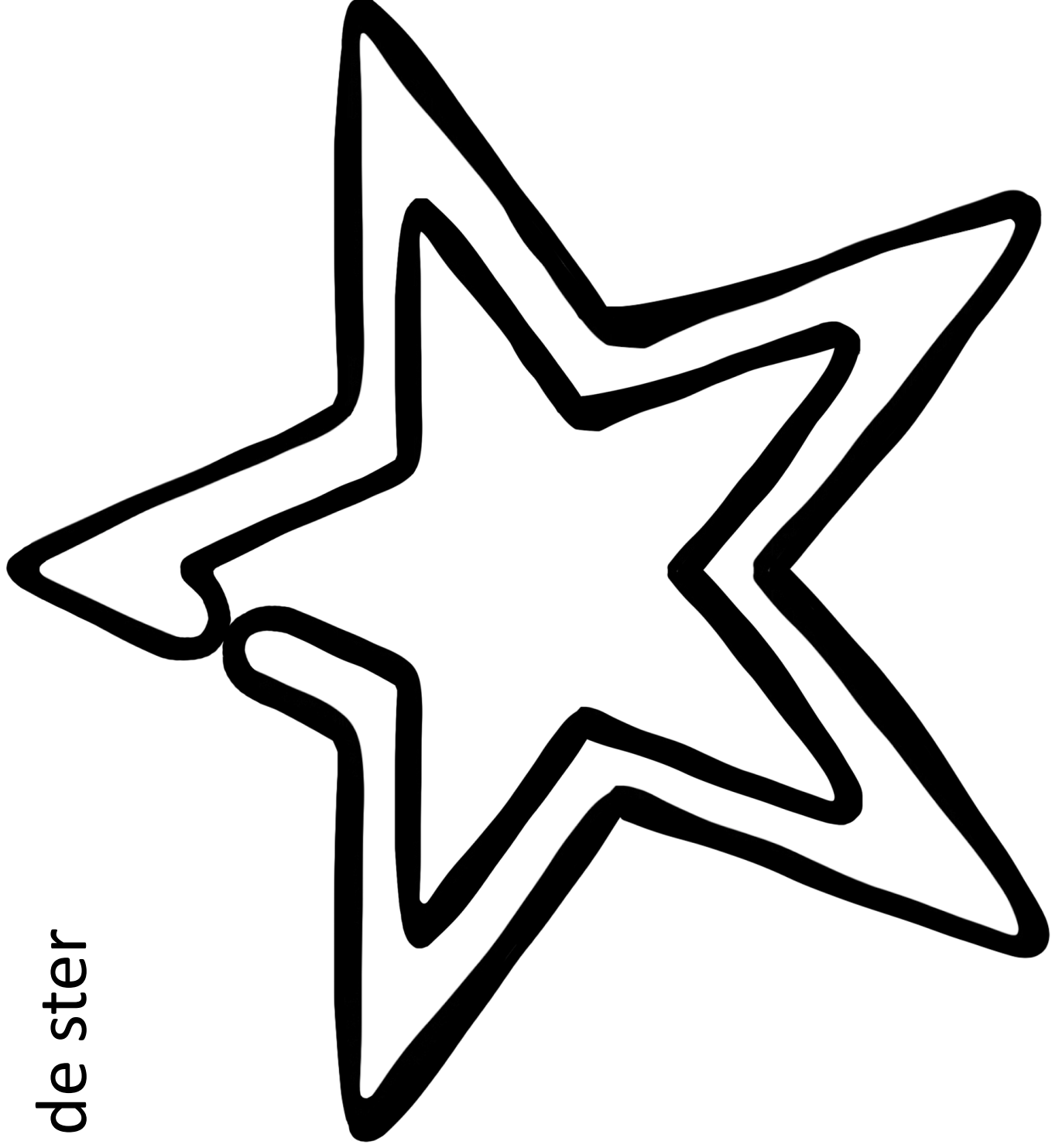


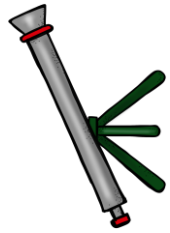
robot



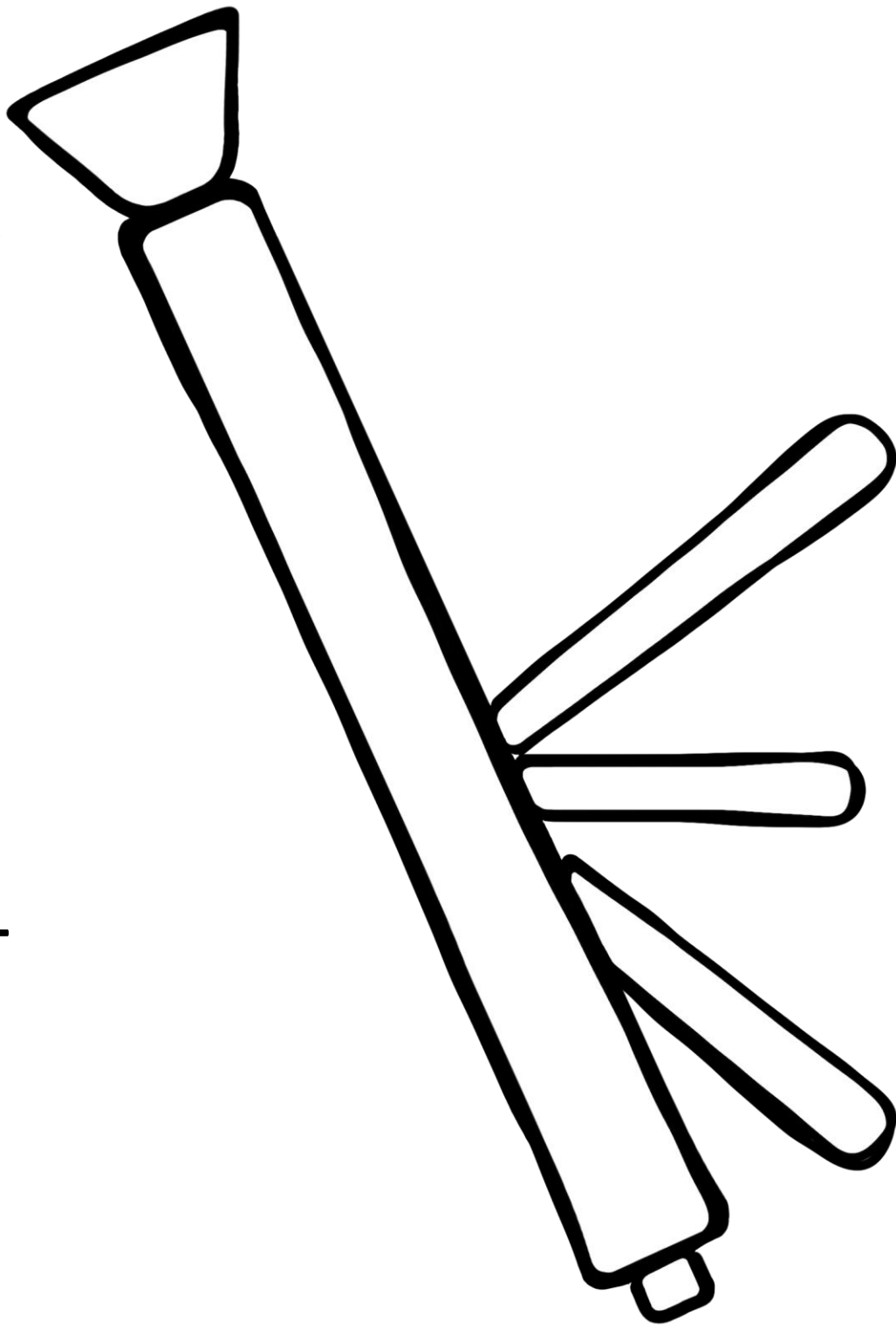


de ster



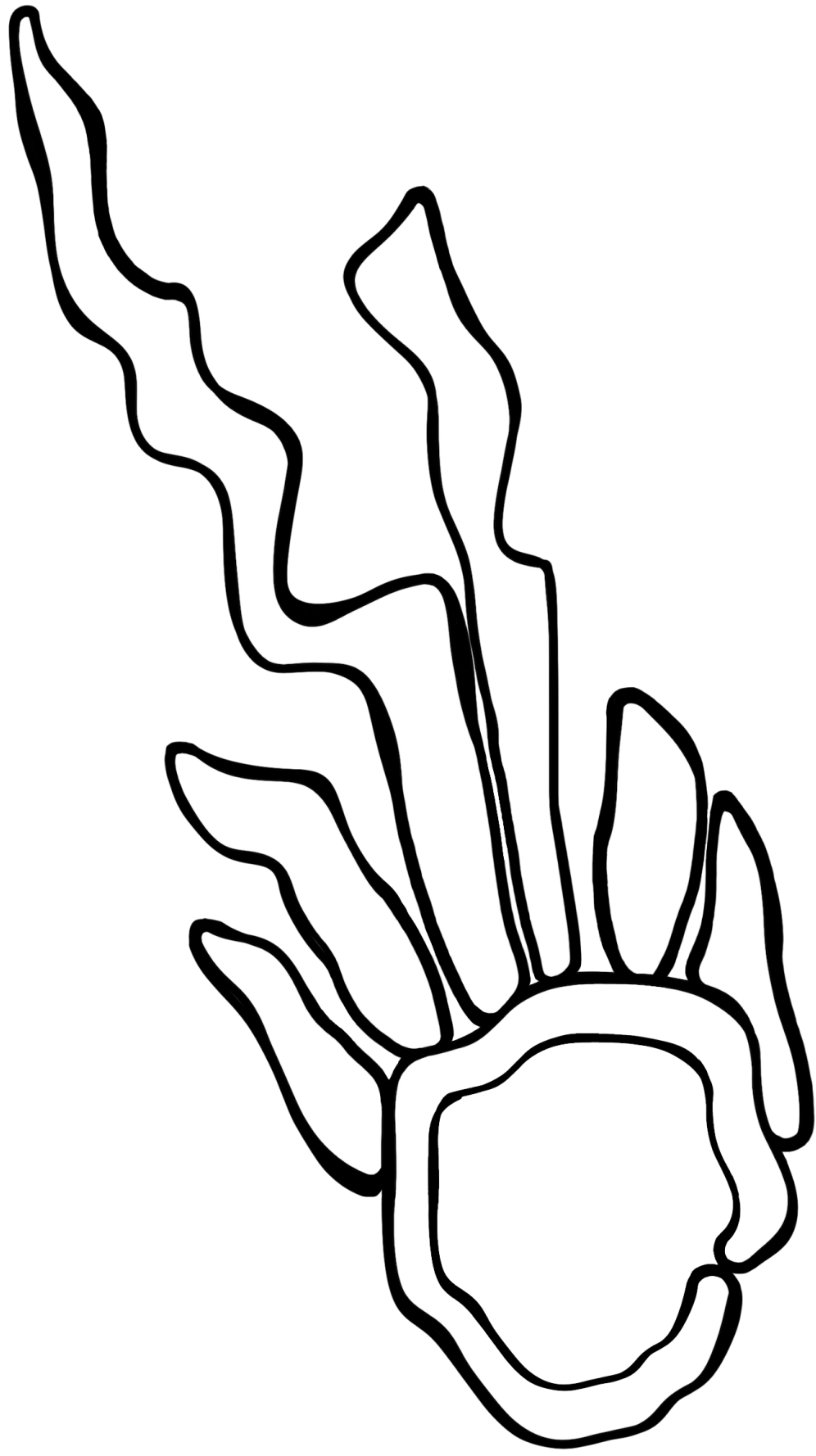


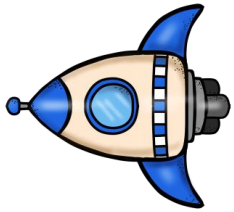
de telescoop



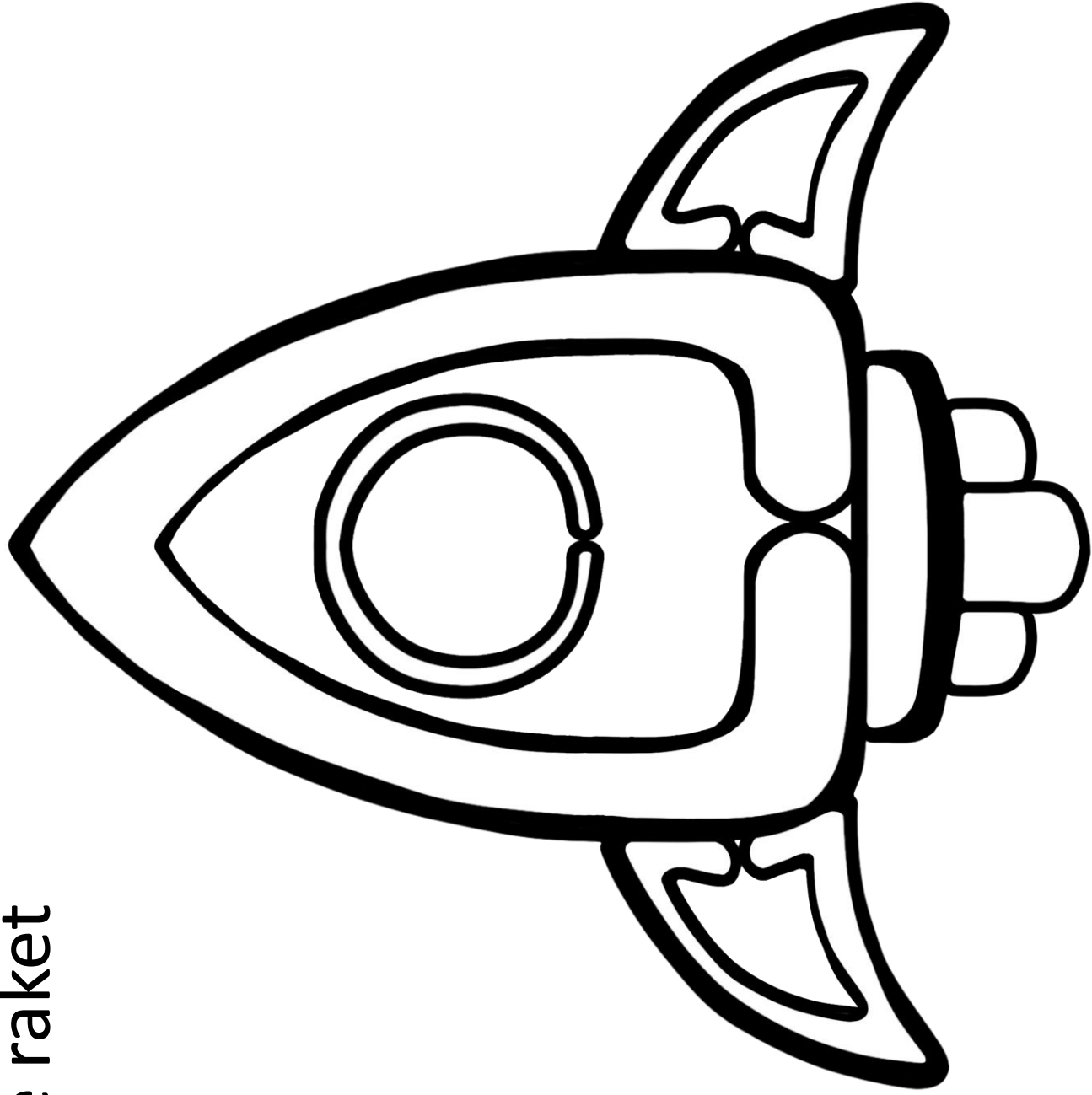


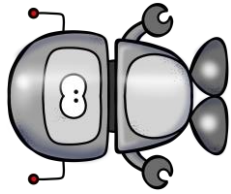
de meteoriet



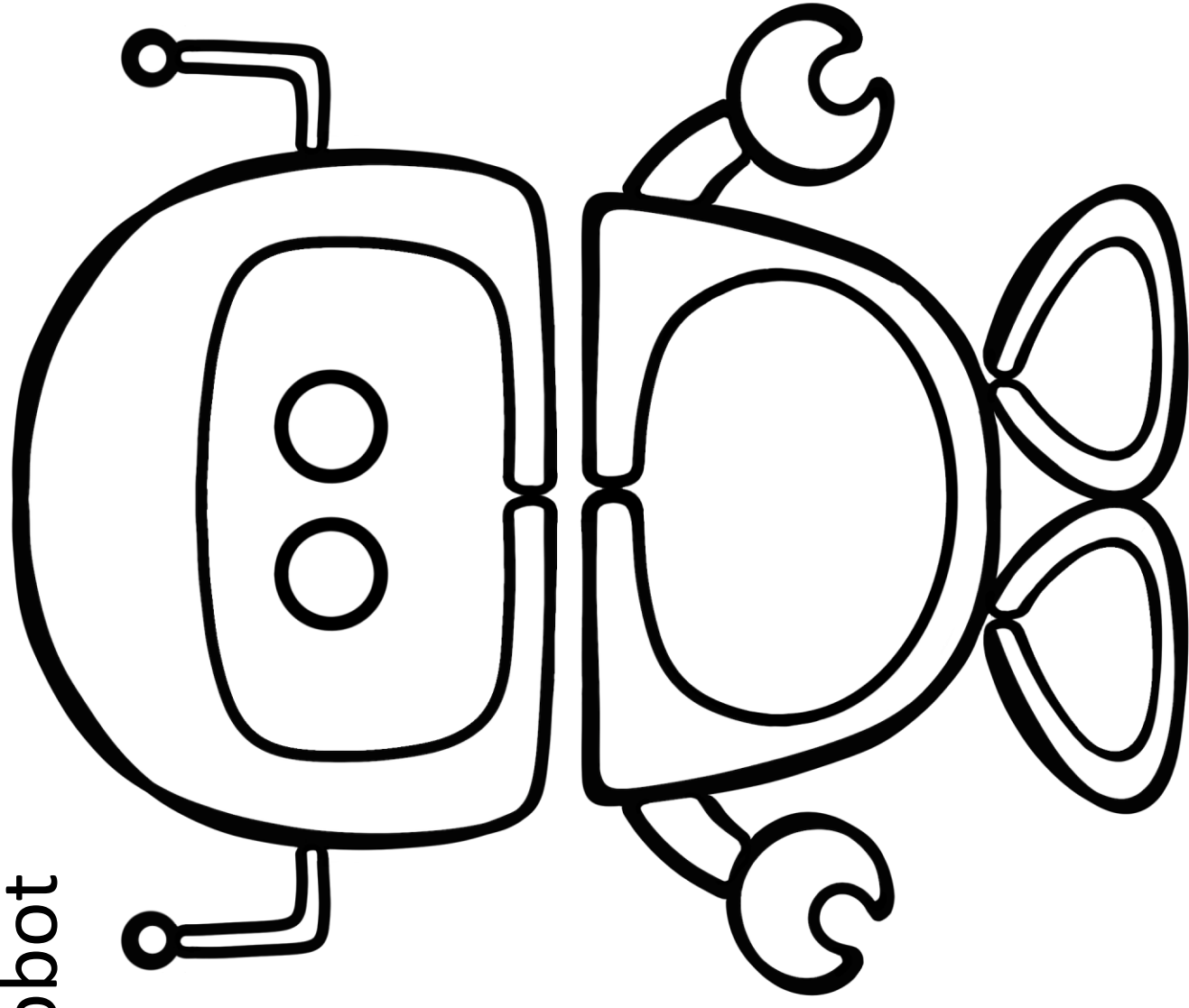


de raket





de robot



Coöperatiefspel: Astronauten VS de meteor



Doel van het spel

- Samen de meteoriet verslaan.
- Hoeveelheden herkennen en gericht handelen.
- Tegen verlies kunnen maar ook kunnen genieten van de groepsspirit!



Vorbereidingen voor het spel

- Print het spelbord op A3 af.
- Lamineer het spelbord.
- Voorzie een kleine raket of een prentje van een raket aan een kurk. Voorzie een klein kiezelsteentje (eventueel goud gespoten) of een prentje van een meteoriet en bevestig deze aan de kurk.

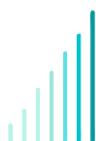
! Je kan deze prentjes vinden in bijlage (zie volgende pagina)

- Kleef het cirkeltje met de meteoriet op een dobbelsteen. (zie volgende pagina).
- Voorzie naast een zelfgemaakte dobbelsteen met de meteoriet op, nog een andere dobbelsteen met enkel getalbeelden.



Spelregels

- De kleuters bespelen samen de raket, de meteoriet (het kiezelsteentje) is wie ze moeten verslaan in het spel.
- Het is de bedoeling dat de raket als eerste aankomt bij de maan.
- De kleuters rollen met de zelfgemaakte dobbelsteen (met de meteoriet op).
 - Rollen ze een getalbeeld: YES de raket mag vertrekken en hetzelfde aantal stapjes nemen als de dobbelsteen aangeeft.
 - Rollen ze de meteoriet: OH NEE de meteoriet mag vertrekken! Neem de andere dobbelsteen en rol. De meteoriet zet hetzelfde aantal stapjes als de dobbelsteen aangeeft.
- Het is de bedoeling dat de raket wint, wie weet steken de kleuters de meteoriet nog voorbij! Of misschien verliezen ze en halen ze de meteoriet niet meer in. Wie zal de winnaar zijn de groep kleuters of de meteor... spannend!



Gradaties en differentiatie

- Je kan op de zelfgemaakte dobbelsteen ook 2 meteoren kleven. Zo is de kans dat de raket wint kleiner.

Voor de zelfgemaakte dobbelsteen

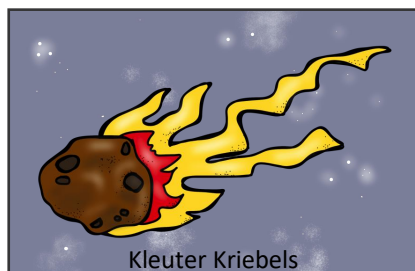
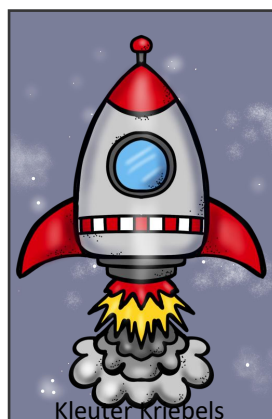
4 cm

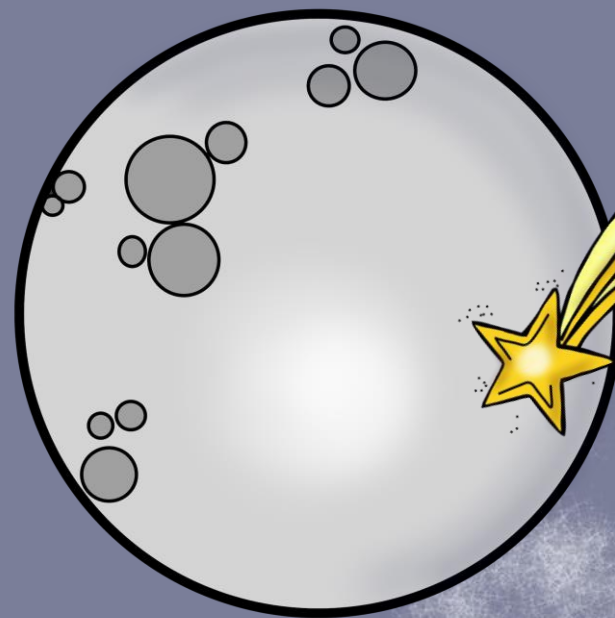


3 cm



Voor als je zelfgemaakte pionnen nodig hebt





- 25
- 24
- 23
- 22
- 21
- 20
- 19
- 18
- 17
- 16
- 15
- 14
- 13
- 12
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1