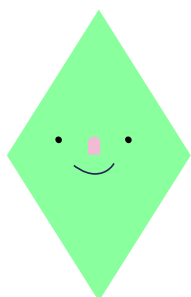
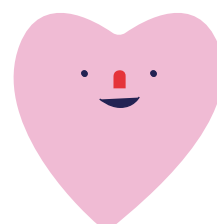
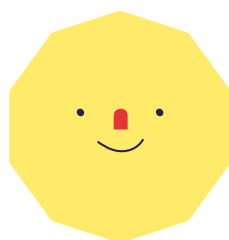
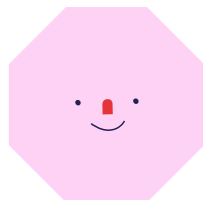
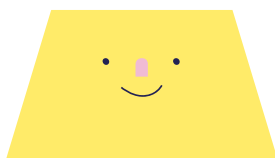
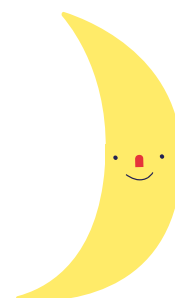


Werkboekje

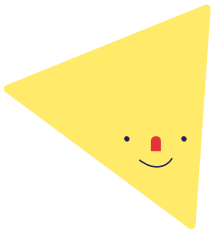
Vormen



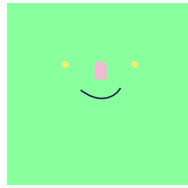
Naam:



VORMEN



driehoek



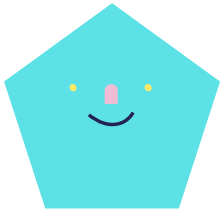
vierkant



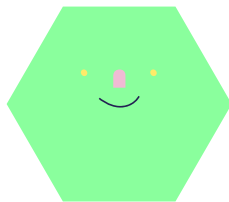
rechthoek



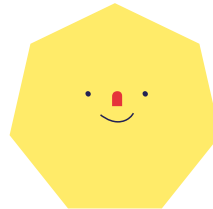
cirkel



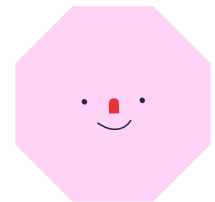
vijfhoek



zeshoek



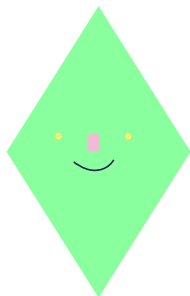
zevenhoek



achthoek



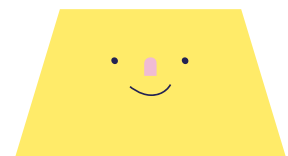
ovaal



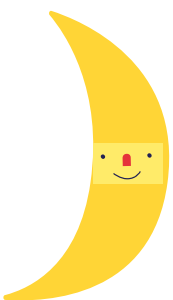
ruit



halve cirkel



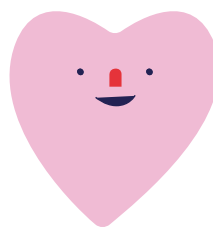
trapezium



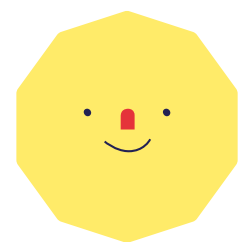
maan



ster



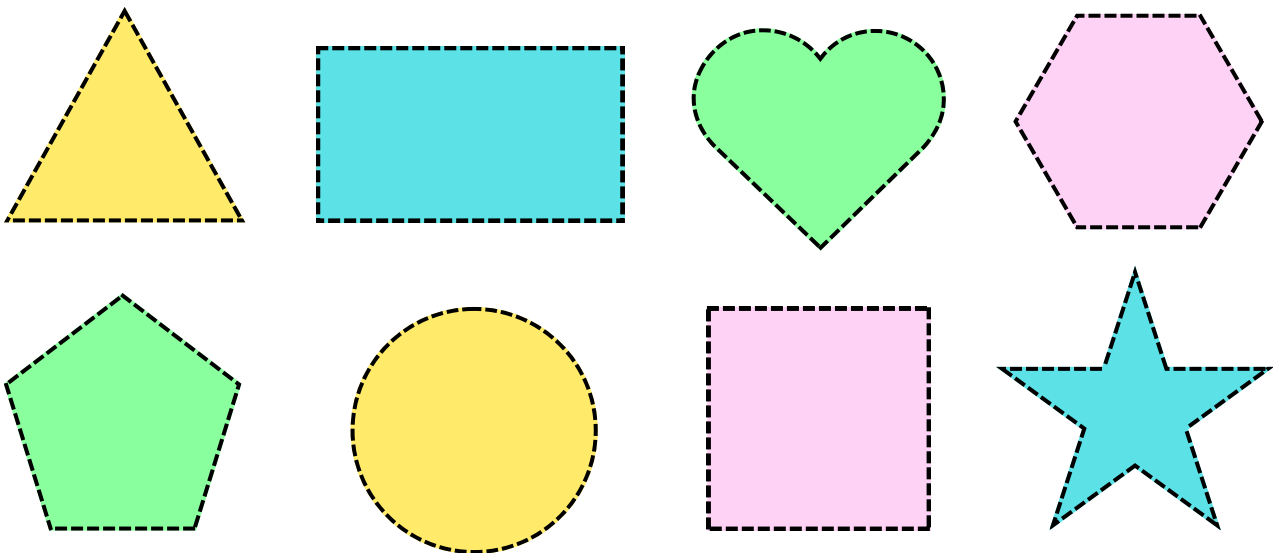
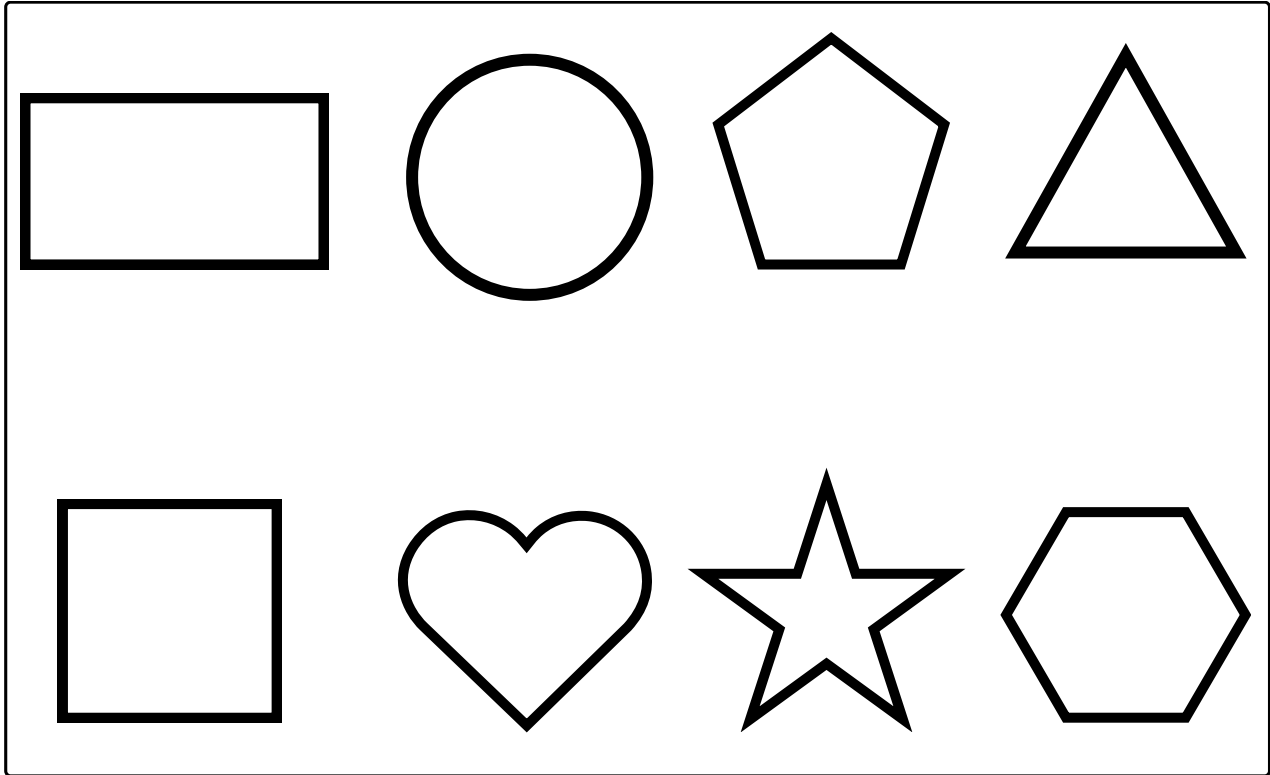
hart



tienhoek

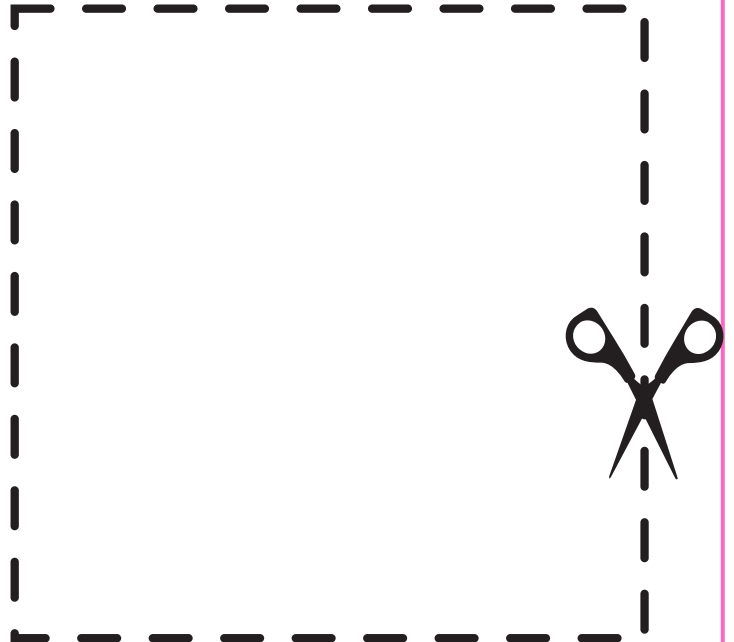
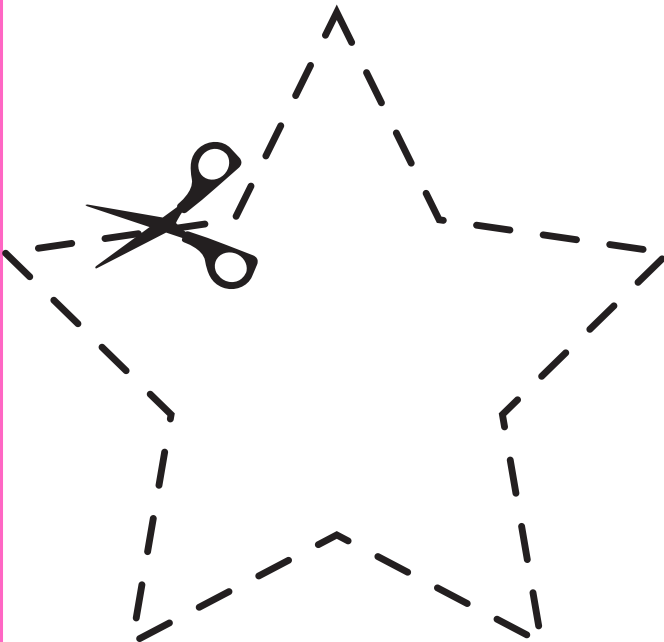
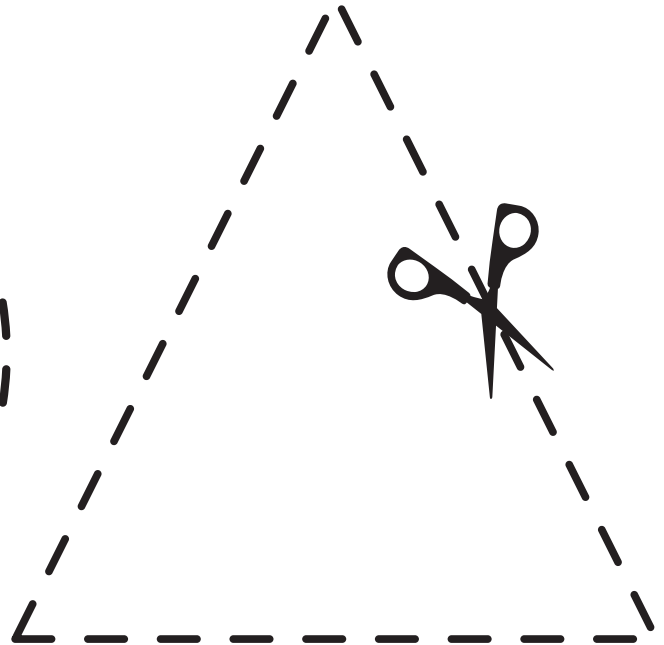
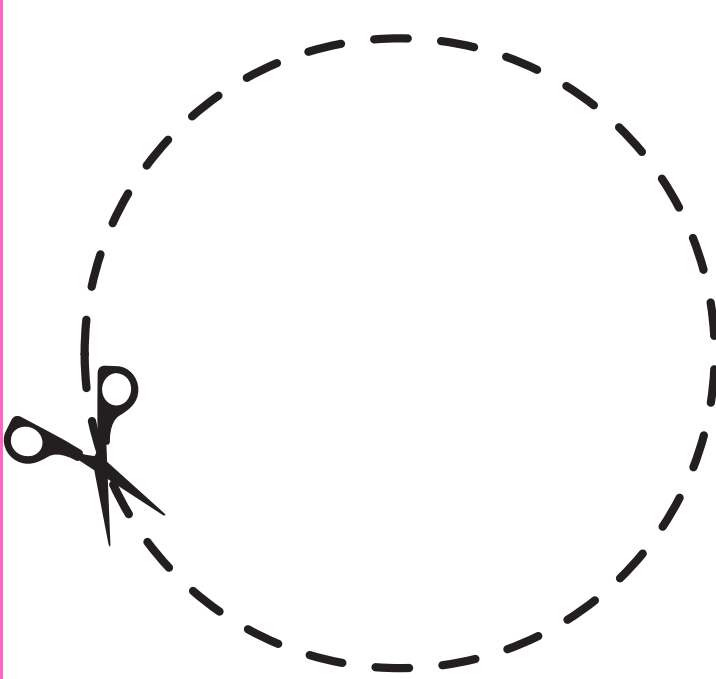
VORMEN KNIPPEN

Knip de vormen uit en plak ze op de juiste plek.



VORMEN KNIPPEN

Knip de vormen uit en combineer met de juiste naam.



ster

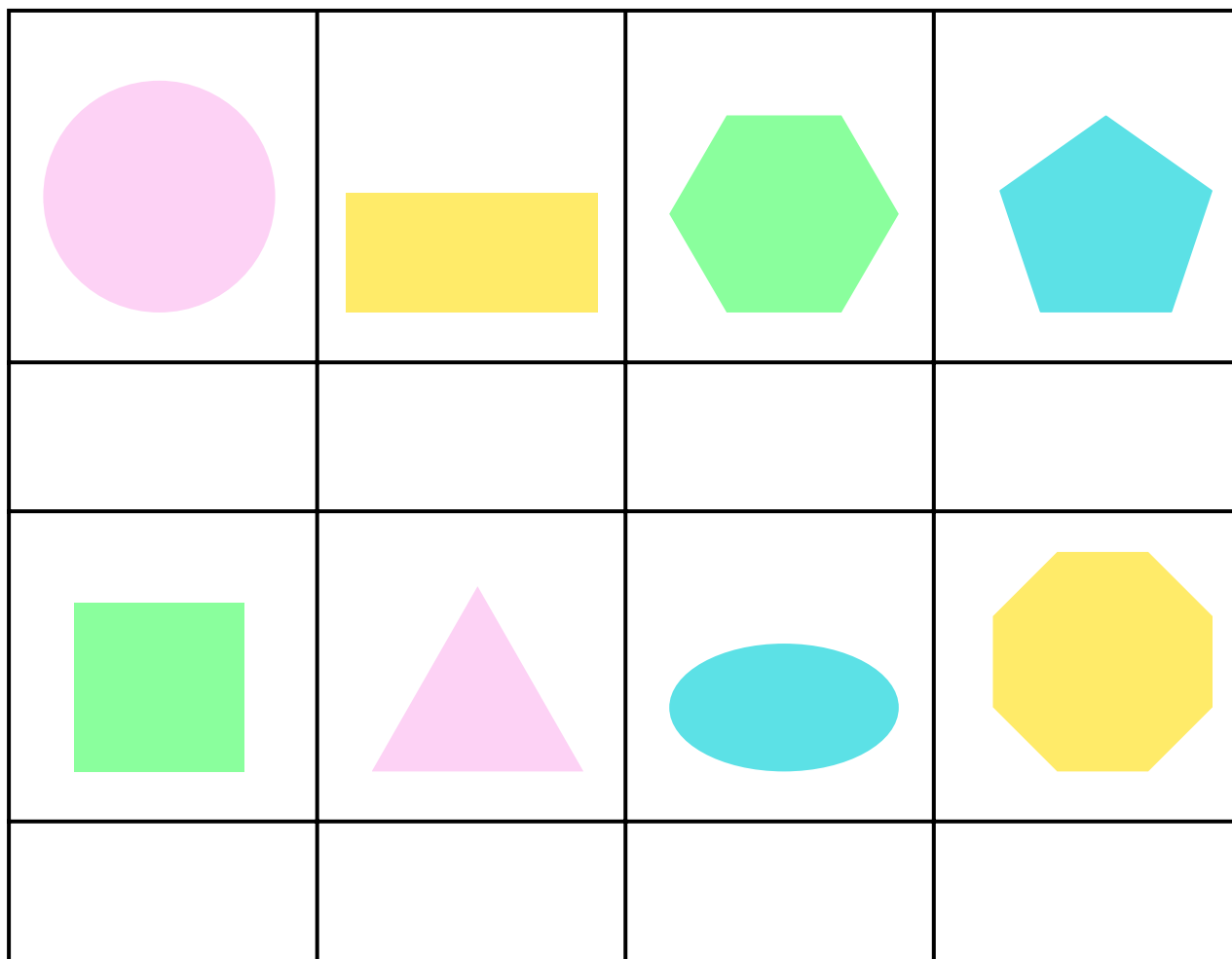
driehoek

cirkel

vierkant

VORMEN NAAM

Knip de namen uit en plak onder de juiste vorm.



rechthoek

zeshoek

vijfhoek

cirkel

driehoek

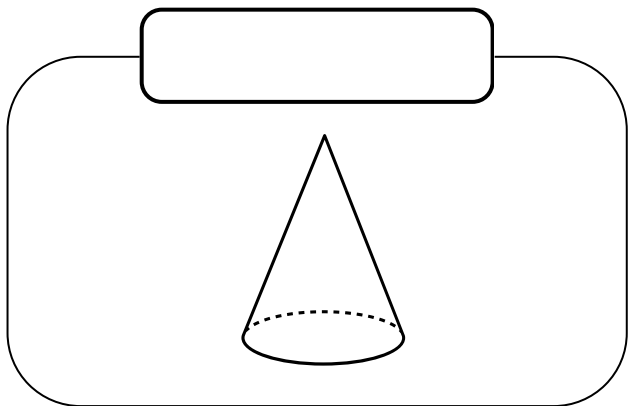
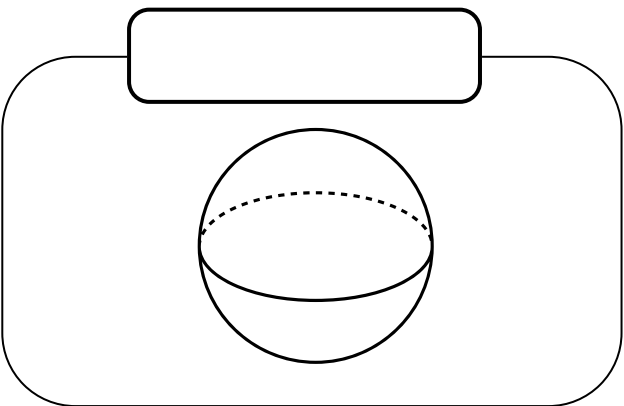
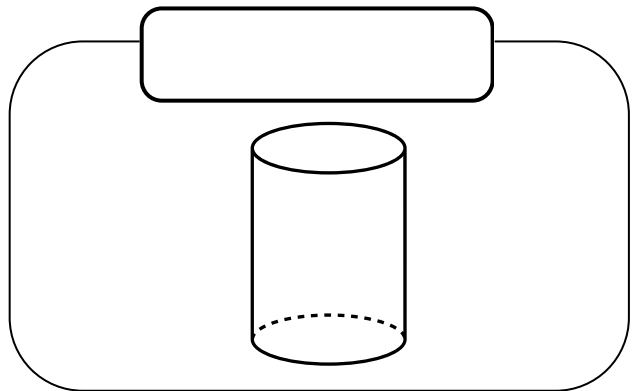
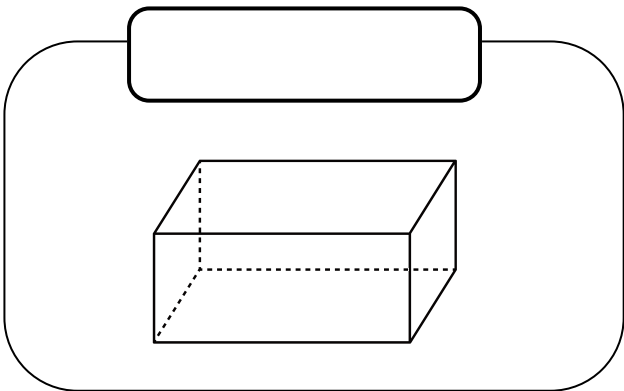
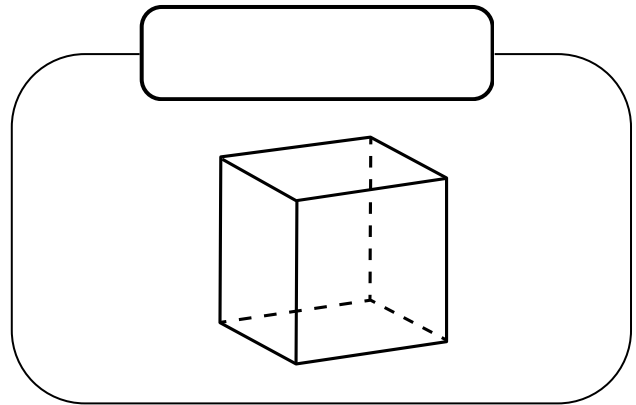
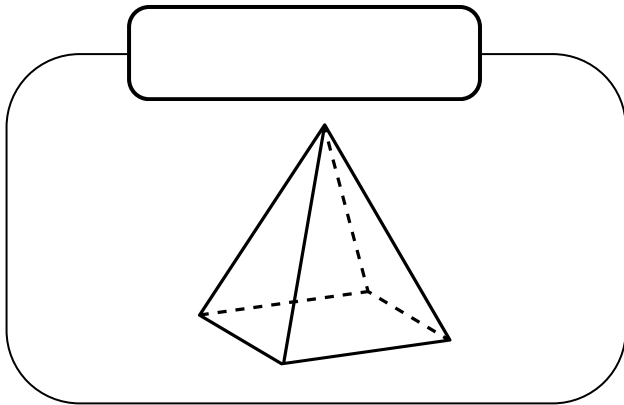
ovaal

achthoek

vierkant

VORMEN NAAM

Knip de namen uit en plak onder de juiste vorm.



kubus

balk

cilinder

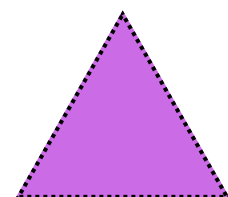
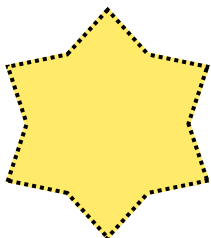
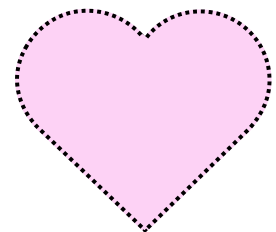
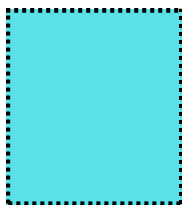
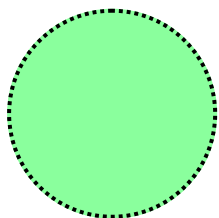
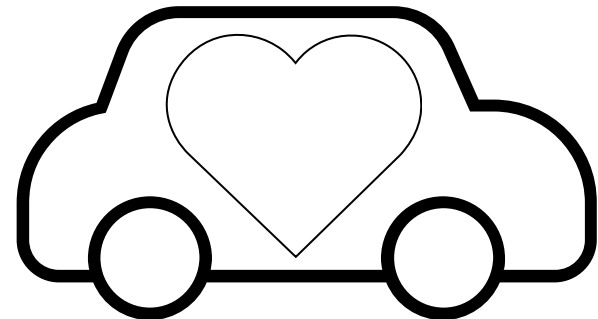
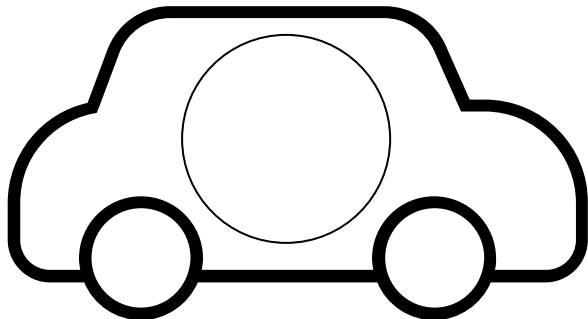
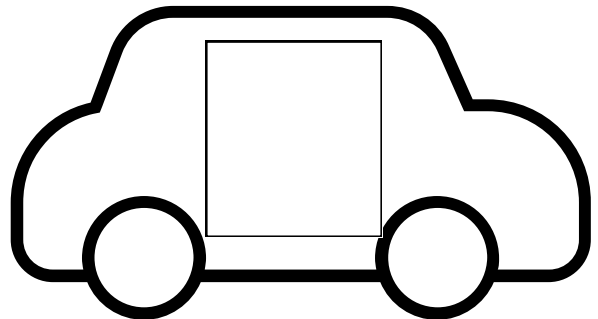
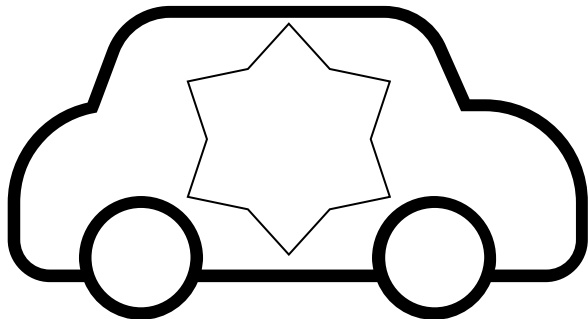
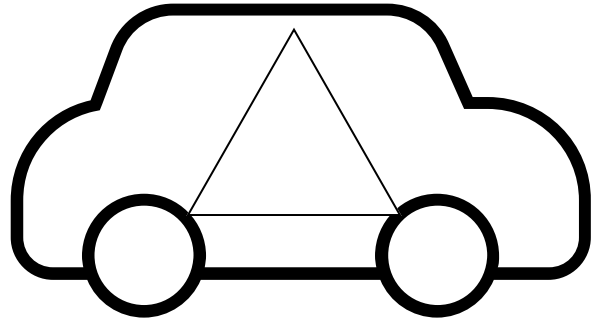
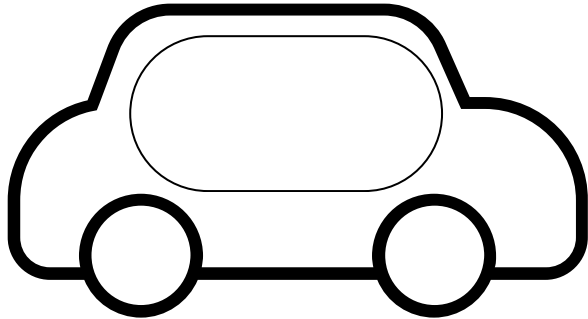
piramide

bol

kegel

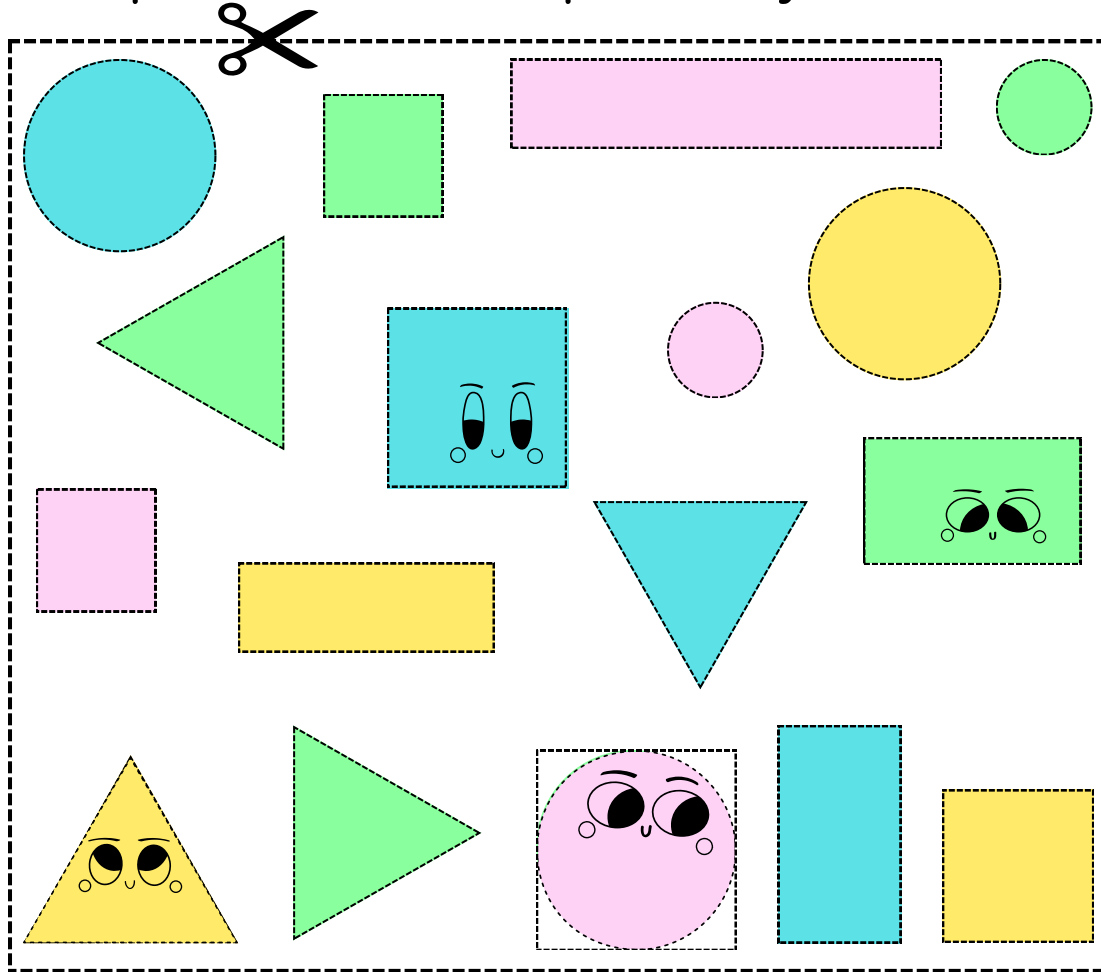
VORMEN AUTO'S

Knip de vormen uit en plak op de juiste auto.



VORMEN SORTEREN

Knip de vormen uit en plak in de juiste kolom.



cirkel

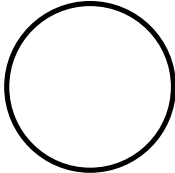

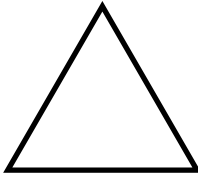

vierkant

driehoek












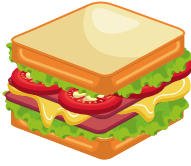
rechthoek

VORMEN SORTEREN

Knip de vormen uit en plak in de juiste kolom.

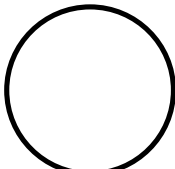
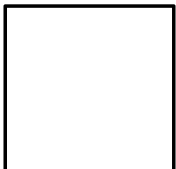
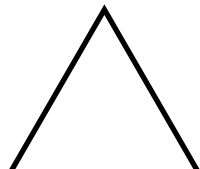

			

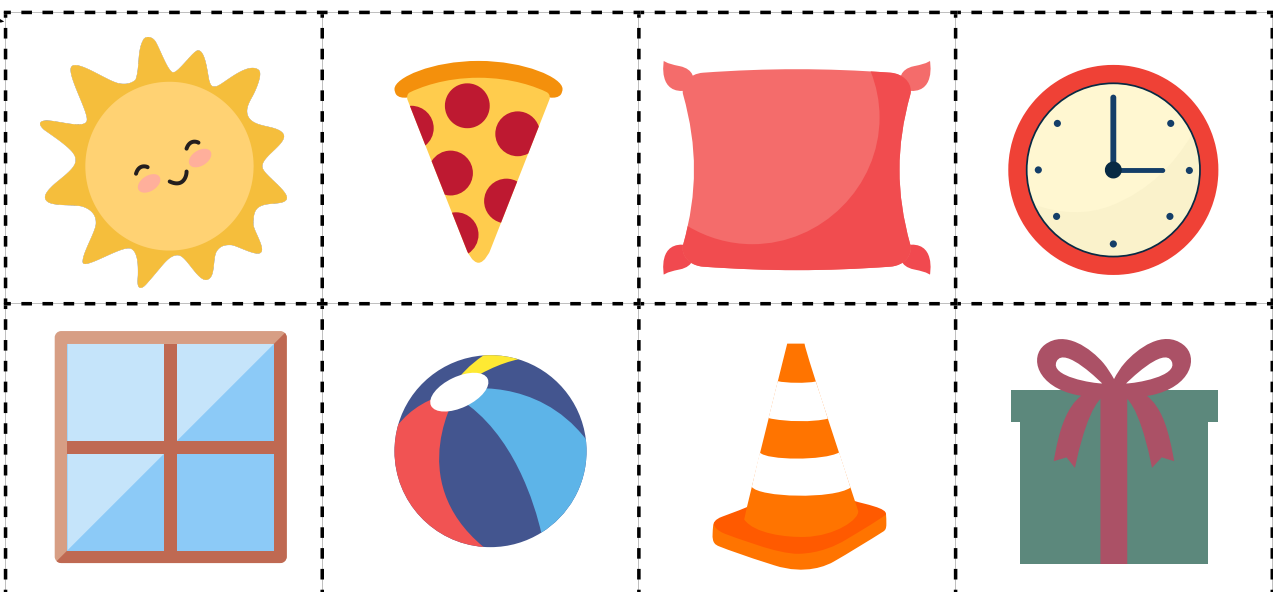


VORMEN SORTEREN

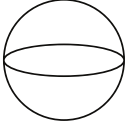
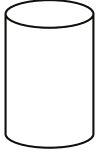
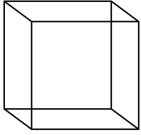
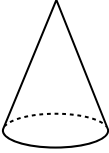
Knip de vormen uit en plak in de juiste kolom.



VORMEN SORTEREN

Knip de vormen uit en plak in de juiste kolom.

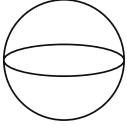
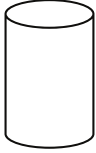
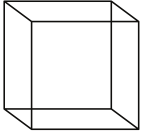
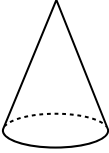
			



VORMEN SORTEREN

Knip de vormen uit en plak in de juiste kolom.

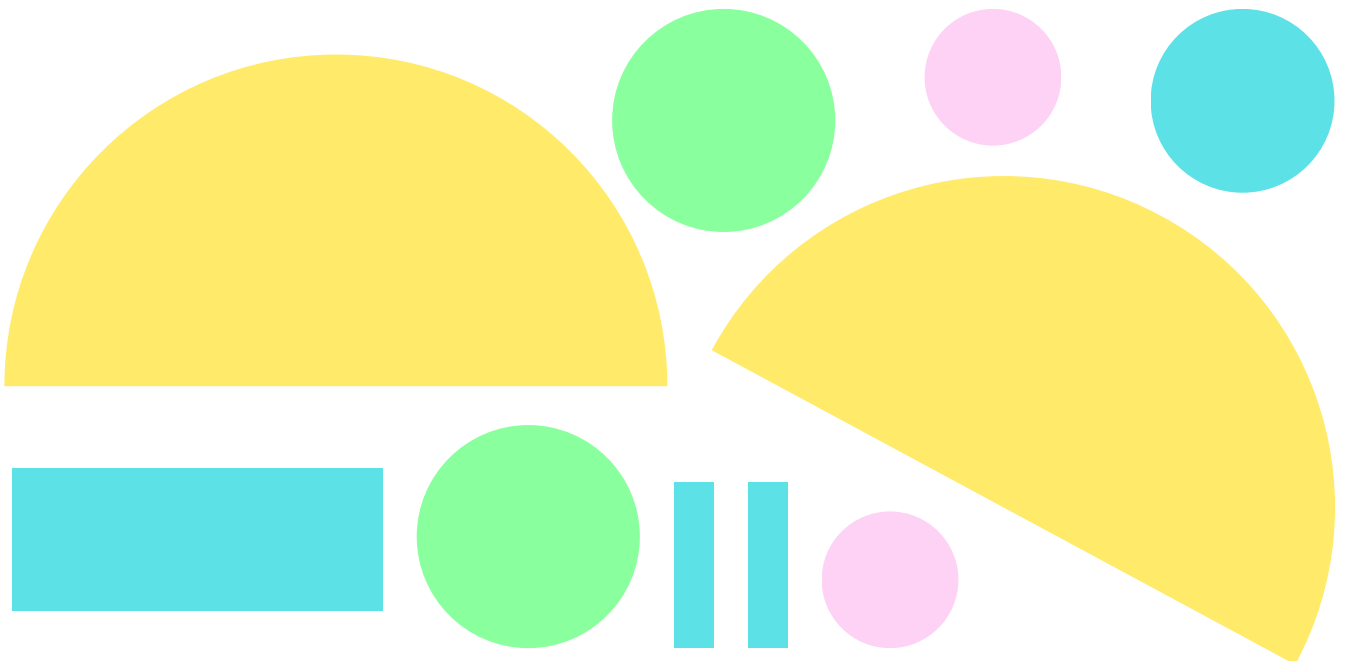


VLINDER

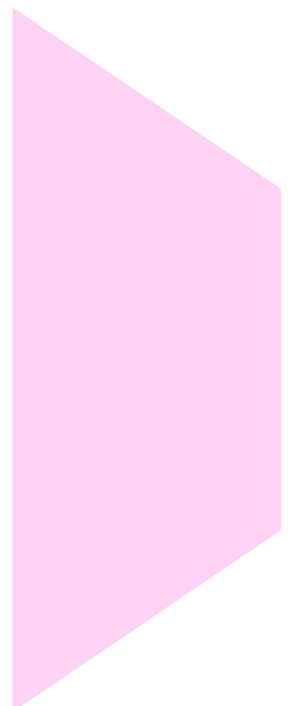
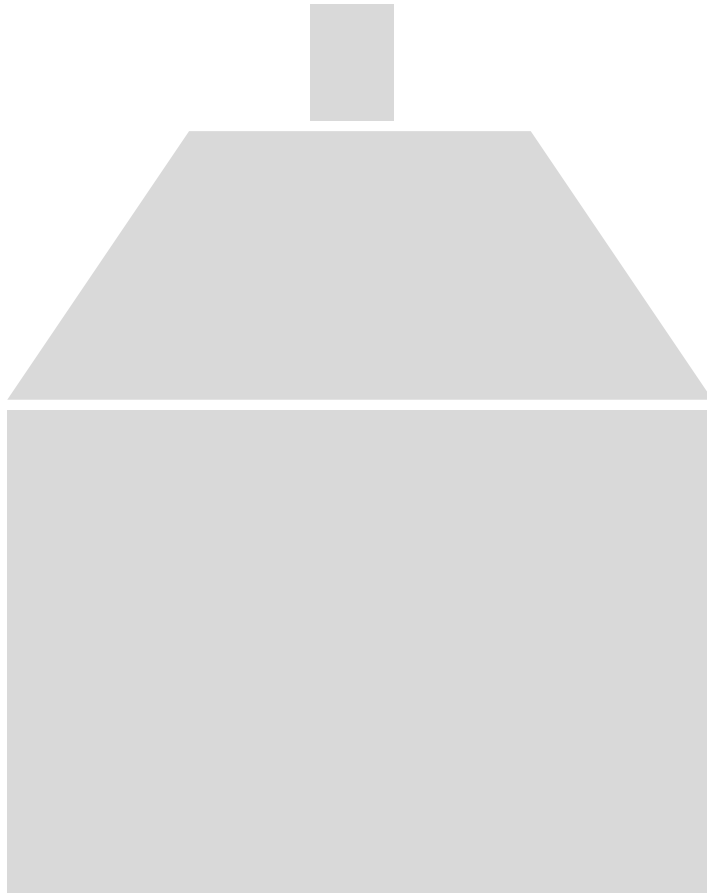
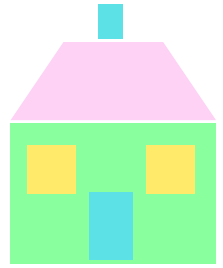


Knip de vormen uit en leg de vlinder.



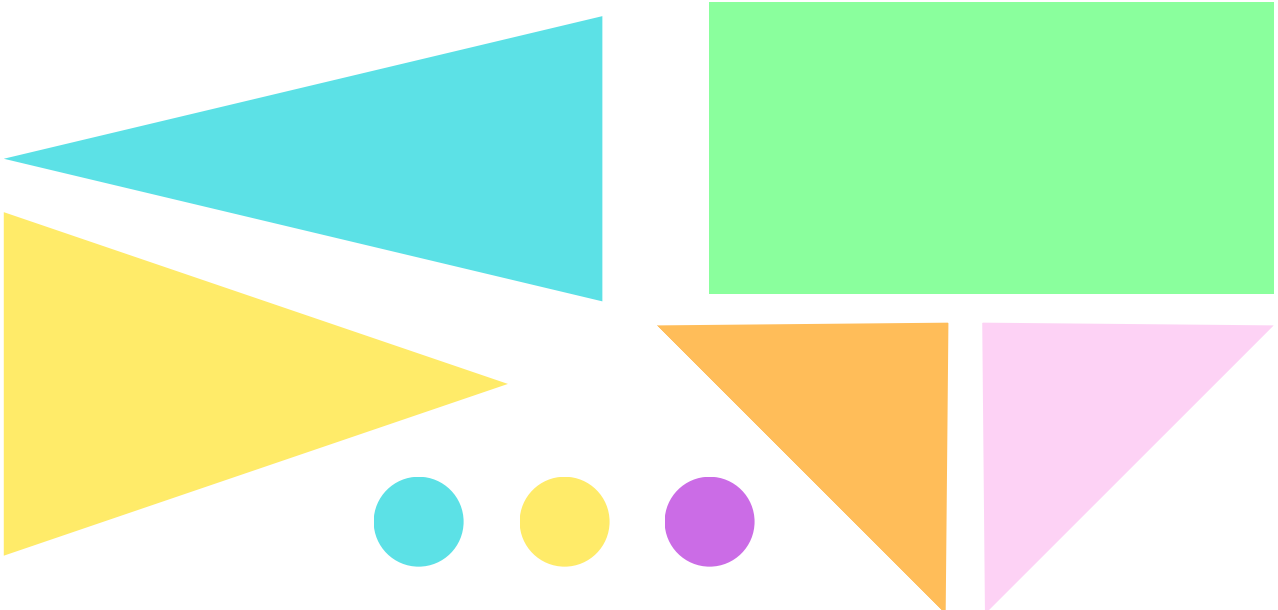
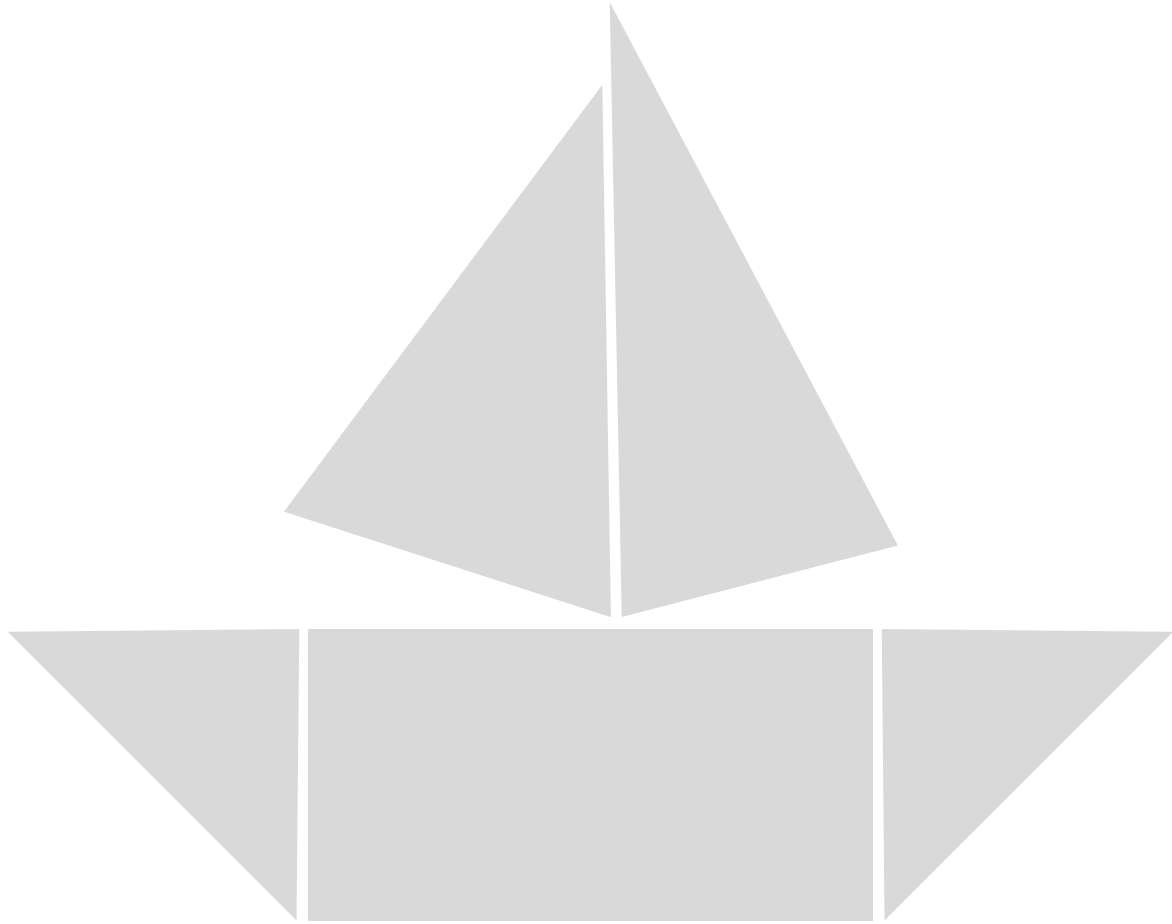
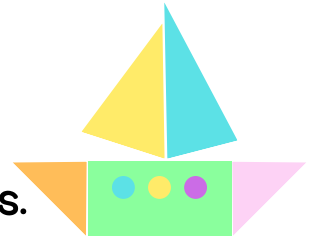
HUIS

Knip de vormen uit en leg het huis.



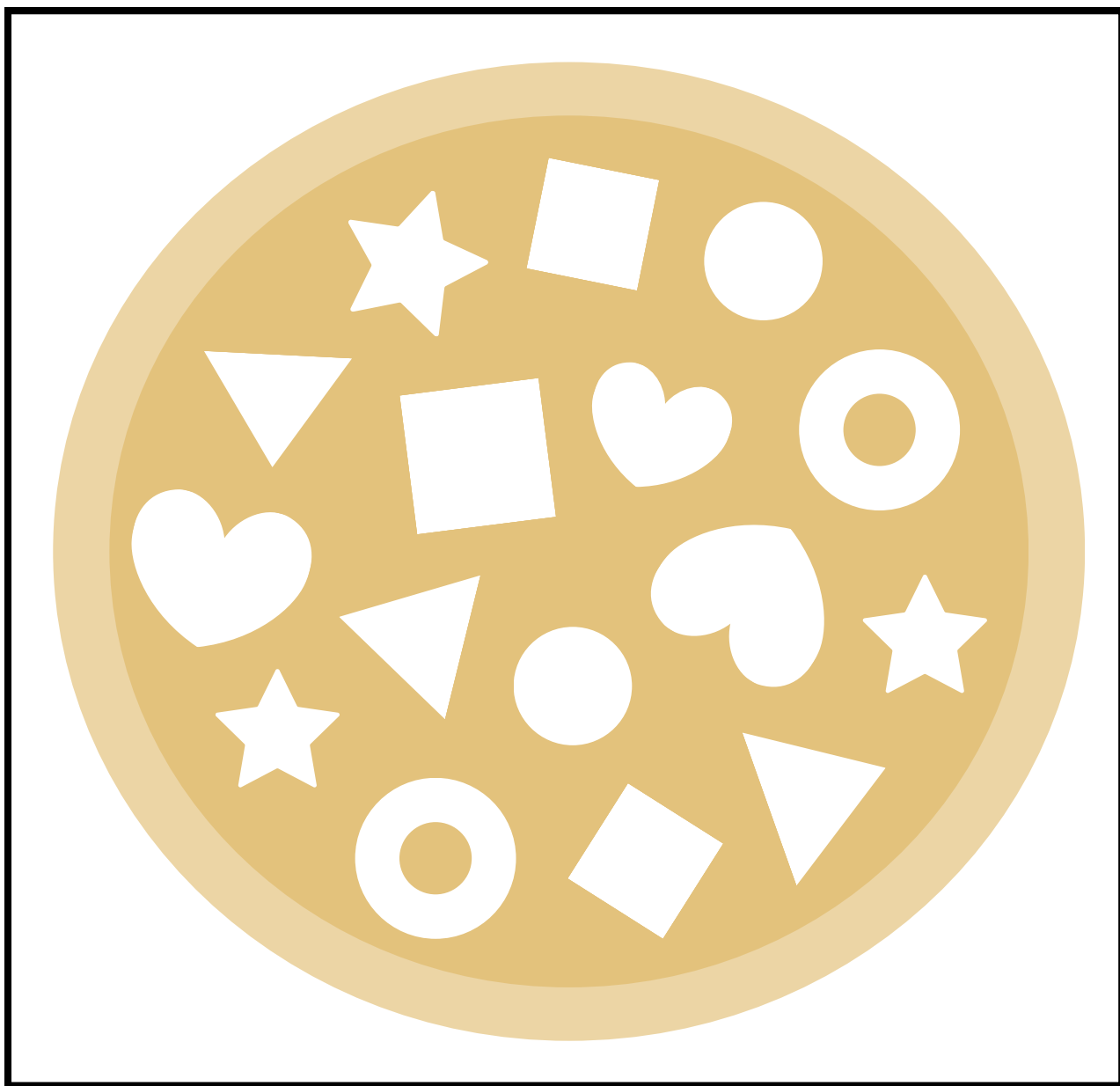
HUIS







Knip de vormen uit en leg het huis.



KLEUREN MET VORMEN

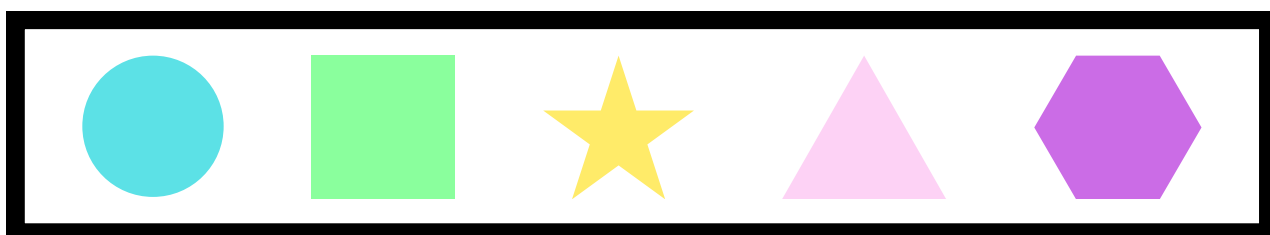
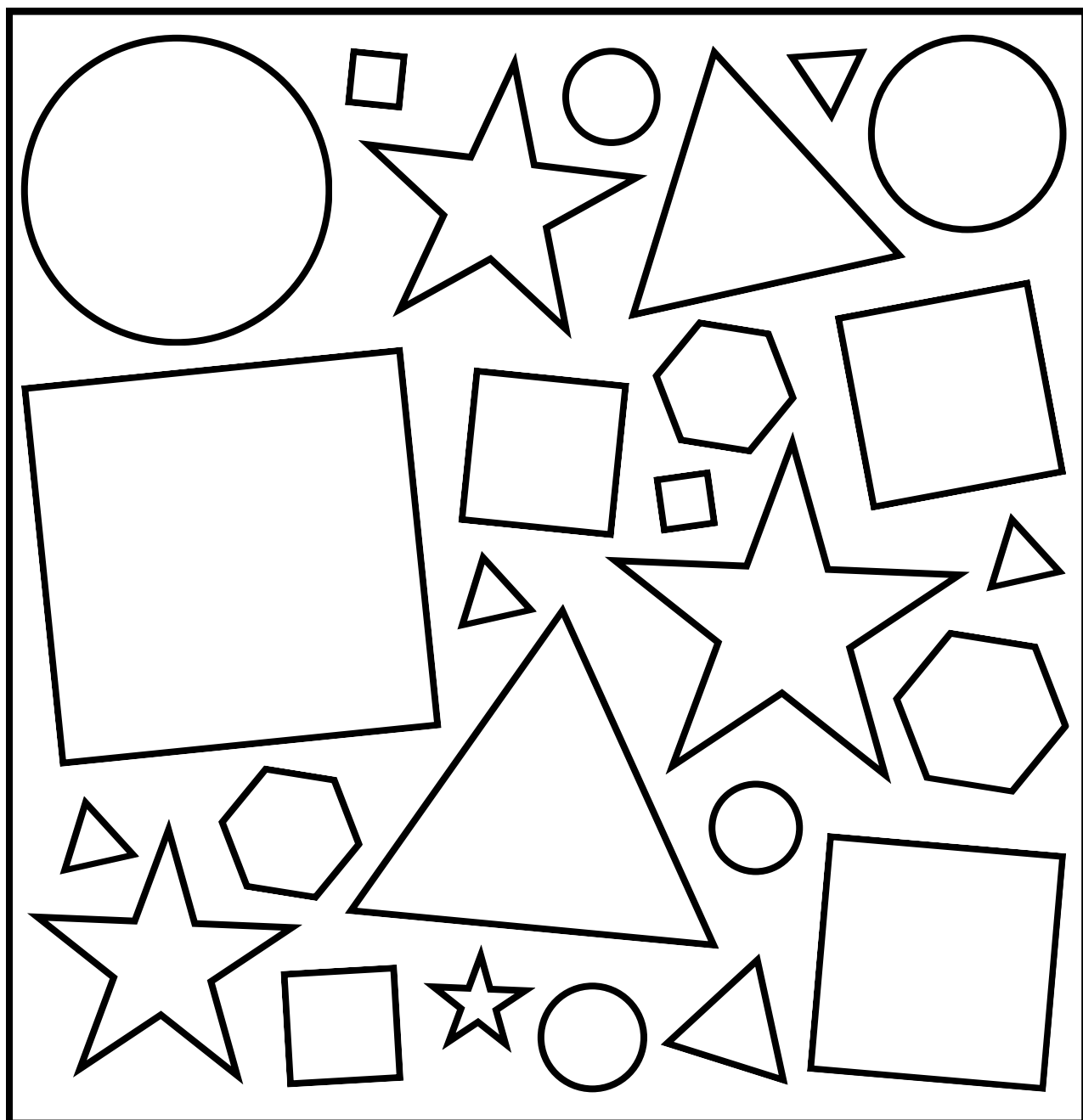
Kleur de vormen in de juiste kleur en tel het aantal.



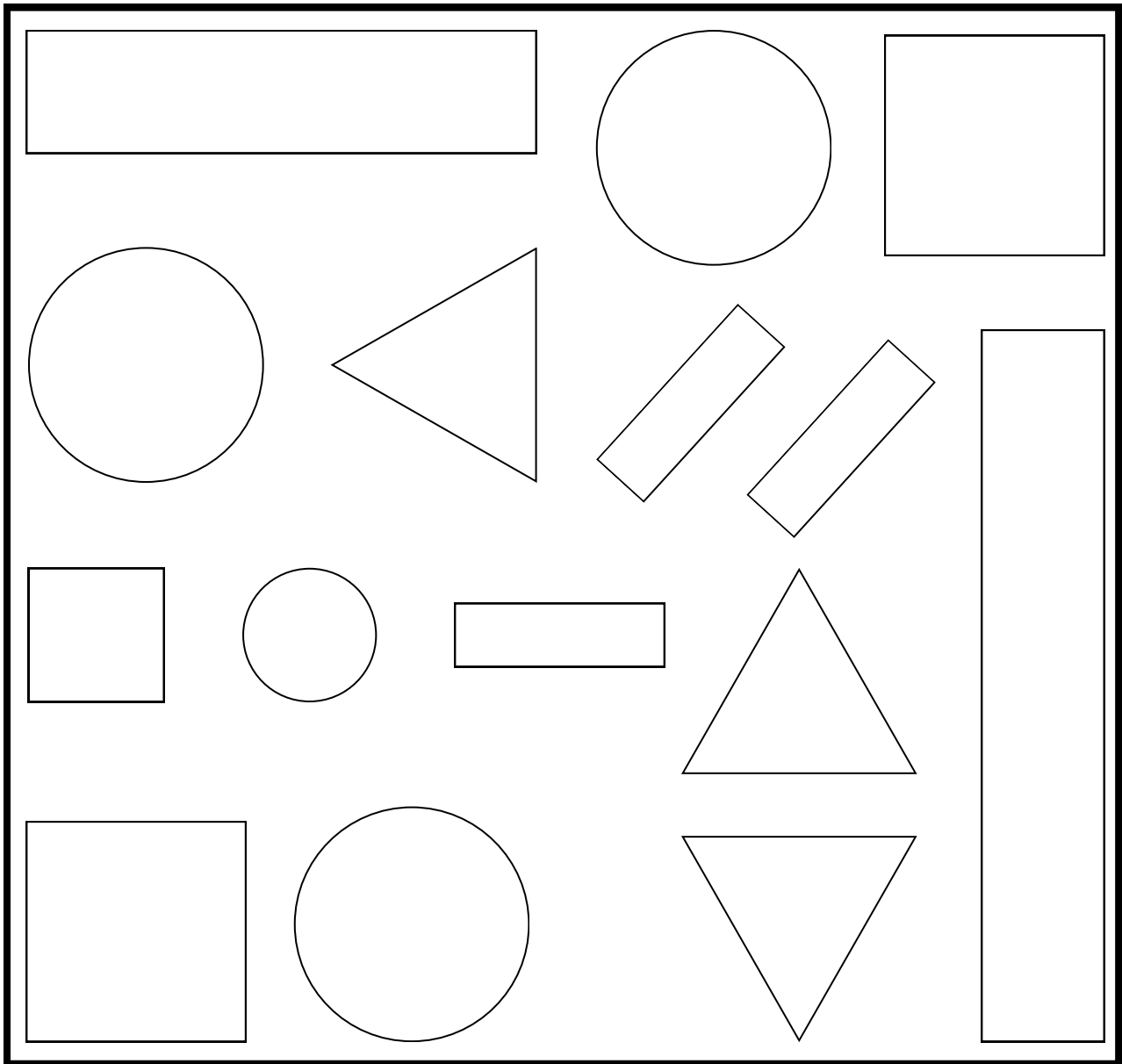
KLEUREN MET VORMEN

Kleur de vormen in de juiste kleur.



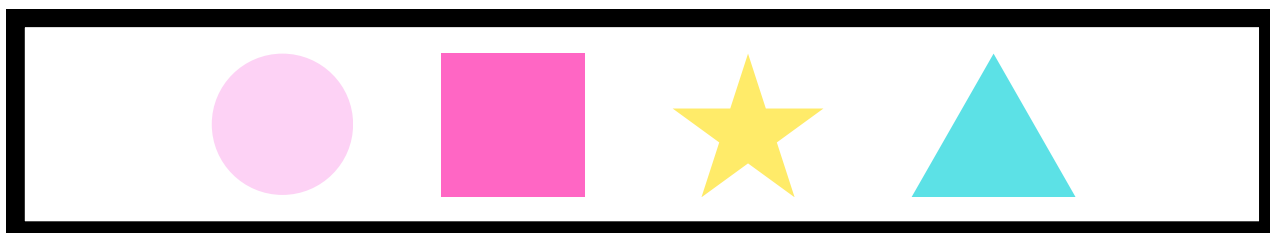
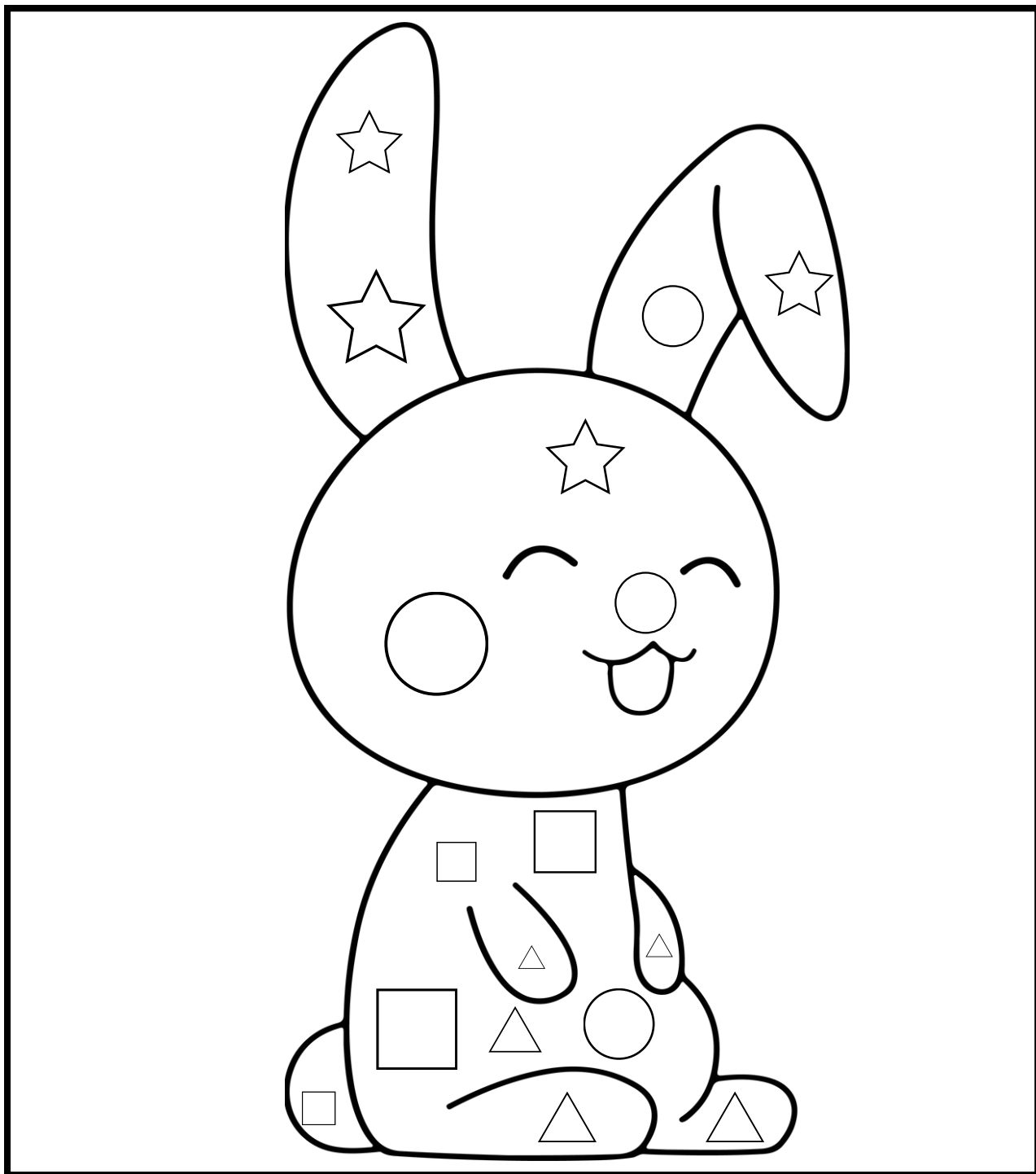
KLEUREN MET VORMEN

Kleur de vormen in de juiste kleur.



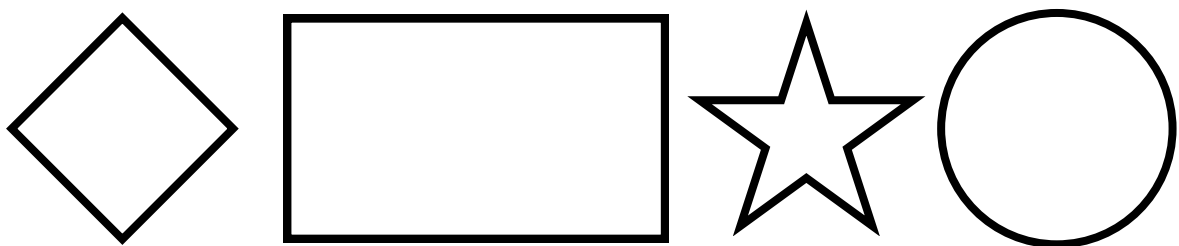
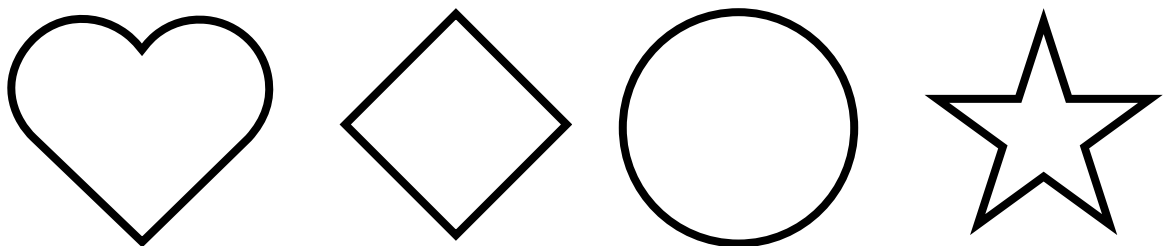
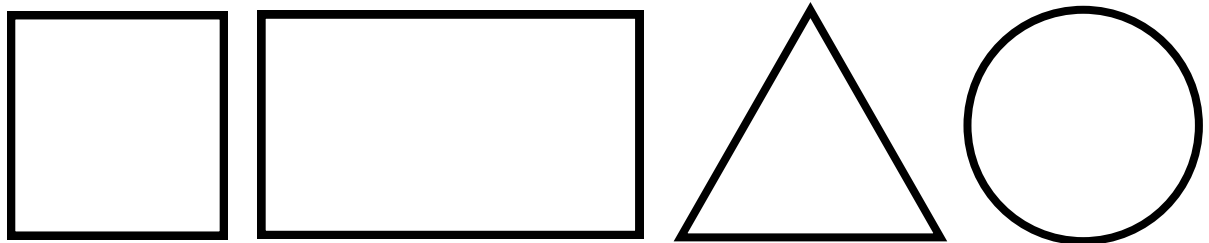
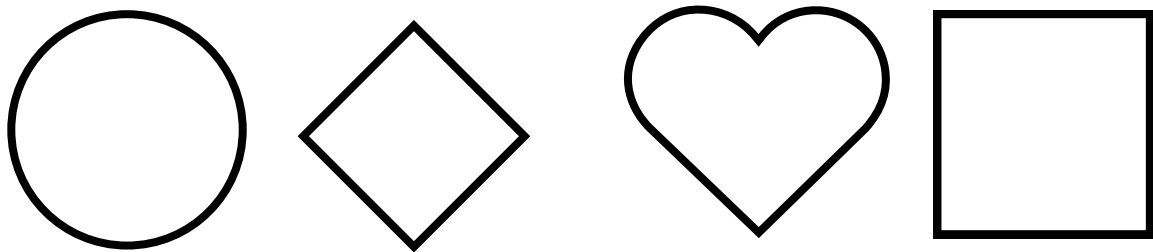
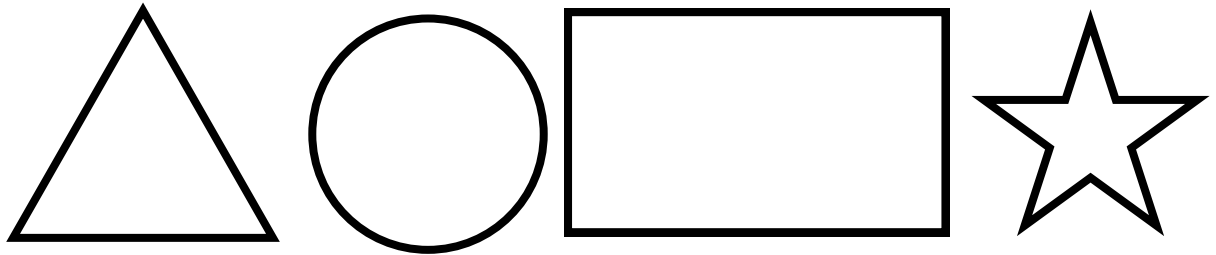
KLEUREN MET VORMEN

Kleur de vormen in de juiste kleur.



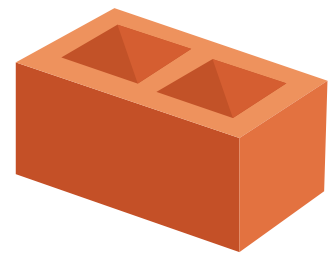
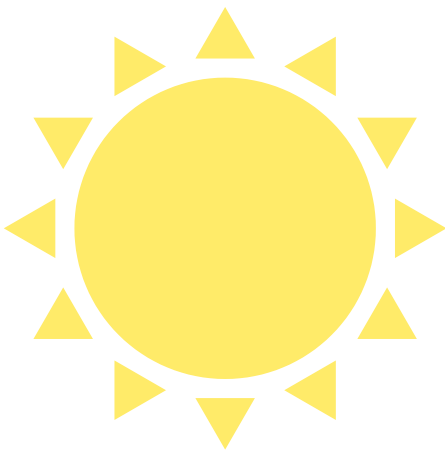
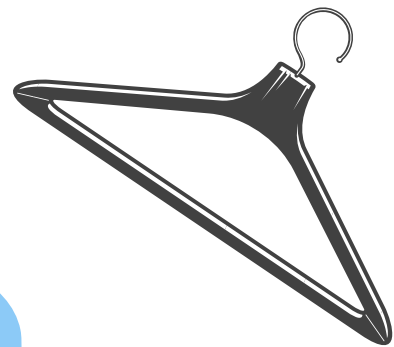
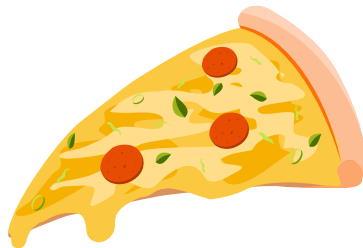
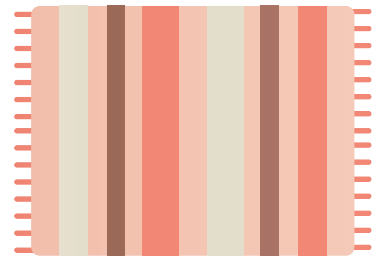
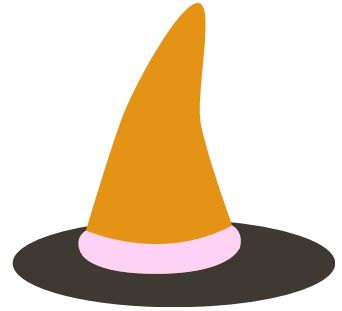
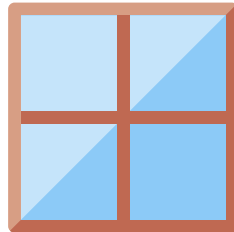
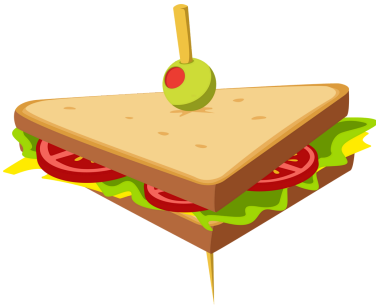
CIRKELS

Kleur alle cirkels in.



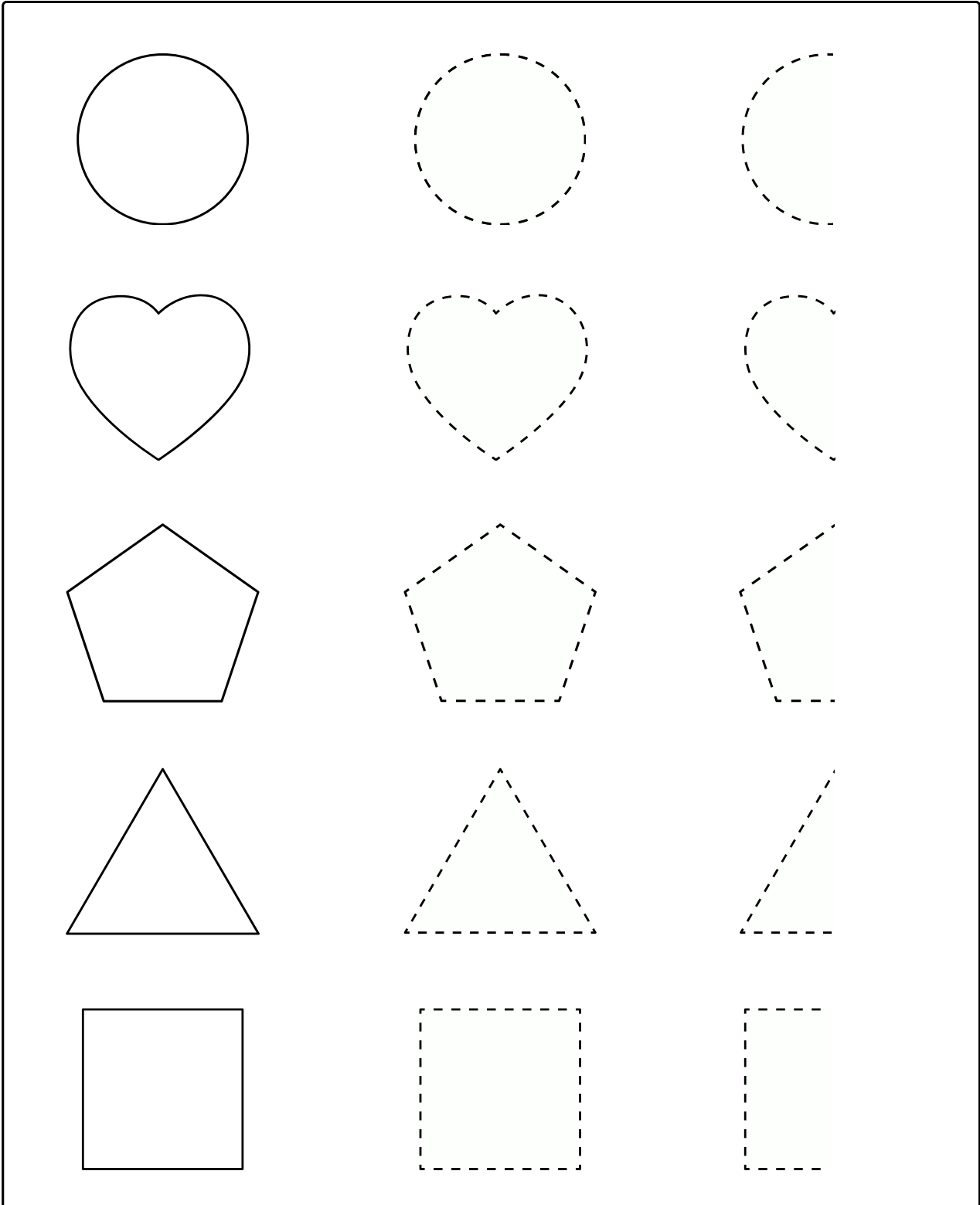
DRIEHOEKEN

Omcirkel de driehoekige vormen.



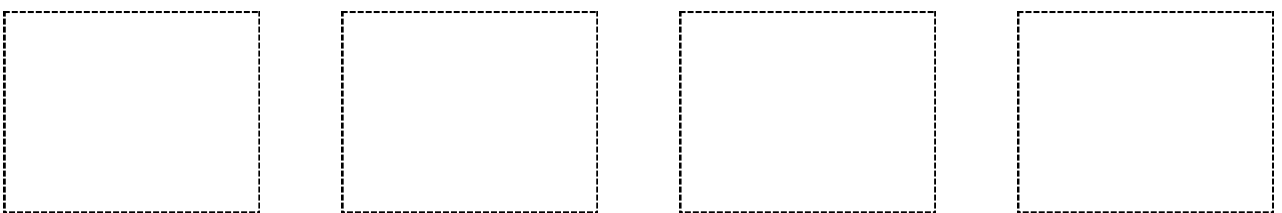
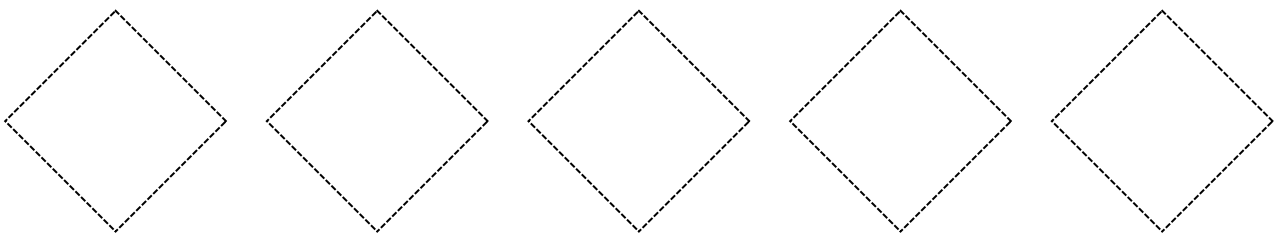
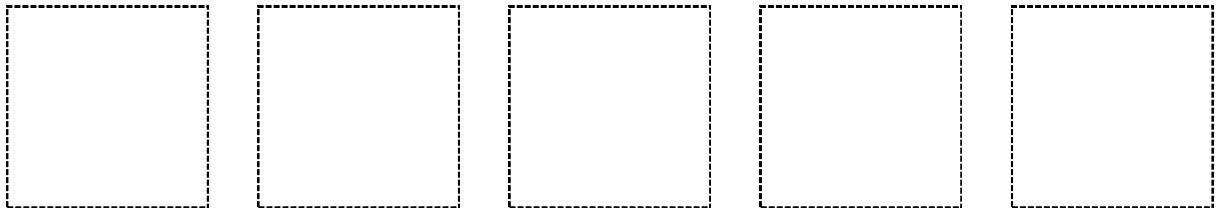
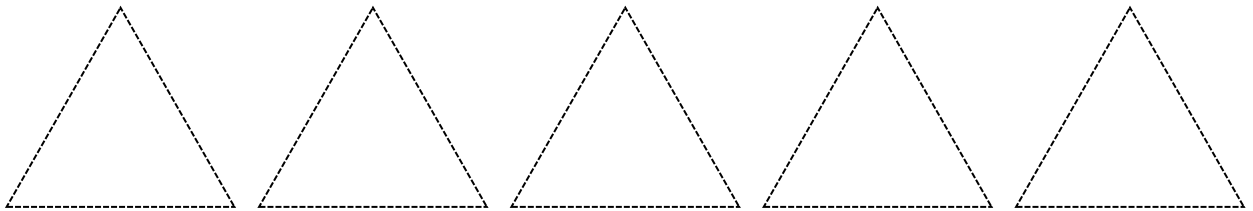
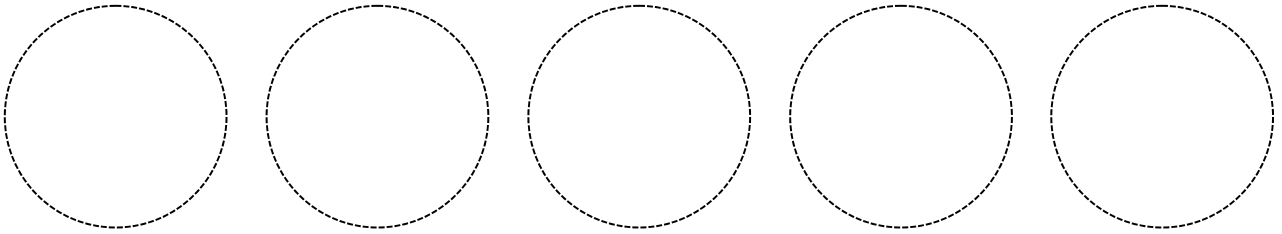
VORMEN TEKENEN

Teken de vormen over en maak ze af.



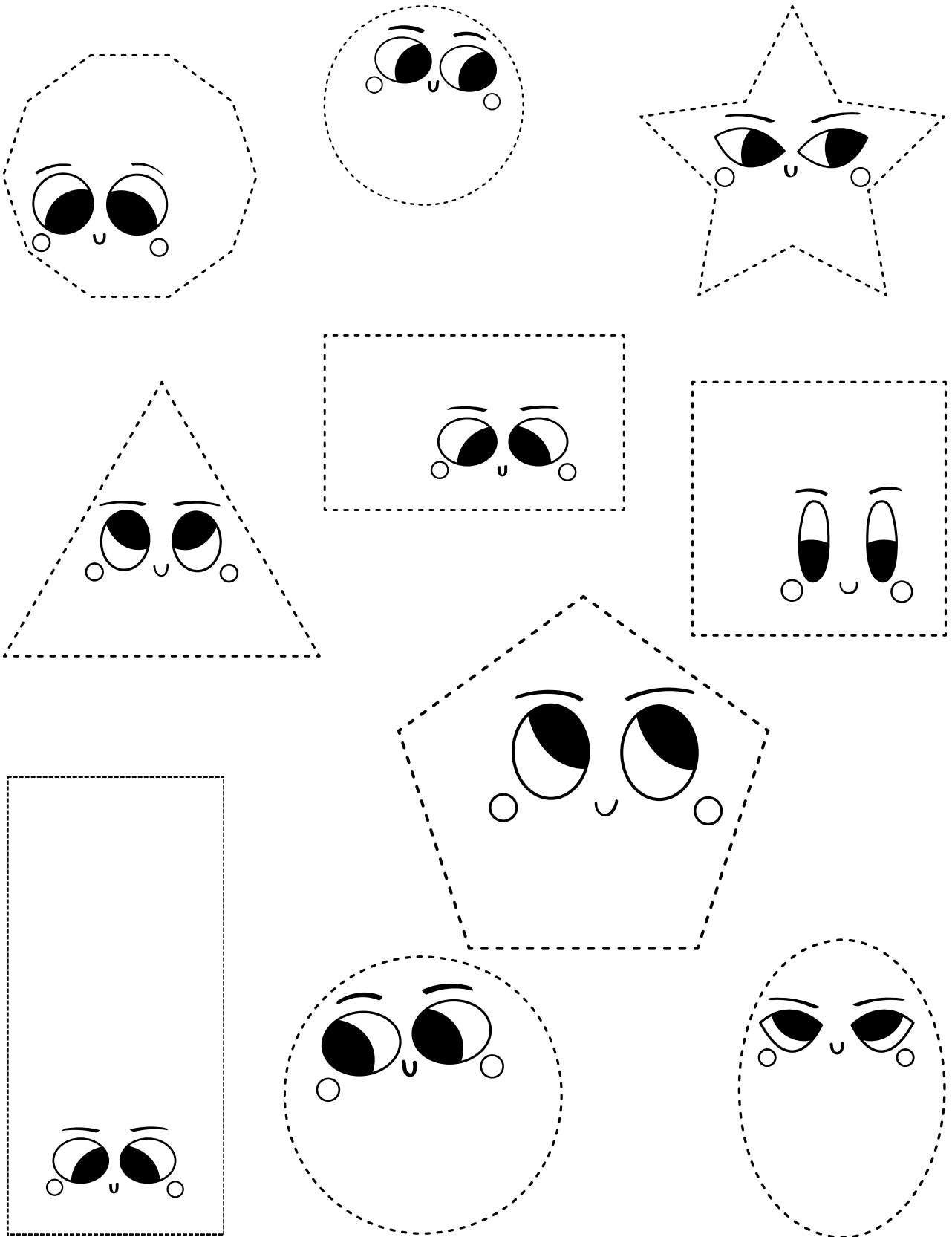
VORMEN TEKENEN

Teken de vormen over en maak ze af.



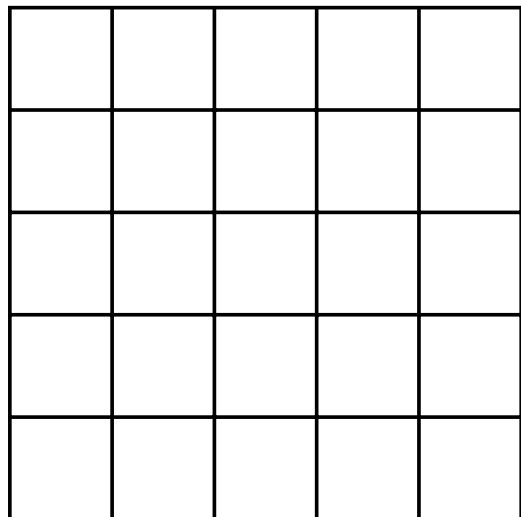
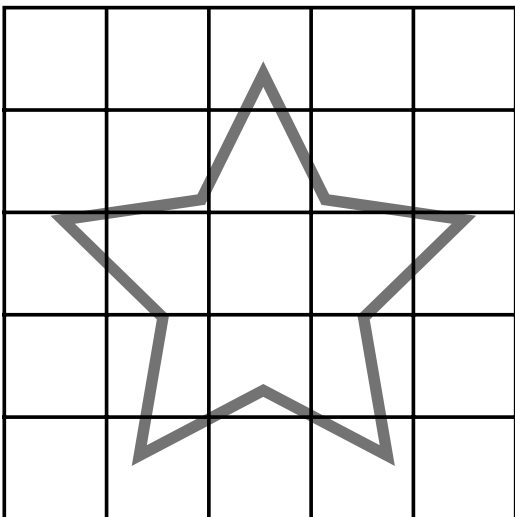
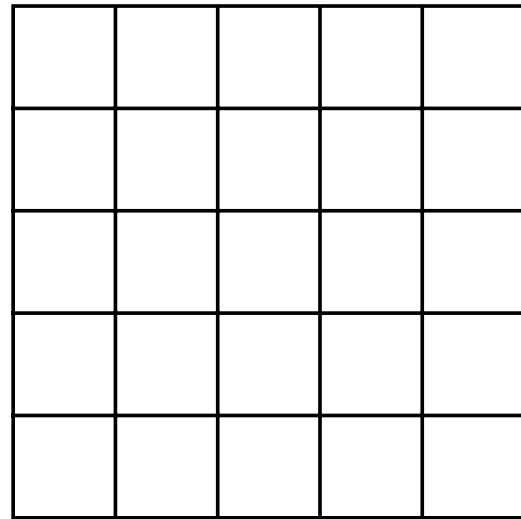
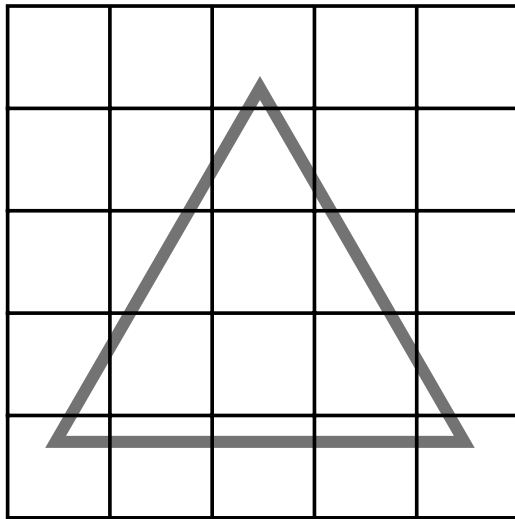
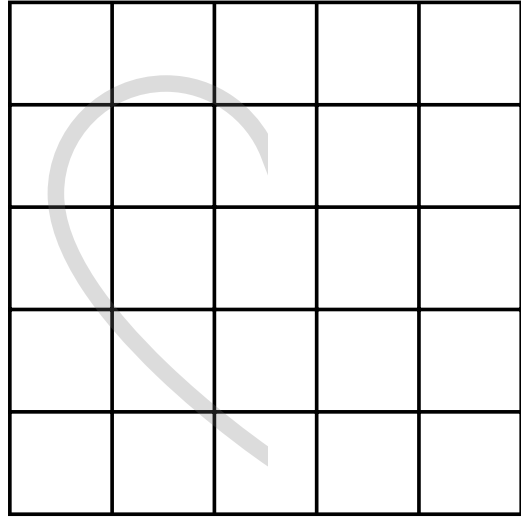
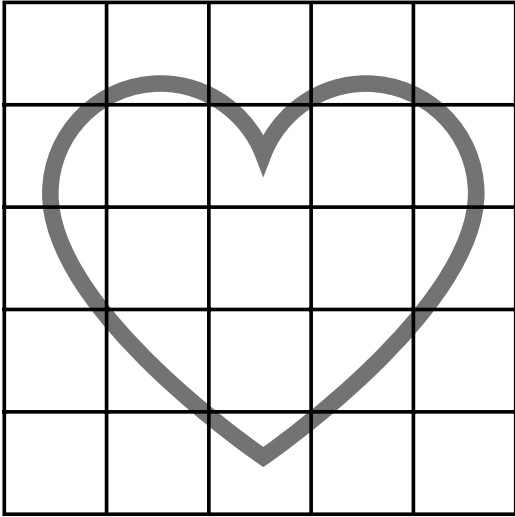
VORMEN TEKENEN

Teken de vormen over en maak ze af.



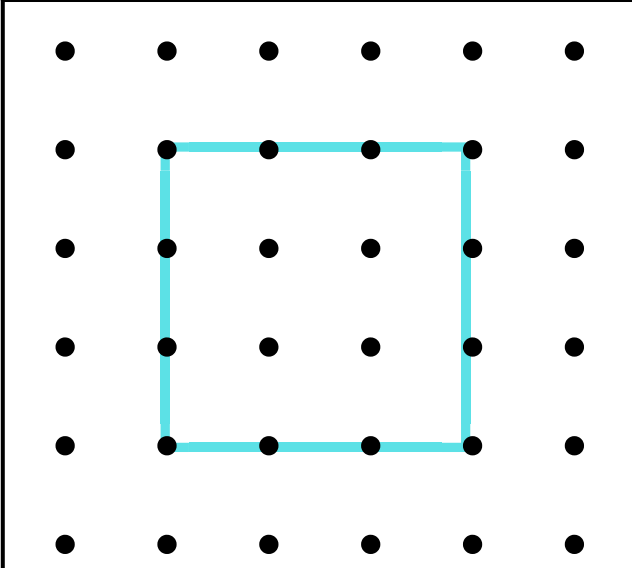
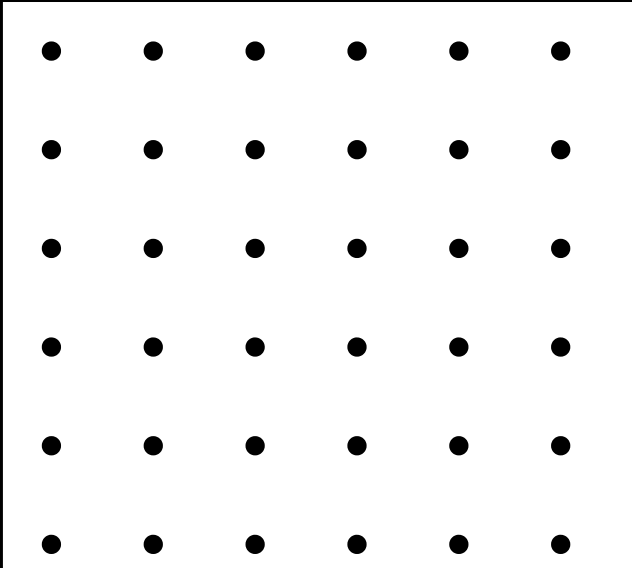
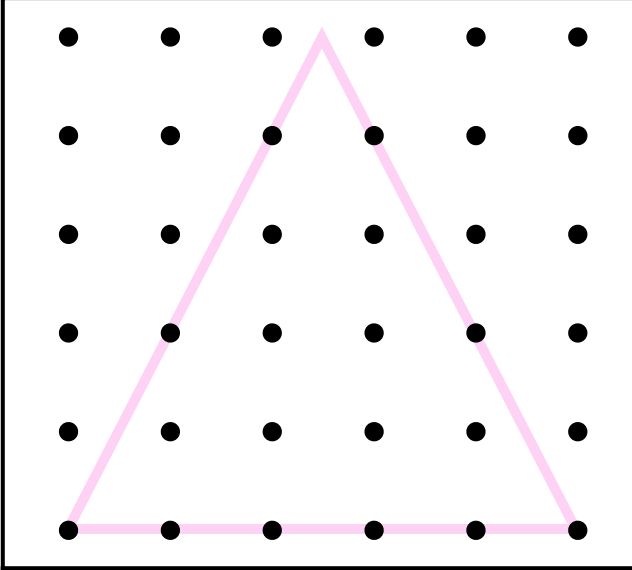
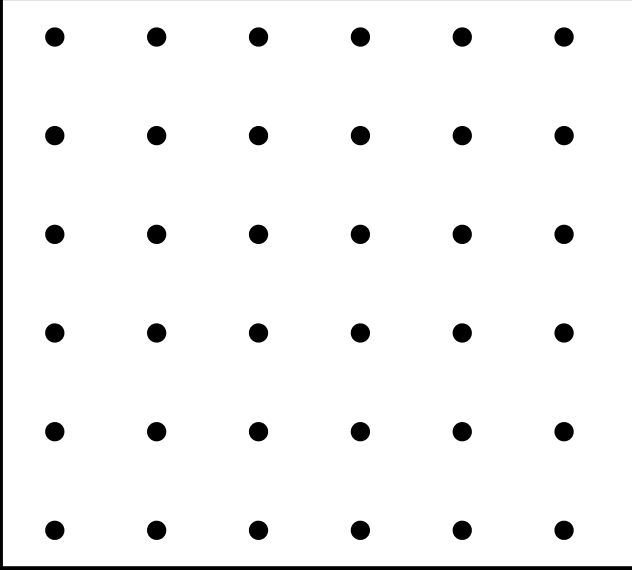
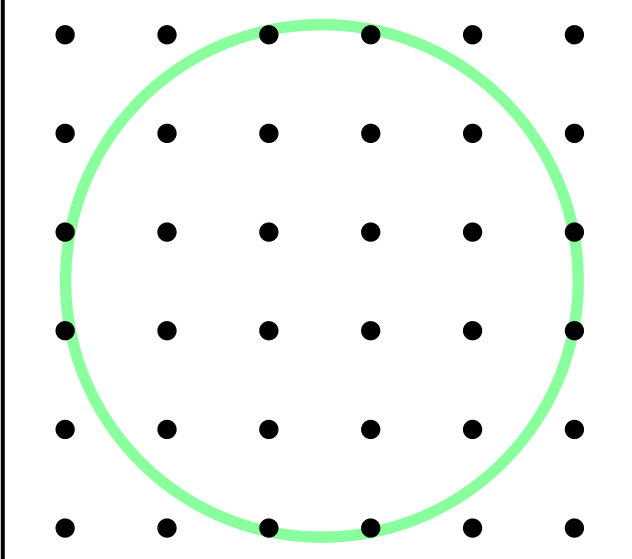
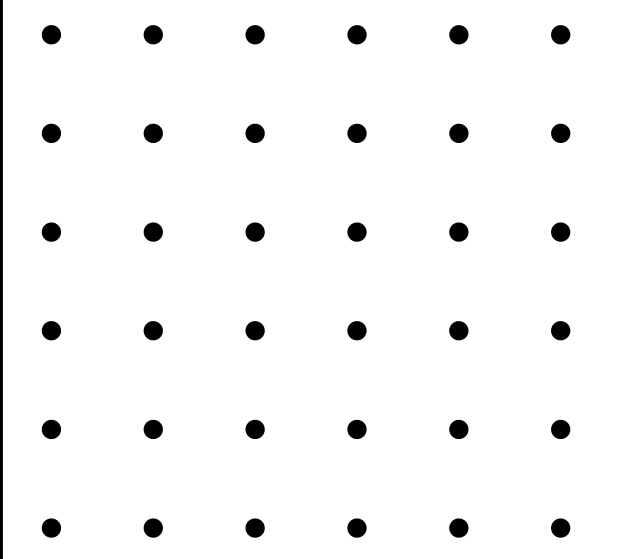
VORMEN TEKENEN

Teken de vormen na.



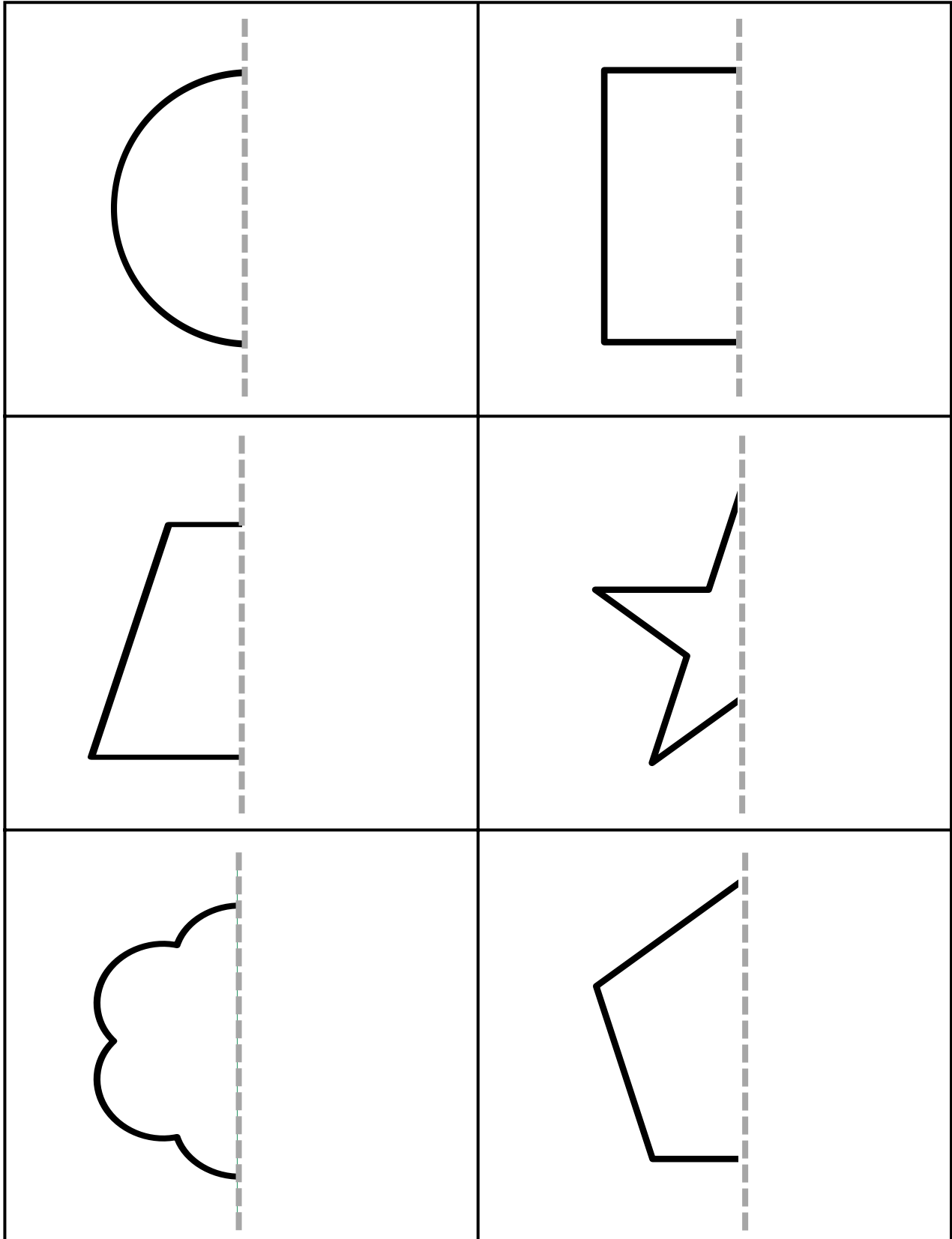
VORMEN TEKENEN

Teken de vormen met behulp van het grid.

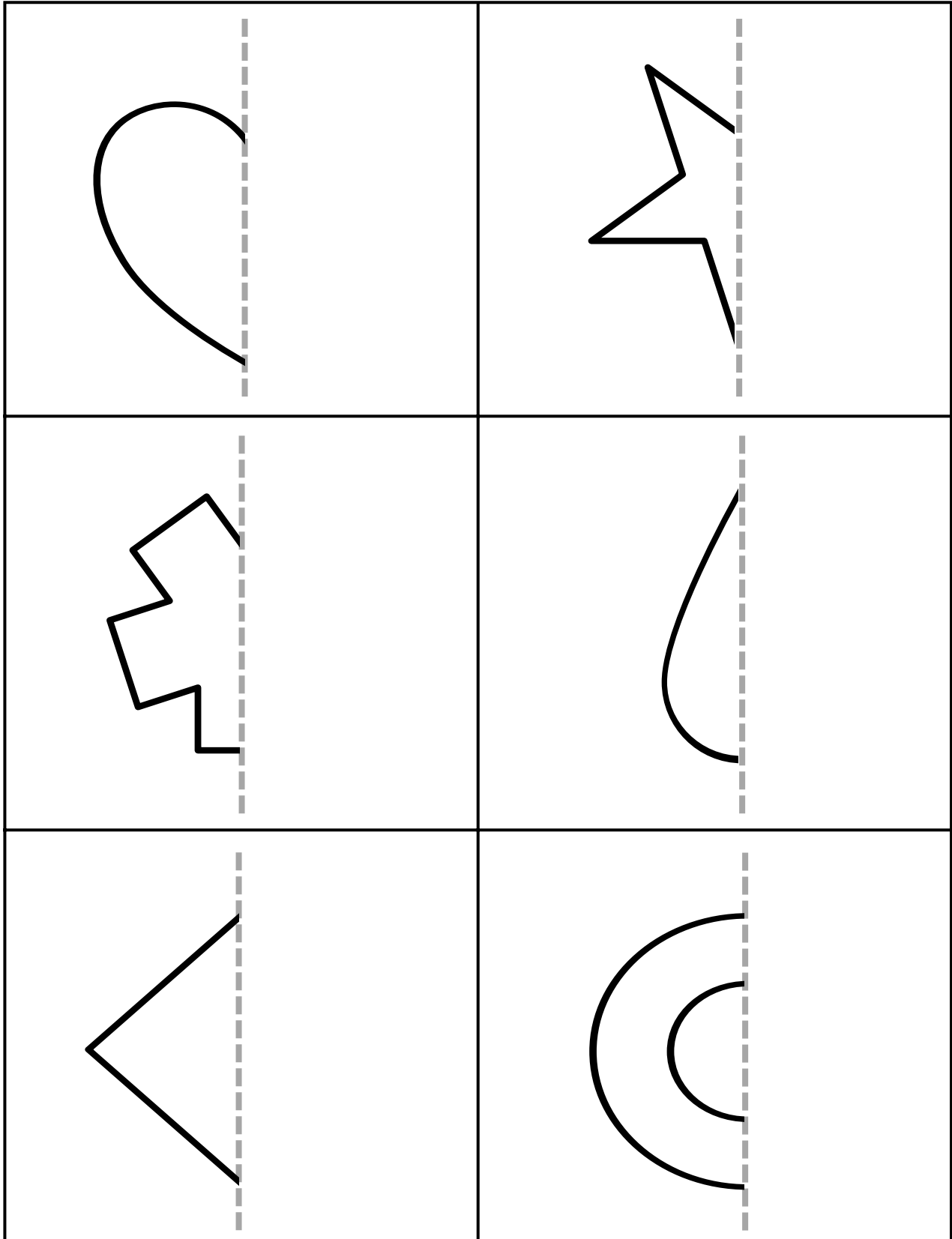
SPIEGELBEELD

Maak de vormen af.



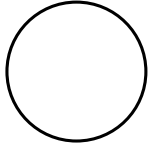
SPIEGELBEELD

Maak de vormen af.

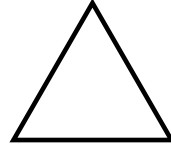


VORMEN TEKENEN

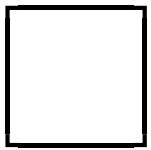
Teken een voorbeeld van deze vorm in het vakje.



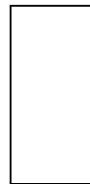
cirkel



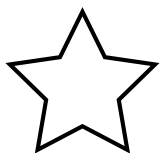
driehoek



vierkant



rechthoek



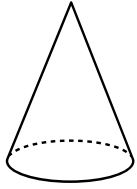
ster



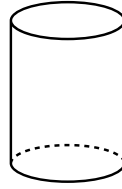
hart

VORMEN TEKENEN

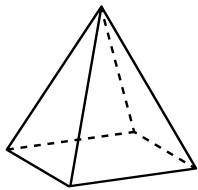
Teken een voorbeeld van deze vorm in het vakje.



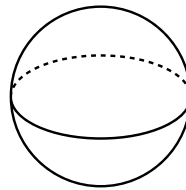
kegel



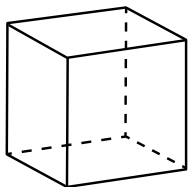
cilinder



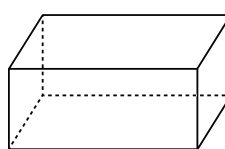
pyramide



bol



kubus



prisma

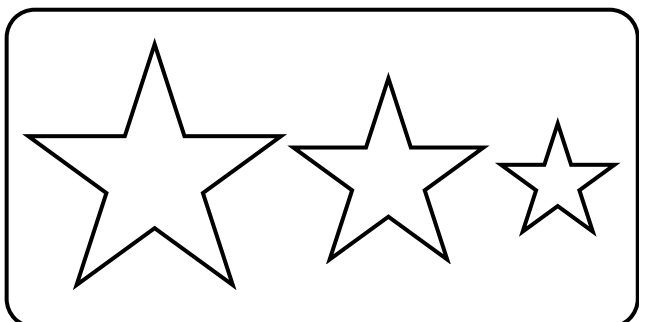
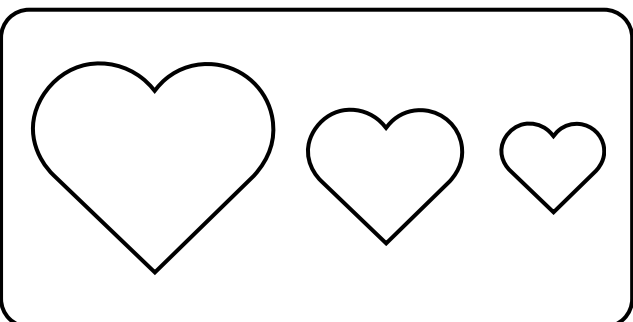
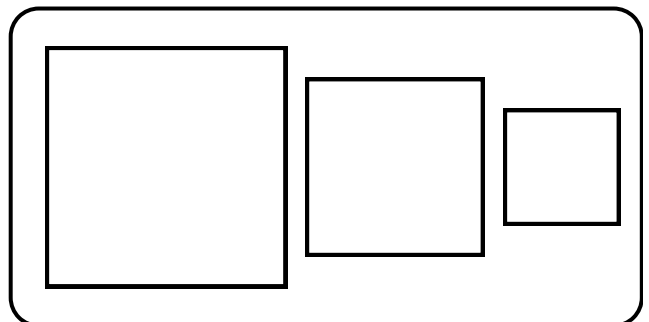
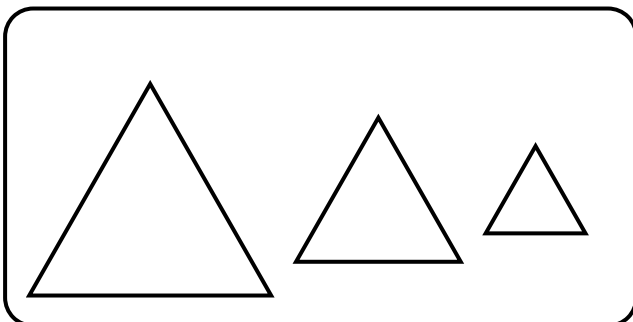
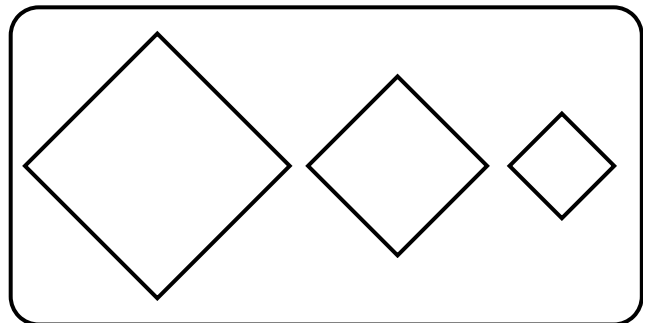
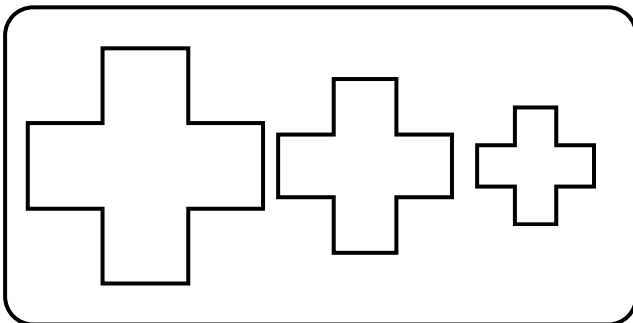
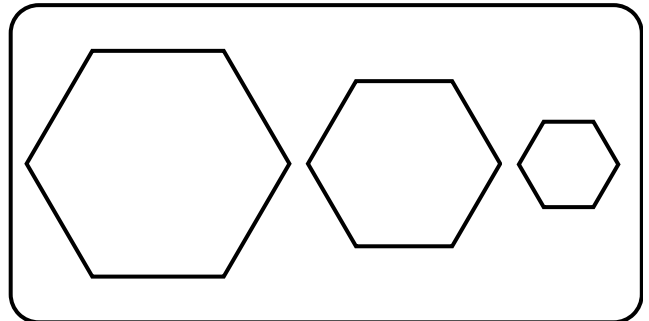
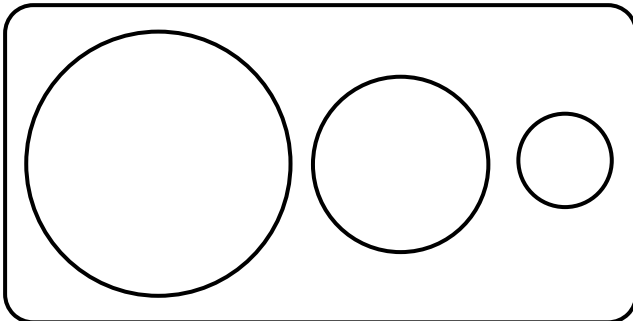
VORMEN MATCHEN

Trek een lijn van de vorm binnen het vierkant naar dezelfde vorm aan de buitenkant.



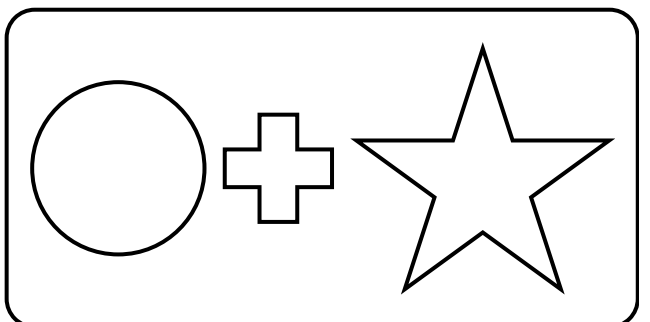
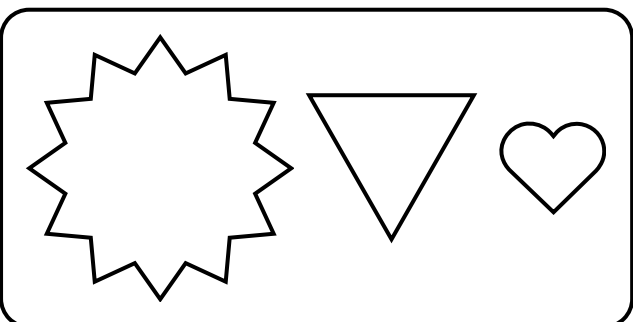
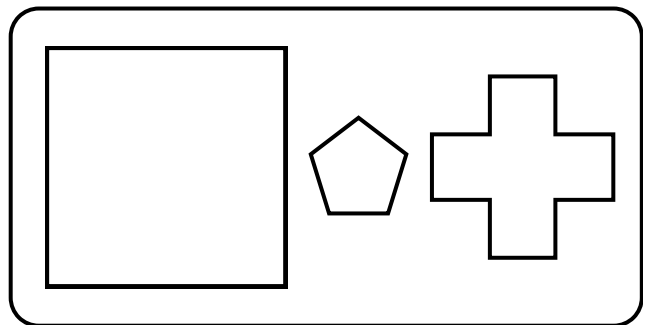
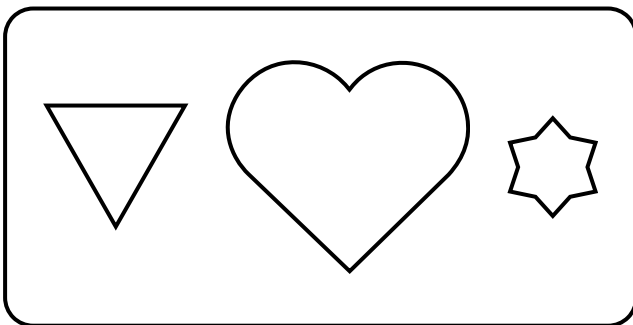
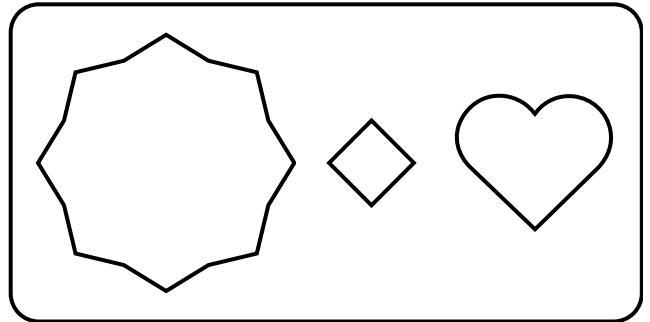
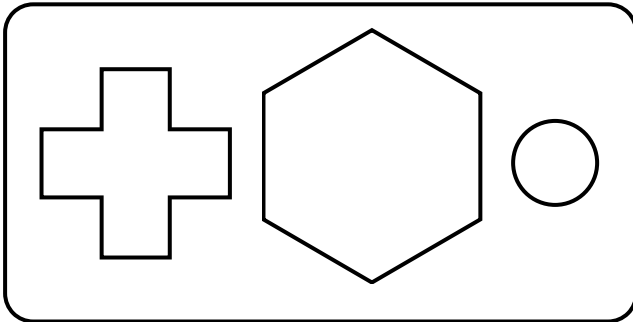
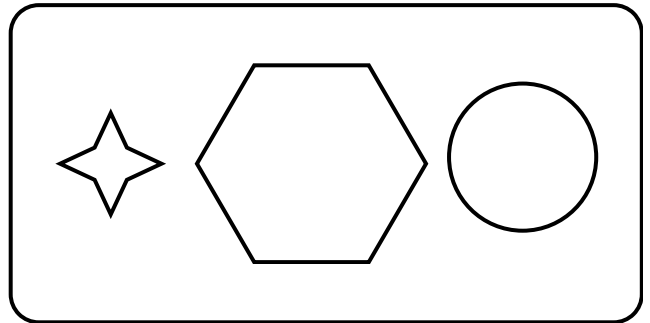
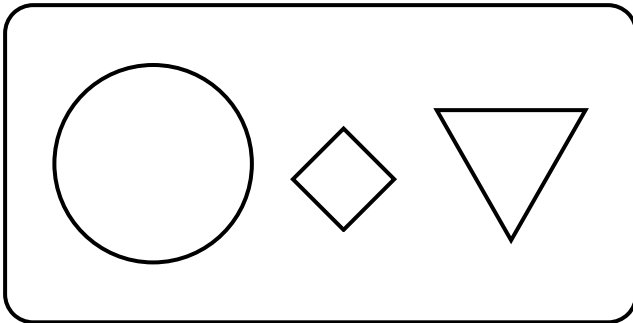
GROOT EN KLEIN

Kleur de grootste vorm blauw en de kleinste geel.



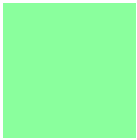
GROOT EN KLEIN

Kleur de grootste vorm rood en de kleinste groen.



VORMEN

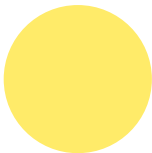
Verbind de vormen met hun naam.



cirkel



ster



vierkant



ster



rechthoek

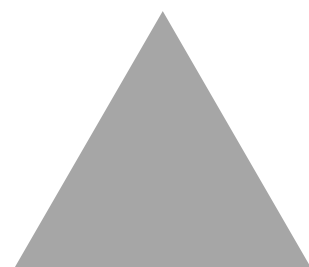
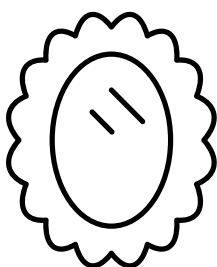
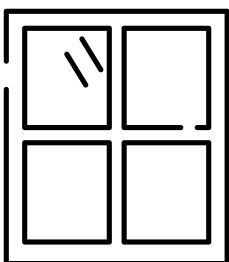
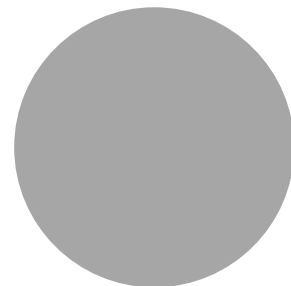
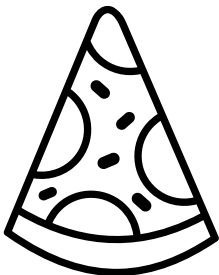
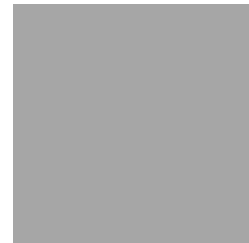
VORMEN

Verbind de twee helften met elkaar.



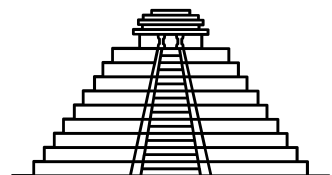
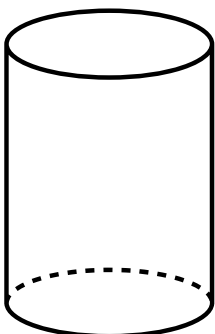
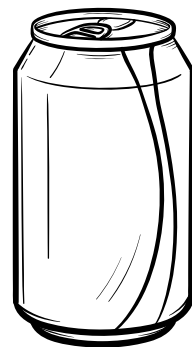
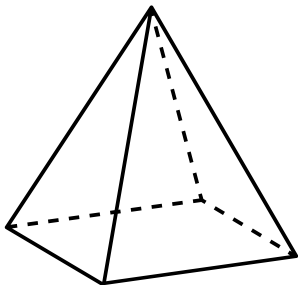
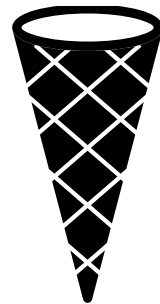
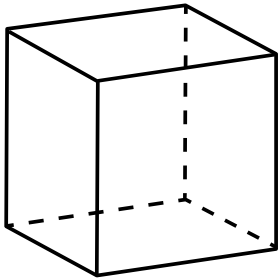
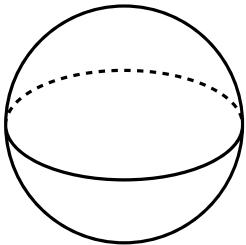
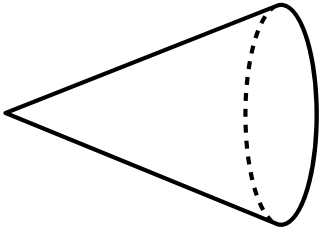
VORMEN SCHADUW

Verbind de voorwerpen met hun schaduw.



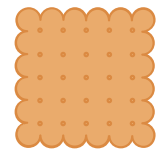
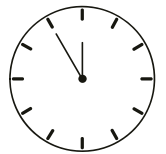
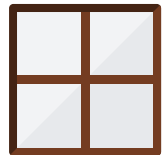
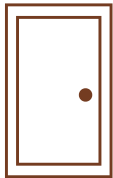
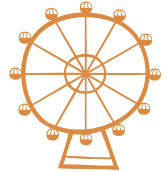
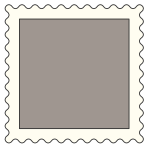
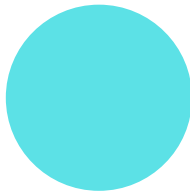
3D VORMEN

Verbind de 3D vormen met een voorbeeld.



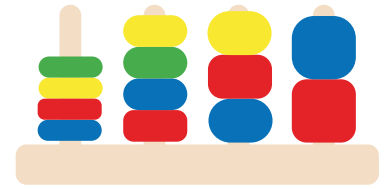
VORMEN

Verbind de voorwerpen met hun voorwerp.



VORMEN

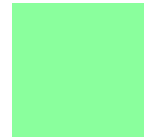
Trek de lijnen over.



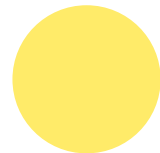
Rechthoek



Vierkant



Cirkel



Ster

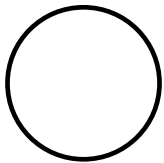


Driehoek

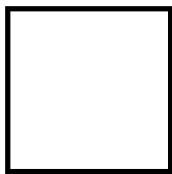


VORMEN NAMEN

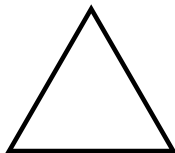
Trek een lijn tussen vorm en de naam.



rechthoek



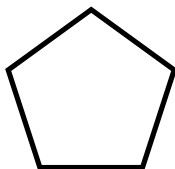
zeshoek



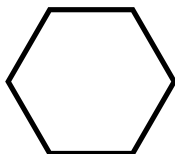
vijfhoek



cirkel



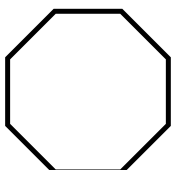
driehoek



ovaal



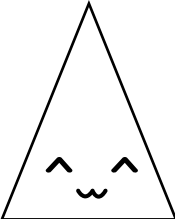
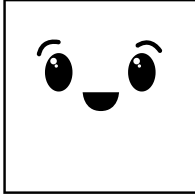
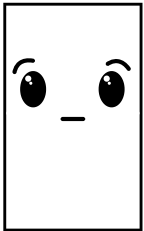
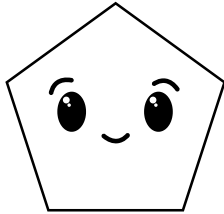
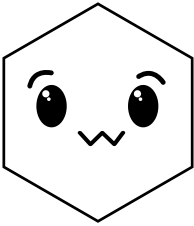
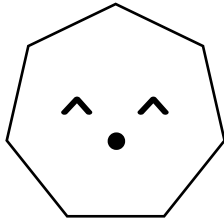
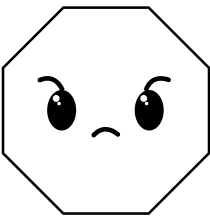
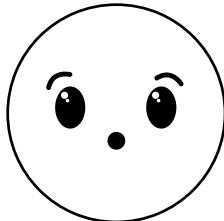
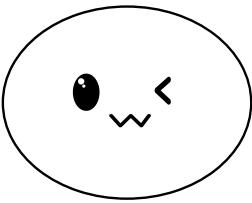

achthoek



vierkant

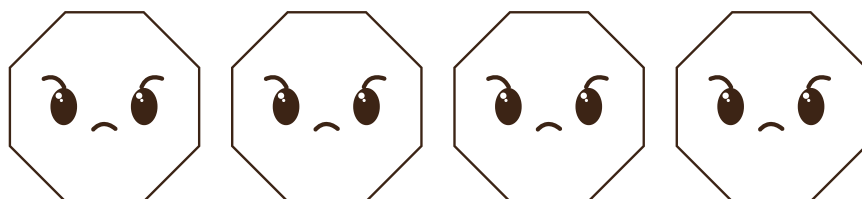
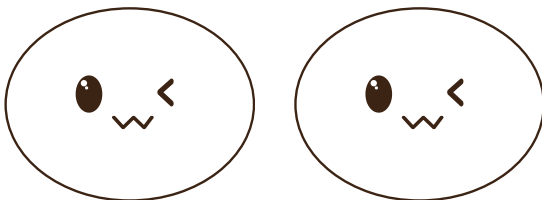
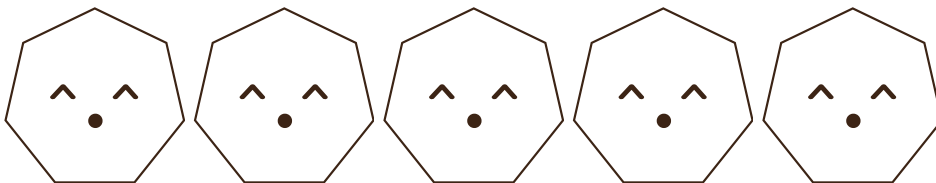
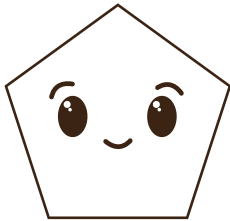
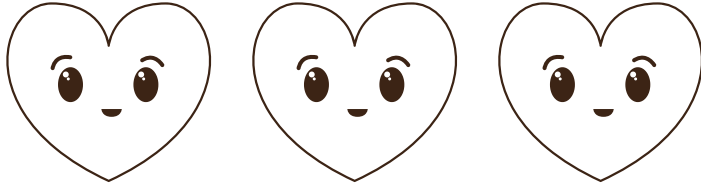
VORMEN NAMEN

Omcirkel de juiste naam.

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	<input type="checkbox"/> vierkant <input type="checkbox"/> rechthoek		<input type="checkbox"/> vijfhoek <input type="checkbox"/> zevenhoek
	<input type="checkbox"/> zeshoek <input type="checkbox"/> zevenhoek		<input type="checkbox"/> achthoek <input type="checkbox"/> zevenhoek
	<input type="checkbox"/> achthoek <input type="checkbox"/> trapezium		<input type="checkbox"/> cirkel <input type="checkbox"/> ovaal
	<input type="checkbox"/> halve cirkel <input type="checkbox"/> ovaal		<input type="checkbox"/> halve cirkel <input type="checkbox"/> driehoek

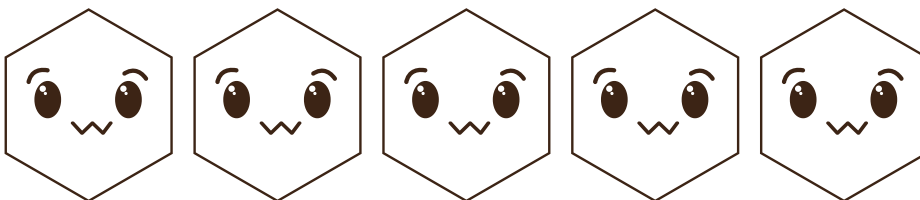
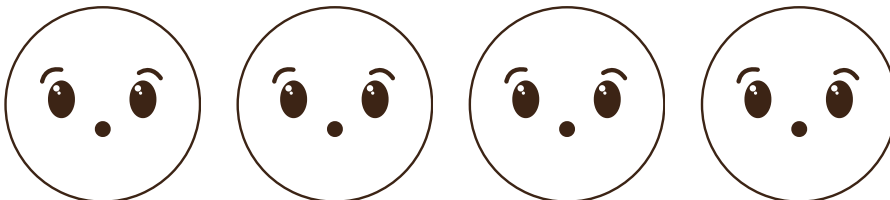
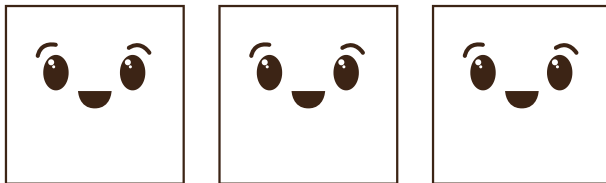
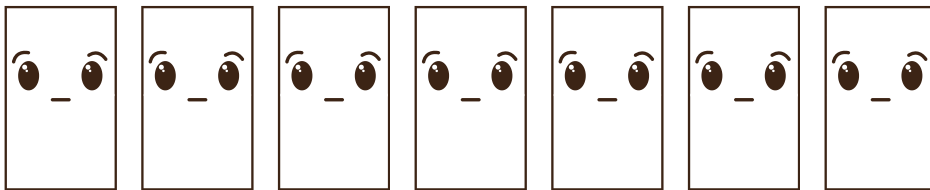
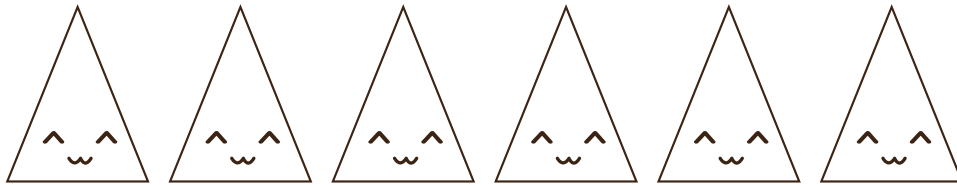
TELLEN TOT 5

Tel het aantal voorwerpen en vul in het kader.



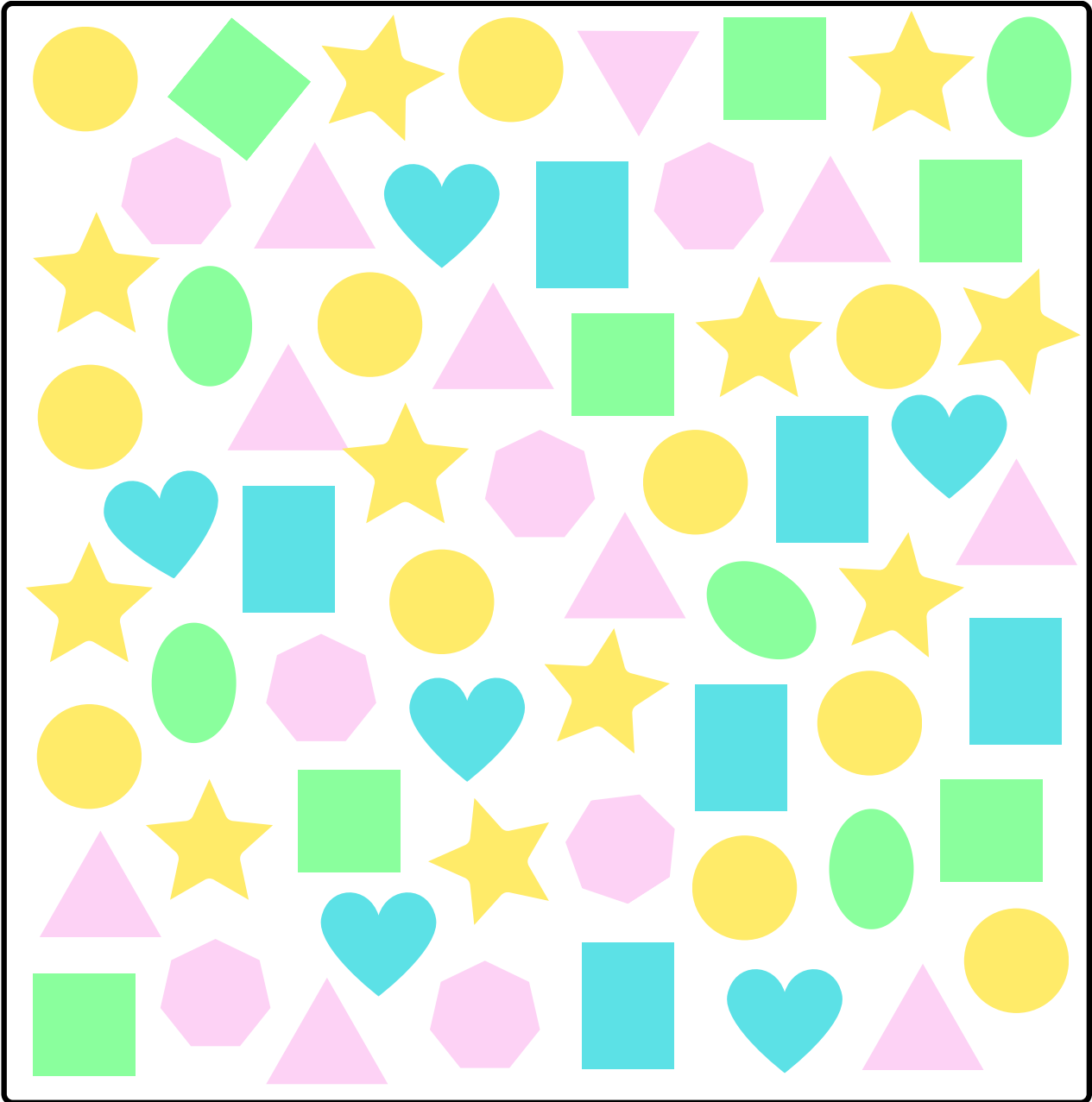
TELLEN TOT 10





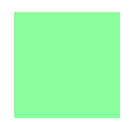



Tel het aantal voorwerpen en vul in het kader.



VORMEN TELLEN

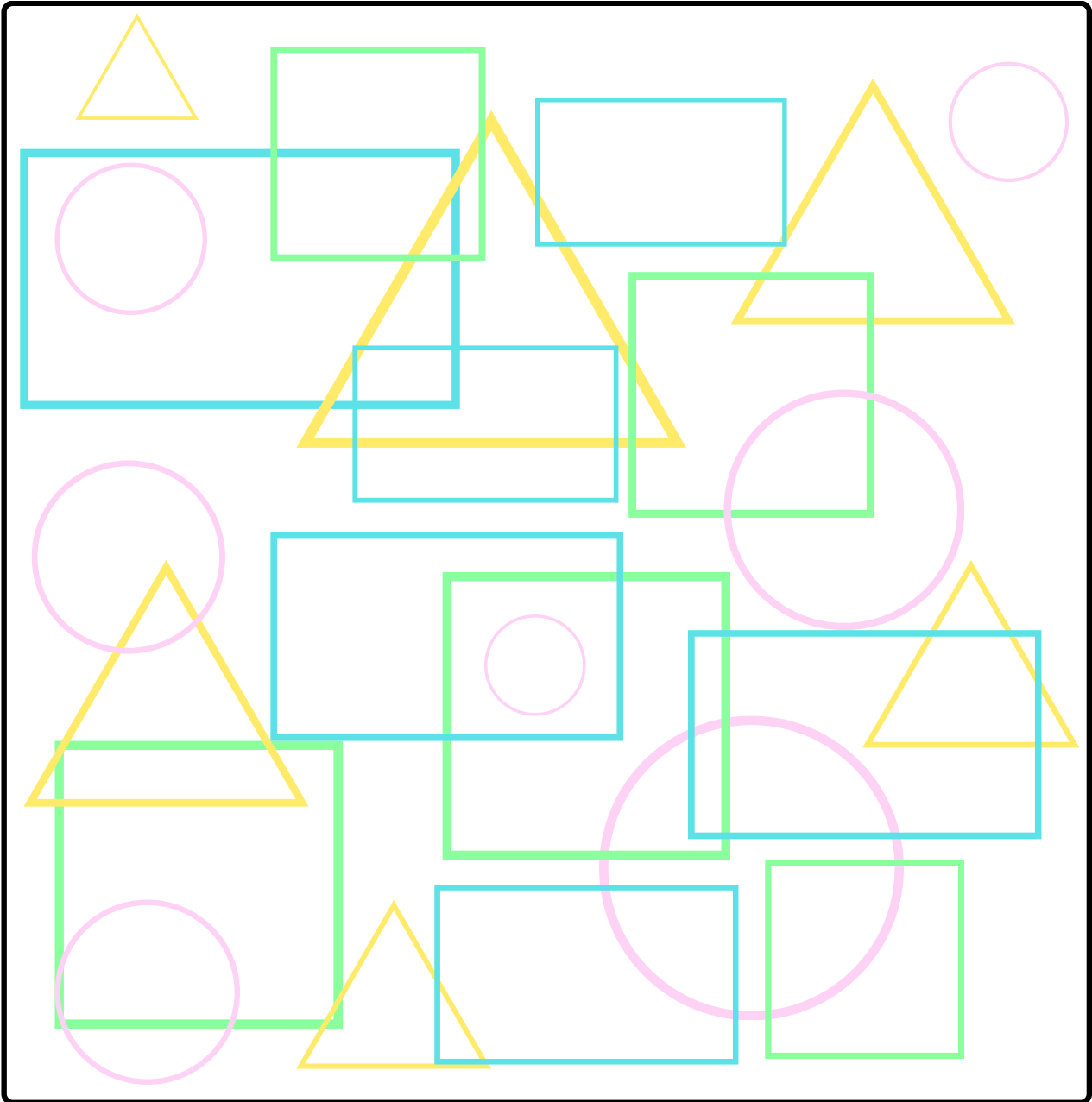
Tel het aantal afbeeldingen en schrijf het aantal op.







	<input data-bbox="320 1765 448 1883" type="text"/>		<input data-bbox="654 1765 782 1883" type="text"/>		<input data-bbox="987 1765 1115 1883" type="text"/>		<input data-bbox="1313 1765 1441 1883" type="text"/>
	<input data-bbox="320 1944 448 2065" type="text"/>		<input data-bbox="654 1944 782 2065" type="text"/>		<input data-bbox="987 1944 1115 2065" type="text"/>		<input data-bbox="1313 1944 1441 2065" type="text"/>

VORMEN TELLEN

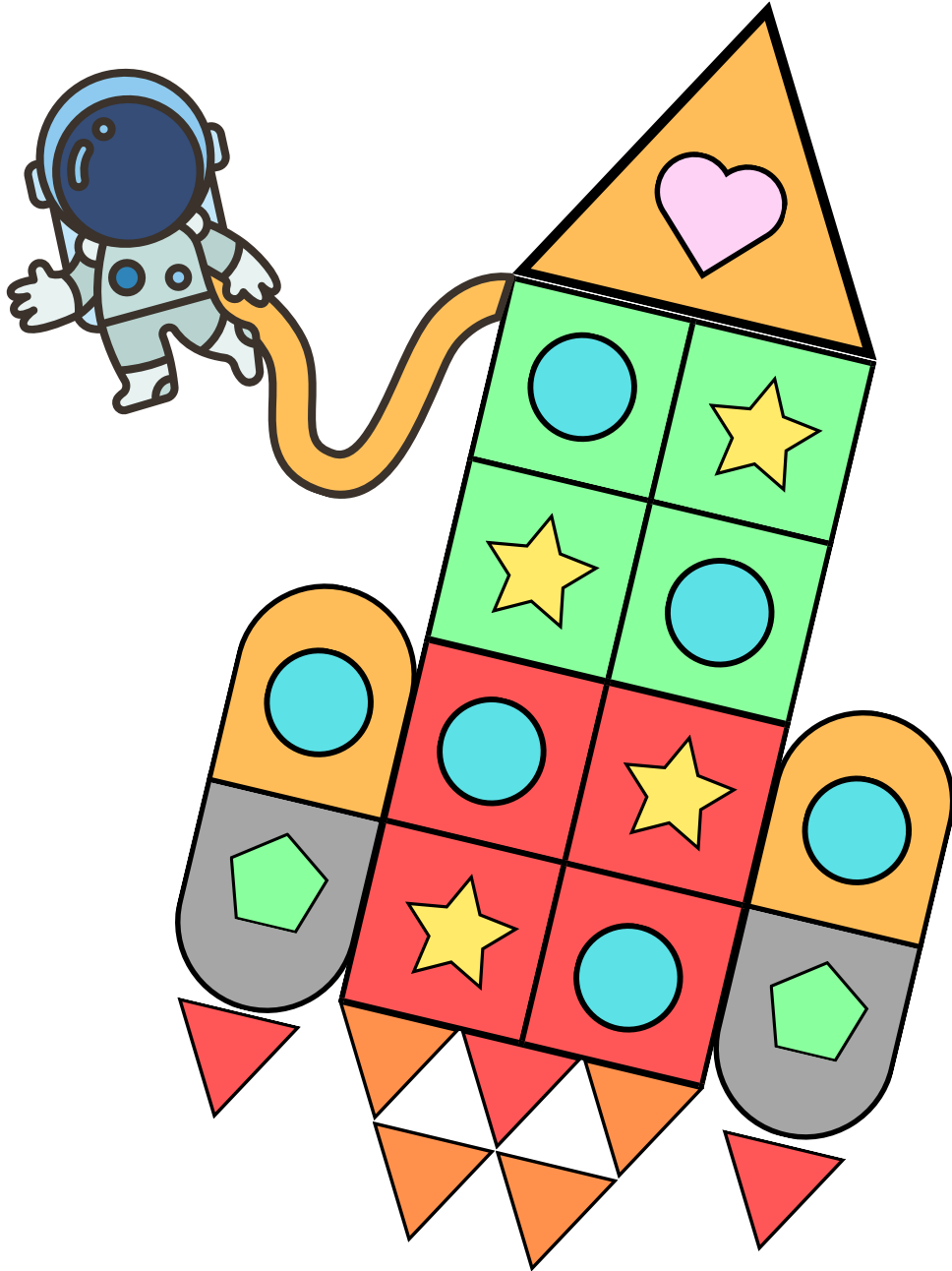
Tel het aantal afbeeldingen en schrijf het aantal op.










VORMEN TELLEN

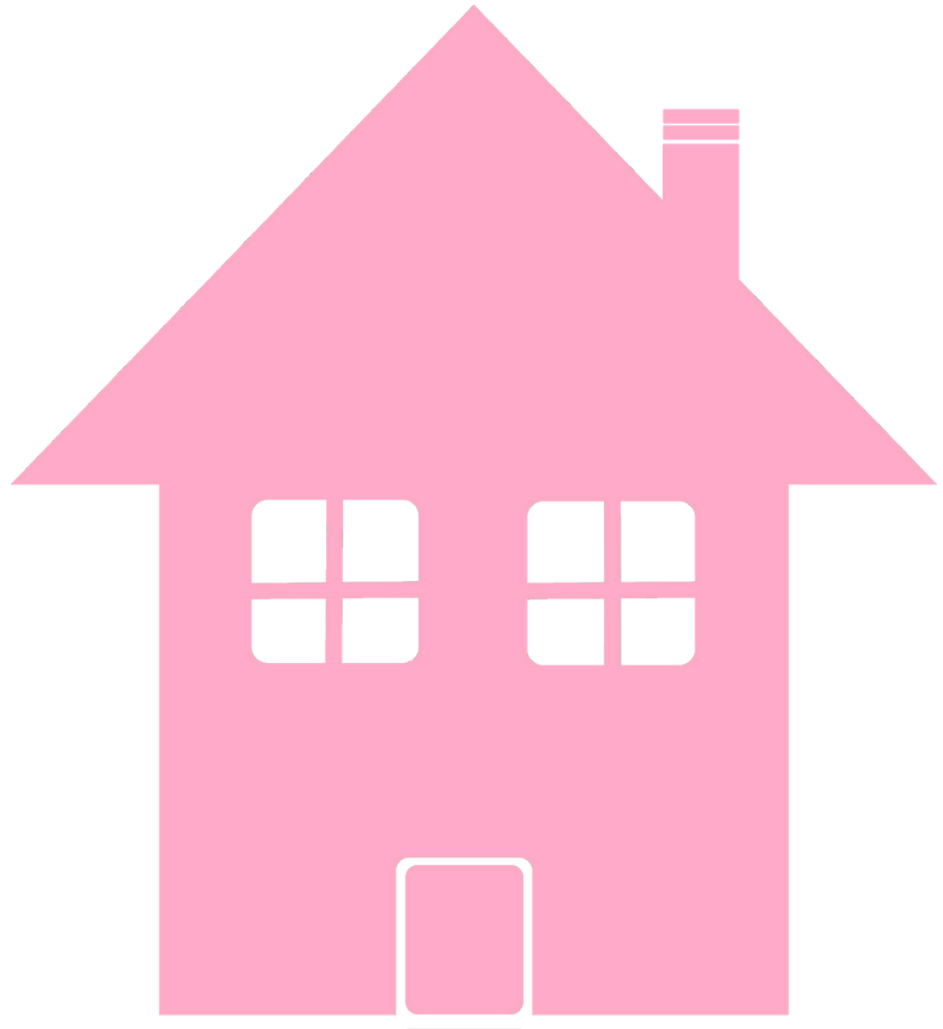
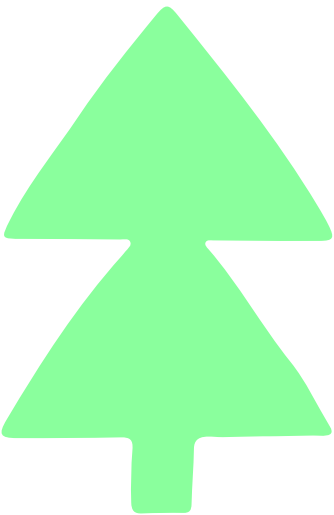
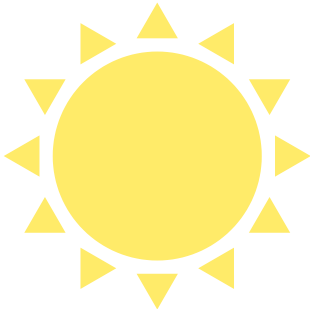
Tel de vormen en schrijf het aantal op.

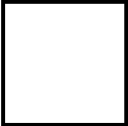
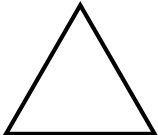
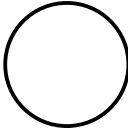



VORMEN TELLEN

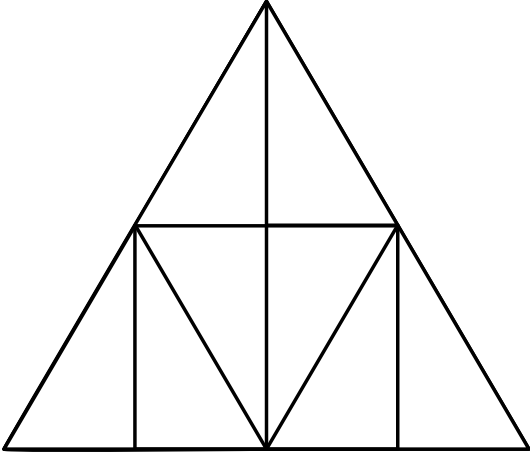
Tel de vormen en schrijf het aantal op.



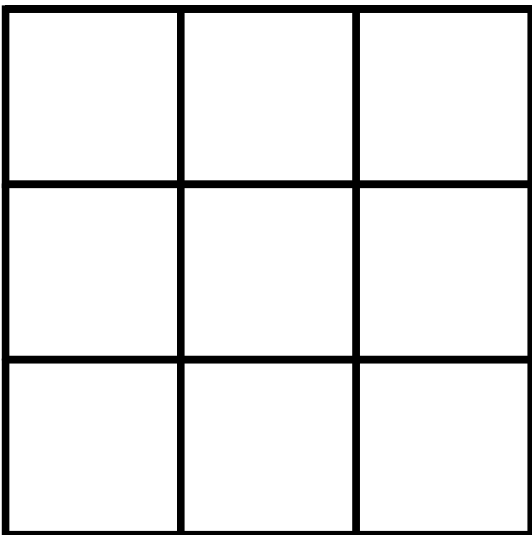
			

VORMEN TELLEN

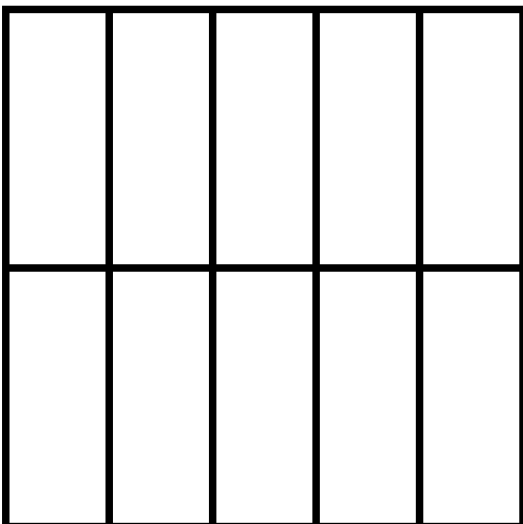
Tel het aantal vormen in de afbeelding.



driehoeken



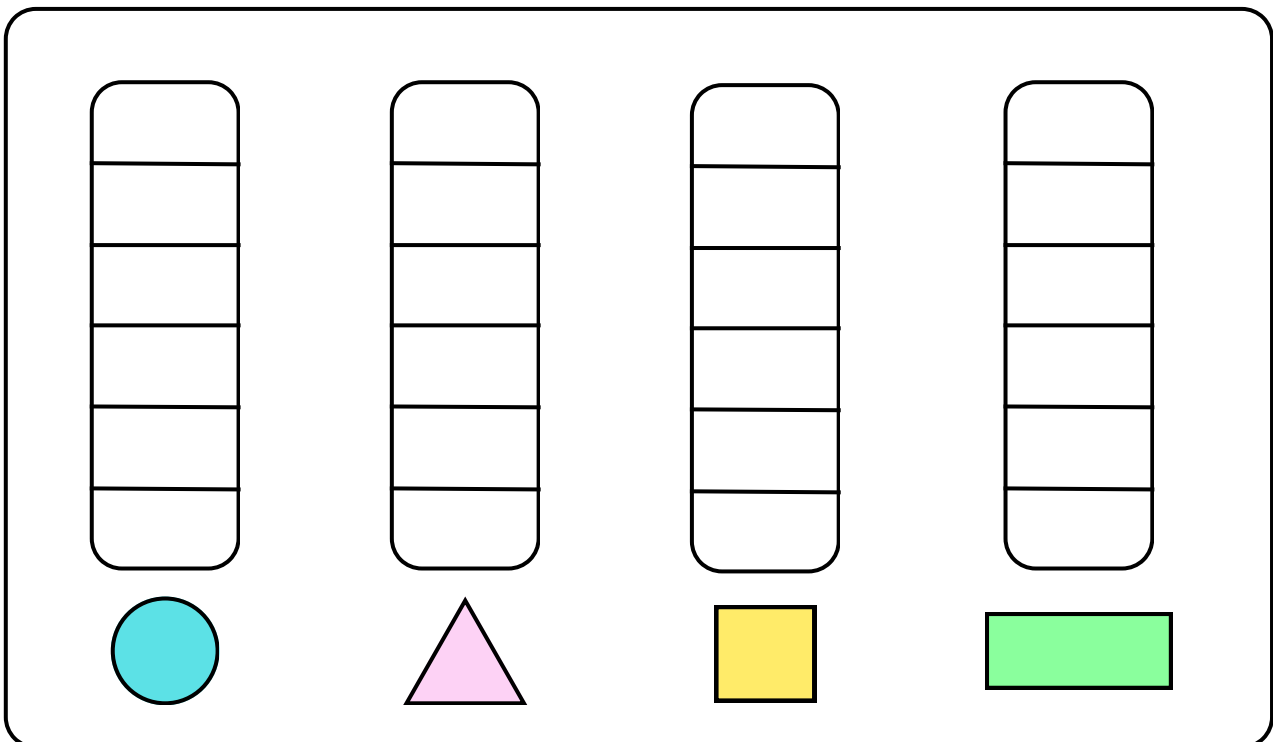
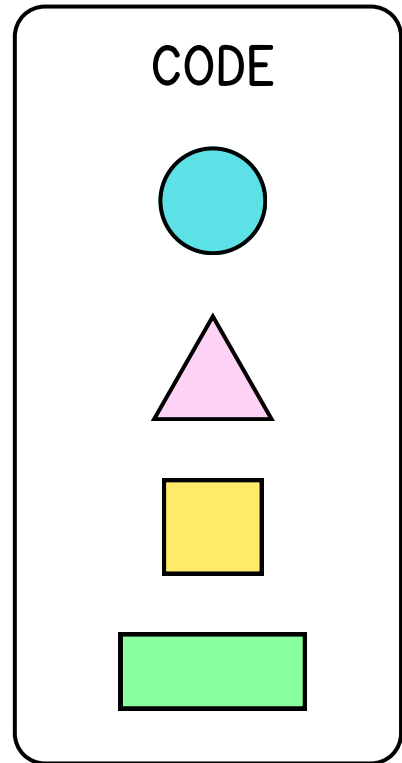
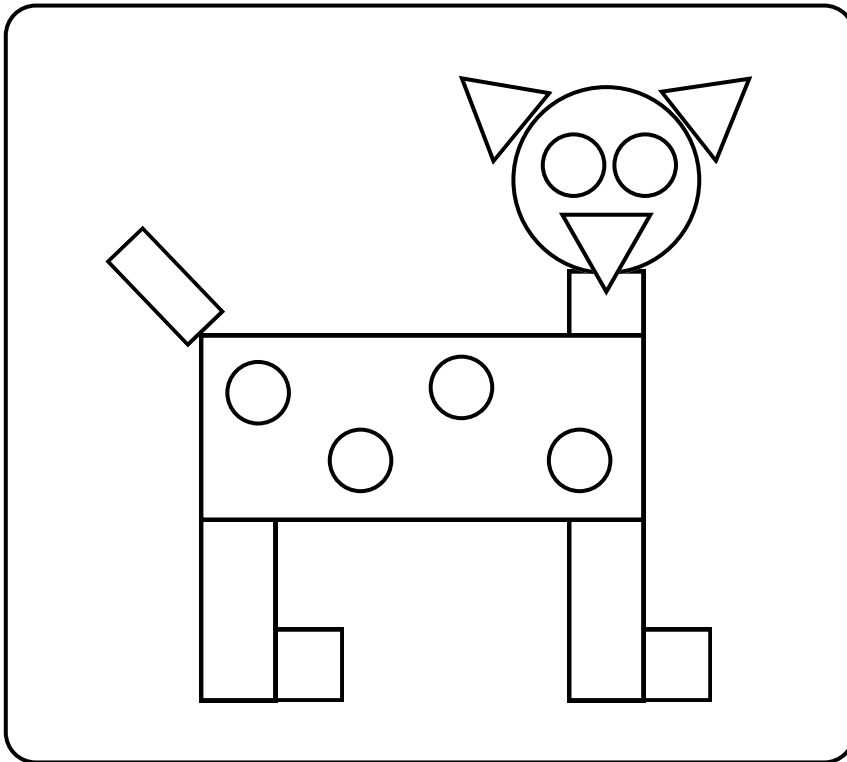
vierkanten



rechthoeken

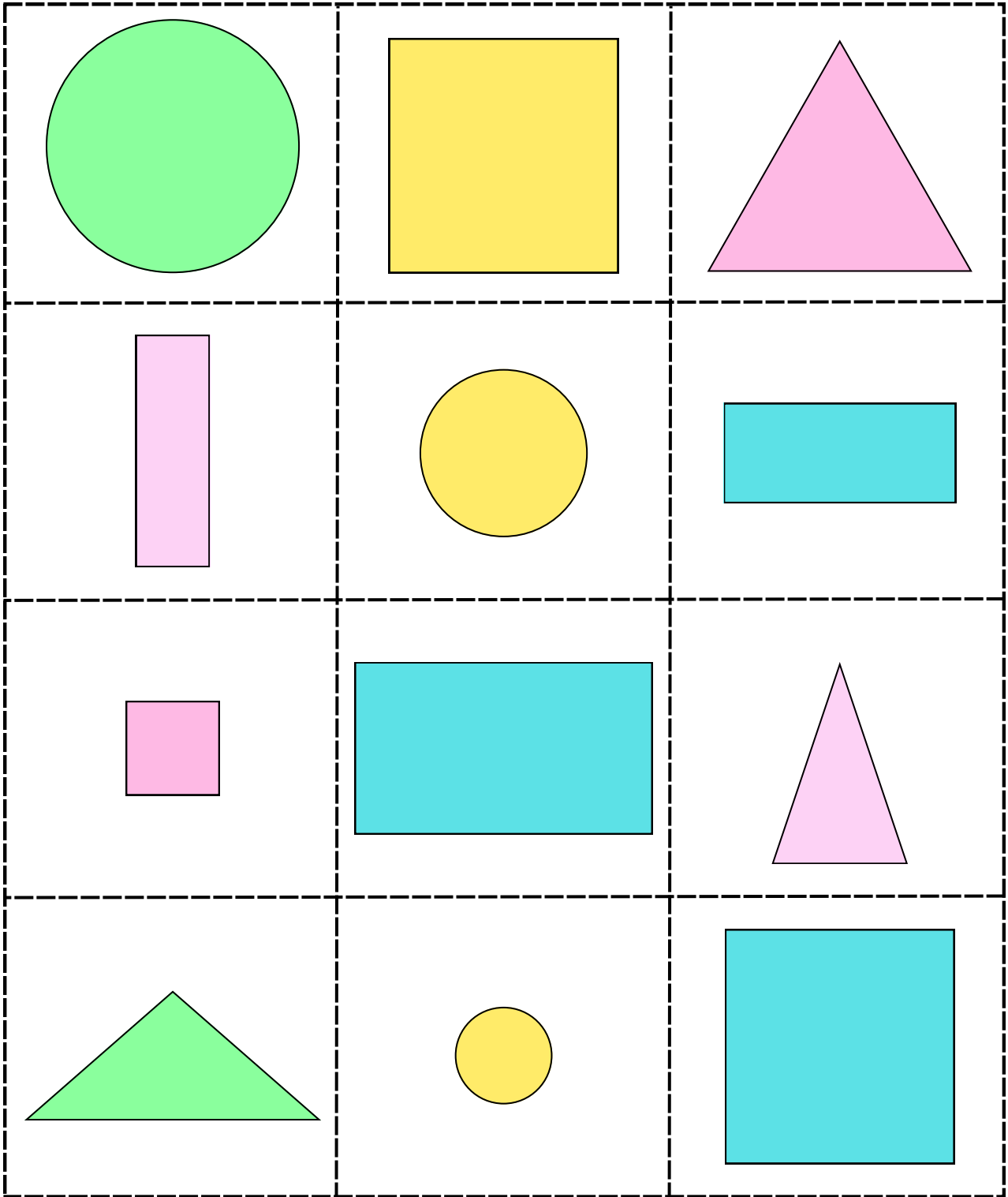
KLEUREN DIAGRAM

1. Kleur de kat in volgens de code.
2. Tel het aantal vormen en kleur in het diagram.




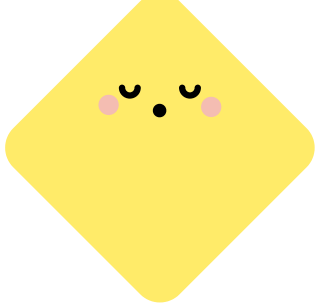
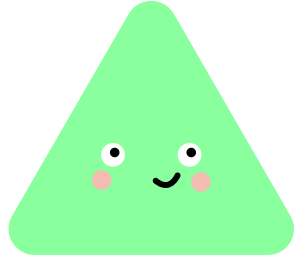


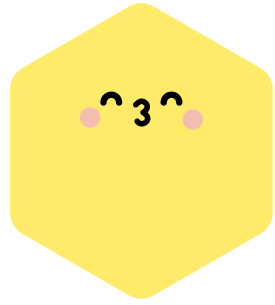
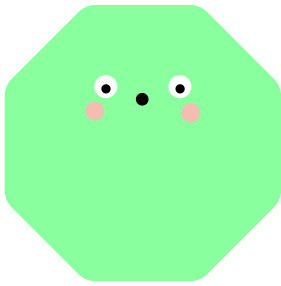


VORMEN SORTEREN

Knip de vormen uit en sorteer ze op volgorde van aantal zijdes.







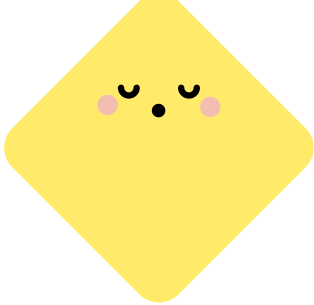
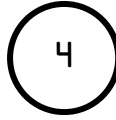

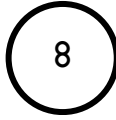
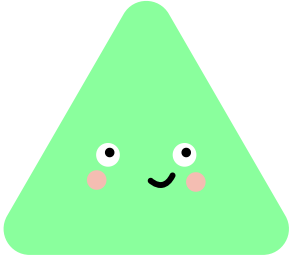
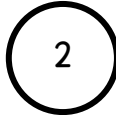









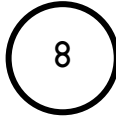
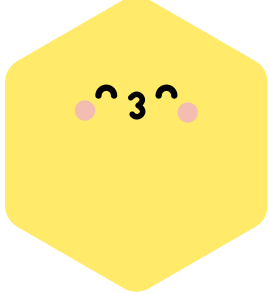


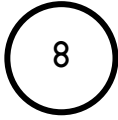
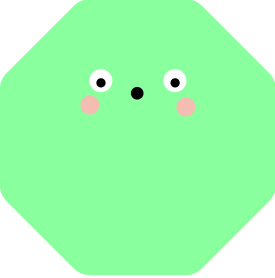


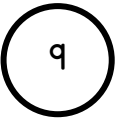
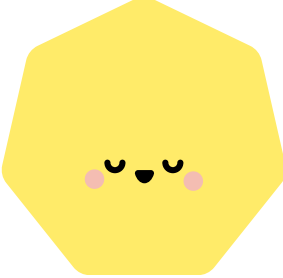


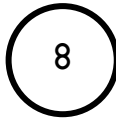

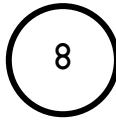
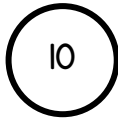

HOEKEN TELLEN

Tel het aantal hoeken van de vormen.

 <p>4 5 6</p>	 <p>4 6 8</p>	 <p>2 3 4</p>
 <p>3 4 6</p>	 <p>6 7 8</p>	 <p>6 7 8</p>
 <p>7 8 9</p>	 <p>6 7 8</p>	 <p>8 10 12</p>

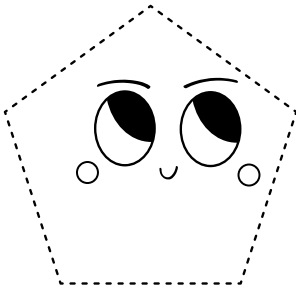
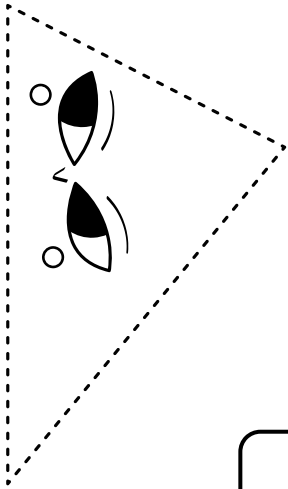
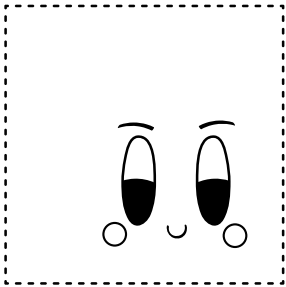
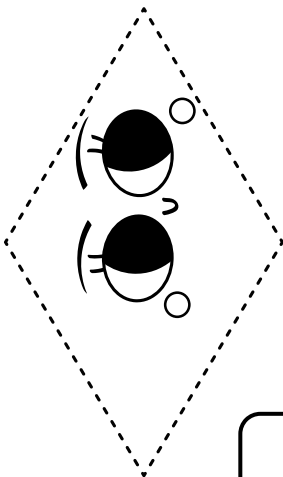
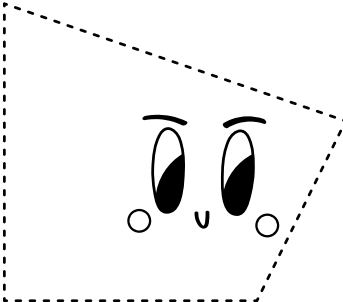
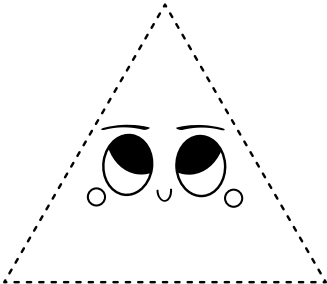
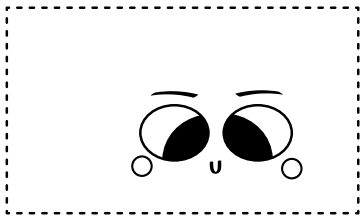
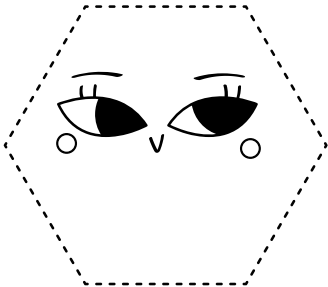
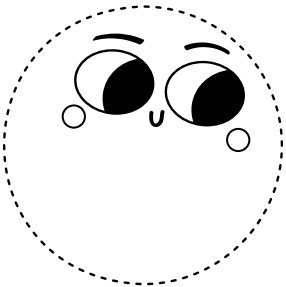
ZIJDEN TELLEN

Tel het aantal zijden van de vormen.

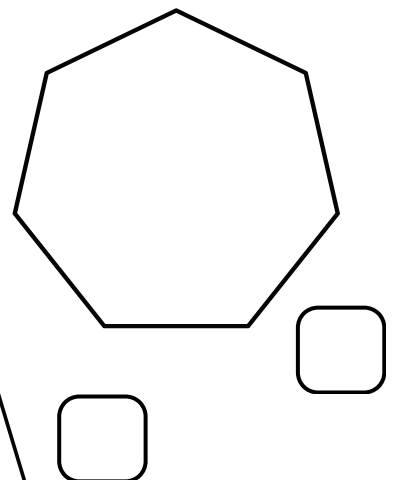
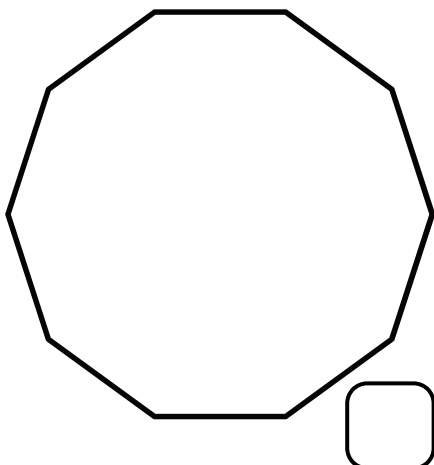
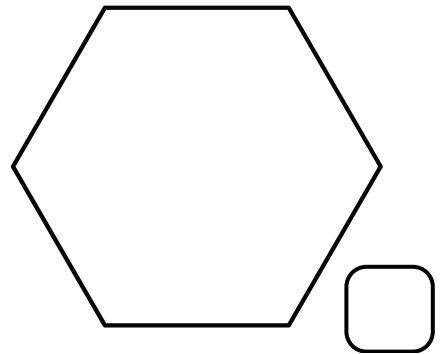
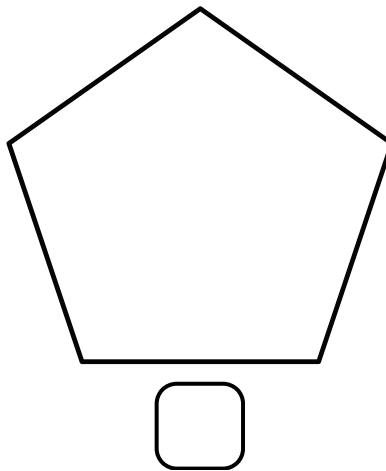
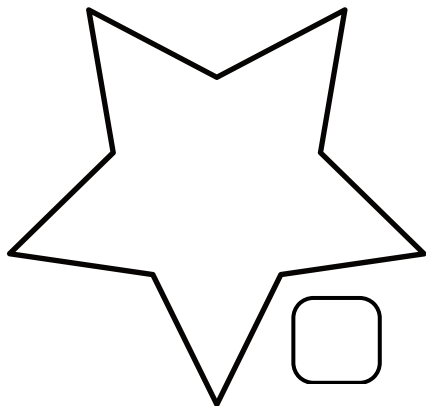
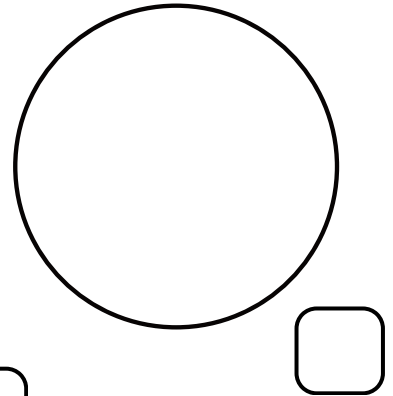
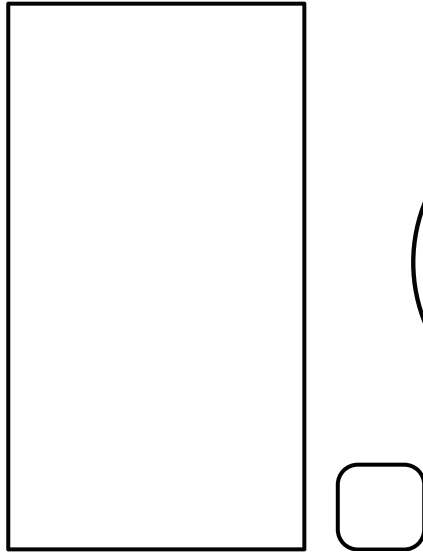
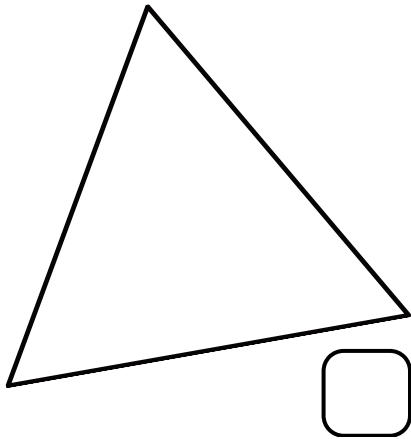
ZIJDEN TELLEN

Trek de vormen over en tel het aantal zijden.

 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>
 <input type="checkbox"/>	 <input type="checkbox"/>	 <input type="checkbox"/>

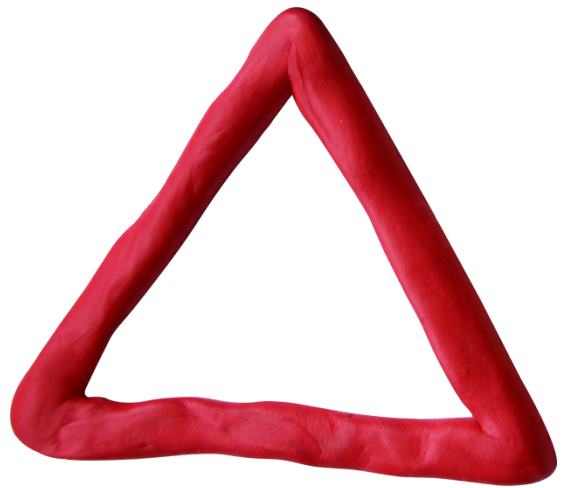
ZIJDEN TELLEN

Tel het aantal zijdes en schrijf op in het vakje.

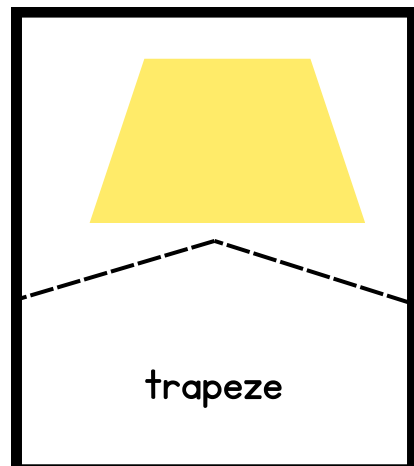
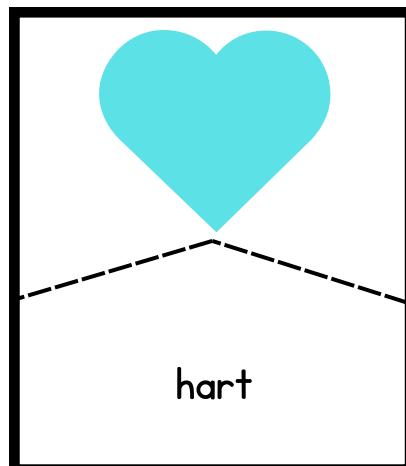
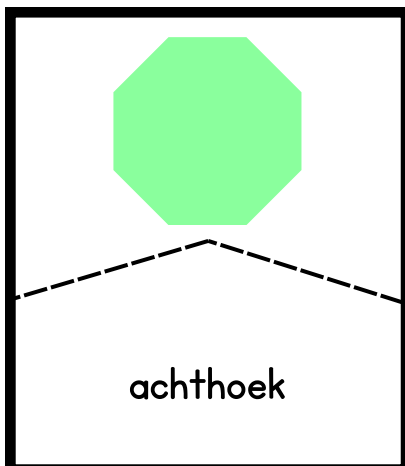
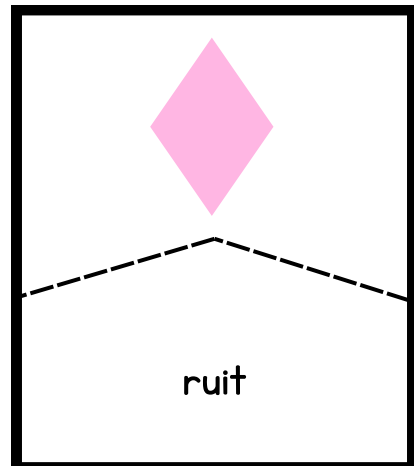
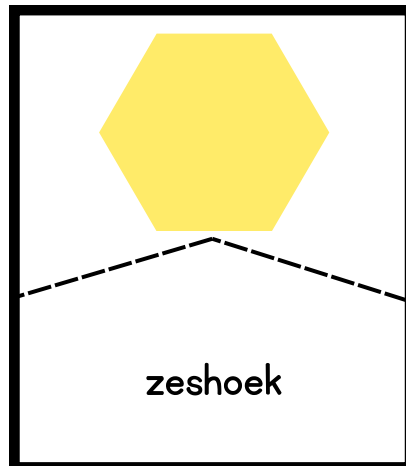
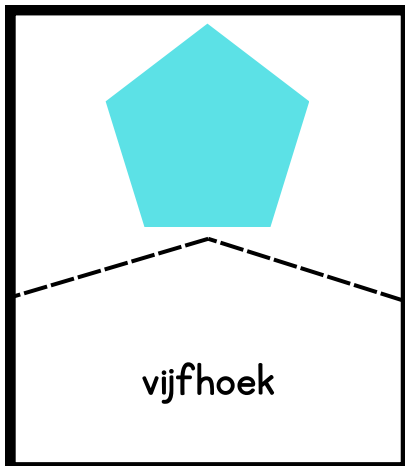
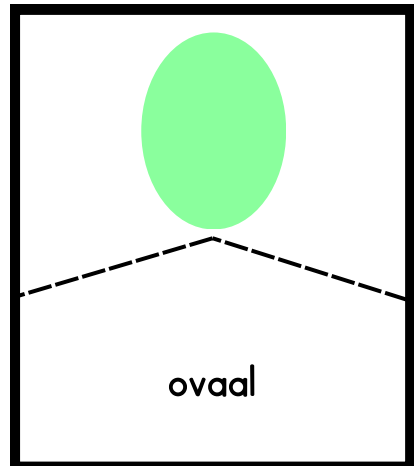
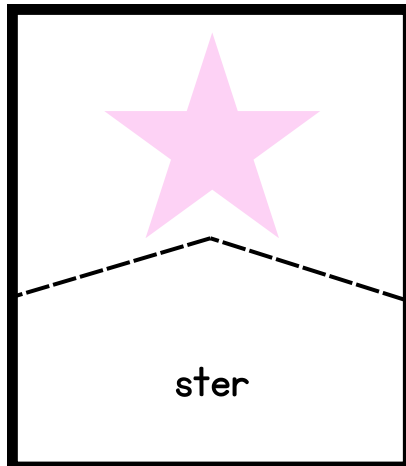
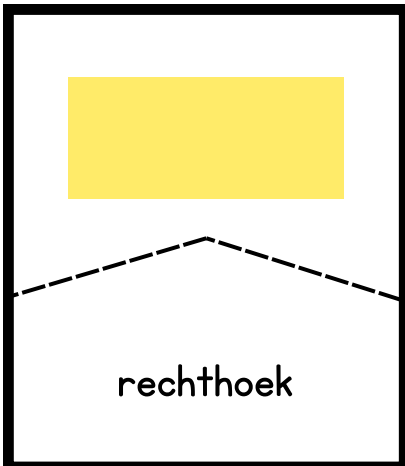
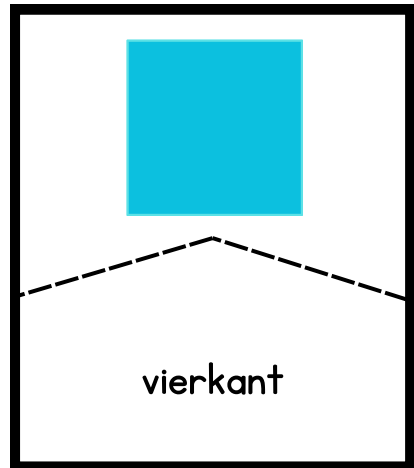
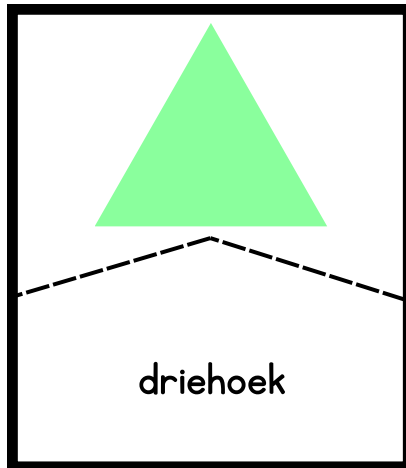
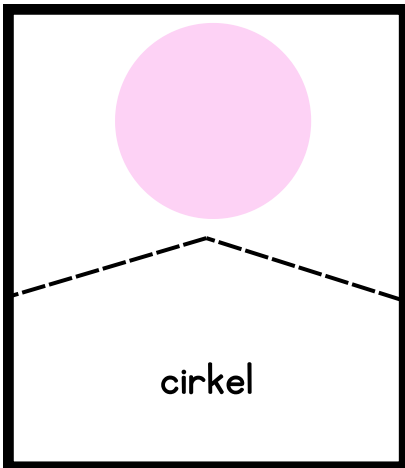


KLEI KAARTEN VORMEN

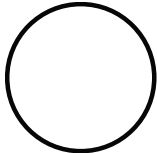
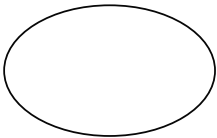
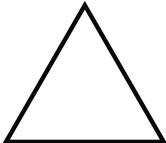
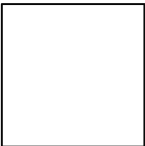

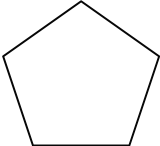
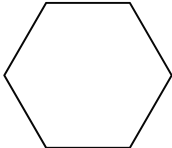
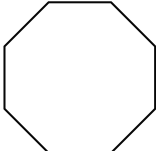
Maak de vormen na van klei.



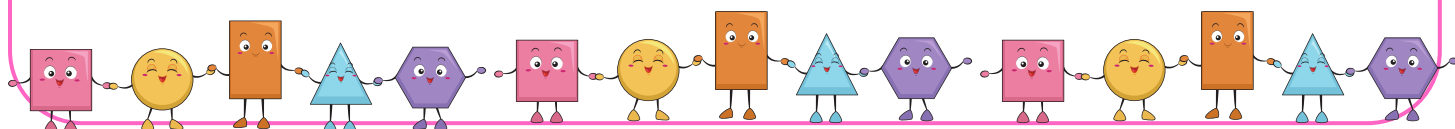
Knip uit en maak de puzzels compleet



VORMEN WERKBLAD

vorm	naam	aantal zijdes	aantal hoeken
			
			
			
			
			
			
			
			

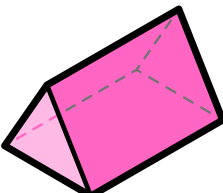

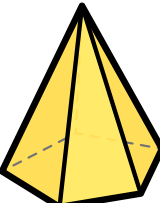
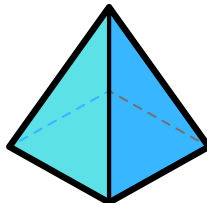
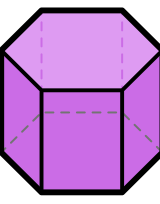
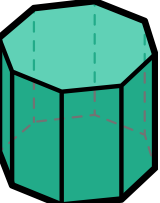
Mamaliefde.nl



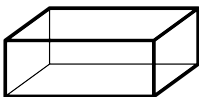
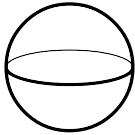
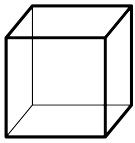
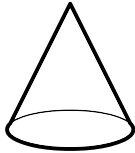
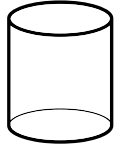
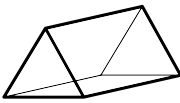
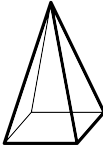
2D VORMEN WERKBLAD

vorm	naam	eigenschappen	voorbeelden
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	
		Zijden: Hoeken:	

3D VORMEN WERKBLAD

vormen	naam	eigenschappen	voorbeeld
		Vlakken: Zijden: Hoeken:	
		Vlakken: Zijden: Hoeken:	
		Vlakken: Zijden: Hoeken:	
		Vlakken: Zijden: Hoeken:	
		Vlakken: Zijden: Hoeken:	
		Vlakken: Zijden: Hoeken:	

3D VORMEN WERKBLAD

vorm	naam	vlakken	zijdes	hoeken
				
				
				
				
				
				
				

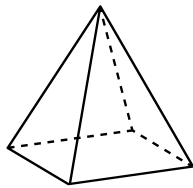
3D VORMEN

Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____

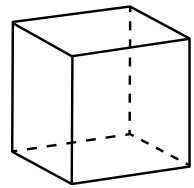


Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____

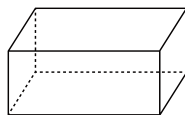


Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____

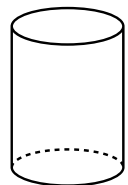


Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____

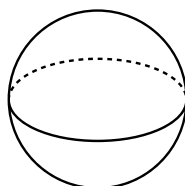


Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____

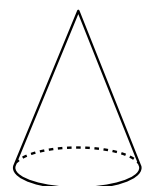


Naam: _____

Vlakken: _____

Hoeken: _____

Zijden: _____



RAADSELS

Lees de vragen en schrijf het antwoord op.

Ik heb geen hoekpunten en geen zijden.

Ik heb 3 hoekpunten en 3 zijden.

Ik heb hoekpunten en ribben en 6 vlakken die precies hetzelfde zijn.

Ik heb 5 hoekpunten en 5 zijden.

Ik heb 4 hoekpunten en 4 zijden, maar er zijn slechts 2 gelijke paren.

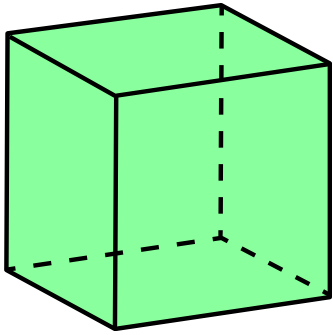
Ik heb 6 hoekpunten en 9 ribben, en mijn basis is een driehoek.

Ik ben een vorm zonder vlakke gebieden.

Ik heb geen hoekpunten en twee zijden.

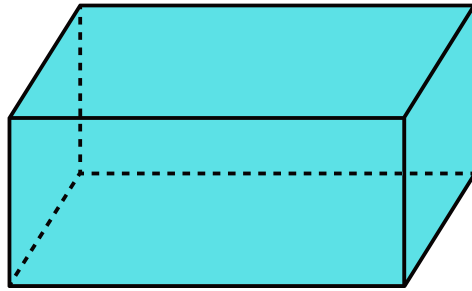
FORMULES INHOUD

Overzicht om inhoud te berekenen.



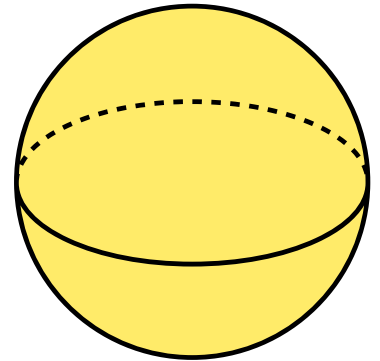
kubus

$$V = s \times s \times s$$



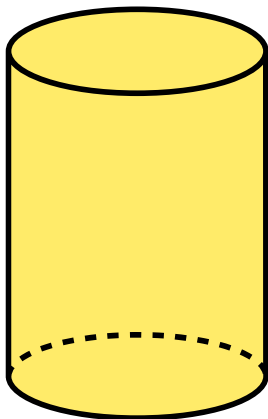
rechthoekige
prisma

$$V = l \times w \times h$$



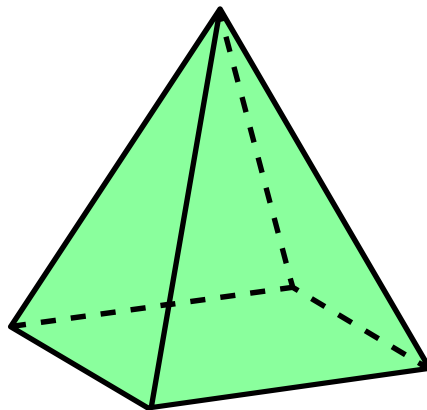
bol

$$V = \frac{4}{3} \pi r^3$$



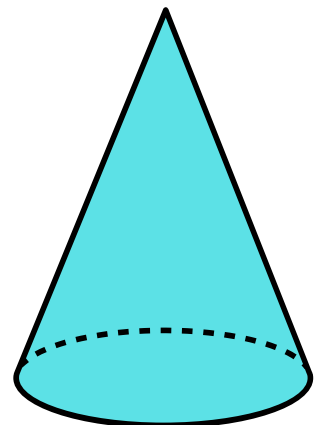
cilinder

$$V = \pi r^2 h$$



pyramide

$$V = \frac{1}{3} lwh$$



kegel

$$V = \frac{1}{3} \pi r^2 h$$

EXTRA OEFENINGEN

Dit zijn enkele aanvullende activiteiten die je met kinderen kunt doen om hen kennis te laten maken met 2D-vormen:

- Ga op een speurtocht rond de school om 2D-vormen in de omgeving te identificeren.
- Modelleer 2D-vormen met materialen zoals klei, tandenstokers, potloden, enz.
- Maak vormen door de lichamen van de leerlingen te gebruiken.
- Gebruik een elektronisch apparaat om foto's te maken van 2D-vormen in de klas.
- Gebruik een geobord en elastiekjes om vormen te maken.
- Verdeel de klas in groepen om alle eigenschappen van een vorm te onderzoeken en rapporteer terug aan de klas.
- Gooi dobbelstenen en laat leerlingen een vorm tekenen met het aantal zijden dat de dobbelstenen aangeven.
- Laat de klas verschillende 2D-vormen verzamelen uit de klas en sorteren volgens hun eigenschappen.

