

Wiskunde

Mathematics

1

Kwartaal 1 : Term 1



Leerder : Learner:



Kwartaal 1 : Term 1



**Bala
Wande**

Calculating with Confidence

Wiskunde

Mathematics

Leerderaktiwiteitsboek

Learner Activity Book

Afrikaans : English

Die ontwikkeling van hierdie werkboek is met die medewerking van die *Bala Wanda-Magic Classroom Collective*-span moontlik gemaak, in oorleg met 'n verwysingspan wat saamgestel is uit individue van etlike universiteite, wiskunde-NRO's en die Departement van Basiese Onderwys. Hierdie materiaal is gebaseer op die werk van die DBO-werkboeke en bestaande iterasies van lesplanne (GPLMS, Jika iMfundo, NECT en TMU). Die Bala Wande-bokse met manipuleerbare items is in oorleg met Jade Education ontwerp. Dié bokse voorsien hoëgehalte-materiaal wat 'n integrerende deel van die onderrig-en-leerprogram uitmaak.

The development of this workbook was carried out by the collaborative *Bala Wande-Magic Classroom Collective team* in consultation with a reference team made up of individuals from several universities, mathematics NGOs and the Department of Basic Education. These materials draw on the DBE workbooks and existing iterations of lesson plans (GPLMS, Jika iMfundo, NECT and TMU). The Bala Wande manipulative boxes were designed in consultation with Jade Education. The boxes provide high quality materials which are an integral part of the teaching and learning programme.

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www.fundawande.org

ISBN: 978-1-990979-66-8

Version 3: 2025



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Die gebruik van die Bala Wande-leerderaktiwiteitsboek

In hierdie Leerderaktiwiteitsboek word aktiwiteite vir 48 dae van onderrig in kwartaal 1 vervat. Daar is konsepontwikkeling-aktiwiteite, individuele leerdersaktiwiteite en speletjies wat die leerders in pare en groepe kan speel. Die oplossings vir die aktiwiteite kan in hierdie boek ingeskryf word.

Die materiaal word in 'n tweetalige formaat aangebied. Ons hoop dat die aanbieding van die aktiwiteite in twee tale die leerders sal help om vertrouwd te raak met wiskundewoorde in hul huistaal en in Engels. Dit sal hulle vir die lewenslange leer van wiskunde toerus.

As die leerders elke dag en elke kwartaal stelselmatig deur hierdie werkboek-aktiwiteite werk, sal hulle die hele wiskundekurrikulum vir die jaar dek. Ons hoop dat hierdie aktiwiteite 'n prettige manier is om hulle te help om grondslagkennis van wiskunde op te doen.

Die aanvang van elke nuwe dag word met 'n rooi banier aangedui.

WEEK • WEEK
2

DAG 1 • DAY 1
Die passing, sortering en telling tot 5
Matching, sorting and counting up to 5



Onder die banier is daar 'n vloeiagram wat die opeenvolging van aktiwiteite vir die dag opsom.



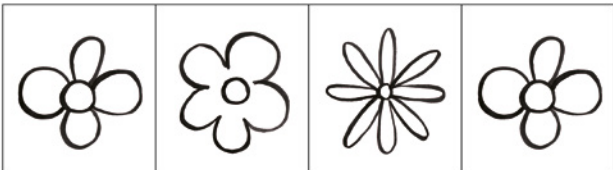
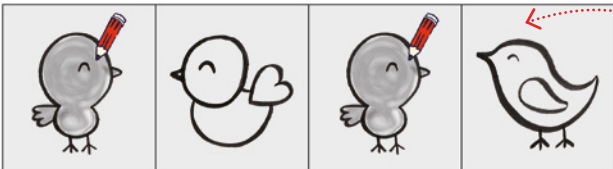
Hoofrekene is die eerste aktiwiteit van elke dag. Die onderwyser begelei die leerders deur hierdie aktiwiteit. Jy kan die speletjie op enige dag van die week speel.

Hierdie ikoon dui die konsepontwikkeling-aktiwiteit aan waarin die onderwyser die leiding neem.



Al die ander bladsye in die boek is vir die leerders wat selfstandig of in groepe, met die onderwyser se begeleiding en ondersteuning, daarop moet werk. Dit kan die vorm van werkkaarte of speletjies aanneem om die begrippe wat op daardie dag behandel is, vas te lê. Speletjies word met behulp van tekenprente van leerders aangebied om te wys hoe die speletjie gespeel moet word.

1 Kleur twee prentjies in wat dieselfde is.
Colour two pictures that are the same.



Alle instruksies en inligting word in Afrikaans gegee, met die Engelse vertaling daar onder.

Die leerderswerkkaarte bevat 'n uitgewerkte voorbeeld (deur die grys agtergrond en rooi potlood aangedui).

Dag 5 van elke week word vir vaslegging en assessering beplan.

Using the Bala Wande Learner Activity Book

This Learner Activity Book has activities planned for 48 days of teaching in Term 1. There are concept development activities, individual learner activities and games for learners to play in pairs and groups. Answers to the activities can be written in this book.

The material is presented using a bilingual format. We hope that presenting the activities in two languages will help learners to become familiar with maths words in both their home language and in English. This will equip them for lifelong learning of maths.

If learners work systematically through these workbook-style activities every day and every term, they will cover the whole maths curriculum for the year. We hope that these activities will be a fun way to help them acquire foundational maths knowledge.

The start of each new day is shown with a red banner.

WEEK • WEEK

2

DAG 1 • DAY 1

Die passing, sortering en telling tot 5

Matching, sorting and counting up to 5

Underneath the banner is a flow diagram that summarises the sequence of activities for the day.



Mental Maths is the first activity every day. The teacher will lead this activity. You can play the game any day of the week.

This icon marks the concept development activity that the teacher will lead.



All the other pages in the book are for learners to work on independently or in groups with guidance and support from the teacher. They may be worksheets or games that will consolidate the concepts covered that day. Games are presented using cartoons of learners to show how the game should be played.

1 Kleur twee prentjies in wat dieselfde is.
Colour two pictures that are the same.

All instructions and information are given in Afrikaans with an English translation below.

Learner worksheets have a worked example (indicated by the grey background and the red pencil).

Day 5 of each week is planned for consolidation and assessment.

3

REGISTER
REGISTER

- 1 Oefen om die basistienregister te voltooi. Teken jou kolletjie in 'n raam.

Practise completing the base ten register. Draw your dot in a frame.

Klasregister

Class register



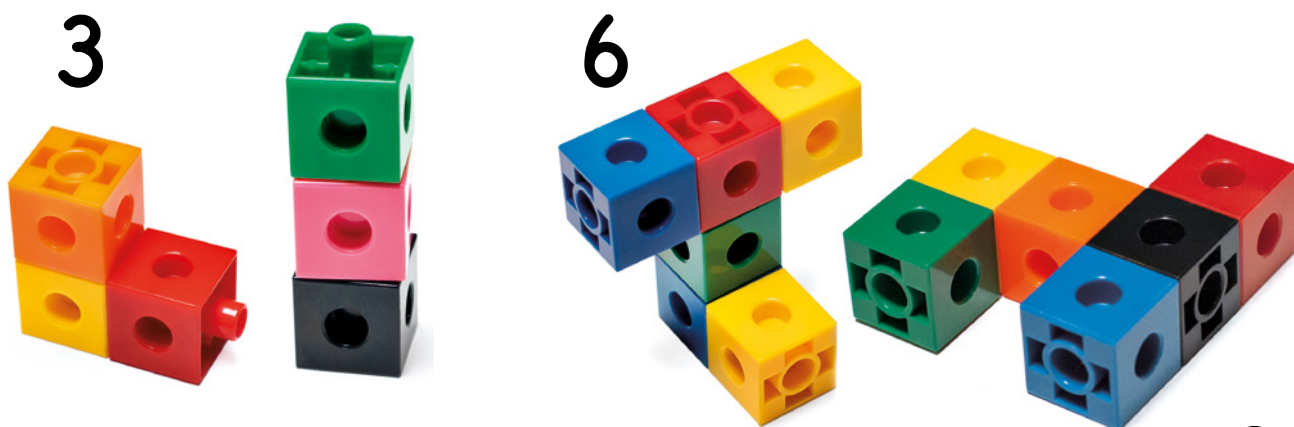


REGISTER
REGISTER

BOU GETALVORMS
BUILD NUMBER SHAPES

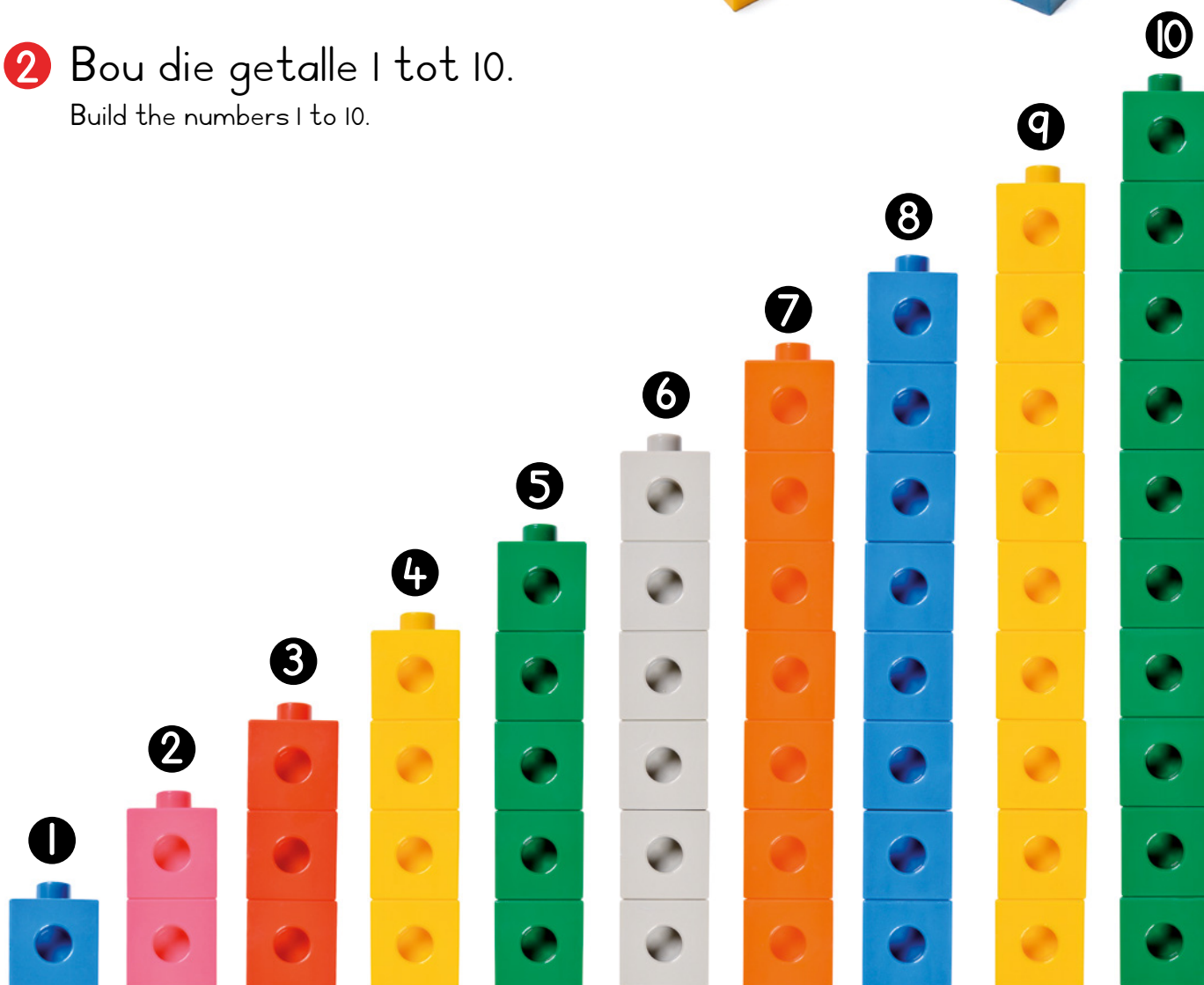
- 1 Gebruik blokkies om getalle op verskillende maniere te bou.

Use blocks to build numbers made in different ways.



- 2 Bou die getalle 1 tot 10.

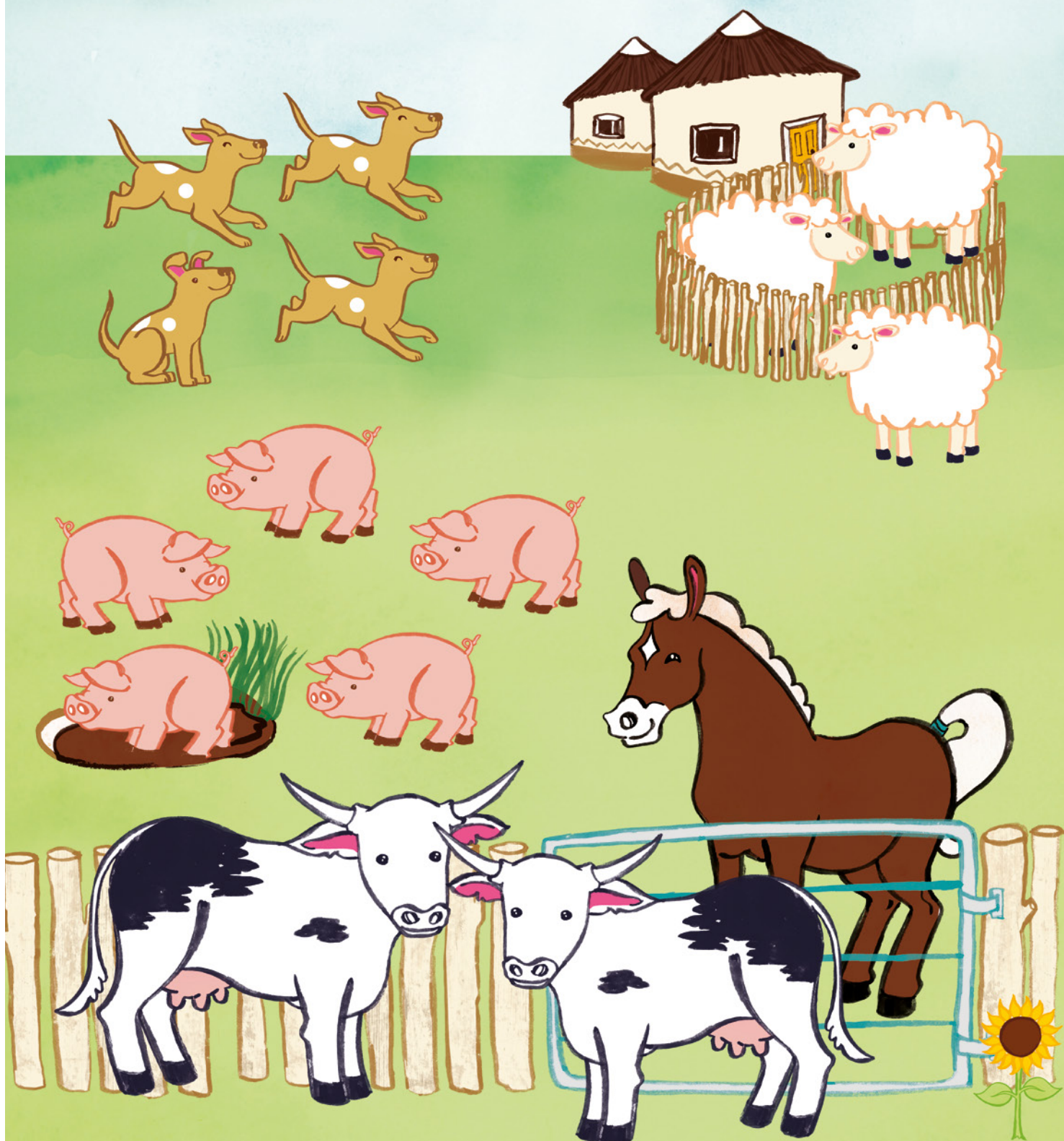
Build the numbers 1 to 10.





1 Tel die diere op die prent. Hoeveel sien jy?

Count the animals in the picture. How many do you see?









HOOFREKENE
MENTAL MATHS

KOPIER EN WYS
GETALLE 1-5
COPY AND SHOW NUMBERS 1-5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

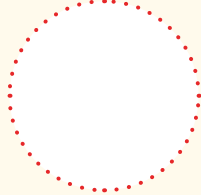
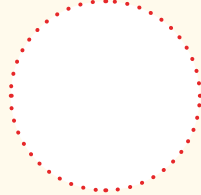
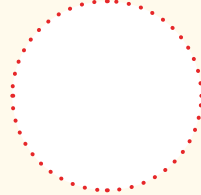
SPELETJIE
GAME

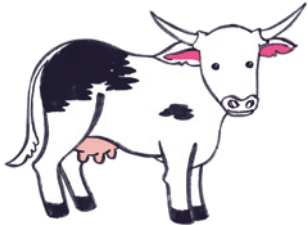
WERKKAARTE
WORKSHEETS

Pas en sorteer.

Match and sort.



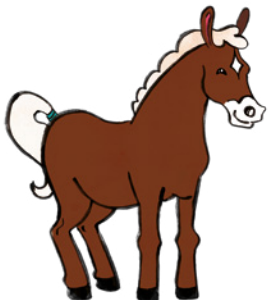
				
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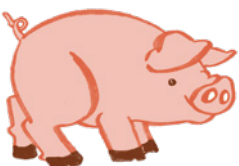
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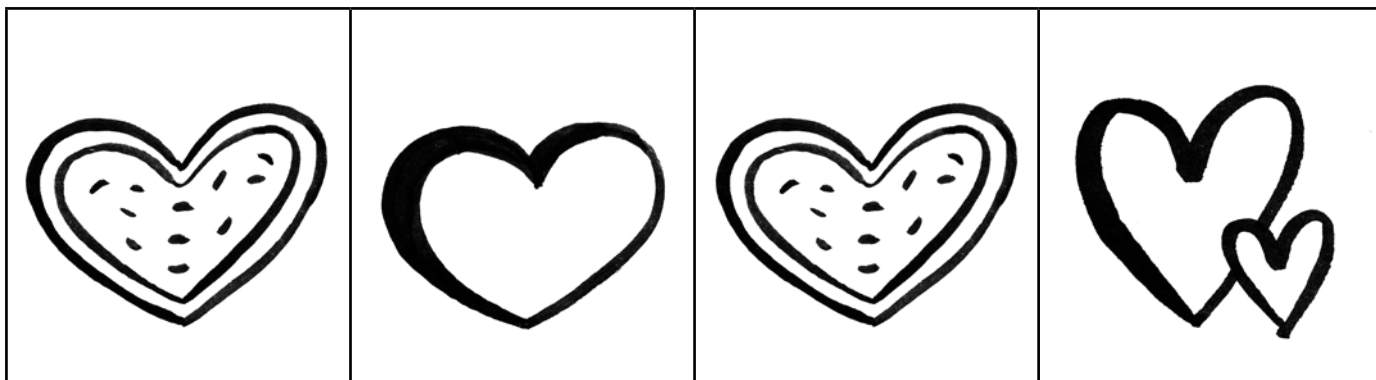
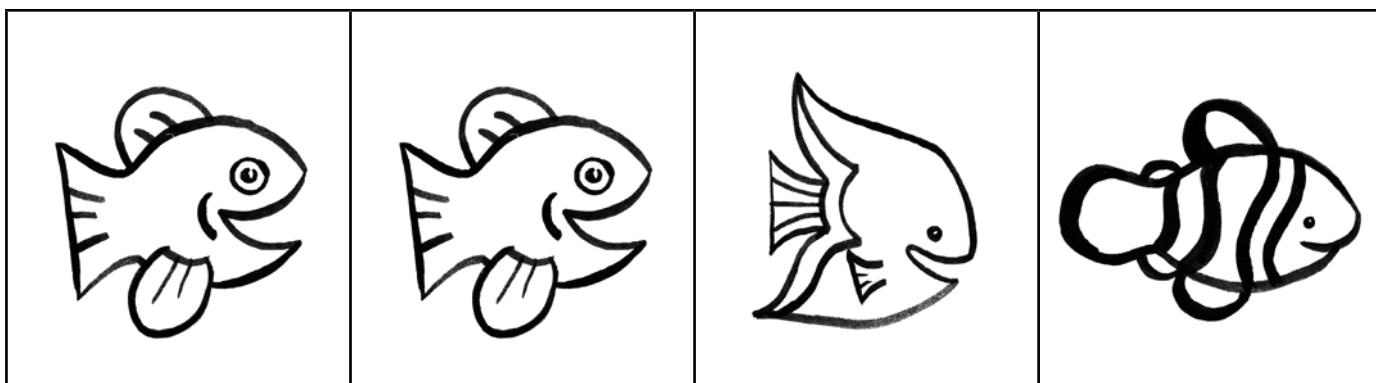
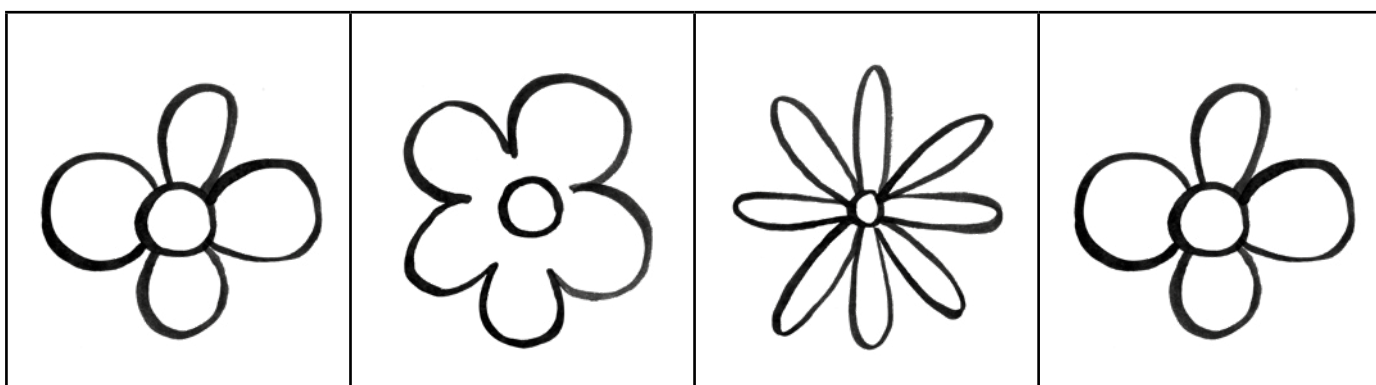
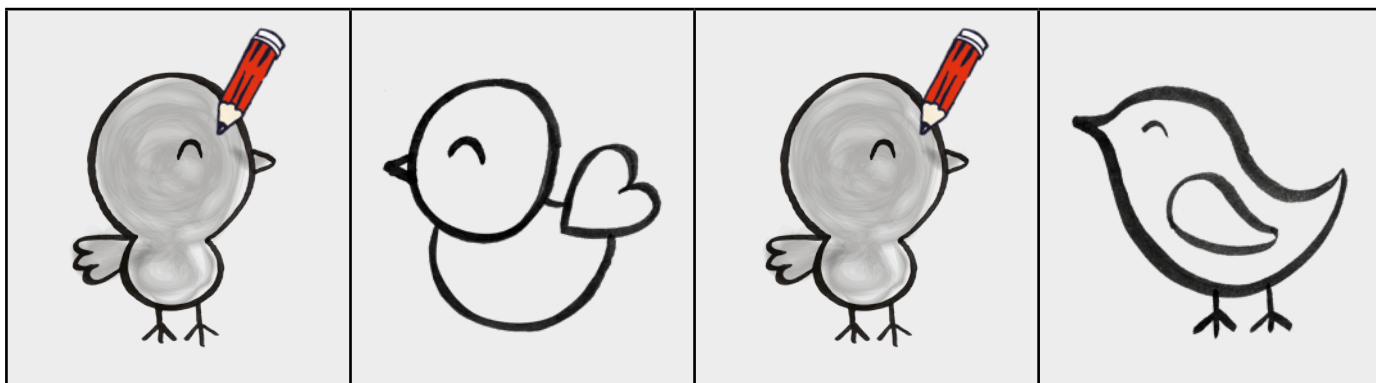
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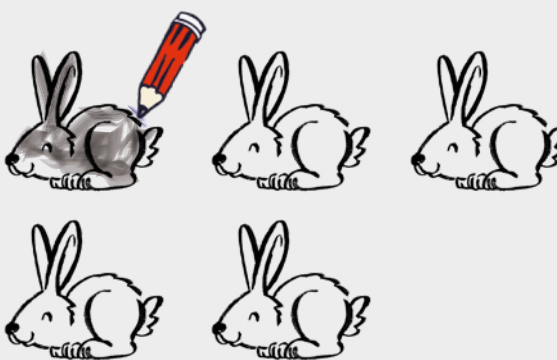
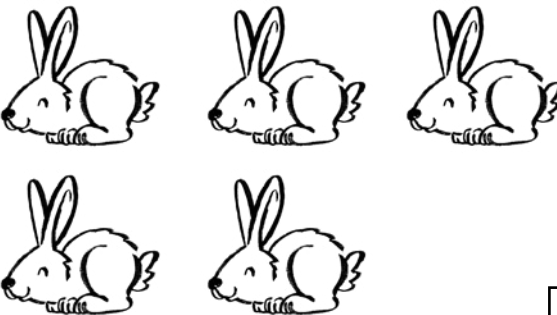
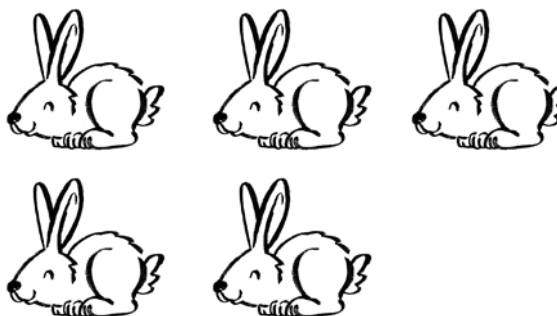
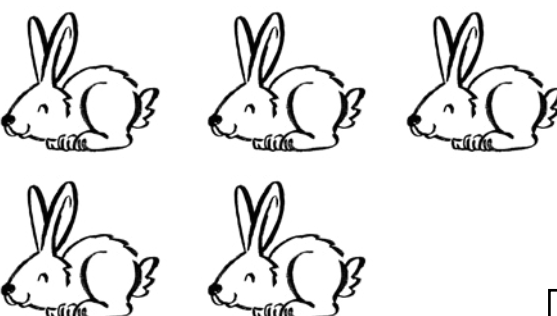
I Kleur twee prentjies in wat dieselfde is.

Colour two pictures that are the **same**.



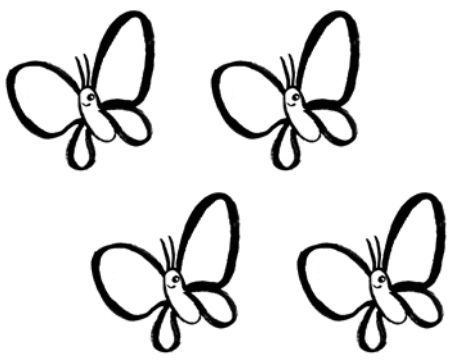
2 Kleur die korrekte aantal in.

Colour the correct number.

 1	 3
 5	 2

3 Tel.

Count.

 2	 3
 4	 1





HOOFREKENE
MENTAL MATHS

KOPIER EN WYS
GETALLE 1-5
COPY AND SHOW NUMBERS 1-5

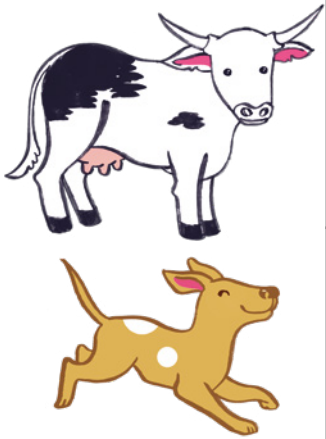
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAART
WORKSHEET

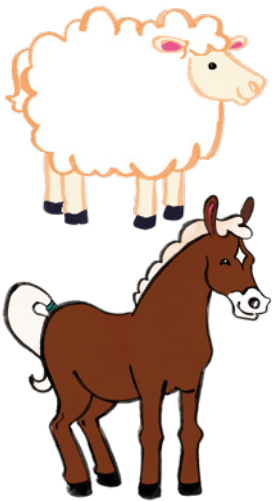
Van watter is daar meer en van watter is daar minder?

Which is **more** and which is **less**?



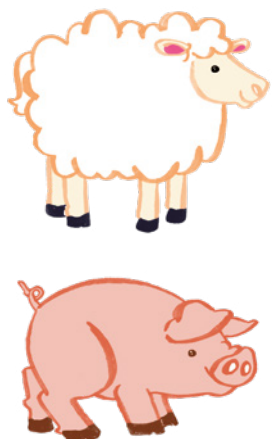
Van watter is daar meer en van watter is daar minder?

Which is **more** and which is **less**?



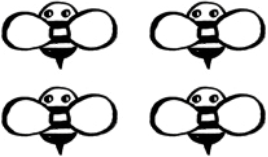
Van watter is daar meer en van watter is daar minder?

Which is **more** and which is **less**?



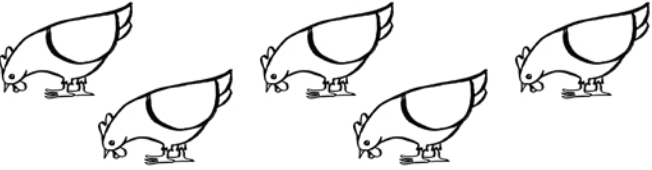
1 Omkring die stel met meer.

Circle the set with more.

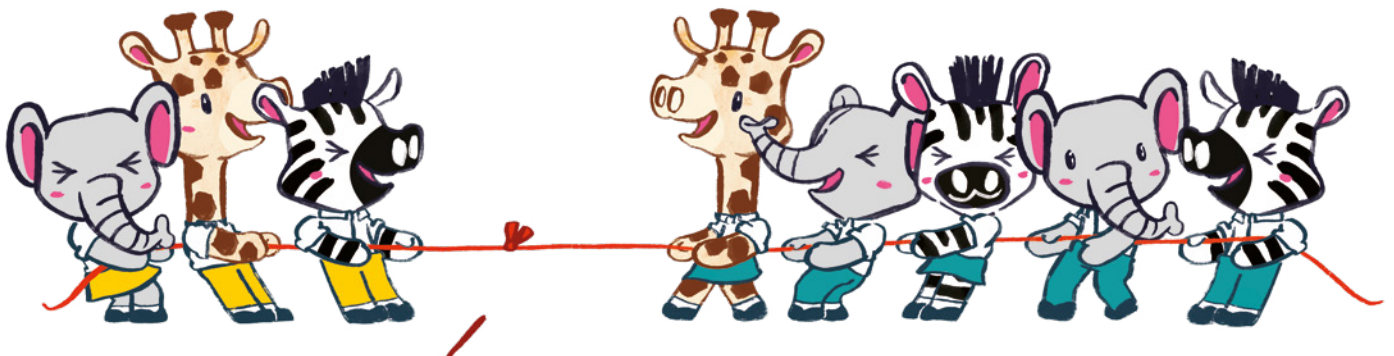
2 Omkring die stel met minder.

Circle the set with less.

3 Is dit regverdig? Waarom?

Is this fair? Why?





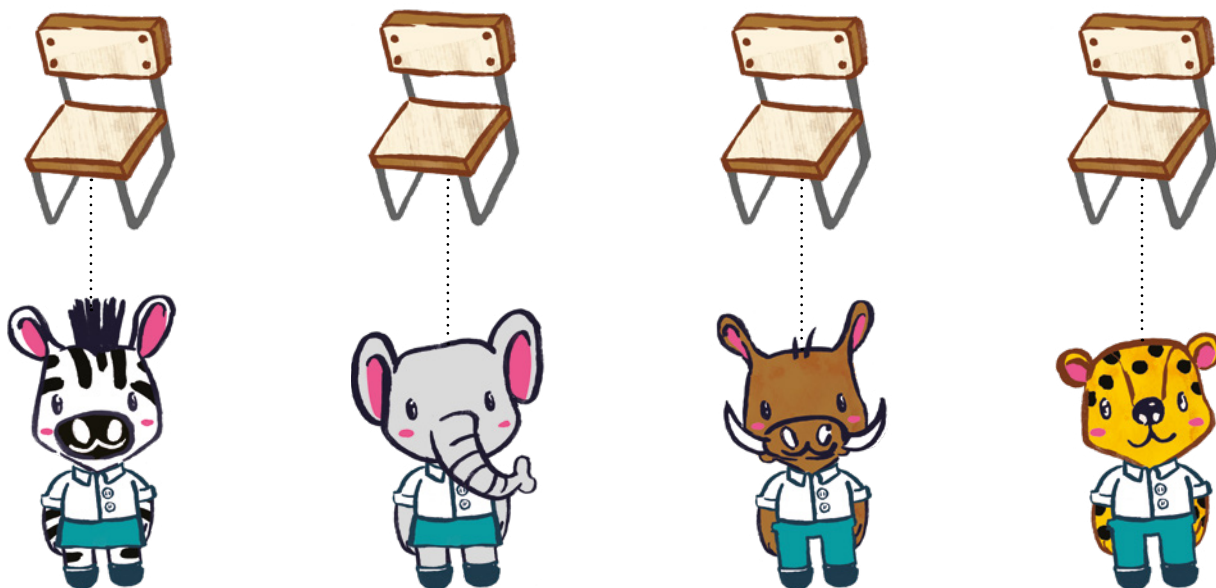
HOOFREKENE
MENTAL MATHS

KOPIER EN WYS
GETALLE 1-5
COPY AND SHOW NUMBERS 1-5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

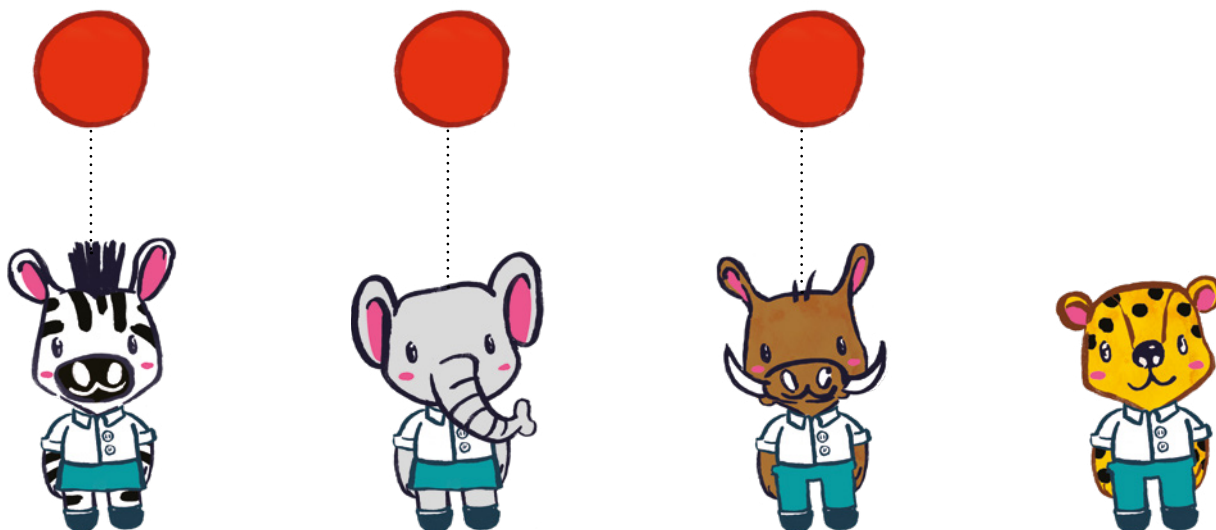
SPELETJIE
GAME

WERKKAARTE
WORKSHEETS



Die aantal stoele is dieselfde as die aantal leerders.

The number of chairs is the **same** as the number of learners.

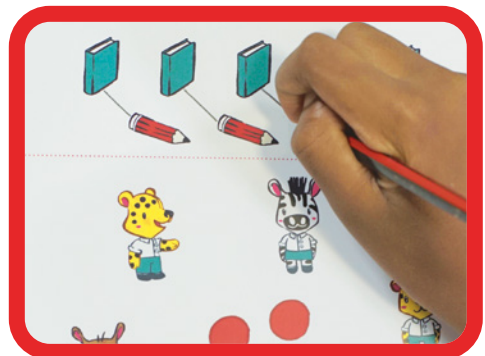
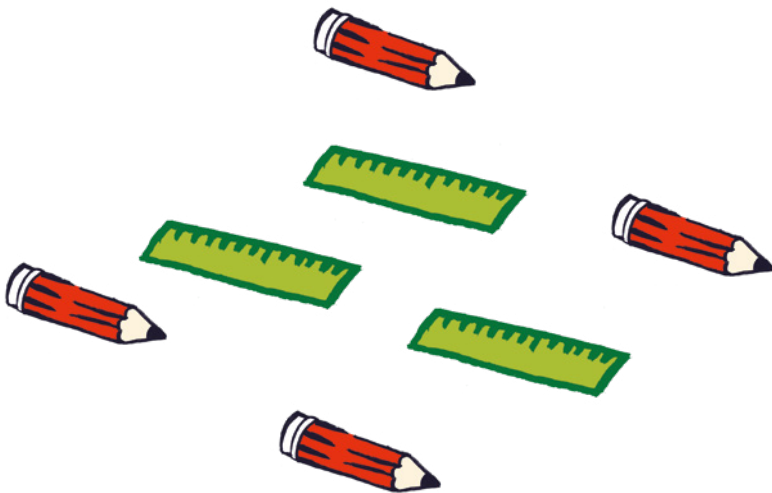
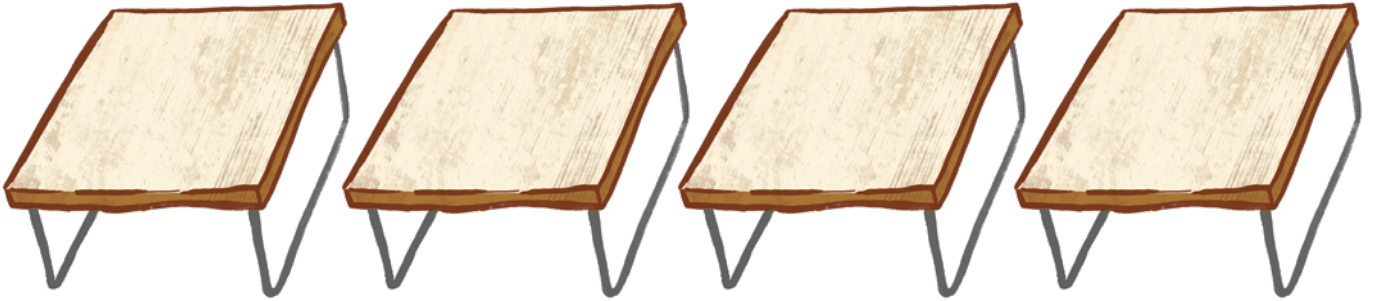
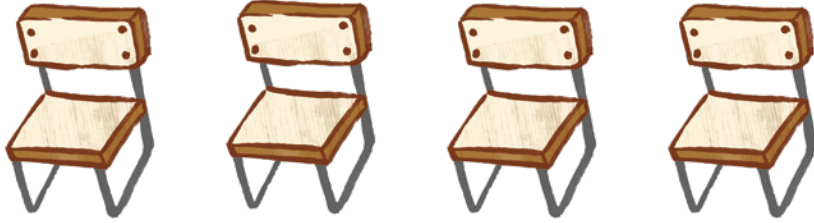


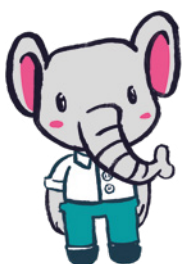
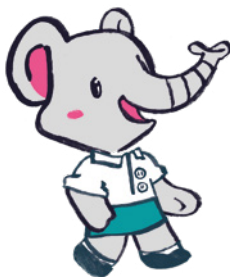
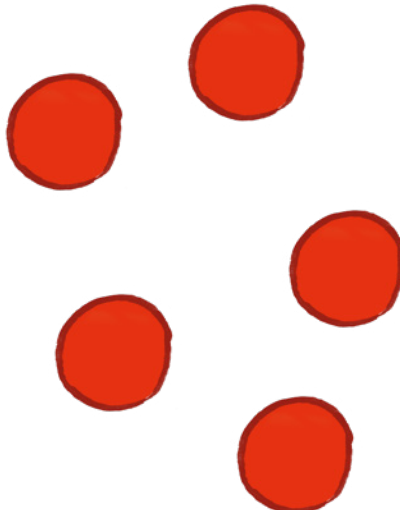
Daar is minder balle as leerders.

There are **less** balls **than** learners.

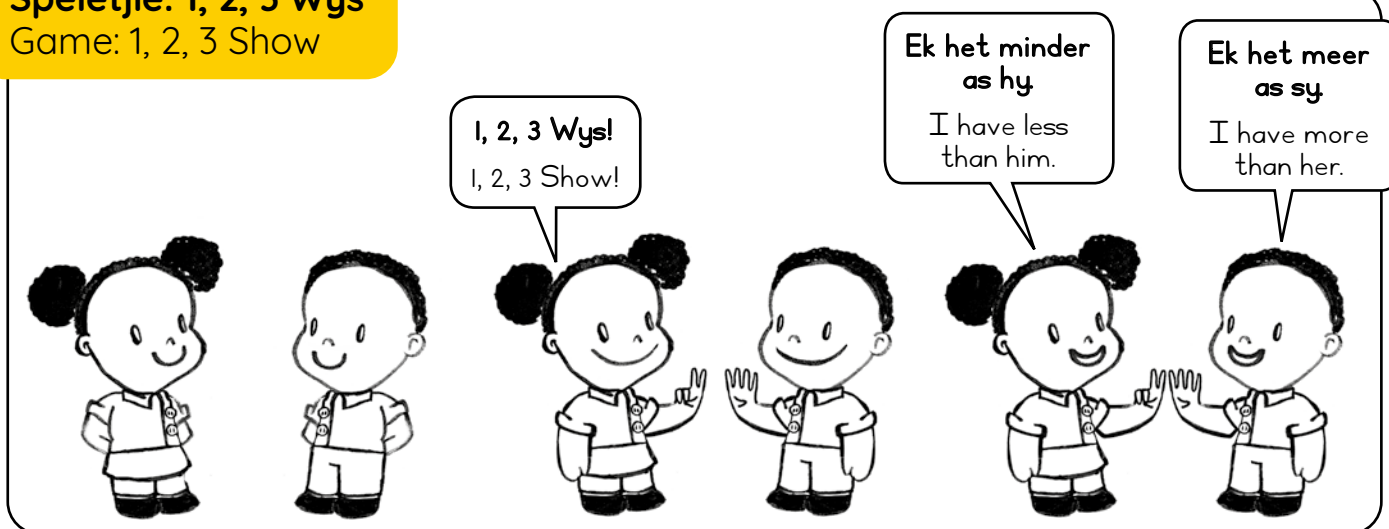
Daar is meer leerders as balle.

There are **more** learners **than** balls.





Speletjie: 1, 2, 3 Wys
Game: 1, 2, 3 Show

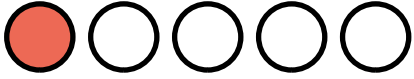
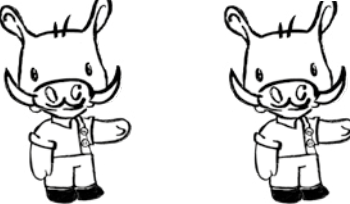
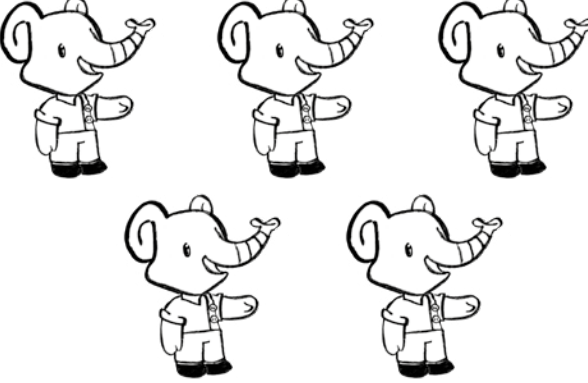
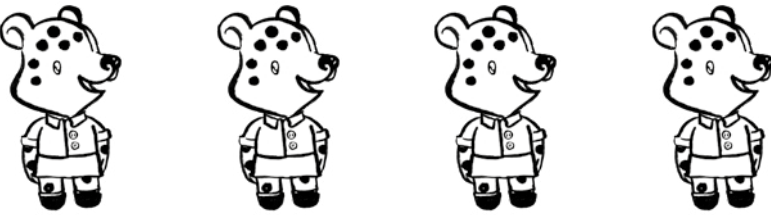


1 In watter blokke is daar **dieselfde** aantal voorwerpe? Maak 'n regmerk ☒ in die blokke met **dieselfde** aantal voorwerpe.

Which boxes have the **same** number of objects? Put a tick ☒ in the boxes with the **same** number of objects.

2 Pas die prente by dieselfde aantal ingekleurde kolletjies.

Match the pictures to the **same** number of shaded dots.

HOOFREKENE
MENTAL MATHS

KOPIEER EN WYS
GETALLE 1-5
COPY AND SHOW NUMBERS 1-5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

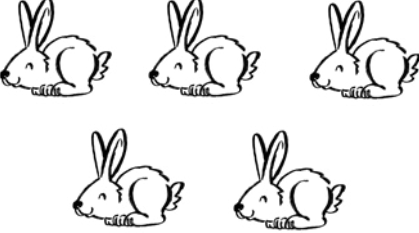
SPELETJIE
GAME

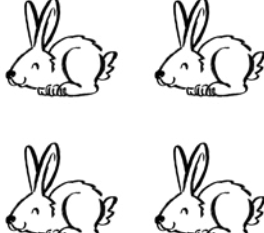
WERKKAARTE
WORKSHEETS

1 Hoeveel hase is daar? Omkring die korrekte getal.
How many rabbits? Circle the correct number.

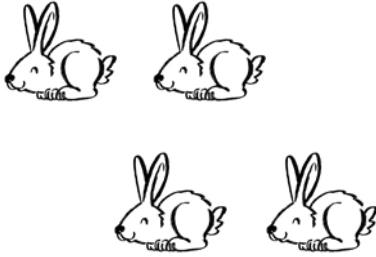
	1
	2
	3

	1
	2
	3

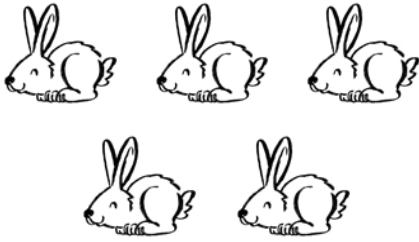
	3
	4
	5

	3
	4
	5

	2
	3
	4

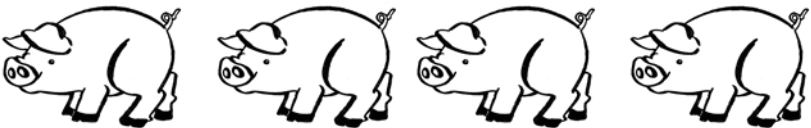
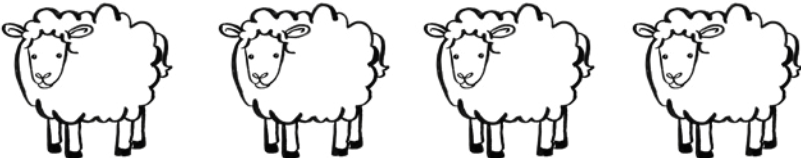
	2
	3
	4

	3
	2
	4

	6
	5
	7

2 Tel. Omkring die korrekte getal.

Count. Circle the correct number.

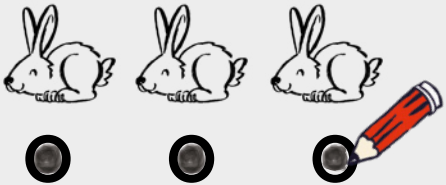
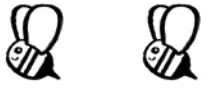
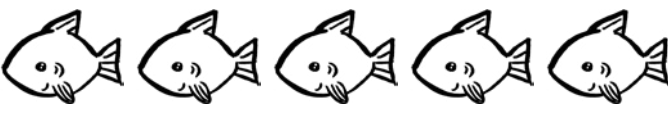
	 1 4 3 2 5
	1 4 3 2 5
	1 4 3 2 5
	1 4 3 2 5
	1 4 3 2 5
	1 4 3 2 5
	1 4 3 2 5

WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

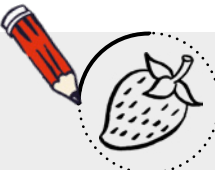
1 Kleur dieselfde aantal O's as die aantal voorwerpe in.

Colour the **same** number of O's as the number of objects.

 ☐ ☐ ☐ ☐ ☐	 ☐ ☐ ☐ ☐ ☐
 ☐ ☐ ☐ ☐ ☐	 ☐ ☐ ☐ ☐ ☐
 ☐ ☐ ☐ ☐ ☐	 ☐ ☐ ☐ ☐ ☐
 ☐ ☐ ☐ ☐ ☐	 ☐ ☐ ☐ ☐ ☐
 ☐ ☐ ☐ ☐ ☐	 ☐ ☐ ☐ ☐ ☐

2 Van watter is daar meer?

Which is **more**?

	of	
☐	or	☐
	of	
☐	or	☐

3 Van watter is daar minder?

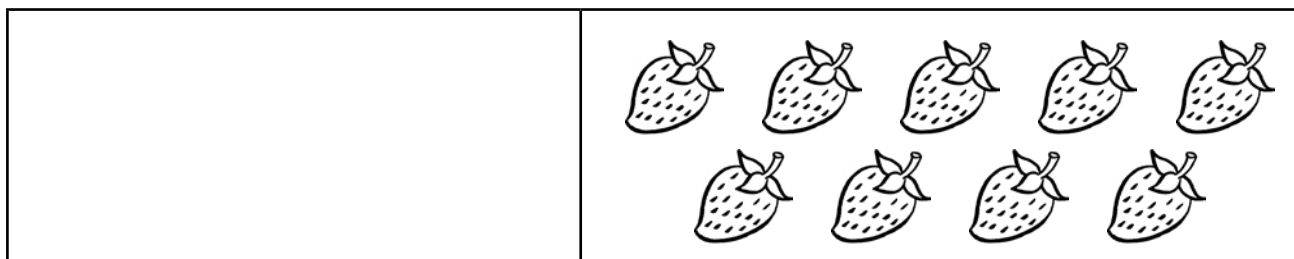
Which is **less**?

	of	
☐	or	☐
	of	
☐	or	☐

4 Teken een groot vierkant.
Draw one big square.



Kleur een aarbei in.
Colour one strawberry.



5 Tel. Omkring die korrekte getal.
Count. Circle the correct number.

	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5
	1 2 3 4 5

Die getalsimbole 0 tot 5

The number symbols 0 to 5

HOOFREKENE
MENTAL MATHS

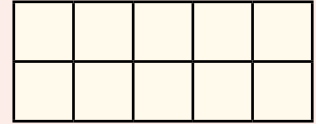
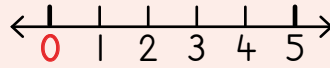
GETALLE 0-5
NUMBERS 0-5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

nul
zero

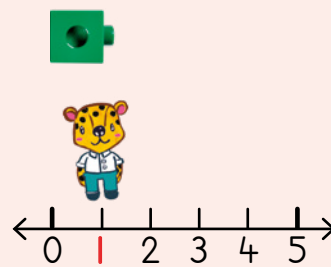
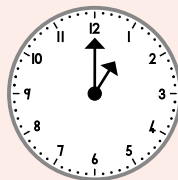
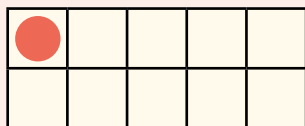


I Wys hierdie getalle met jou vingers. Trek dit na.
Use your fingers to make these numbers. Trace.

	0	
	1	1
	2	2
	3	3
	4	4
	5	5

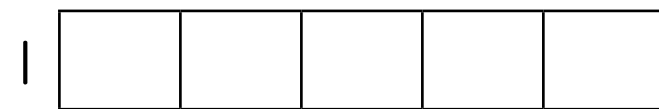
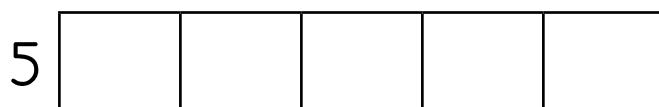
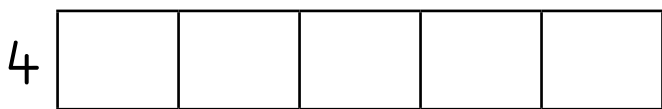
een

one



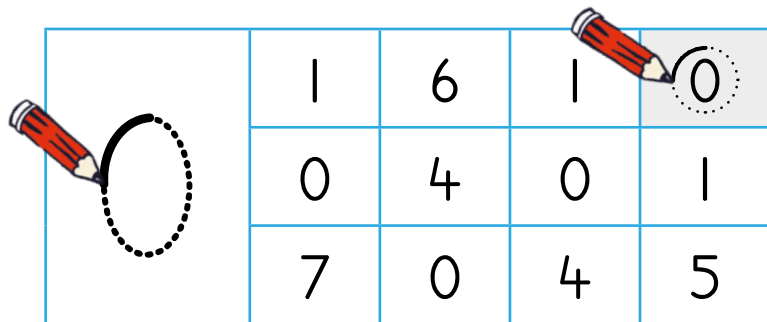
2 Kleur die aantal blokkies in.

Colour in the number of blocks.



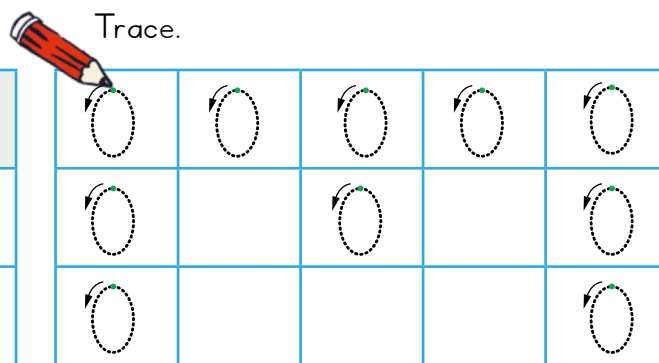
3 Omkring al die nulle.

Circle all the zeros.



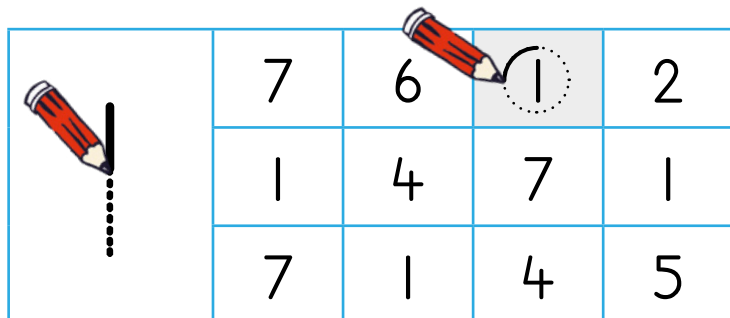
Trek dit na.

Trace.



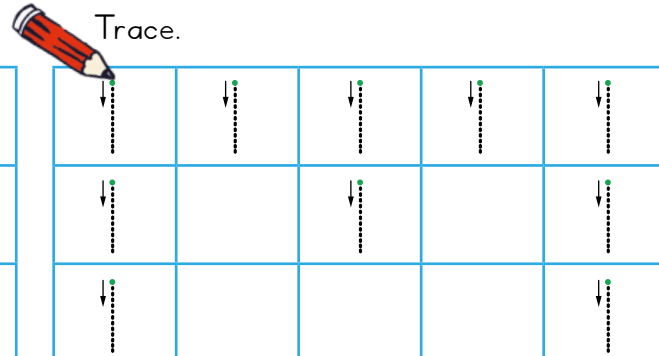
4 Omkring al die ene.

Circle all the ones.



Trek dit na.

Trace.





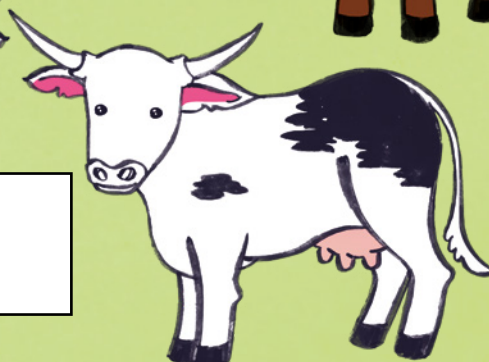
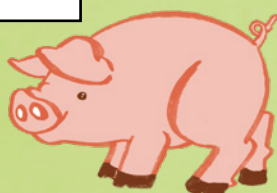
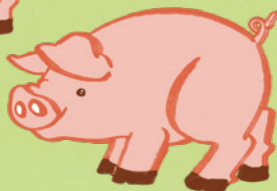
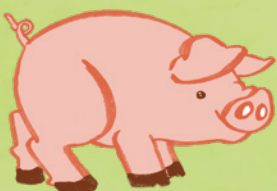
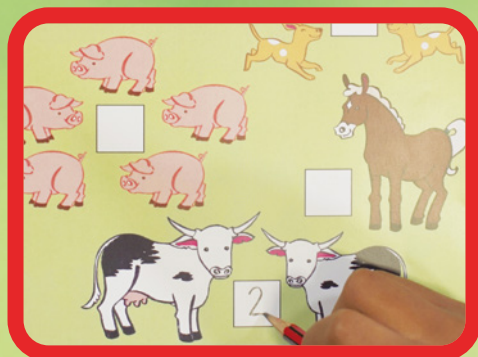
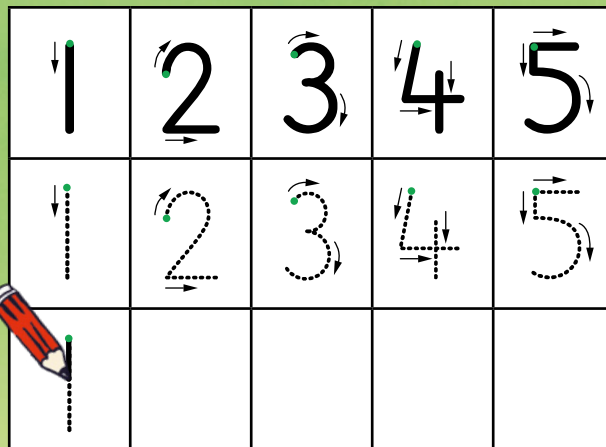
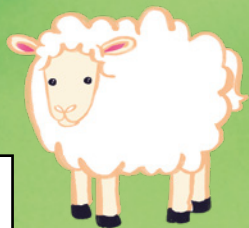
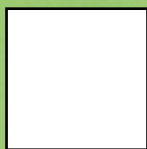
HOOFREKENE
MENTAL MATHS

GETALLE 0-5
NUMBERS 0-5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

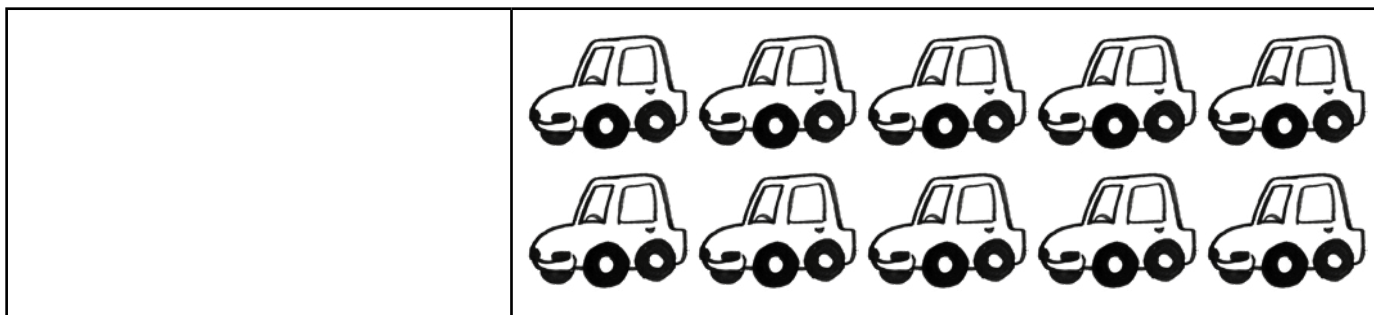
WERKKAARTE
WORKSHEETS



1 Teken
2 sirkels.
Draw 2 circles.



Kleur 2 karretjies in.
Colour 2 cars.



Omkring al die twees.
Circle all the twos.

Trek dit na.
Trace.

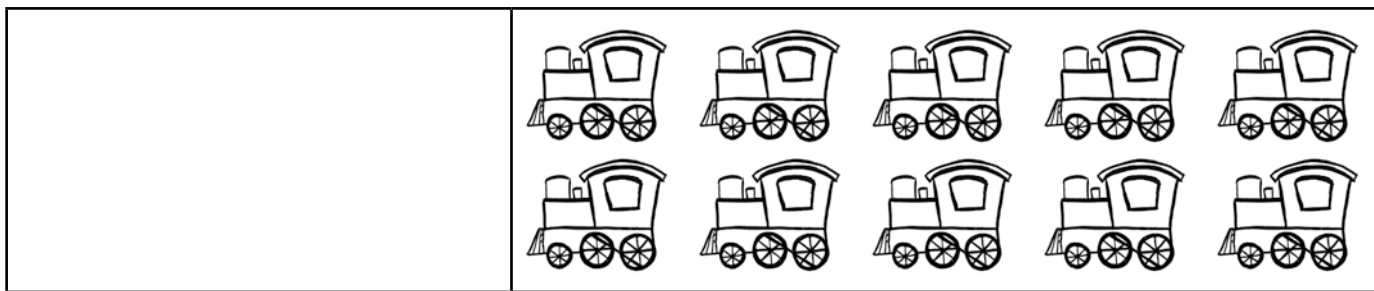
	2	4	2	4
	4	3	7	1
	1	5	2	3

2	2	2	2	2
2		2		2
2				2

2 Teken 3
vierkante.
Draw 3 squares.



Kleur 3 treine in.
Colour 3 trains.



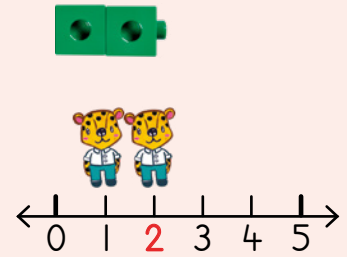
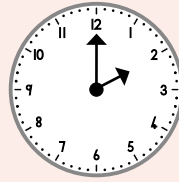
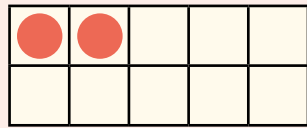
Omkring al die dries.
Circle all the threes.

Trek dit na.
Trace.

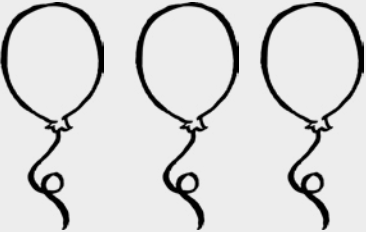
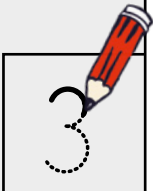
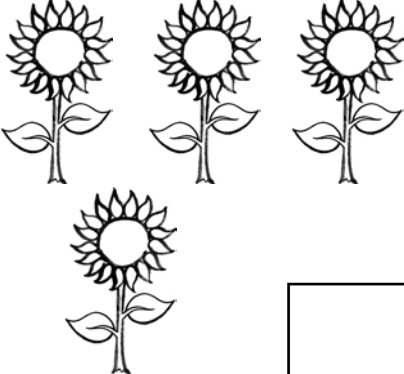
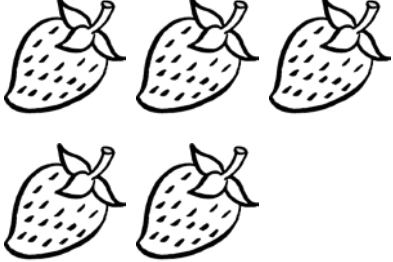
	4	4	2	4
	2	3	7	1
	1	5	3	3

3	3	3	3	3
3		3		3
3				3

two
two
2

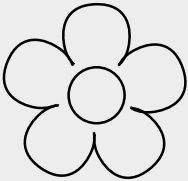
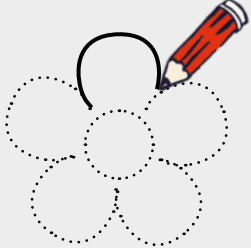
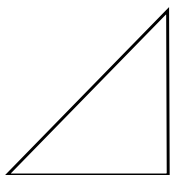
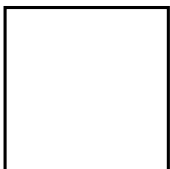
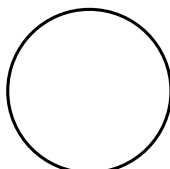


3 Tel. Skryf die getal neer.
Count. Write the number.

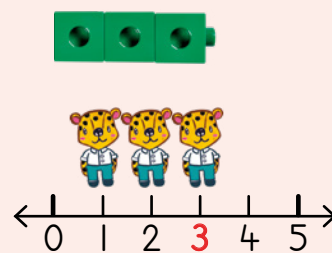
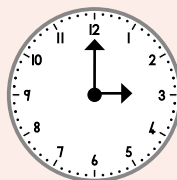
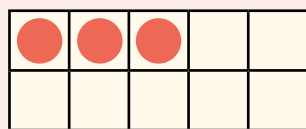
 		
		
		

I Teken prentjies.

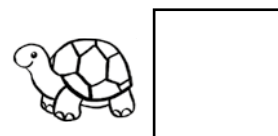
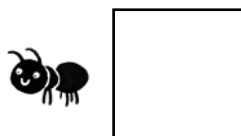
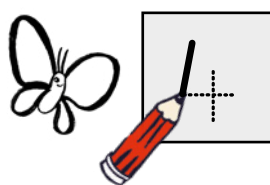
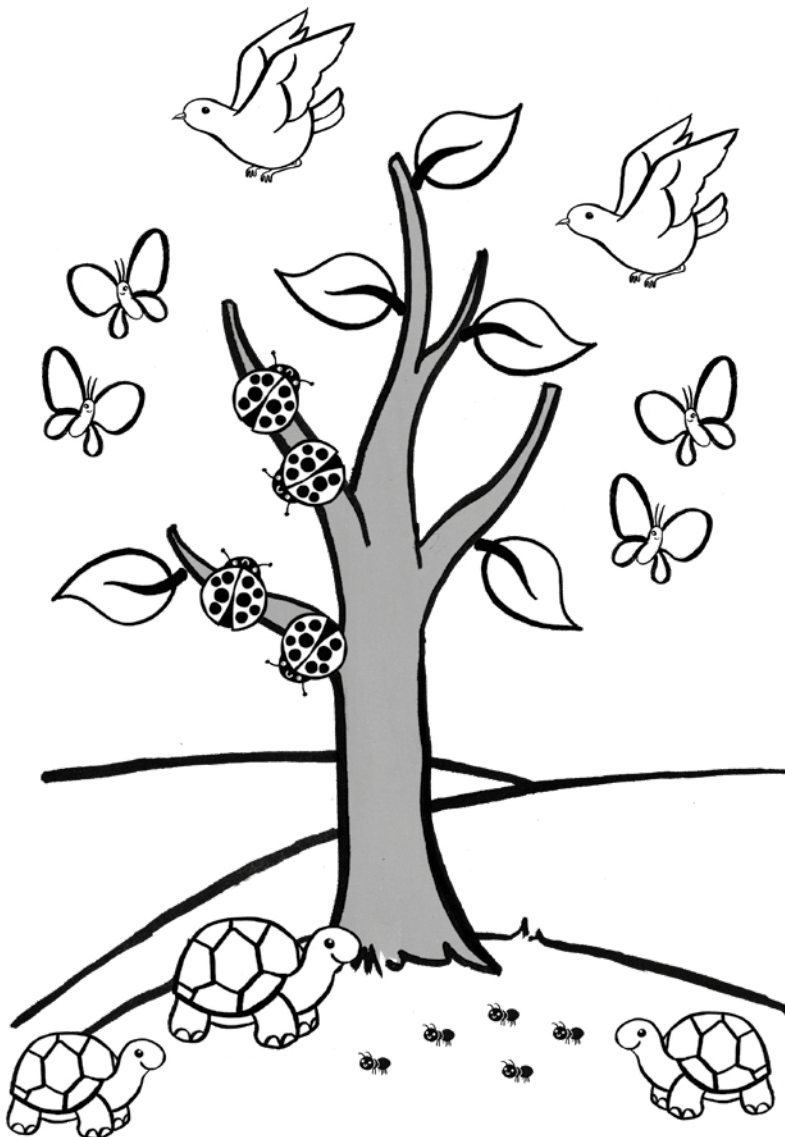
Draw pictures.

1 blom 1 flower 	
2 gesigte 2 faces 	
3 driehoeke 3 triangles 	
4 vierkante 4 squares 	
5 sirkels 5 circles 	

drie
three
3

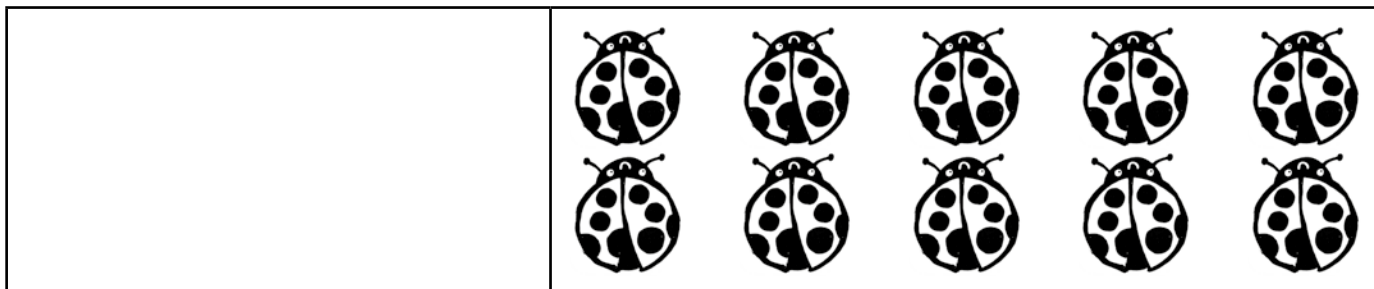


2 Tel.
Count.



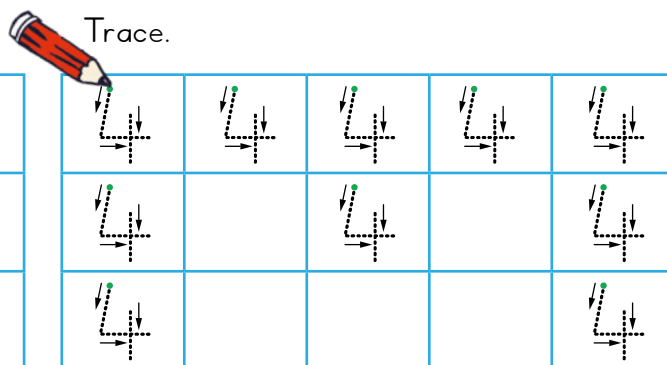
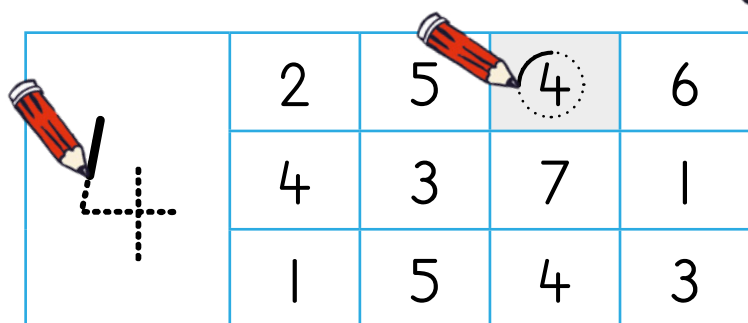
3 Teken
4 vierkante. 
Draw 4 squares.

Kleur 4 skilpadbesies in.
Colour 4 ladybirds.



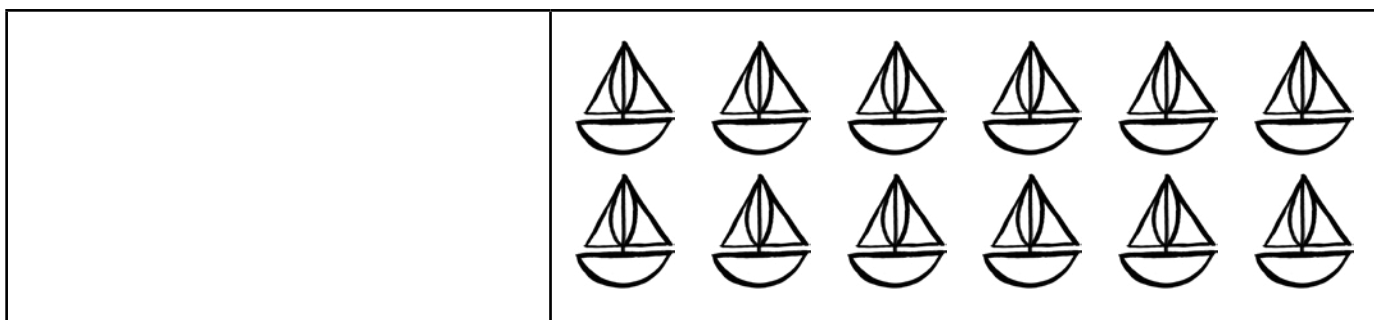
Omkring al die 4's.
Circle all the 4s.

Trek dit na.
Trace.



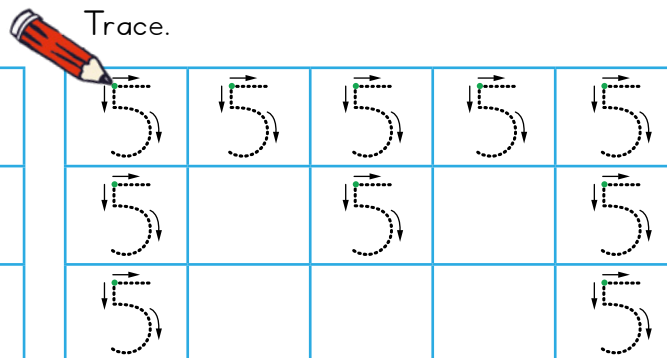
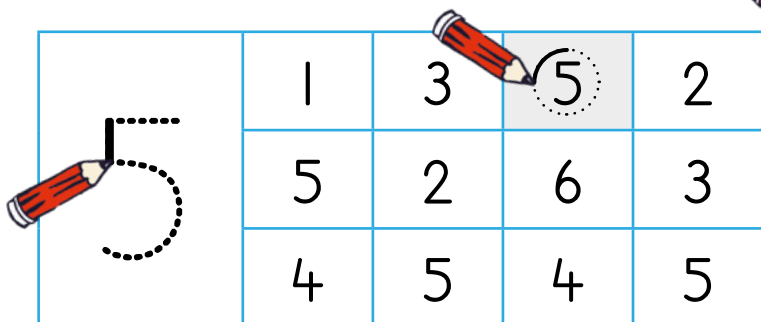
4 Teken
5 driehoeke. 
Draw 5 triangles.

Kleur 5 bootjies in.
Colour 5 boats.



Omkring al die 5's.
Circle all the 5s.

Trek dit na.
Trace.





0 nul
zero

1 een
one



2 twee
two






drie
3

●	●	●		
---	---	---	--	--

three


vier
4

●	●	●	●	
---	---	---	---	--

four

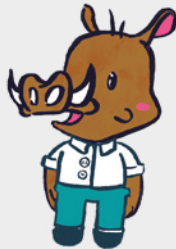
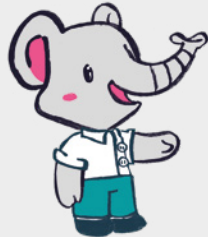

vyf
5

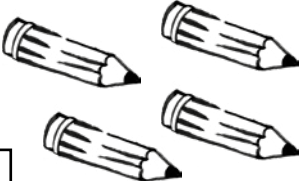
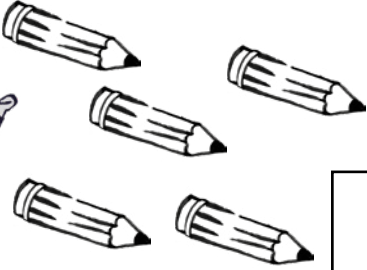
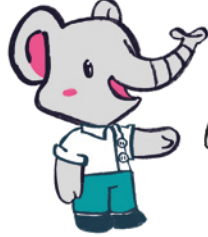
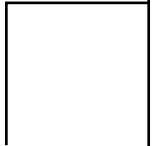
●	●	●	●	●
---	---	---	---	---

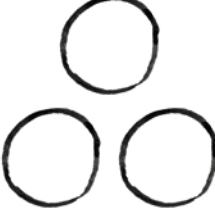
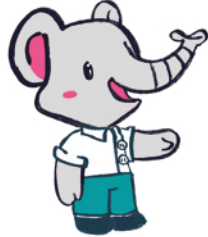
five

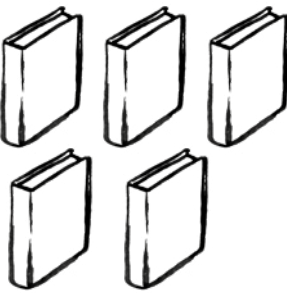
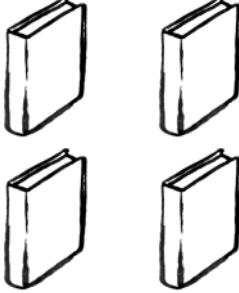
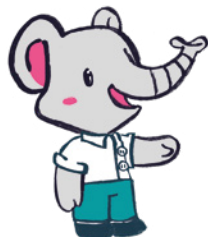

1 Skryf neer hoeveel voorwerpe elke dier het.

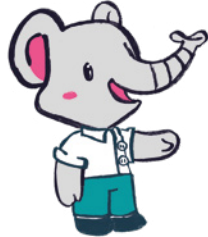
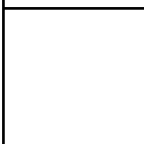
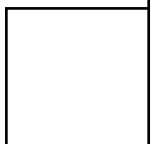
Write how many objects each animal has.

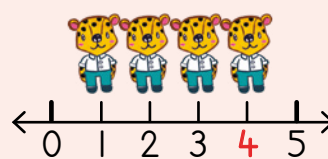
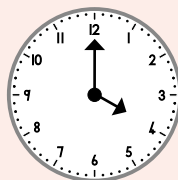
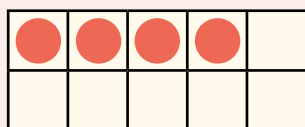
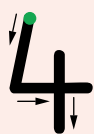
			
			

vier
four

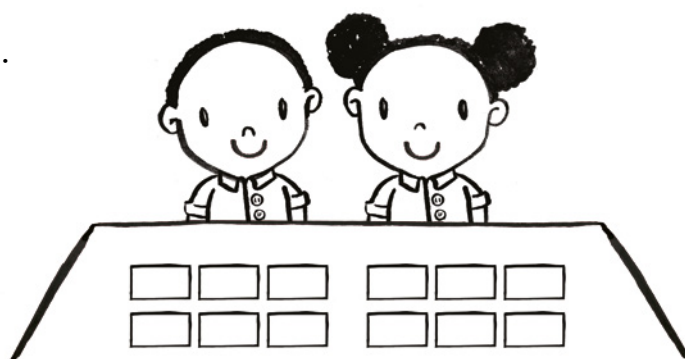


Speletjie: Wie het die grootste getal?

Game: Who has the bigger number?

- 1 Skommel julle 0-5-kaarte.

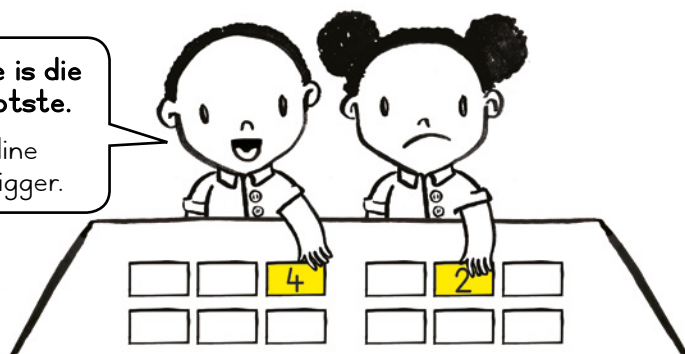
Mix your 0-5 cards.



- 2 Draai elkeen 1 kaart om. Wie se kaart het die grootste getal?

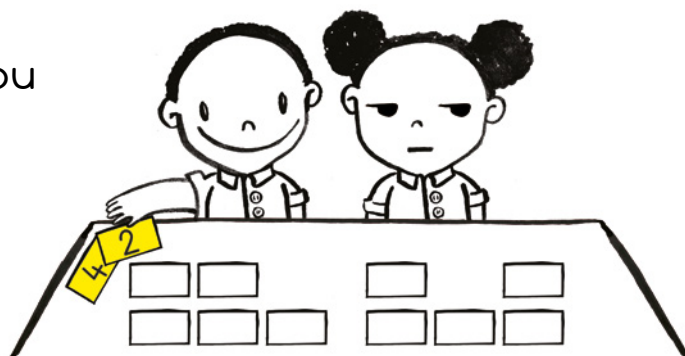
Turn over 1 card each.
Which card has the **bigger** number?

Myne is die grootste.
Mine is bigger.



- 3 Die leerder wie se kaart die grootste getal het, hou albei kaarte. As die getal dieselfde is, hou elkeen hulle eie kaart.

The learner whose card has the **bigger** number keeps both cards. If they are the same keep one card each.



- 4 Die wenner is die een wat meer kaarte het.

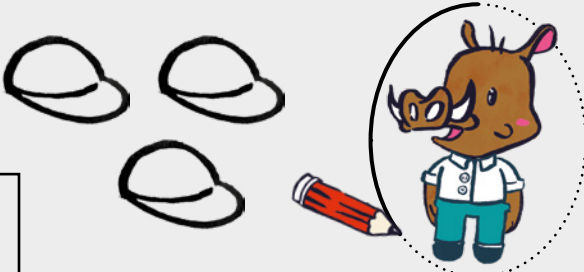
The winner is the one who has **more** cards.

WERKKAART
WORKSHEET

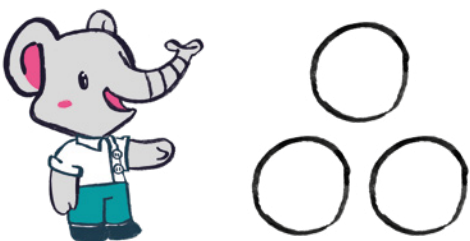
SPELETJIE
GAME

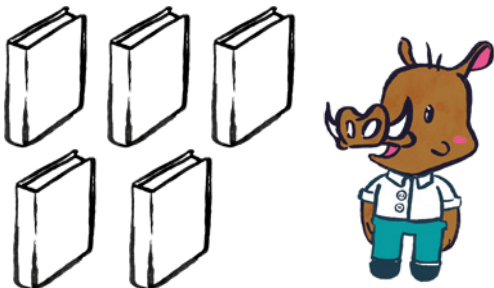
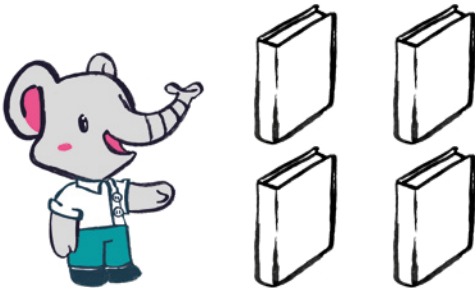
1 Omkring die dier wat meer het.

Circle the animal that has more.

3 	 2
--	---

4 	 5
--	---

2 	 3
--	---

5 	 4
--	---

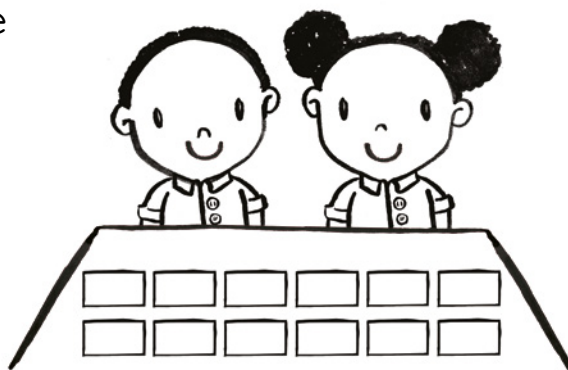
1 	 2
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Speletjie: Geheuespeletjie om nommers te pas

Game: Matching numbers memory game

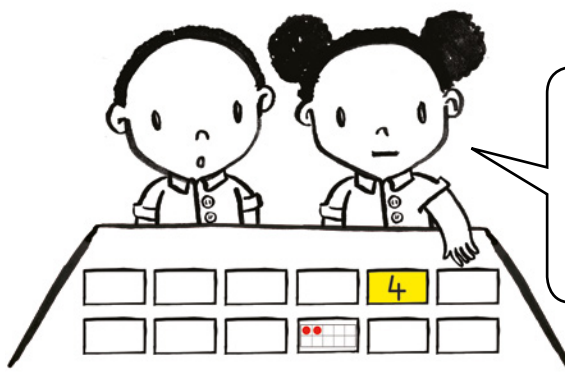
- 1 Gebruik julle getalkaarte van 0 tot 5 en kolkaarte om hierdie speletjie te speel.

Use your 0 to 5 number cards and dot cards to play this game.



- 2 Draai een getalkaart en een kolkaart om. As dit nie by mekaar pas nie, draai dit weer om.

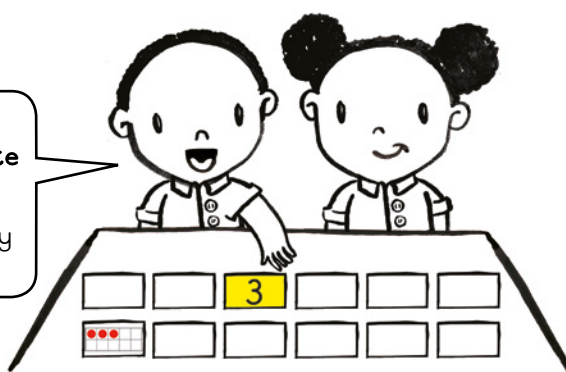
Turn over one number card and one dot card. If they don't match turn them back over.



- 3 As die kaarte by mekaar pas, hou dit.

If they do match, keep the cards.

Hoera!
Die kaarte pas.
Yay! They match.



- 4 Die wenner is die een wat meer kaarte het.

The winner is the one who has **more** cards.

Getalname nul tot vyf

Number names zero to five

HOOFREKENE
MENTAL MATHS

MEER AS EN MINDER AS
MORE THAN AND LESS THAN

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

1 Pas.
Match.

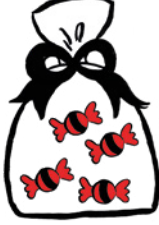
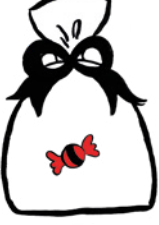
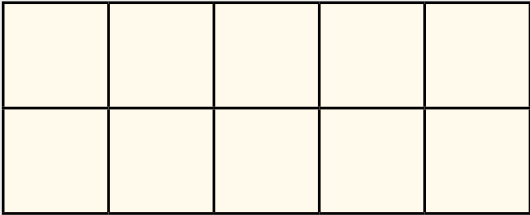
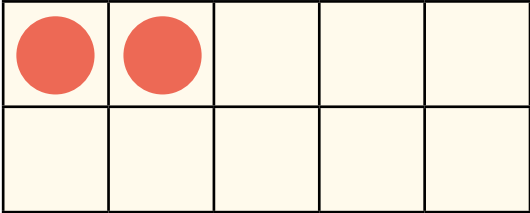
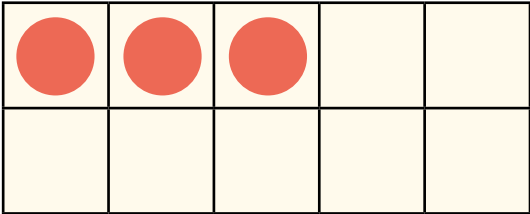
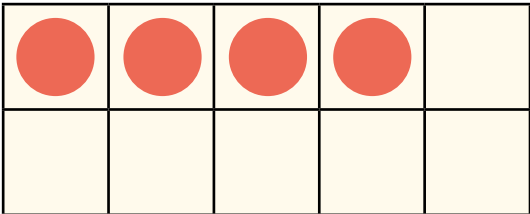
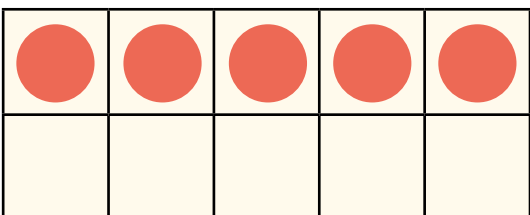
0		drie three
1		vyf five
2		twee two
3		nul zero
4		vier four
5		een one

Diagram showing connections between the first and third columns using dotted lines and arrows:

- 0 connects to drie (three)
- 1 connects to vyf (five)
- 2 connects to twee (two)
- 3 connects to nul (zero)
- 4 connects to vier (four)
- 5 connects to een (one)

2 Trek die getalname na.

Trace the number names.

	0	 nul zero
	1	een one
	2	twee two
	3	drie three
	4	vier four
	5	vyf five



HOOFREKENE
MENTAL MATHS

MEER AS EN MINDER AS
MORE THAN AND LESS THAN

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

Hier is 'n trein van 3 blokkies.

Here is a train of 3 blocks.



Maak 'n trein met 1 blokkie meer.

Make a train with 1 **more** block.



Hoeveel blokkies is daar nou in jou trein?

How many blocks are there in your train?

4

Hier is 'n trein van 3 blokkies.

Here is a train of 3 blocks.



Maak 'n trein met 2 blokkies meer.

Make a train with 2 **more** blocks.



Hoeveel blokkies is daar nou in jou trein?

How many blocks are there in your train?

5

Tel en vergelyk.

Count and compare.



5 is groter
as 3.

5 is **bigger** than 3.



3 is kleiner
as 5.

3 is **smaller** than 5.

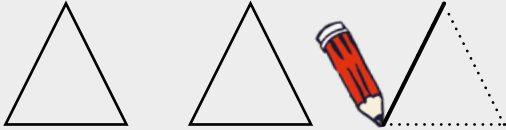
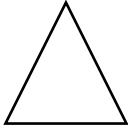
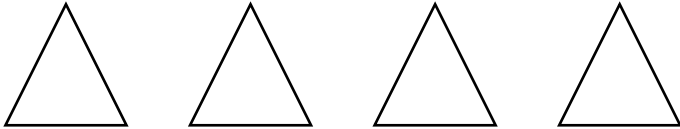
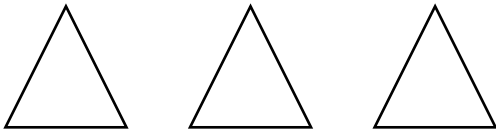


1 Teken 1 meer.

Draw 1 more.

Hoeveel is daar
altesame?

How many altogether?

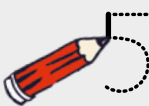
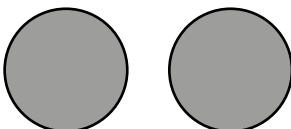
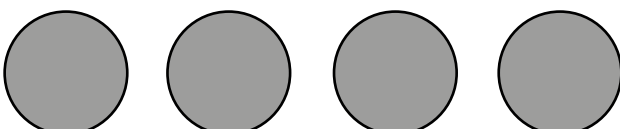
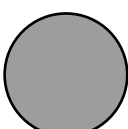
	
	
	
	

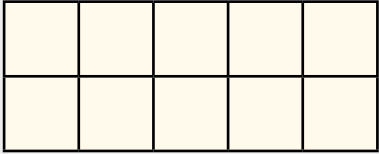
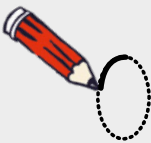
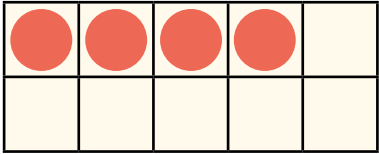
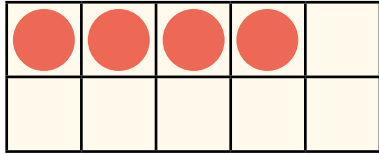
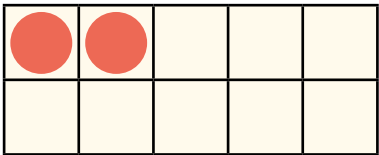
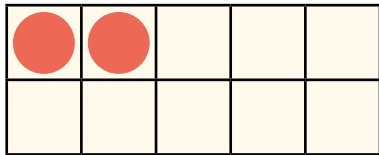
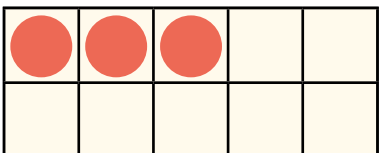
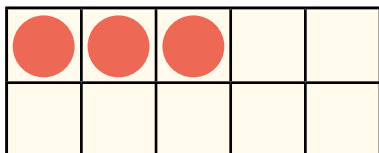
2 Teken 2 meer.

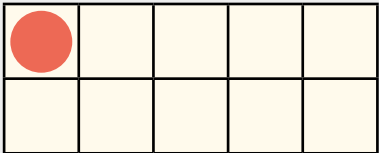
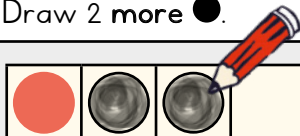
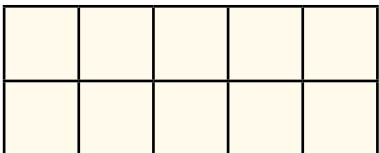
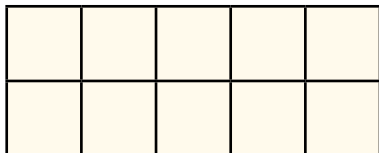
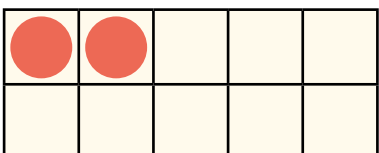
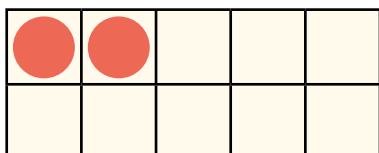
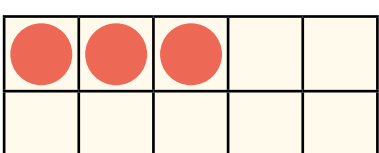
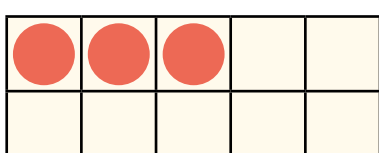
Draw 2 more.

Hoeveel is daar
altesame?

How many altogether?

3	Hoeveel is daar? How many?	Teken 1 ● meer. Draw 1 more ●.	Hoeveel is daar nou? How many now?
			
			
			
			

4	Hoeveel is daar? How many?	Teken 2 ● meer. Draw 2 more ●.	Hoeveel is daar nou? How many now?
			
			
			
			



HOOFREKENE
MENTAL MATHS

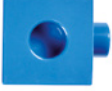
MEER AS EN MINDER AS
MORE THAN AND LESS THAN

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

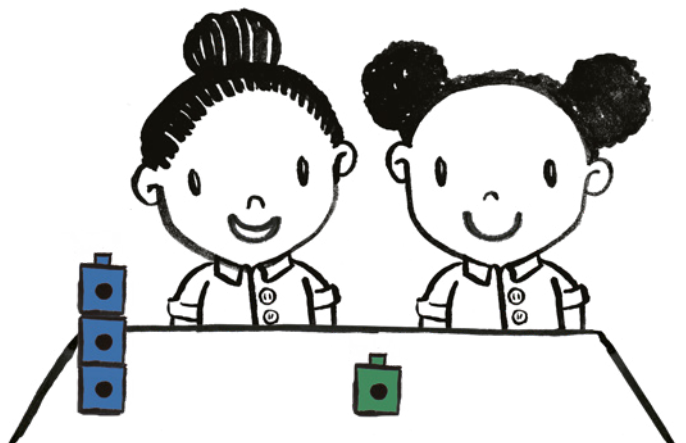
Hier is 'n trein van 3 blokkies. Here is a train of 3 blocks.	
Maak 'n trein met 1 blokkie minder. Make a train with 1 less blocks.	
Hoeveel blokkies is daar nou in jou trein? How many blocks are there in your train?	2

Hier is 'n trein van 3 blokkies. Here is a train of 3 blocks.	
Maak 'n trein met 2 blokkies minder. Make a train with 2 less blocks.	
Hoeveel blokkies is daar nou in jou trein? How many blocks are there in your train?	1

Tel en vergelyk.

Count and compare.

	
3 is groter as 1.	1 is kleiner as 3.
3 is bigger than 1.	1 is smaller than 3.



1 Maak die prente 1 minder.

Make 1 less.

Hoeveel bly oor?

How many left?

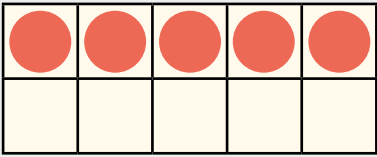
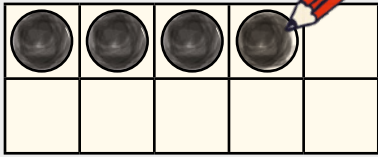
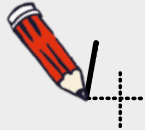
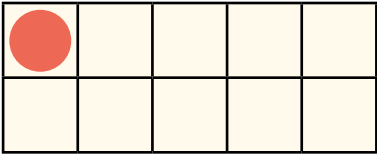
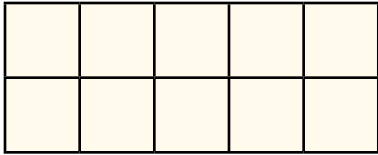
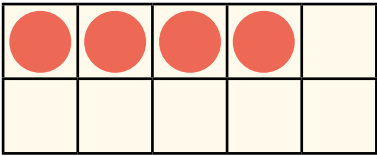
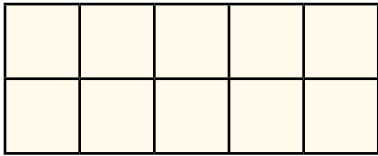
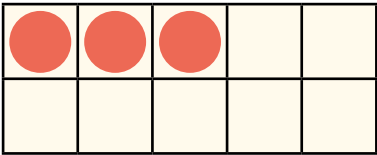
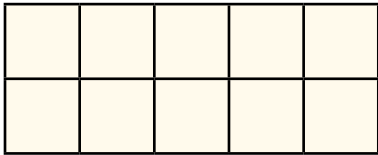
2 Maak die prente 2 minder.

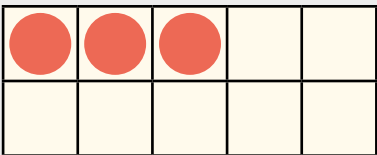
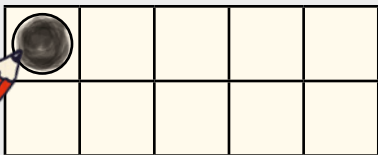
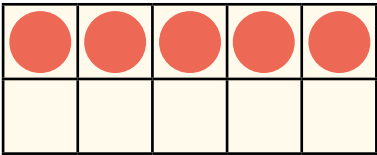
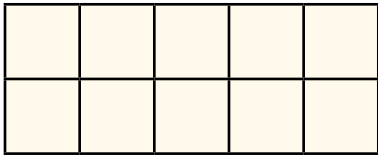
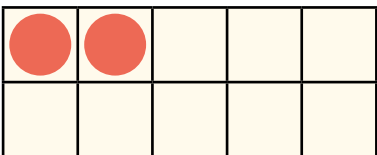
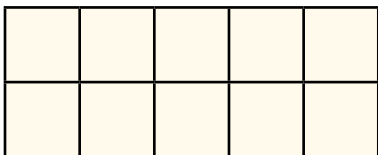
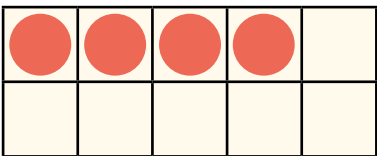
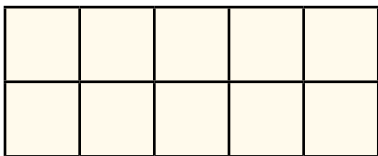
Make 2 less.

Hoeveel bly oor?

How many left?

3	Hoeveel is daar? How many?	Teken een ● minder. Draw one less ●.	Hoeveel is daar nou? How many now?
			
			
			
			

4	Hoeveel is daar? How many?	Teken twee ● minder. Draw two less ●.	Hoeveel is daar nou? How many now?
			
			
			
			

HOOFREKENE
MENTAL MATHS

MEER AS EN MINDER AS
MORE THAN AND LESS THAN

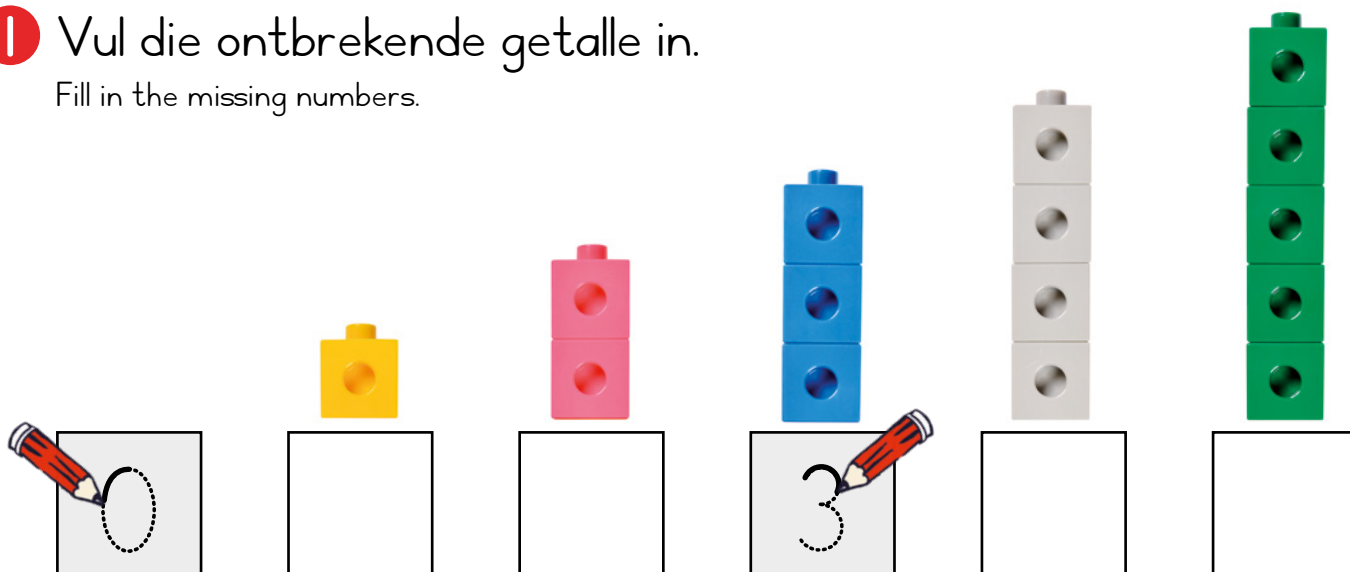
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAART
WORKSHEET

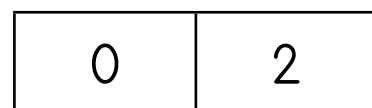
1 Vul die ontbrekende getalle in.

Fill in the missing numbers.



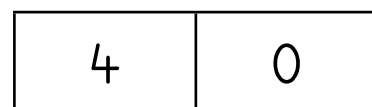
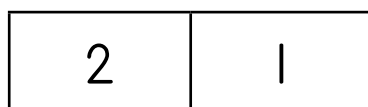
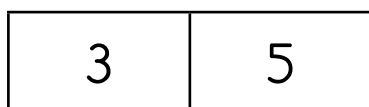
2 Omkring die grootste getal.

Circle the **bigger** number.



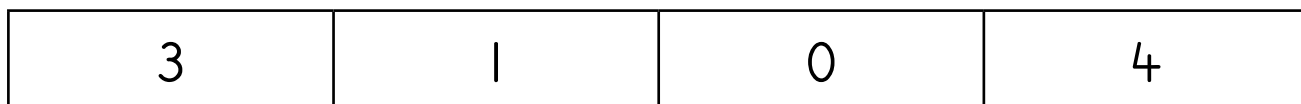
3 Omkring die kleinste getal.

Circle the **smaller** number.



4 Omkring die grootste getal in die ry

Circle the **biggest** number in the row.



5 Omkring die kleinste getal in die ry

Circle the **smallest** number in the row.



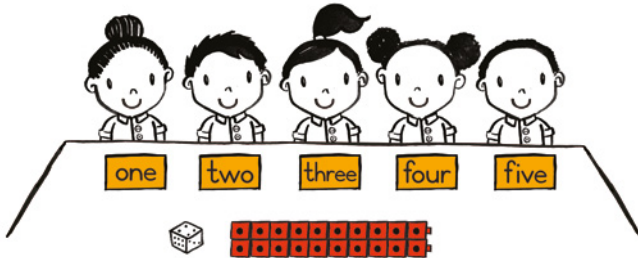
Speletjie: Bou torings

Game: Building towers

Vir die speletjie is nodig: 5 leerders, 20 blokkies en 'n dobbelsteen.

You need: 5 children, 20 blocks and a dice.

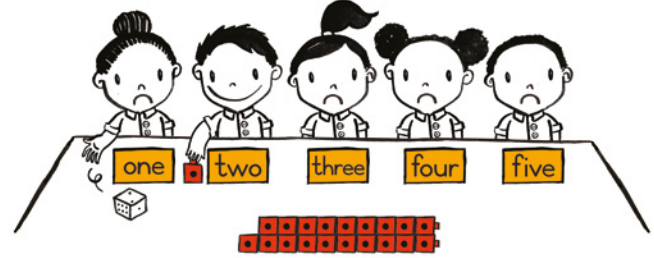
1



Gee elke leerder 'n getal van 1 tot 5.

Give each learner a number from 1 to 5.

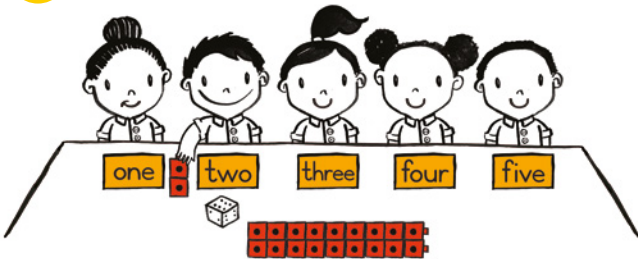
2



Maak beurte om die dobbelsteen te gooi. Neem 'n blokkie as jou getal verskyn.

Take turns to roll the dice. If your number comes up take a block.

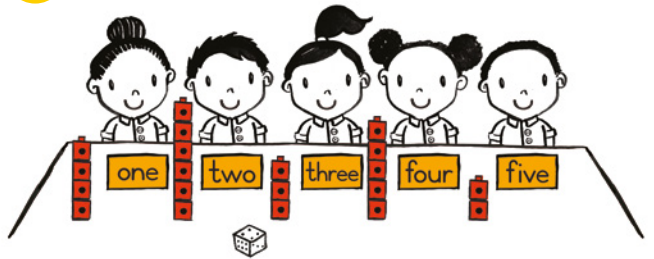
3



As jy 'n 6 gooi, kan jy 'n blokkie neem.

If you roll a 6 you can take a block.

4



Hou aan totdat julle al die blokkies gebruik het.

Keep going until you have used up all the blocks.

Het iemand anders 'n toring met dieselfde aantal blokkies as jy?

Does anyone have a tower with the **same** number of blocks as you?

Wie het die **grootste** toring in julle groep? Hoeveel blokkies is daar in die toring?

Who has the **biggest** tower in your group? How many blocks are in the tower?

Wie het die **kleinste** toring in julle groep? Hoeveel blokkies is daar in die toring?

Who has the **smallest** tower in your group? How many blocks are in the tower?

WERKKAART
WORKSHEET



WERKKAART
WORKSHEET

I Teken.
Draw.

1 minder.

1 less.

2 minder.

2 less.

3 minder.

3 less.

Dieselfde.

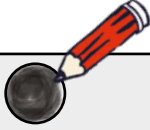
The same.

2 Teken. Draw.

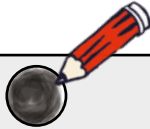
1 meer.

1 more.

2 meer.

2 more.

3 meer.

3 more.

Dieselfde.

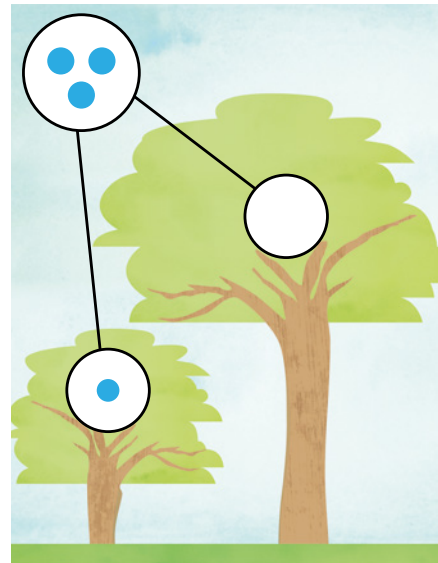
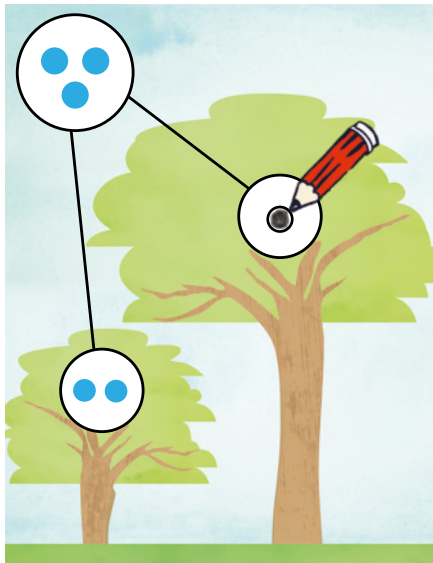
The same.

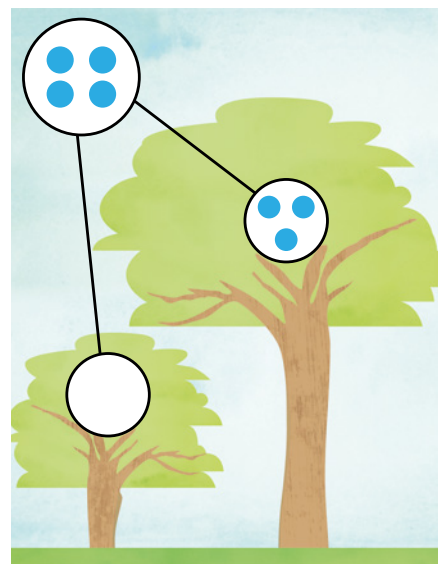
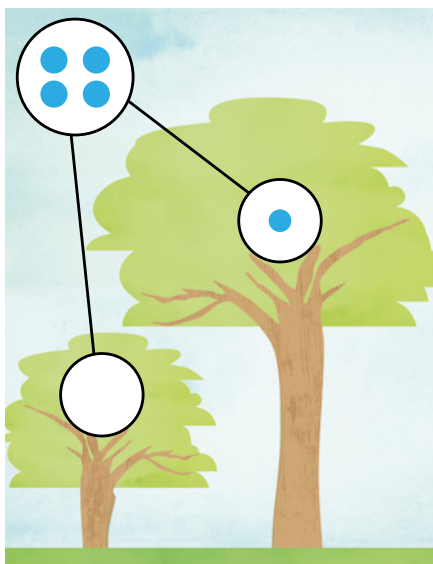
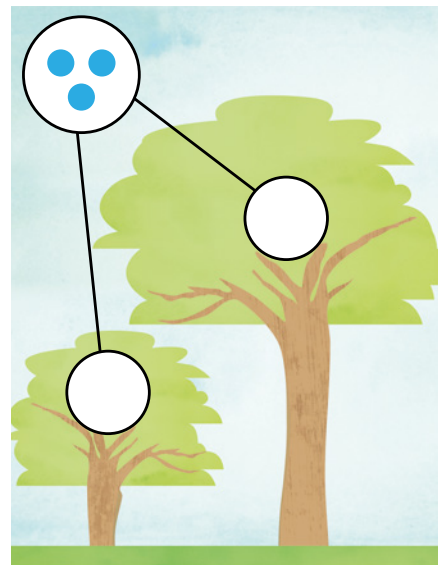
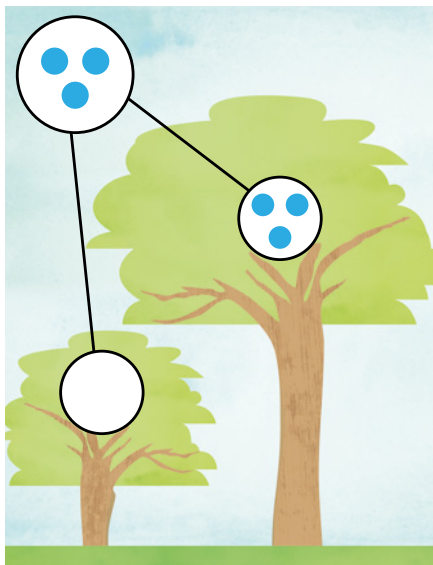


Op hoeveel verskillende maniere kan die voëls in die bome sit?

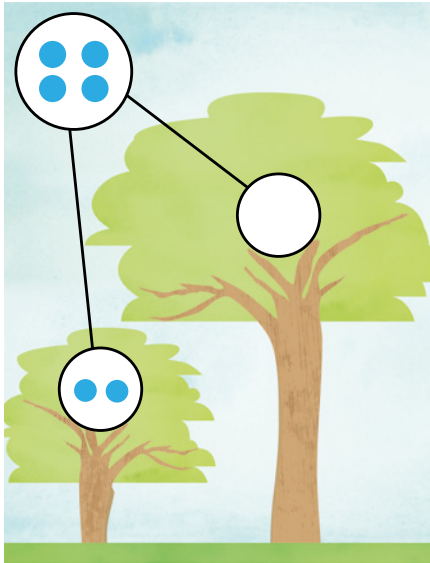
How many different ways can the birds sit in the trees?



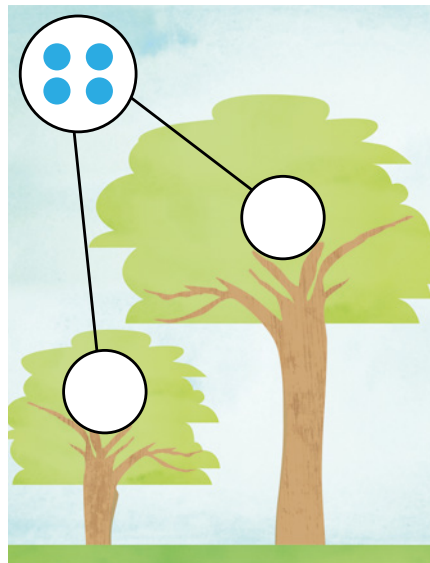
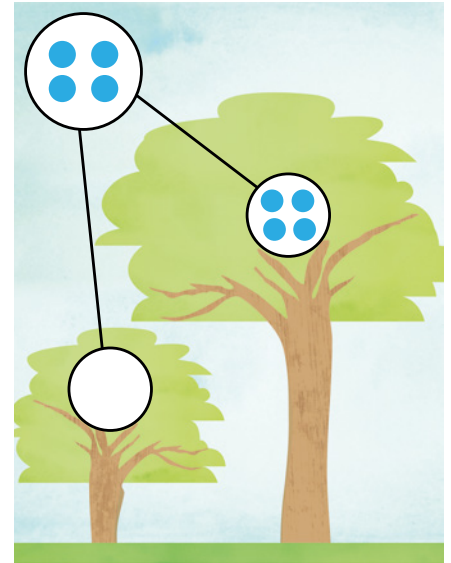
3



4



4



Speletjie: Hoeveel steek ek weg?

Game: How many am I hiding?

Hoeveel tellers
is daar?
How many
counters are
there?



Hoeveel kan jy sien?
Hoeveel steek ek weg?
How many can you see?
How many am I hiding?



Jy steek 2 weg.
You are hiding 2.



Dis my beurt.
Ek sal met
4 begin.
My turn now.
I'll start
with 4.

HOOFREKENE
MENTAL MATHS

GETALKOMBINASIES
TOT 5
BONDS UP TO 5

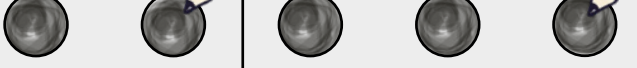
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

1 Op hoeveel verskillende maniere kan jy 5 maak?

How many different ways can you make 5?

Speletjie: Hoeveel steek ek weg?

Game: How many am I hiding?

Hoeveel tellers
is daar?
How many
counters are
there?



Hoeveel kan jy sien?
Hoeveel steek ek weg?
How many can you see?
How many am I hiding?



Ek sien 4, dus steek jy 1 weg.
I see 4 so you are hiding 1.

2 Vul die ontbrekende kolk en getalle in.

Fill in the missing dots and numbers.

⇒

5				
2		3		

⇒

5				
3				

⇒

5				
1				

⇒

5				
4				



HOOFREKENE
MENTAL MATHS

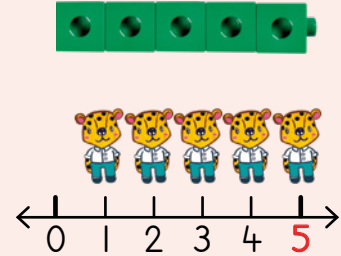
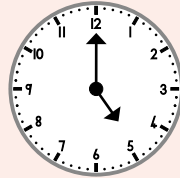
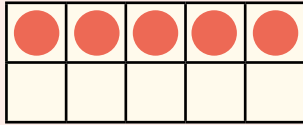
GETALKOMBINASIES
TOT 5
BONDS UP TO 5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

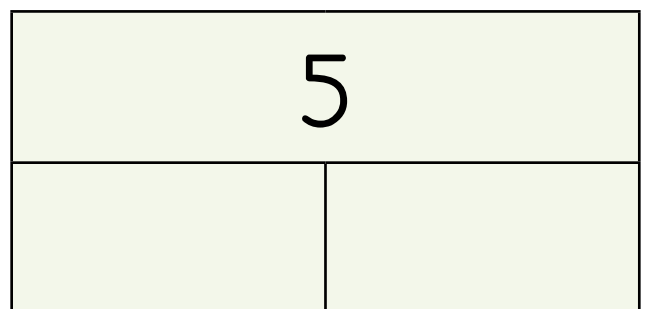
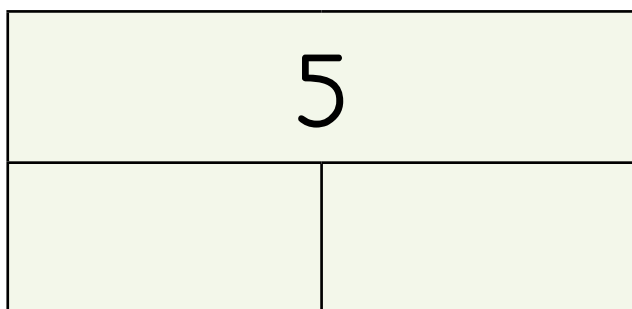
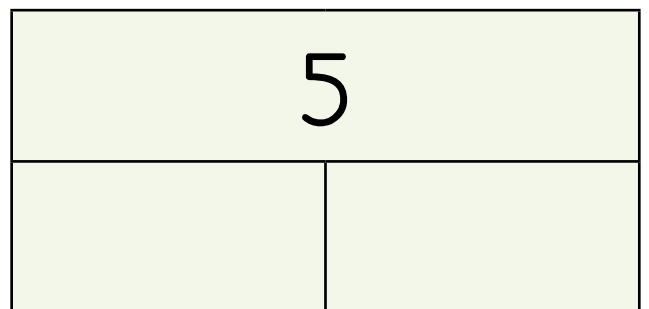
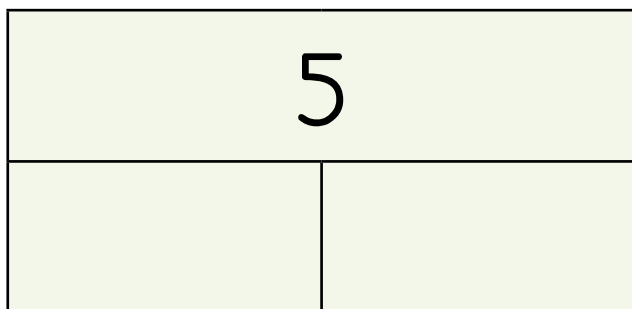
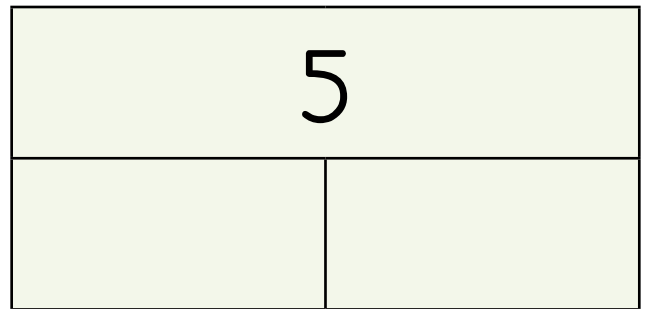
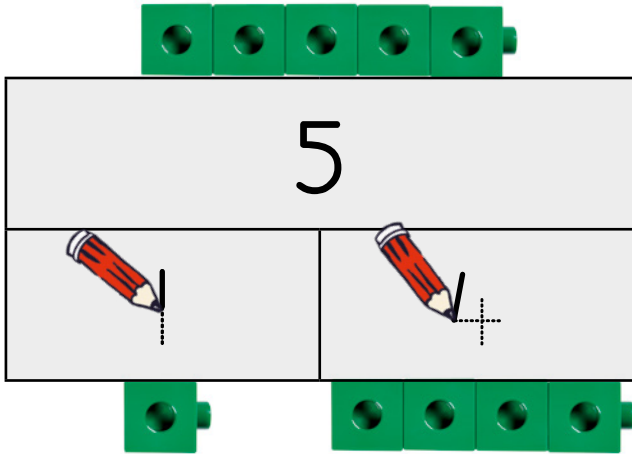
WERKKAARTE
WORKSHEETS

vyf
five
5



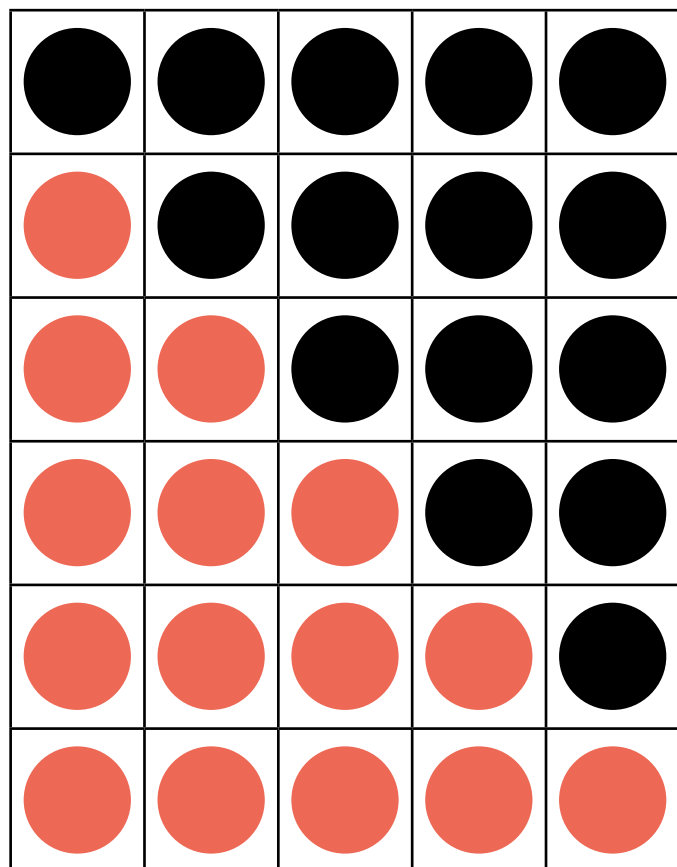
Maak 5.

Make 5.



1 Skryf die maniere om 5 te maak in die getalkombinasiehuus neer.

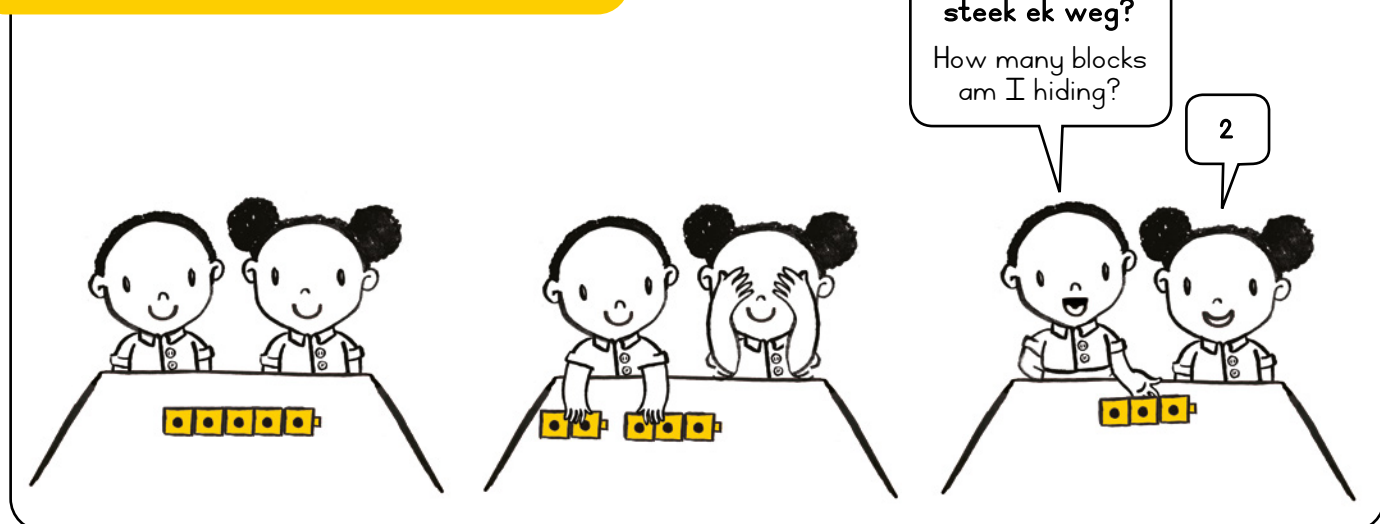
Record the ways to make up 5 in the bond house.



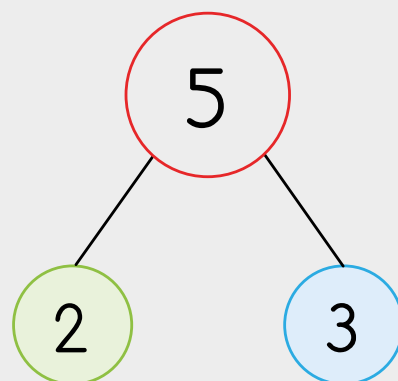
5	
0	5
1	4

Speletjie: Hoeveel steek ek weg?

Game: How many am I hiding?



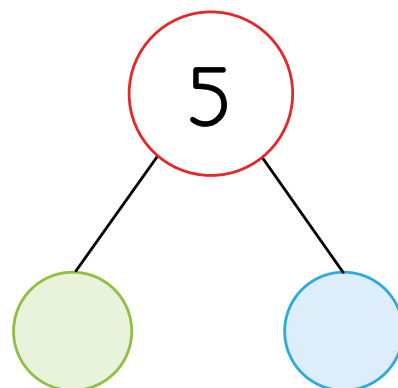
2	en and	3	gee make	5
3	en and	2	gee make	5



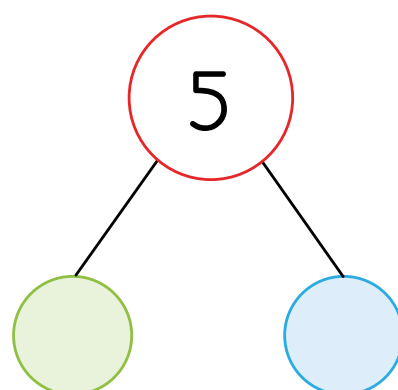
2 Watter ander getalle gee 5?

What other numbers make 5?

1	en and	4	gee make	5
	en and		gee make	5



0	en and	5	gee make	5
	en and		gee make	5



HOOFREKENE
MENTAL MATHS

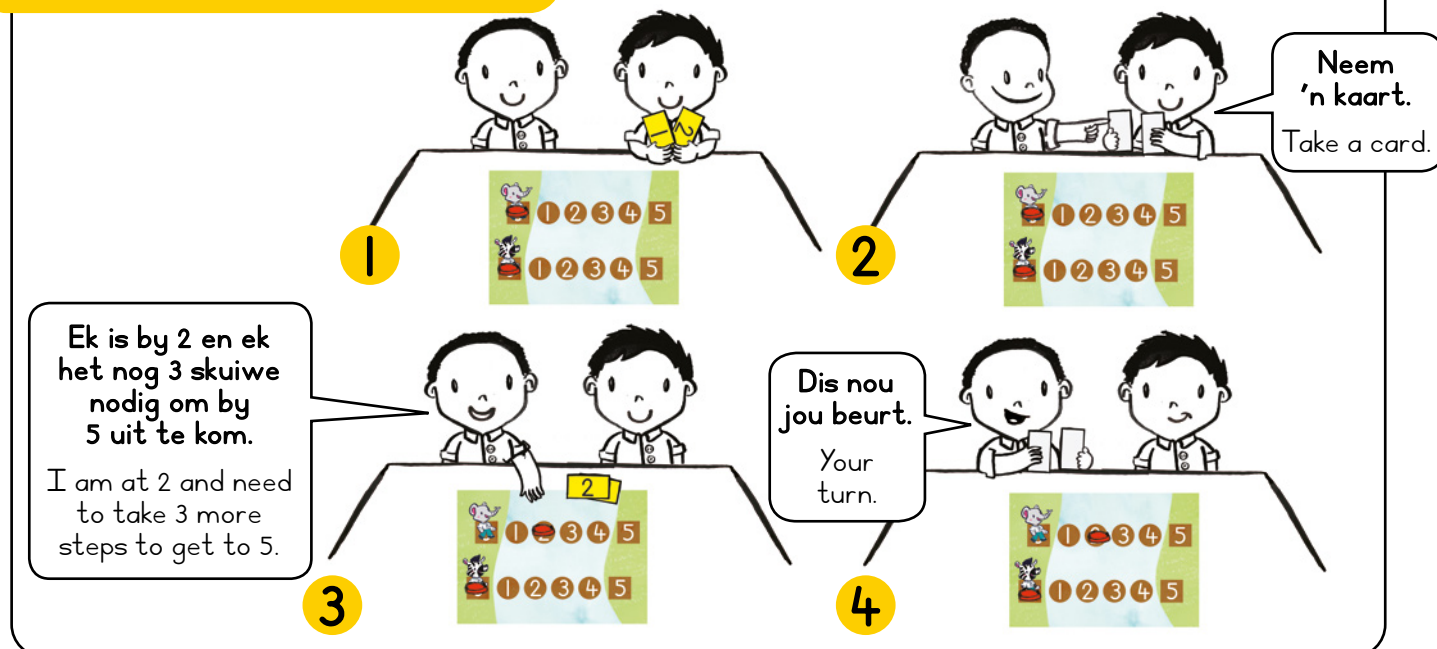
GETALKOMBINASIES
TOT 5
BONDS UP TO 5

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

Speletjie: Steek die rivier oor
Game: Crossing the river



Vlakovark en Olifant moet die rivier oorsteek deur op die stapklippe te trap. Speel dit saam met 'n maat om te sien wie eerste daar gaan kom. Gebruik julle 1- en 2-kaarte om te skuif.

Elephant and Zebra must cross the river by stepping on the stepping stones. Play with a partner to see who will get there first. Use your 1 and 2 cards to move.



1 Hoeveel skuiwe tot by 5?

How many steps to 5?

Diagram illustrating the number of steps to reach 5 from different starting points (0, 1, 2, 3, 4) on a number line. The number line consists of squares for 0 and 5, and circles for 1, 2, 3, and 4. A zebra character is shown at each starting point, and arrows indicate the steps to reach 5.

Row 1: Starting at 2. Steps: 2 → 3 → 4 → 5. (3 steps)

Row 2: Starting at 3. Steps: 3 → 4 → 5. (2 steps)

Row 3: Starting at 1. Steps: 1 → 2 → 3 → 4 → 5. (4 steps)

Row 4: Starting at 0. Steps: 0 → 1 → 2 → 3 → 4 → 5. (5 steps)

Row 5: Starting at 4. Steps: 4 → 5. (1 step)

Row 6: Starting at 5. Steps: 5. (0 steps)

2 Teken kolletjes om 5 te maak en vul die ontbrekende getalle in.

Draw dots to make up 5 and fill in the missing numbers.

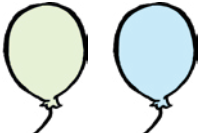
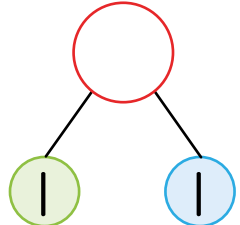
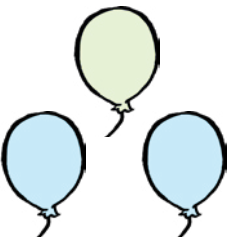
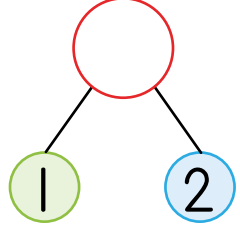
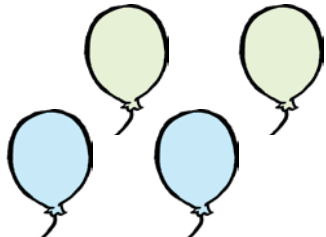
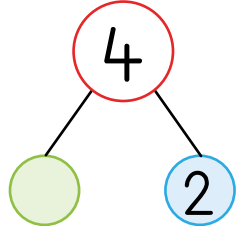
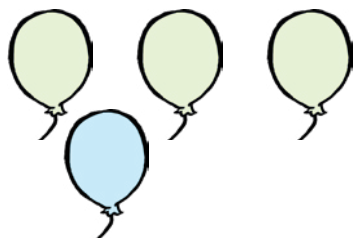
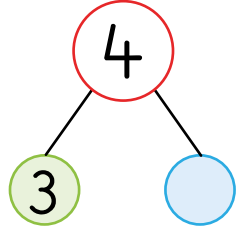
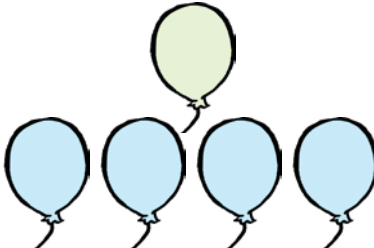
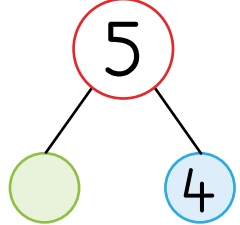
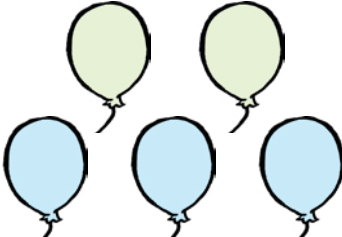
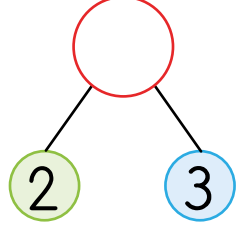
	en gee 5 and make
	en gee 5 and make
	en gee 5 and make
	en gee 5 and make
	en gee 5 and make
	en gee 5 and make

WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

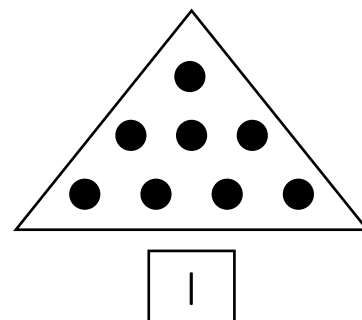
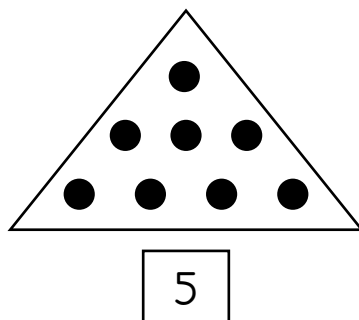
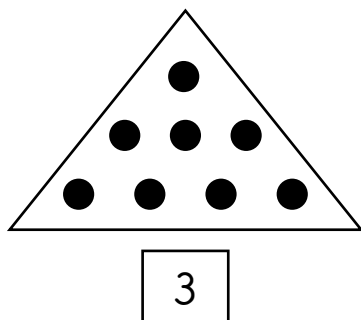
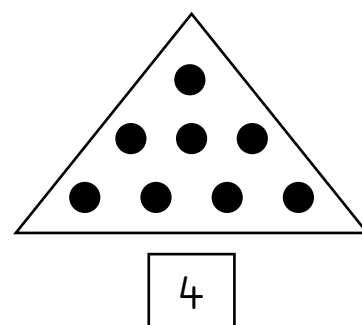
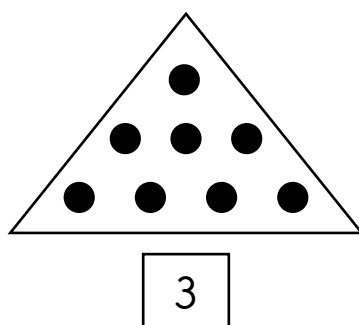
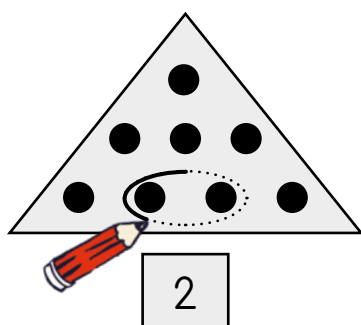
1 Skryf die getalle neer.

Write the numbers.

	1 en 1 and gee make	
	1 en 2 and gee make	
	en 2 and gee make 4	
	3 en and gee make 4	
	en 4 and gee make 5	
	2 en 3 and gee make	

2 Omkring die korrekte aantal kolletjies.

Circle the correct number of dots.



3 Voltooi.

Complete.

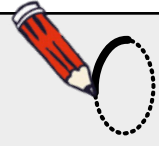
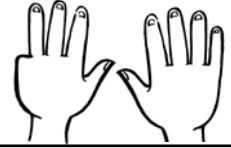
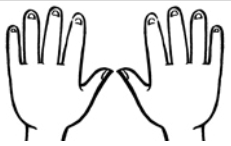
		nul	zero
•		een	one
• • •		drie	three
• • • •		vier	four
• •	2	twee	two
• • • • •		vyf	five





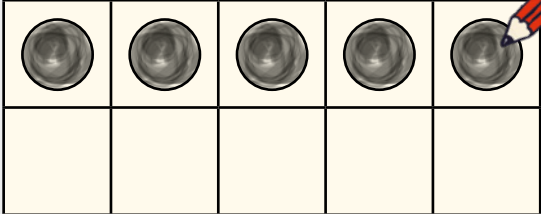
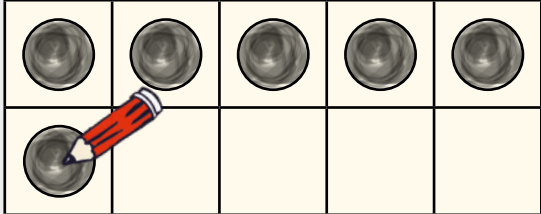
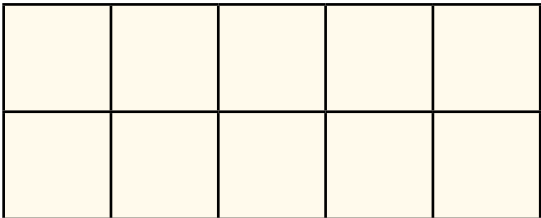
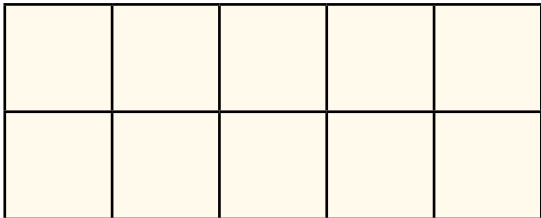
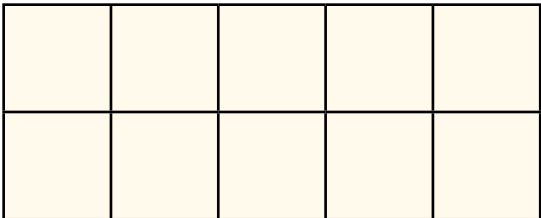
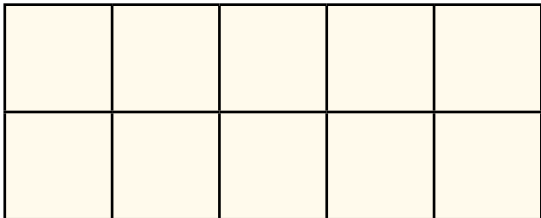
1 Wys hierdie getalle met jou vingers. Kopieer dan die getalle.

Use your fingers to make these numbers. Then copy the numbers.

Getalle 0 tot 10 Numbers 0 to 10		
	0	
	1	1
	2	2
	3	3
	4	4
	5	5
	6	6
	7	7
	8	8
	9	9
	10	10

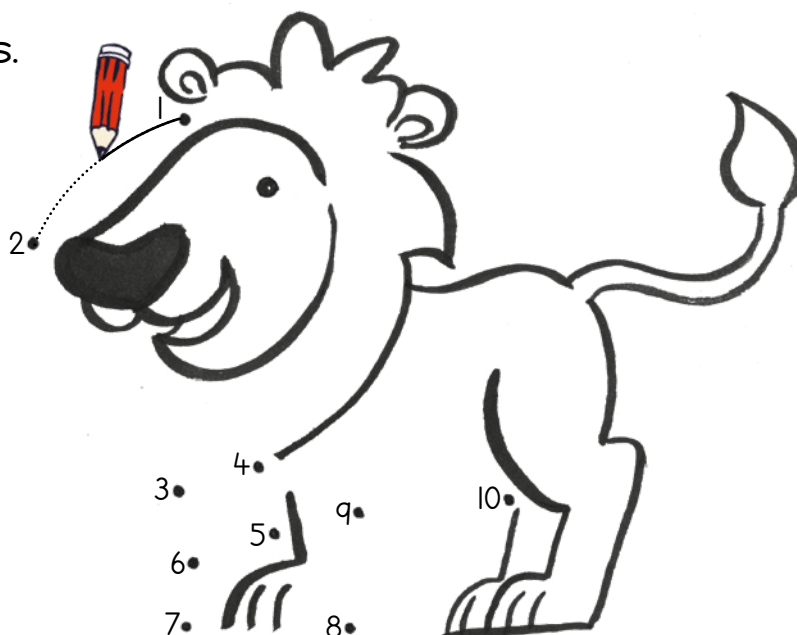
2 Teken kolletjies om die getalle te wys.

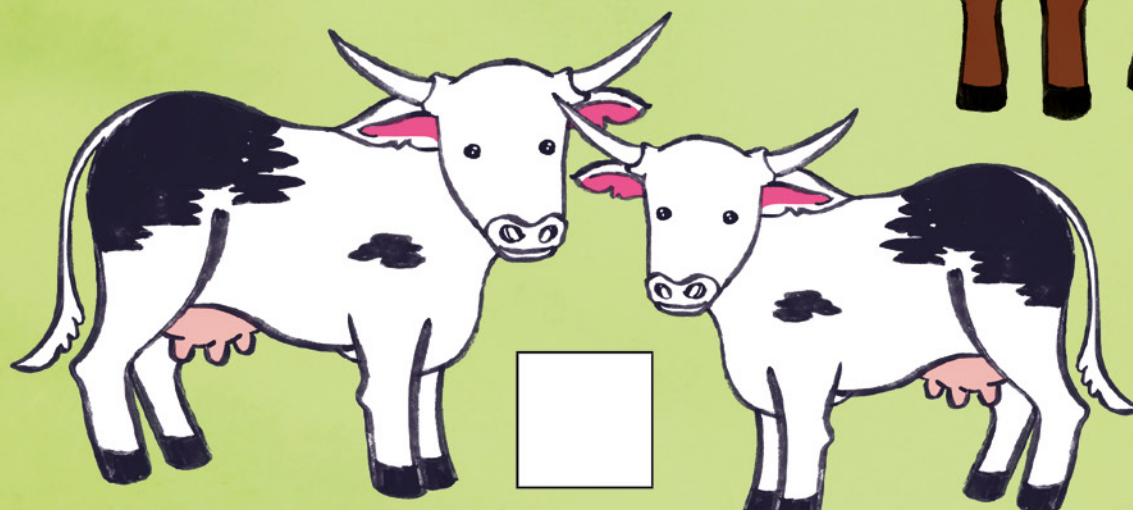
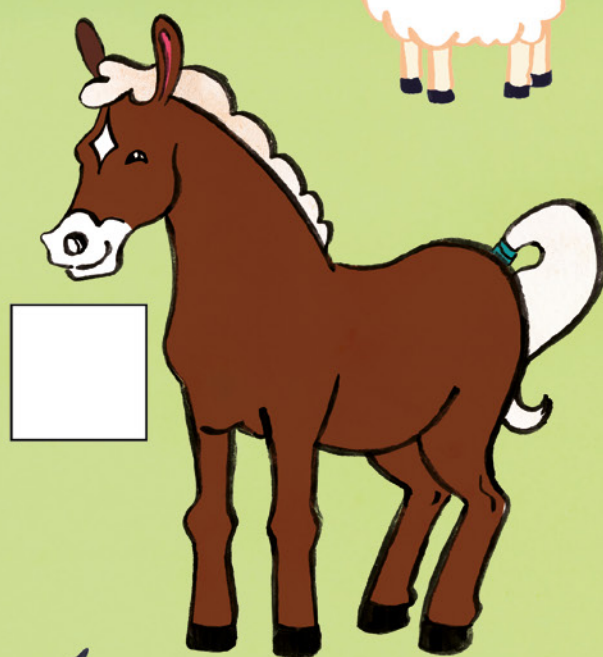
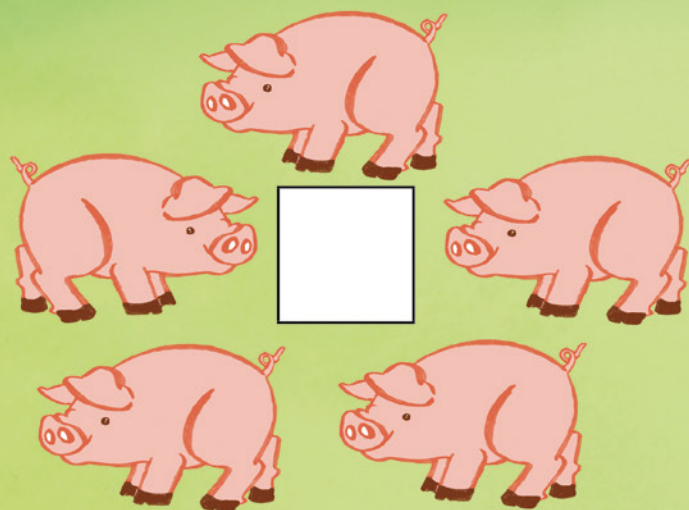
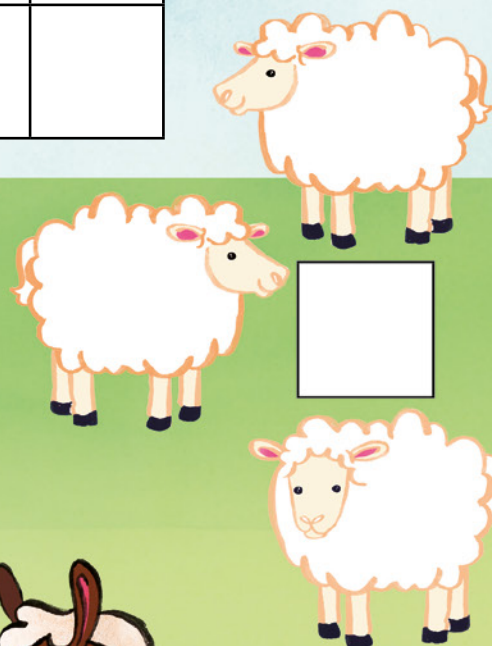
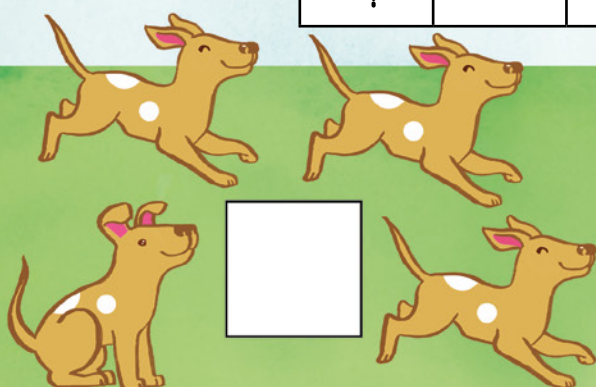
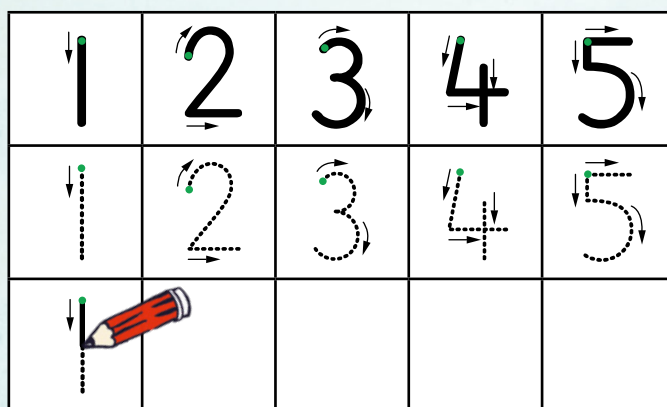
Draw dots to show the numbers.

5 	6 
7 	8 
9 	10 

3 Verbind die kolletjies.

Join the dots.





6	7	8	9	10
6	7	8	9	10

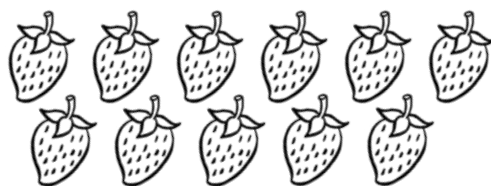
1 Teken ses vierkante.

Draw six squares.



Kleur ses aarbeie in.

Colour six strawberries.



Omkring al die 6'e. Circle all the 6s.

	7	6	2	6
	9	4	7	1
	6	3	6	5

6	6	6	6	6
6	6	6	6	6
6	6	6	6	6

Trek na. Trace.

Skryf. Write.

ses
six

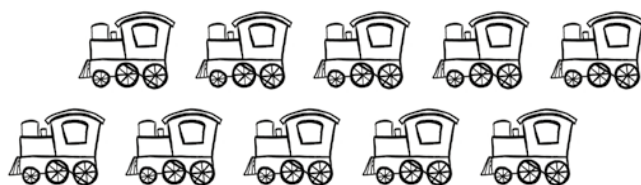
2 Teken sewe sirkels.

Draw seven circles.



Kleur sewe treine in.

Colour seven trains.



Omkring al die 7's. Circle all the 7s.

	7	6	1	6
	1	4	7	1
	7	1	4	5

7	7	7	7	7
7	7	7	7	7
7	7	7	7	7

Trek na. Trace.

Skryf. Write.

sewe
seven

Speletjie: Pas die getalle (geheuespeletjie)

Game: Matching numbers memory game

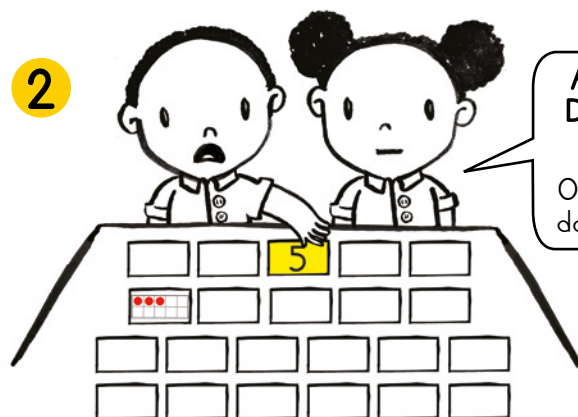
1



Speel met jou getalkaarte en kolkaarte.

Play with your number cards and dot cards.

2



Agge neel!
Die kaarte
pas nie.

Oh no! They
don't match.

As dit nie by mekaar pas
nie, draai dit weer om.

If they don't match turn them back over.

3



4



Hoera!
Die kaarte pas.

Yay! The cards
match.

As dit by mekaar pas, hou
die kaarte.

If they do match keep the cards.

5



Dis nou
jou beurt.

Your turn
now.

Die wenner is die een
met die meeste kaarte.

The winner is the one who has
more cards.



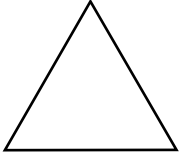
HOOFREKENE
MENTAL MATHS

GETALLE 6-10
NUMBERS 6-10

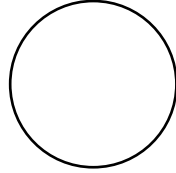
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS



Driehoeke
Triangles



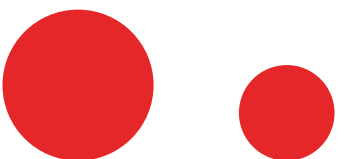
Sirkels
Circles

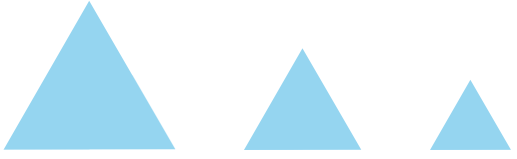
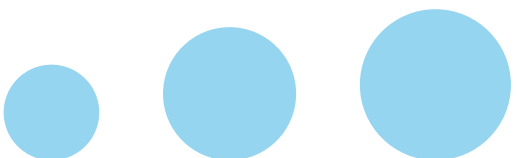


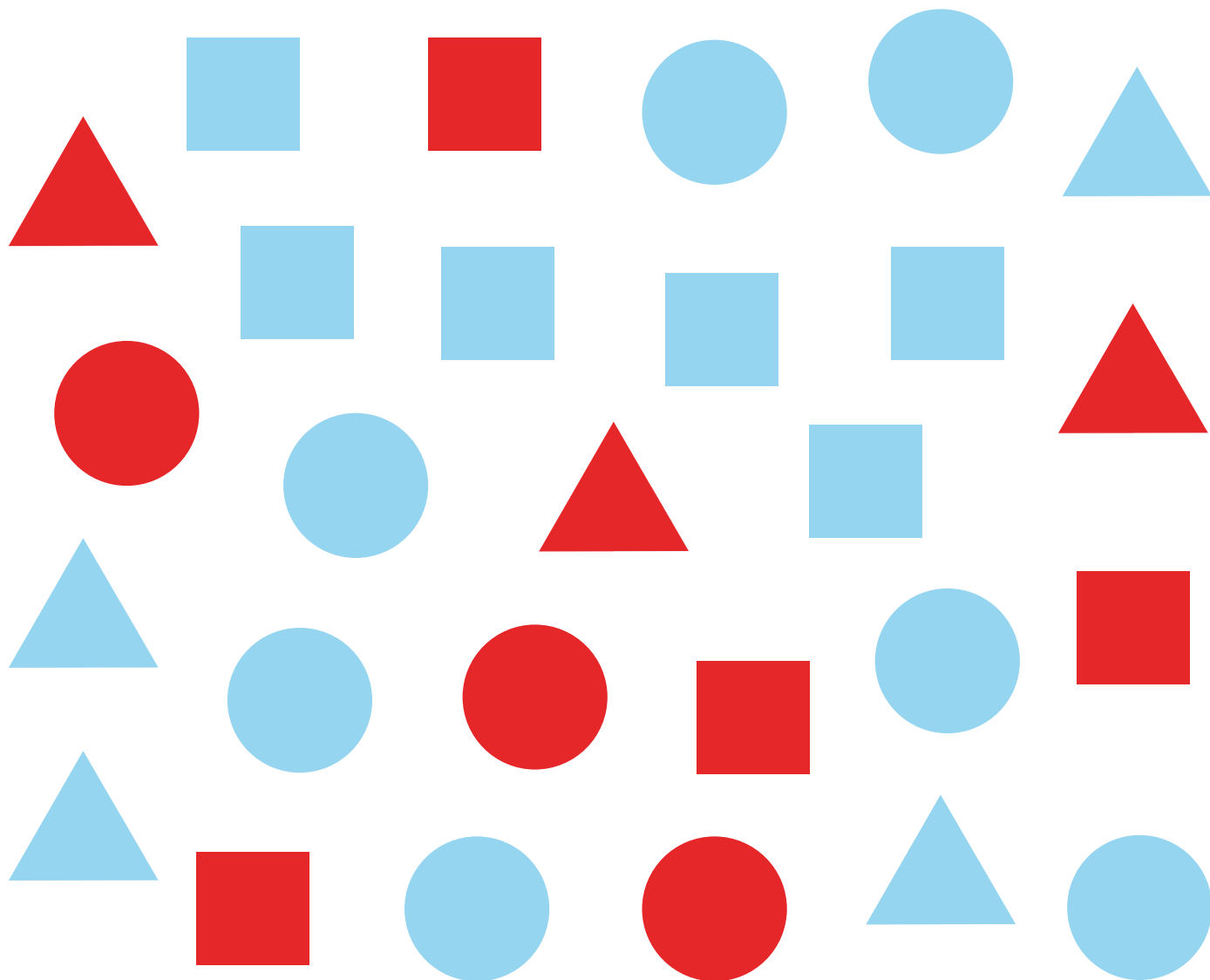
Vierkante
Squares

Wat is hierdie
vorms?
What shapes
are these?

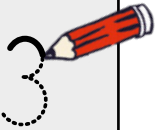


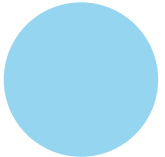
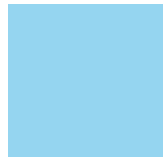
Rooi driehoeke Red triangles	
Rooi sirkels Red circles	
Rooi vierkante Red squares	

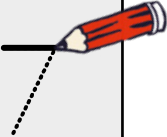
Blou driehoeke Blue triangles	
Blou sirkels Blue circles	
Blou vierkante Blue squares	



! Hoeveel is daar?
How many?

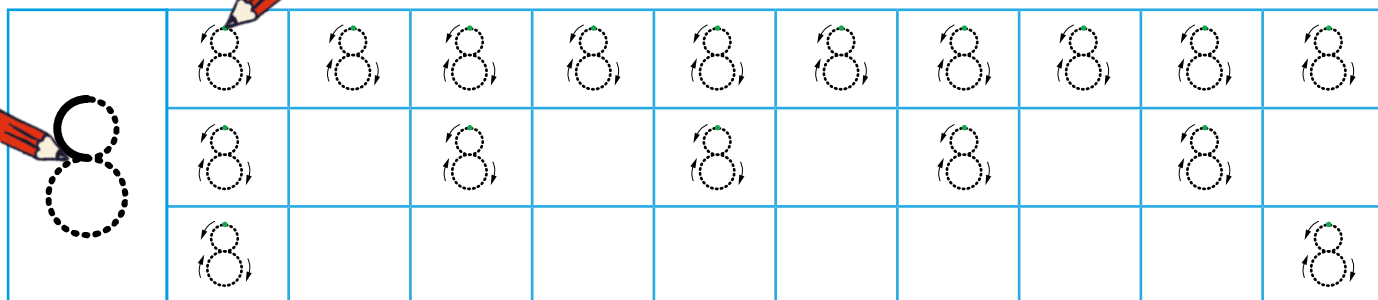
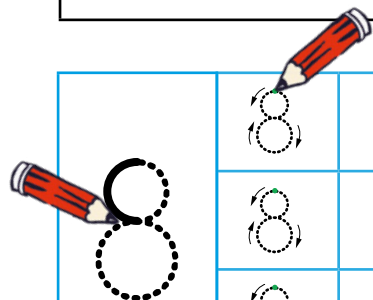
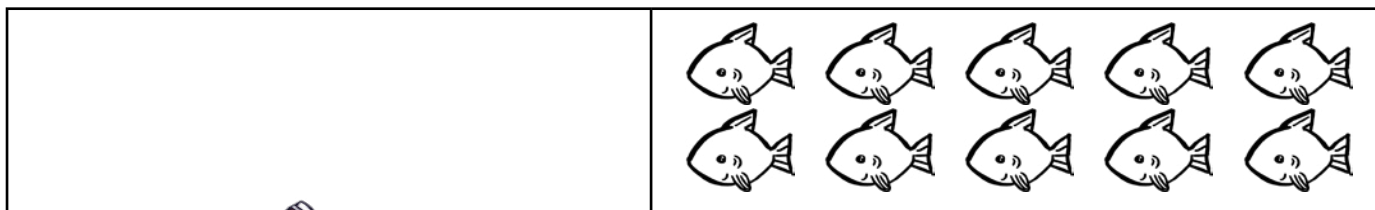
	
	
	

Driehoek Triangles	
Sirkels Circles	
Vierkante Squares	

2 Teken 8
driehoeke.
Draw 8 triangles.



Kleur 8 vissies in.
Colour 8 fish.



Trek na. Trace.

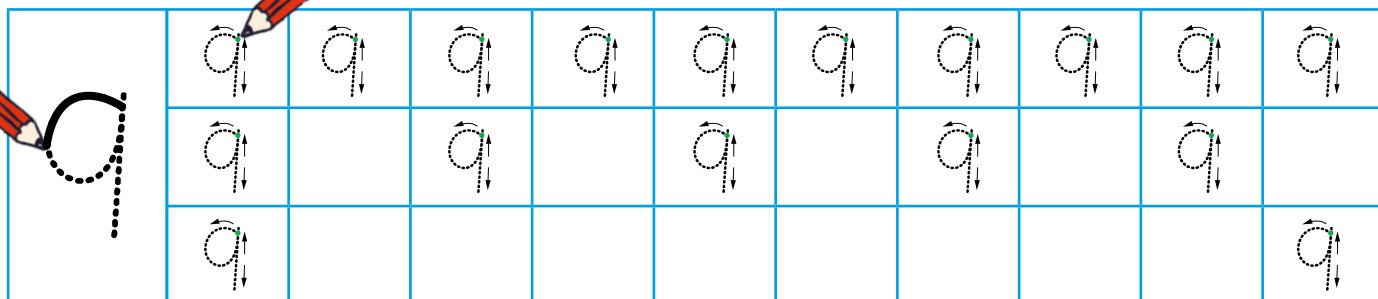
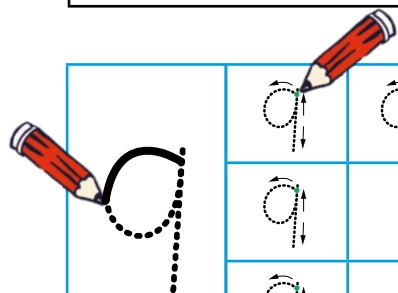
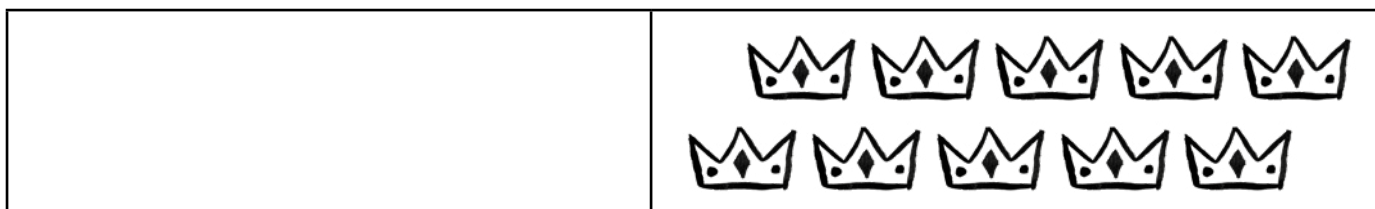
Skryf. Write.

agt
eight

3 Teken 9
sirkels.
Draw 9 circles.



Kleur 9 krone in.
Colour 9 crowns.



Trek na. Trace.

Skryf. Write.

nege
nine

4 Omkring die korrekte getal.

Circle the correct number.

sewe seven	0	1	2	3	4	5	6	7	8	9	10
vyf five	0	1	2	3	4	5	6	7	8	9	10
agt eight	0	1	2	3	4	5	6	7	8	9	10
vier four	0	1	2	3	4	5	6	7	8	9	10
nege nine	0	1	2	3	4	5	6	7	8	9	10
drie three	0	1	2	3	4	5	6	7	8	9	10
tien ten	0	1	2	3	4	5	6	7	8	9	10
een one	0	1	2	3	4	5	6	7	8	9	10
nul zero	0	1	2	3	4	5	6	7	8	9	10
ses six	0	1	2	3	4	5	6	7	8	9	10
twee two	0	1	2	3	4	5	6	7	8	9	10

5 Vul die ontbrekende getalle in.

Fill in the missing numbers.

2	3		5		7		9
---	---	--	---	--	---	--	---

0	1			4			7
---	---	--	--	---	--	--	---

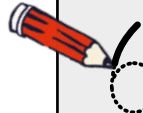
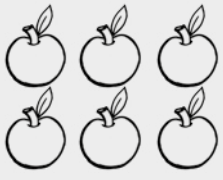
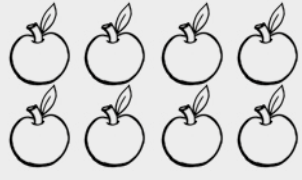
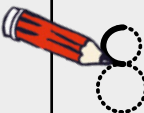
Wie het meer? Who has more?

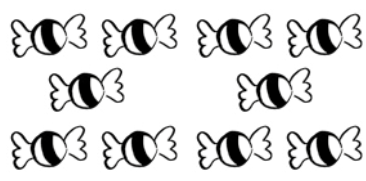
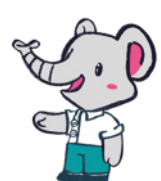
1 Skryf neer hoeveel
voorwerpe elke dier het.

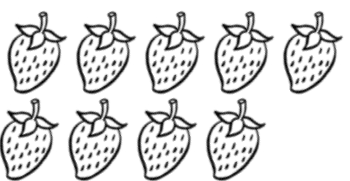
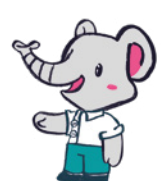
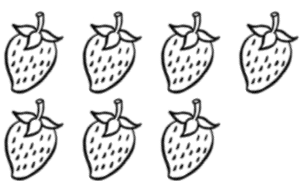
Write how many objects each animal has.

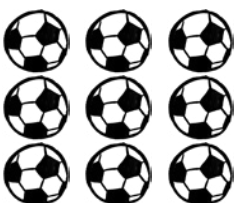
2 Omkring die dier wat
meer het.

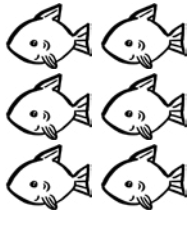
Circle the animal that has more.

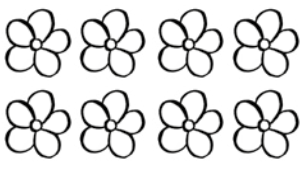
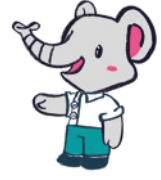
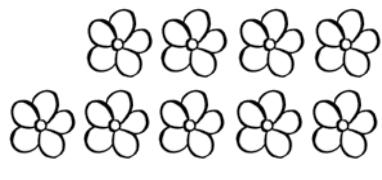
					
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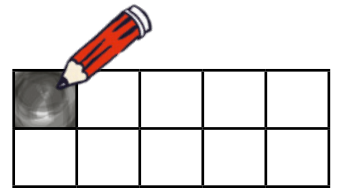
			
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---	---	---	--

			
---	---	---	---

			
---	---	---	--

3 Skryf die getalnaam neer. Kleur die blokkies in.
Write the number name. Colour the blocks.



1 een one

2 twee two

3 drie three

4 vier four

5 vyf five

6 ses six

7 sewe seven

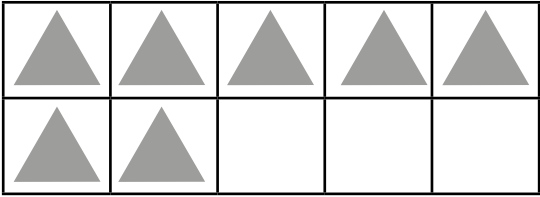
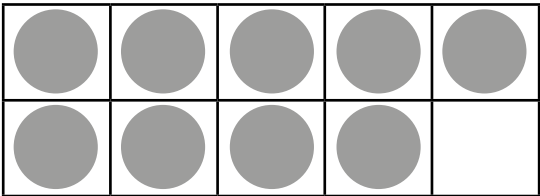
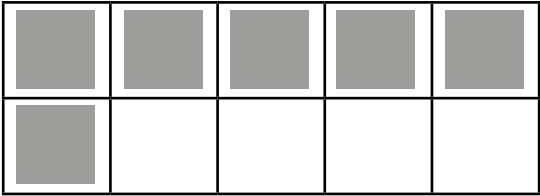
8 agt eight

9 nege nine

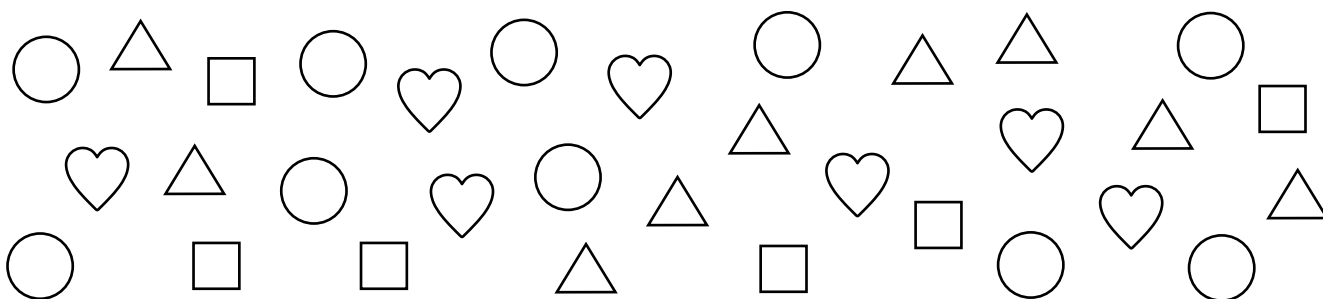
10 tien ten

WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

1 Hoeveel is daar? How many?		Omkring die naam van die vorm. Circle the name of the shape.	
		driehoek sirkel vierkant	triangle circle square
		driehoek sirkel vierkant	triangle circle square
		driehoek sirkel vierkant	triangle circle square

2 Kleur in en tel.
Colour and count.



3 Pas.

Match.

1
2
3
4
5
6
7
8
9
10

vier four
sewe seven
nege nine
een one
vyf five
tien ten
twee two
ses six
agt eight
drie three



4 Tel en skryf die korrekte getal neer.

Count and write the correct number.

HOOFREKENE
MENTAL MATHS

DIE ONDERWYSER SÊ
TEACHER SAYS

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

1 Dis my trein met die rooi blokkie aan die voorkant.

This is my train with the red block at the front.

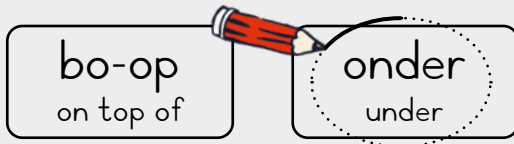


Omkring.

Circle.

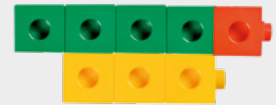
Die geel trein is _____ my trein.

The yellow train is _____ my train.



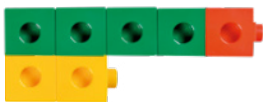
Die geel trein is _____ my trein.

The yellow train is _____ my train.



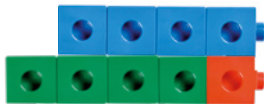
Is die trein bo-op of onder my trein?

Is the train on top of or under my train?



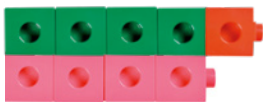
bo-op
on top of

onder
under



bo-op
on top of

onder
under



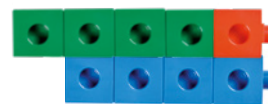
bo-op
on top of

onder
under



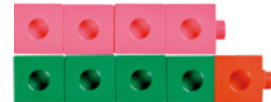
bo-op
on top of

onder
under



bo-op
on top of

onder
under



bo-op
on top of

onder
under

2 Dit is my trein met die rooi blokkie aan die voorkant.

This is my train with the red block at the front.



Omkring.

Circle.

Die geel trein is _____ my trein.

The yellow train is _____ my train.



voor
in front of

agter
behind

Die geel trein is _____ my trein.

The yellow train is _____ my train.



voor
in front of

agter
behind

Is die trein vooraan of agteraan my trein?

Is the train in front of or behind my train?



voor
in front of

agter
behind



voor
in front of

agter
behind



voor
in front of

agter
behind



voor
in front of

agter
behind



voor
in front of

agter
behind



voor
in front of

agter
behind

HOOFREKENE
MENTAL MATHS

DIE ONDERWYSER SÊ
TEACHER SAYS

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAART
WORKSHEET

1



Hoeveel  is daar

How many

in sy linkerhand?

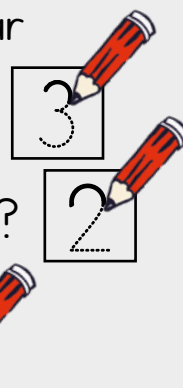
in his left hand?

in sy regterhand?

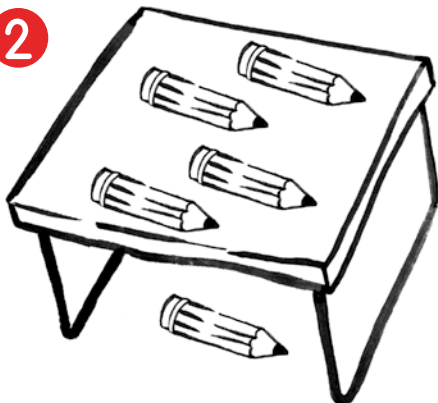
in his right hand?

altesame?

altogether?



2



Hoeveel  is daar

How many

bo-op die lessenaar?

on top of the desk?

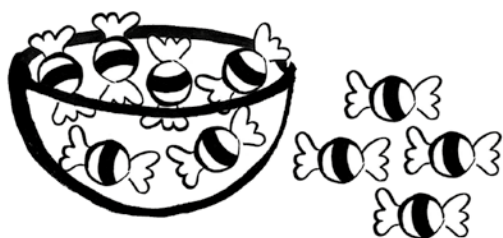
onder die lessenaar?

under the desk?

altesame?

altogether?

3



Hoeveel  is daar

How many

binne-in die bak?

inside the bowl?

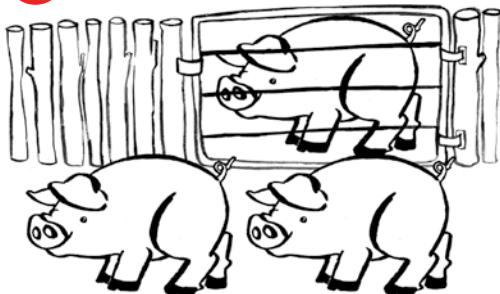
buite die bak?

outside the bowl?

altesame?

altogether?

4



Hoeveel  is daar

How many

agter die heining?

behind the fence?

voor die heining?

in front of the fence?

altesame?

altogether?



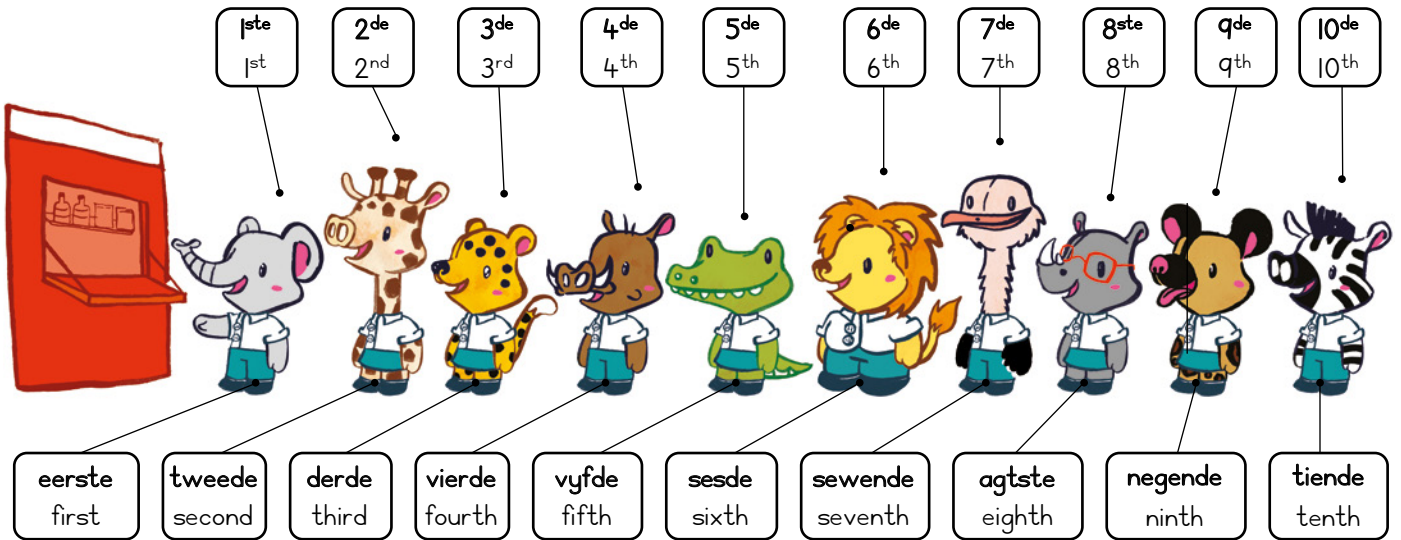
HOOFREKENE
MENTAL MATHS

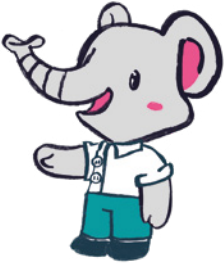
DIE ONDERWYSER SÊ
TEACHER SAYS

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAART
WORKSHEET



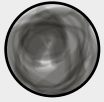
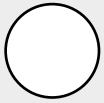
 is eerste is first	 is laaste is last
 is voor is before 	 is ná is after 
 is tweede is second	 is sesde is sixth



Kleur die boonste
2 sirkels in **rooi** in.

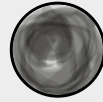


Colour the top 2 circles **red**.



Kleur die onderste
2 sirkels in **swart** in.

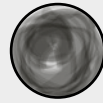
Colour the bottom 2 circles **black**.



Kleur die 1^{ste} sirkel
van bo af in **swart** in.



Colour the 1st circle from the
top **black**.



Kleur die 2^{de} sirkel
van bo af in **rooi** in.

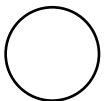


Colour the 2nd circle from the
top **red**.



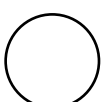
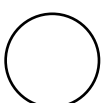
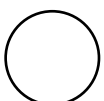
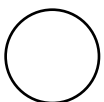
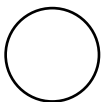
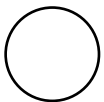
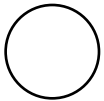
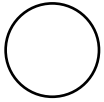
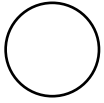
Voltooi die patroon.

Complete the pattern.



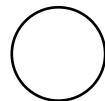
Kleur die boonste
5 sirkels in **rooi** in.

Colour the top 5 circles **red**.



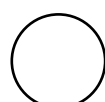
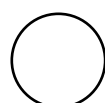
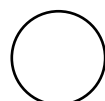
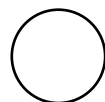
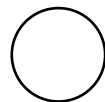
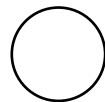
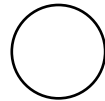
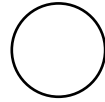
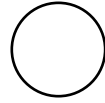
Kleur die onderste
5 sirkels in **swart** in.

Colour the bottom 5 circles **black**.



Kleur die 2^{de}, 4^{de} en
6^{de} sirkels van bo af
in **rooi** in.

Colour the 2nd, 4th and 6th circles
from the top **red**.



Kleur die 1^{ste}, 3^{de} en
5^{de} sirkels van bo af
in **swart** in.

Colour the 1st, 3rd and 5th circles
from the top **black**.

Voltooi die patroon.

Complete the pattern.

HOOFREKENE
MENTAL MATHS

DIE ONDERWYSER SÊ
TEACHER SAYS

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

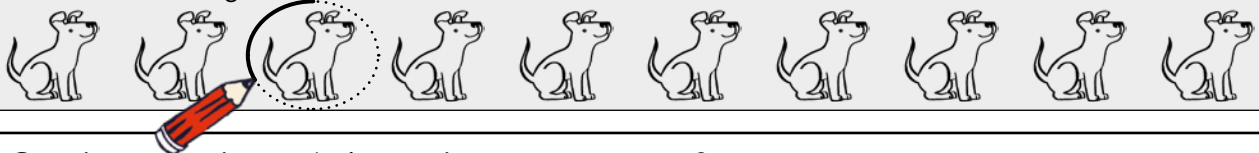
SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

1

Omkring die 3^{de} hond van links af.

Circle the 3rd dog from the left.



Omkring die 5^{de} hond van regs af.

Circle the 5th dog from the right.



Omkring die tweede hond van links af.

Circle the second dog from the left.



Omkring die vierde hond van regs af.

Circle the fourth dog from the right.



Omkring die sewende hond van links af.

Circle the seventh dog from the left.



2

Omkring die eerste 3 honde van links af.

Circle the first 3 dogs from the left.

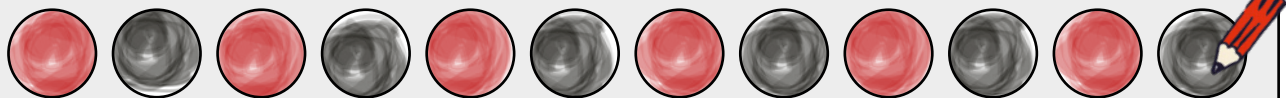


Omkring die laaste 2 honde aan die regterkant.

Circle the last 2 dogs on the right.



3



Kleur die 1^{ste}, 3^{de} en 5^{de} sirkels in **rooi** in.

Colour the 1st, 3rd and 5th circles **red**.

Kleur die 2^{de}, 4^{de} en 6^{de} sirkels in **swart** in.

Colour the 2nd, 4th and 6th circles **black**.

Voltooi die patroon.

Complete the pattern.



Kleur die 1^{ste}, 2^{de}, 4^{de} en 5^{de} sirkels in **rooi** in.

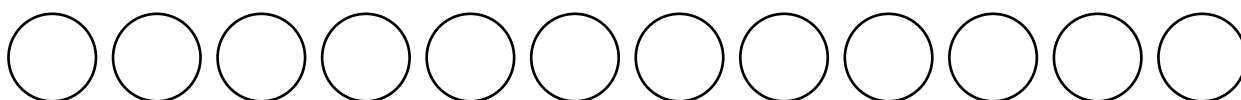
Colour the 1st, 2nd, 4th and 5th circles **red**.

Kleur die 3^{de} en 6^{de} sirkels in **swart** in.

Colour the 3rd and 6th circles **black**.

Voltooi die patroon.

Complete the pattern.



Kleur die 1^{ste}, 2^{de}, 5^{de} en 6^{de} sirkels in **rooi** in.

Colour the 1st, 2nd, 5th and 6th circles **red**.

Kleur die 3^{de}, 4^{de}, 7^{de} en 8^{ste} sirkels in **swart** in.

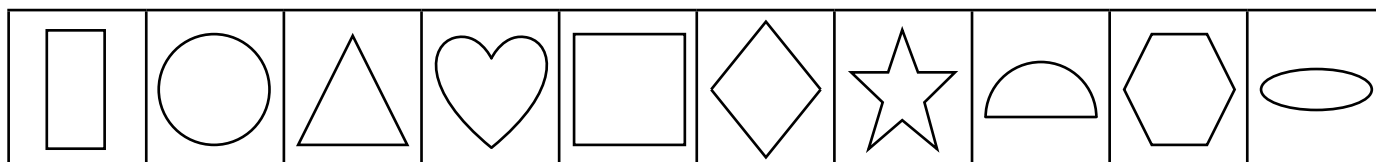
Colour the 3rd, 4th, 7th and 8th circles **black**.

Voltooi die patroon.

Complete the pattern.

I Die vorms is in volgorde van links na regs geplaas.

The shapes have been placed in order from left to right.

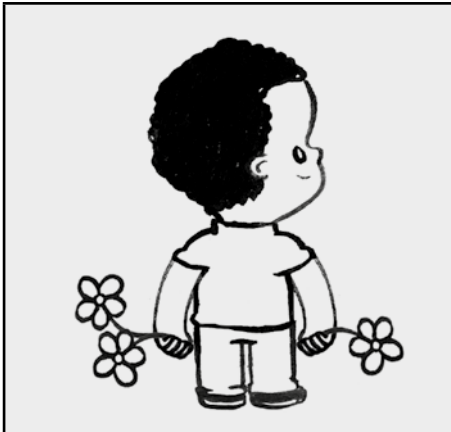


Watter vorm is ...?

Which shape is ...?

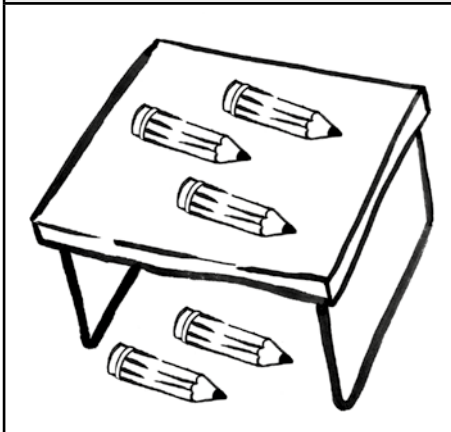
sewende seventh		laaste last	
eerste first		agtste eighth	
derde third		vyfde fifth	
negende ninth		tweede second	
vierde fourth		sesde sixth	
tiende tenth		ná die after	
ná die after		voor die before	

2



Hoeveel  is daar
How many
in sy linkerhand?
in his left hand?
in sy regterhand?
in his right hand?
altesame?
altogether?

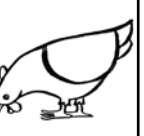
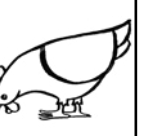
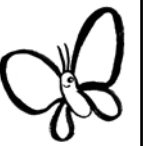
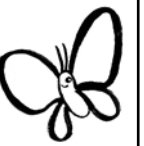
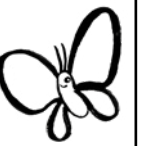
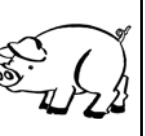
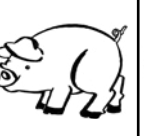
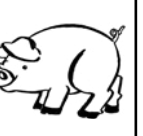
3



Hoeveel  is daar
How many
bo-op die lessenaar?
on top of the desk?
onder die lessenaar?
under the desk?
altesame?
altogether?

4

Kleur die dier van links af in die posisie wat gegee word in.
Colour in the animal in the position given from the left.

							5 ^{de} 5 th
							1 ^{ste} 1 st
							3 ^{de} 3 rd
							4 ^{de} 4 th
							2 ^{de} 2 nd

HOOFREKENE
MENTAL MATHS

FIZZ POP!
GETALKOMBINASIES TOT 5
FIZZ POP! BONDS UP TO 5

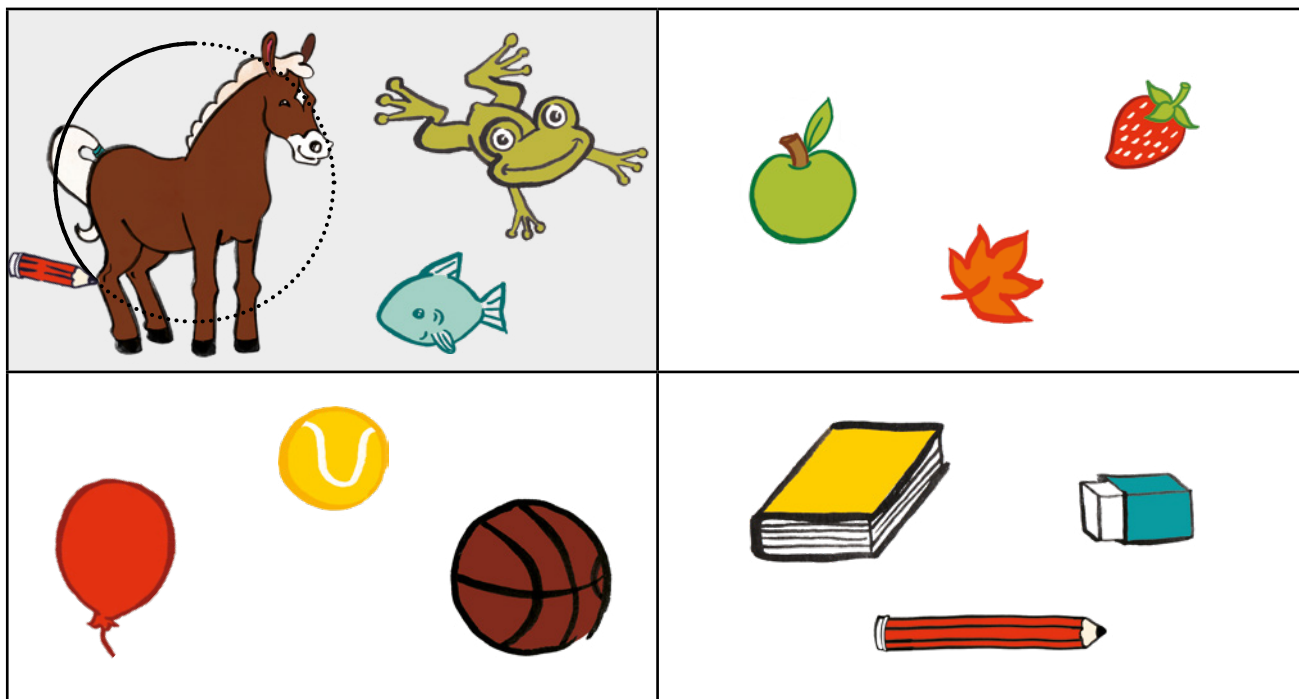
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

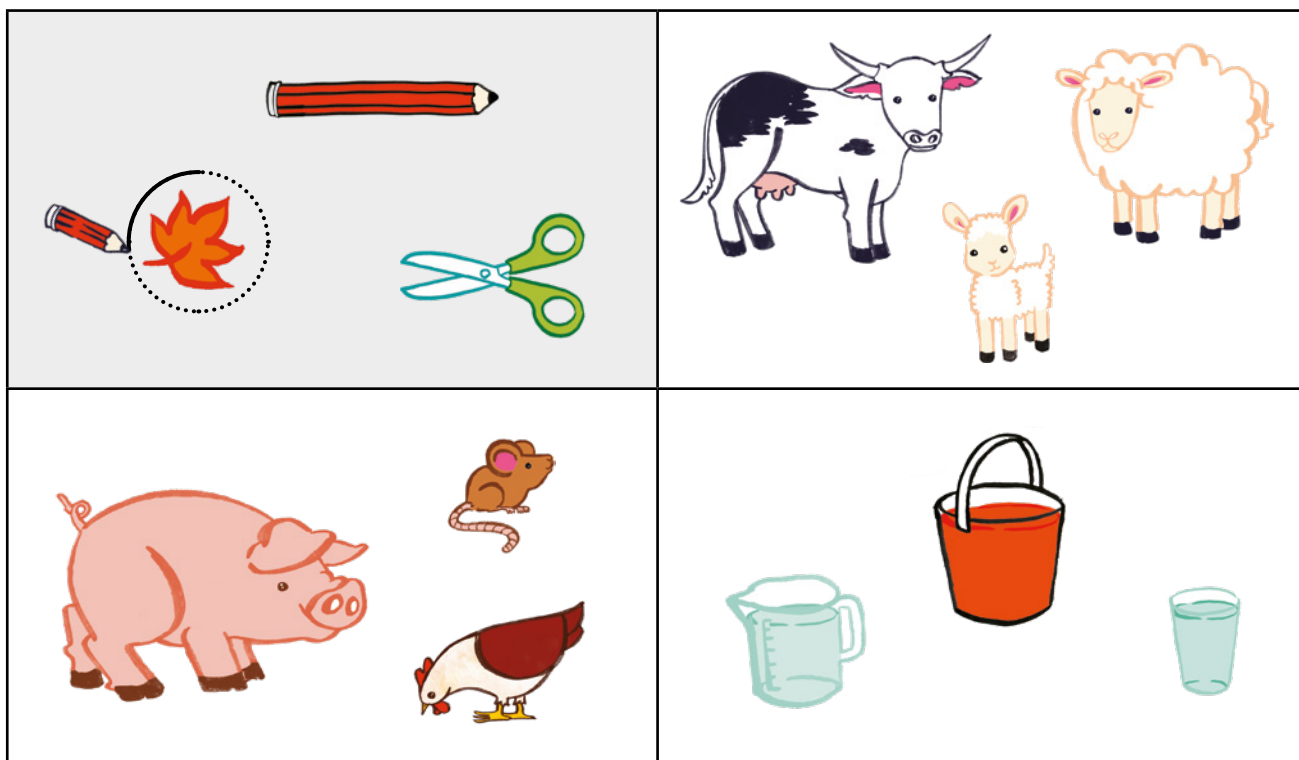
1 Omkring die swaarste voorwerp.

Circle the heaviest.



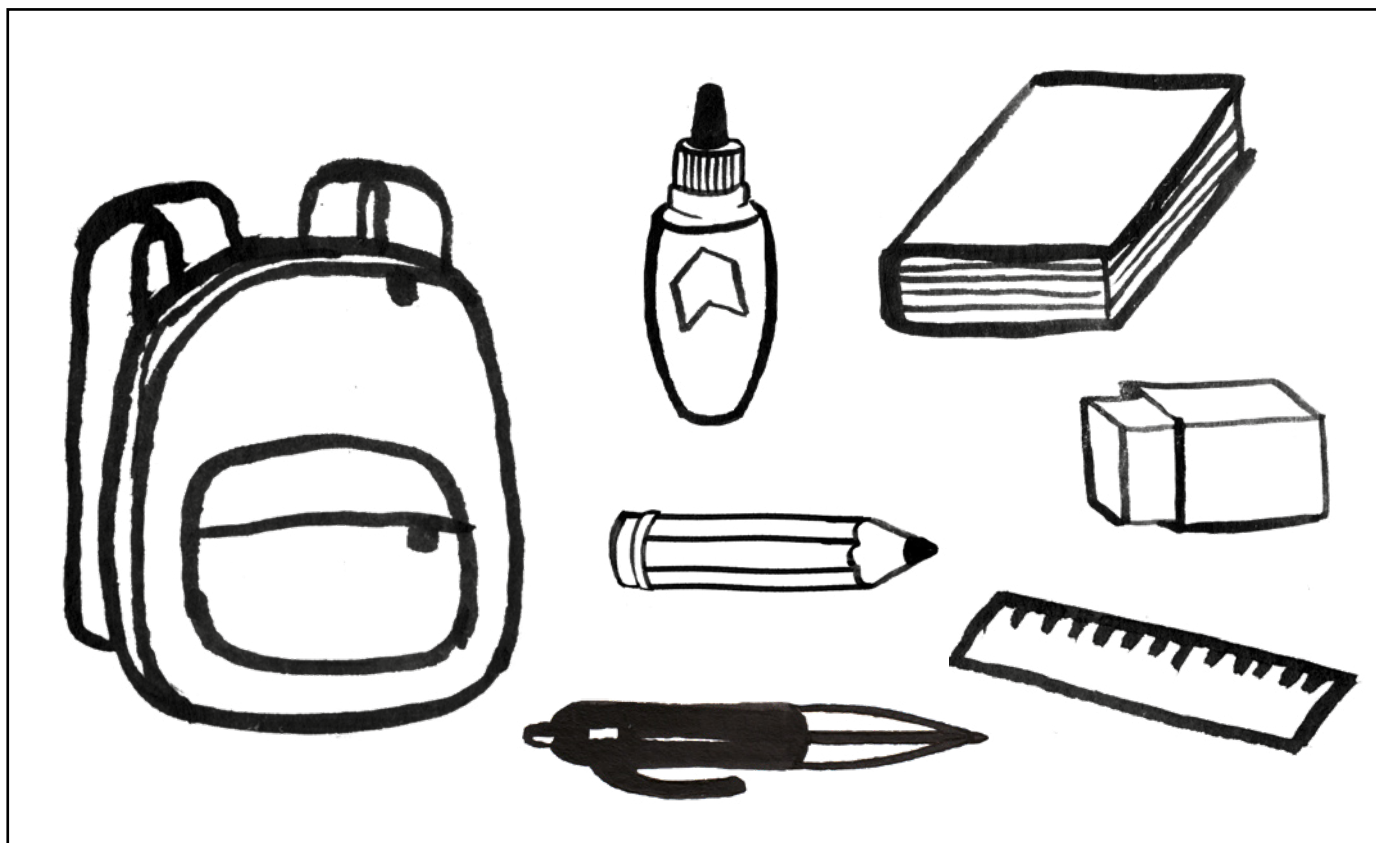
2 Omkring die ligste voorwerp.

Circle the lightest.



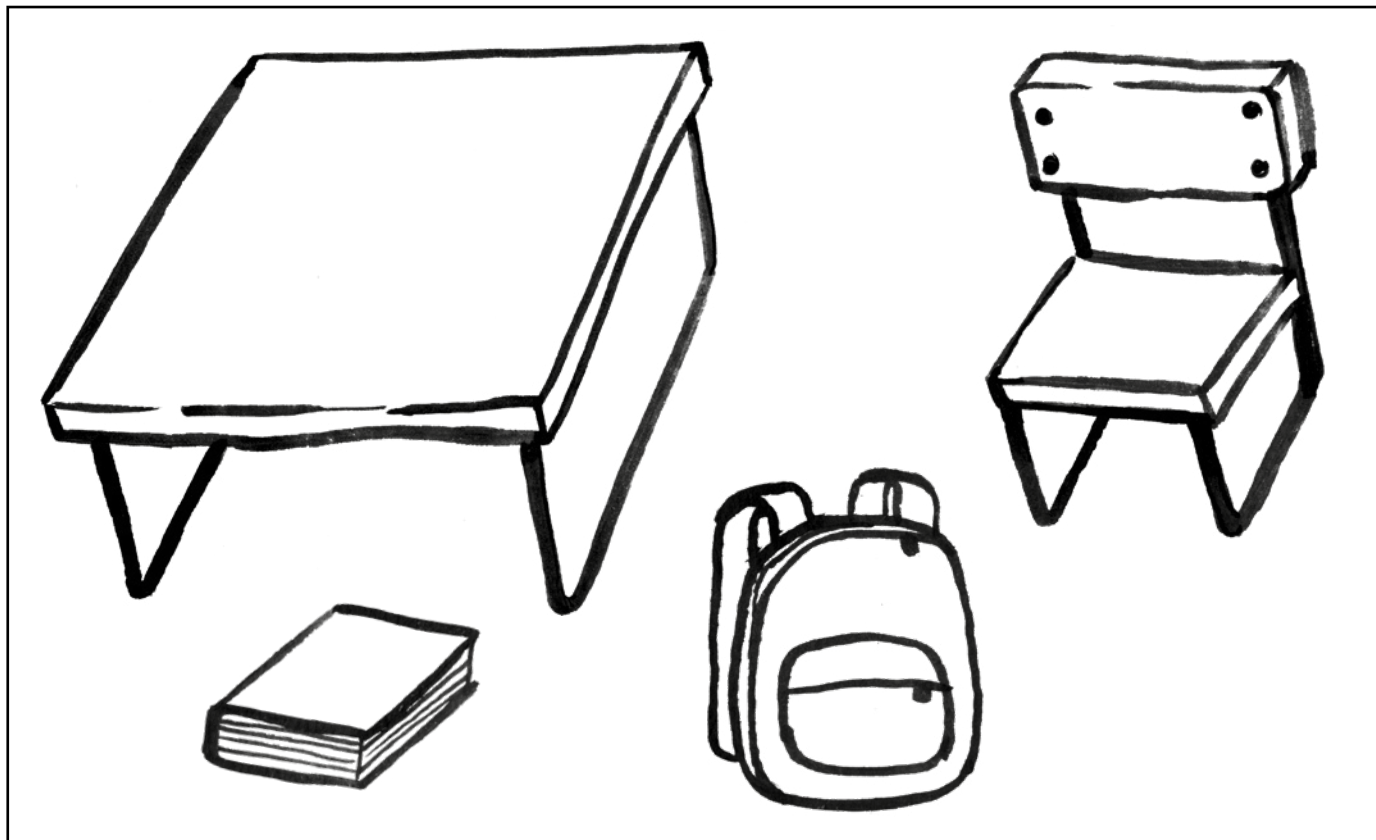
3 Kleur 'n ligte voorwerp in.

Colour in something that is light.



4 Kleur 'n swaar voorwerp in.

Colour in something that is heavy.



HOOFREKENE
MENTAL MATHS

FIZZ POP!
GETALKOMBINASIES TOT 5
FIZZ POP! BONDS UP TO 5

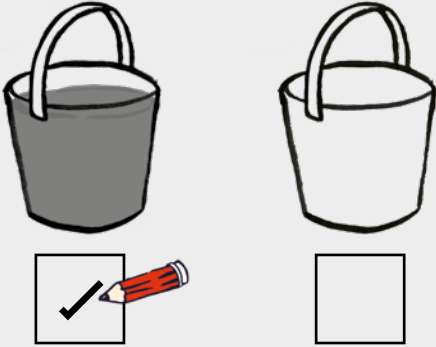
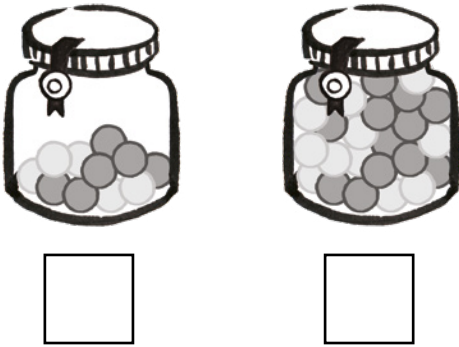
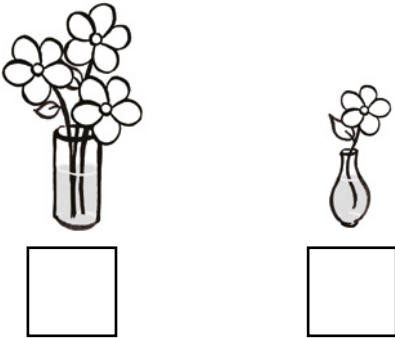
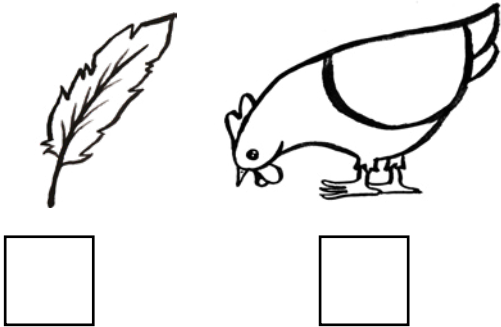
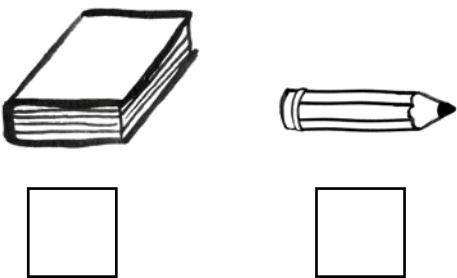
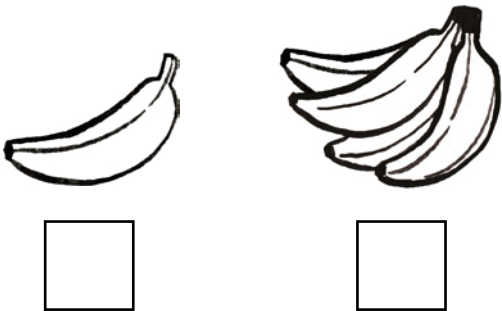
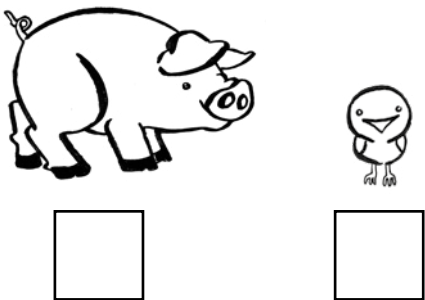
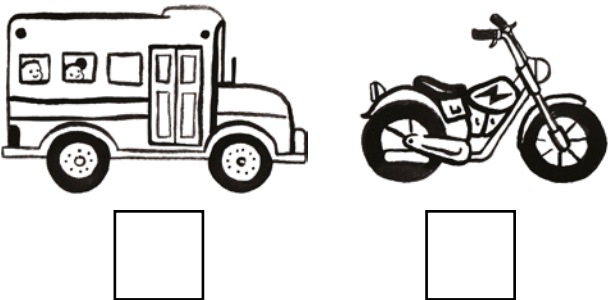
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

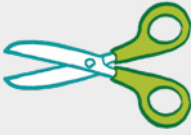
1 Wat is die **swaarste**? Merk die blokkie.

Heavier? Tick the box.

2 Trek 'n pyltjie na iets wat ligter is.

Draw an arrow to something that is lighter.

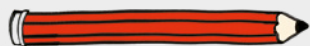
swaarder heavier






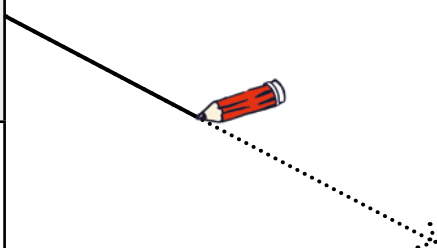


ligter lighter







HOOFREKENE
MENTAL MATHS

FIZZ POP!
GETALKOMBINASIES TOT 5
FIZZ POP! BONDS UP TO 5

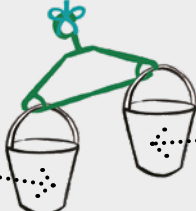
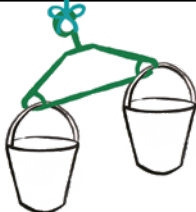
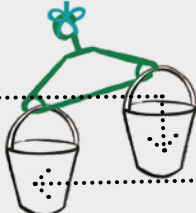
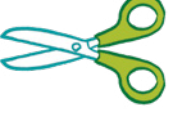
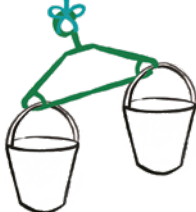
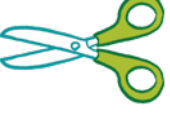
KONSEPTONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

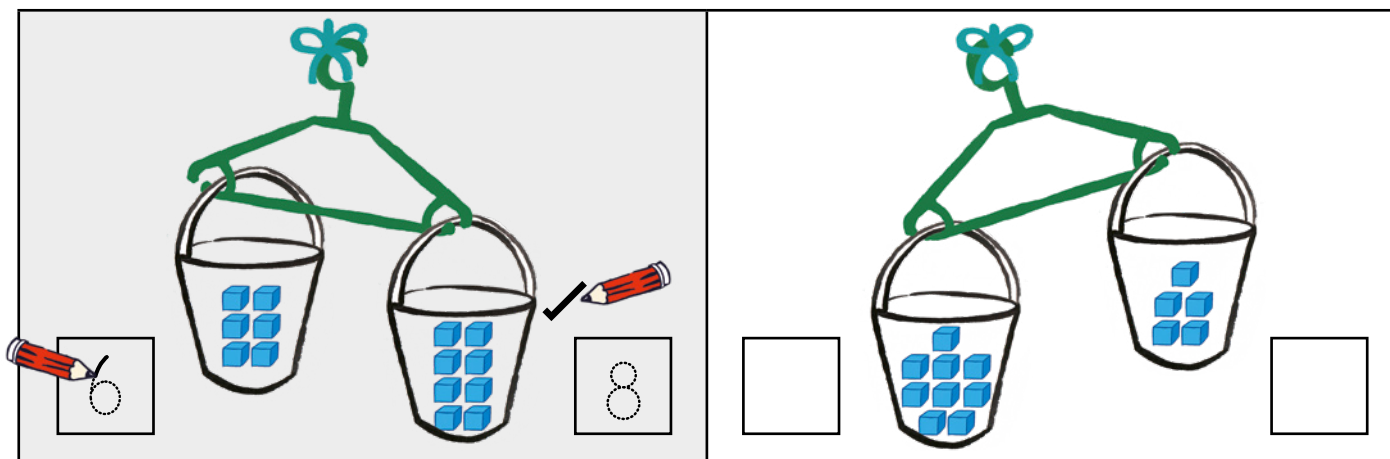
1 Trek 'n pyltjie om te wys waar die voorwerpe gesit moet word (swaarder of ligter).

Draw an arrow to show where the objects would go (heavier or lighter).

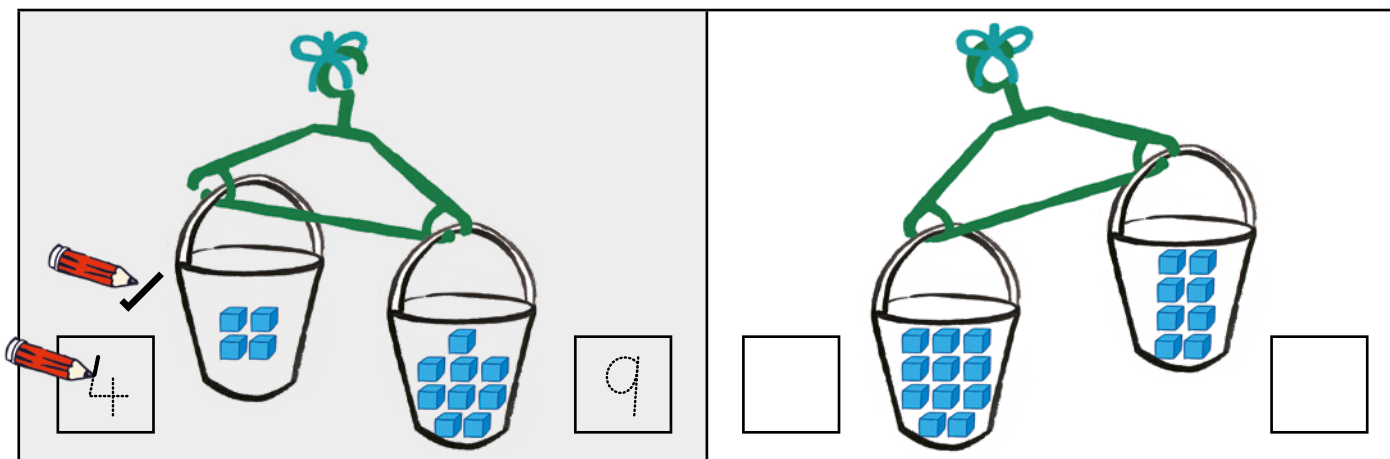
2 Hoeveel blokkies is daar? Merk die **swaarste** kant.

How many blocks? Tick the **heavier** side.



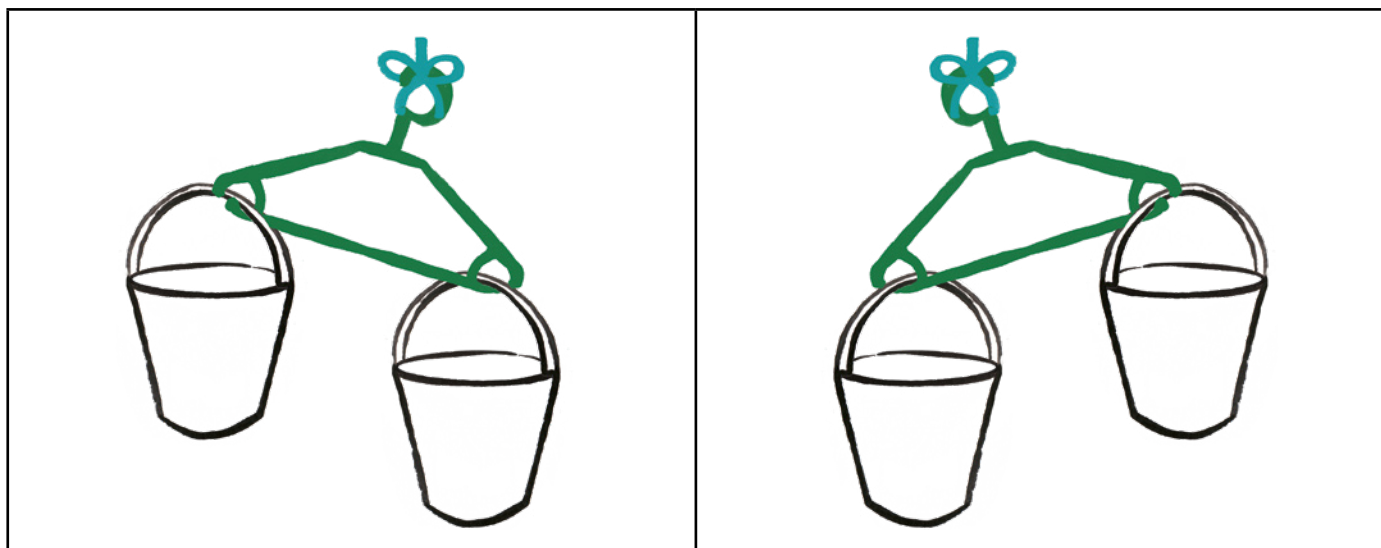
3 Hoeveel blokkies is daar? Merk die **ligste** kant.

How many blocks? Tick the **lighter** side.



4 Teken blokkies sodat die skaal reg hang.

Draw blocks so that the scale is hanging correctly



HOOFREKENE
MENTAL MATHS

FIZZ POP!
GETALKOMBINASIES TOT 5
FIZZ POP! BONDS UP TO 5

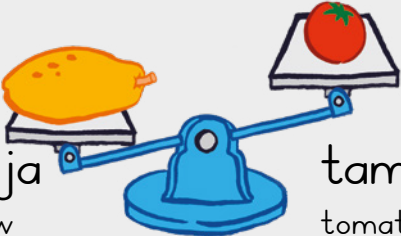
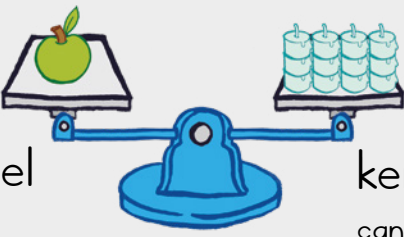
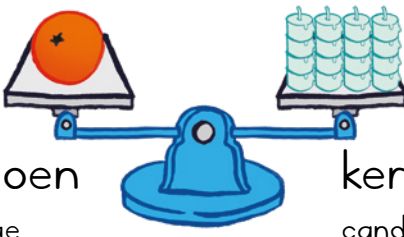
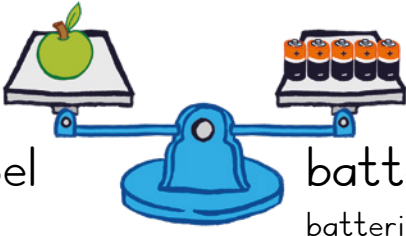
KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

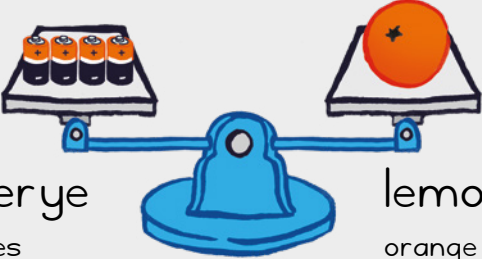
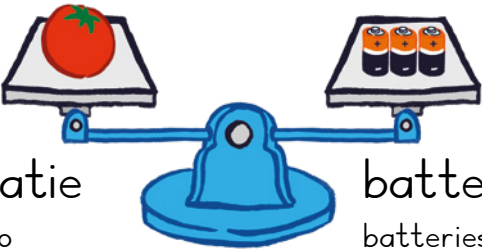
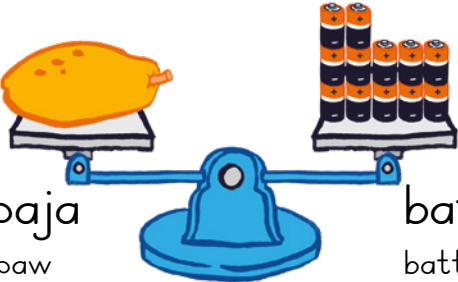
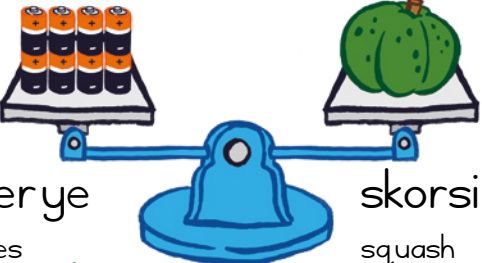
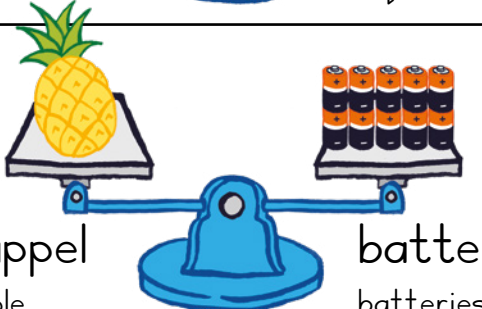
I Voltooi elke sin.

Complete each sentence.

 papaja pawpaw tamatie tomato	 Die <u>papaja</u> is swaarder as die <u>tamatie</u>. The <u>pawpaw</u> is heavier than the <u>tomato</u>.
 boek book sak bag	Die _____ is ligter as die _____. The _____ is lighter than the _____.
 appel apple kerse candles	 Die appel het dieselfde massa as <u>12</u> klein kerse. The apple has the same mass as <u>12</u> small candles.
 lemoen orange kerse candles	Die lemoen het dieselfde massa as _____ klein kerse. The orange has the same mass as _____ small candles.
 appel apple batterye batteries	Die appel het dieselfde massa as _____ batterye. The apple has the same mass as _____ batteries.
 batterye batteries bal ball	Die bal het dieselfde massa as _____ batterye. The ball has the same mass as _____ batteries.

2 Een eenheid is gelyk aan 1 battery.

A unit is 1 battery.

 batterye batteries lemoen orange	Die lemoen se massa is gelyk aan <u>4</u> eenhede batterye. The mass of the orange is <u>4</u> units.
 tamatie tomato batterye batteries	Die tamatie se massa is gelyk aan ____ eenhede. The mass of the tomato is ____ units.
 papaja pawpaw batterye batteries	Die papaja se massa is gelyk aan ____ eenhede. The mass of the pawpaw is ____ units.
 batterye batteries skorsie squash	Die skorsie se massa is gelyk aan ____ eenhede. The mass of the squash is ____ units.
 pynappel pineapple batterye batteries	Die pynappel se massa is gelyk aan ____ eenhede. The mass of the pineapple is ____ units.
 batterye batteries tee tea	Die pak tee se massa is gelyk aan ____ eenhede. The mass of the tea is ____ units.

Speletjie: Watter een is die swaarste?

Game: Which one is heavier?

Ty het 'n balanseerskaal vir die speletjie nodig.

You will need a home-made balance scale to play the game.

Kies jou items.
Kom ons weeg dit.

Choose your items! Let's check the mass.

Ek kies 'n potlood en 'n gomstokkie.

I choose a pencil and glue.

Ek dink die gomstokkie is swaarder as die potlood.

I say glue is heavier than the pencil.

Die potlood is ligter as die gomstokkie.

The pencil is lighter than the glue.

Die gomstokkie is swaarder as die potlood.
Ek wen.

The glue is heavier than the pencil. I win.

1

2

Ek kies kryte en 'n skêr.

I choose crayons and scissors.

Kom ons speel weer.
Kies jy nou.

Let's play again.
You choose.

Ek dink die skêr is swaarder as die kryte.

I say the scissors are heavier than the crayons.

Die kryte is swaarder as die skêr. Ek wen.

The crayons are heavier than the scissors. I win.

Die skêr is ligter as die kryte.

The scissors are lighter than the crayons.

3

4

Maak beurte om die items te kies. Hou telling van die aantal rondtes waartydens jy 'n punt wen.

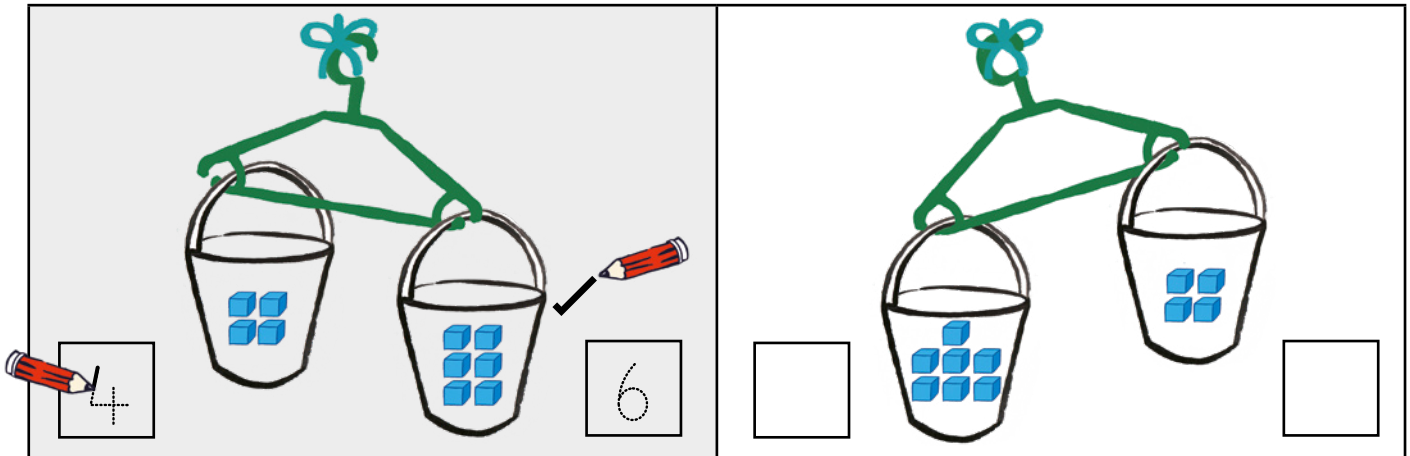
Take turns to choose items. Keep a record of how many rounds you win a point.

WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

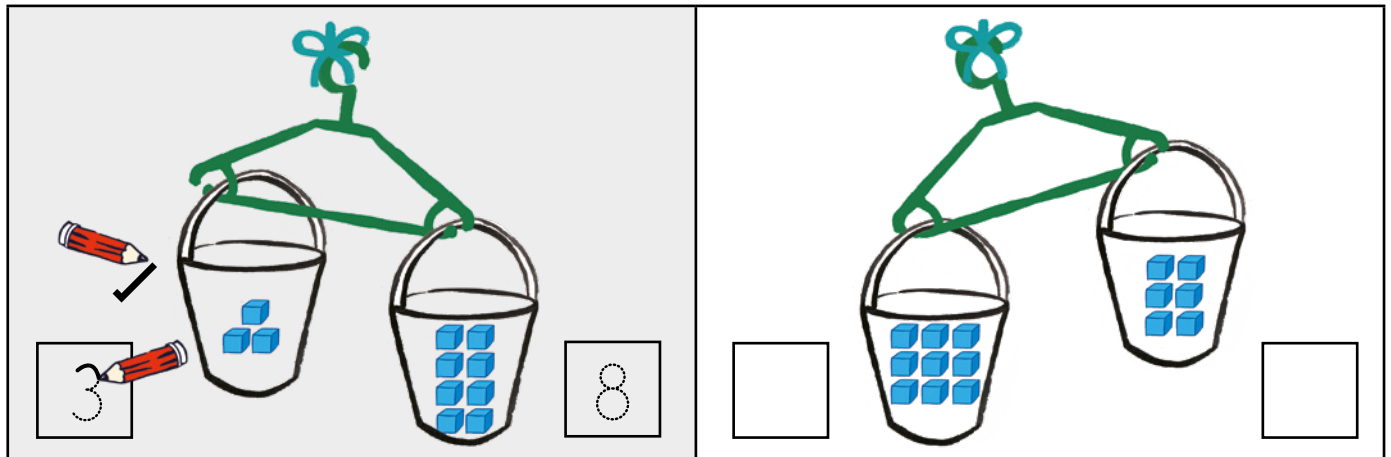
1 Hoeveel blokkies is daar? Merk die swaarste kant.

How many blocks? Tick the heavier side.



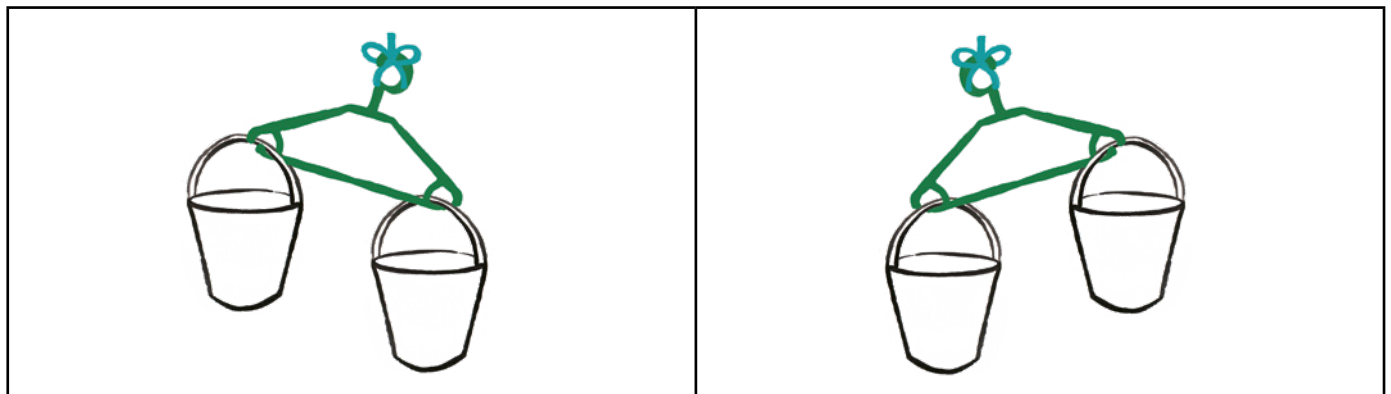
2 Hoeveel blokkies is daar? Merk die ligste kant.

How many blocks? Tick the lighter side.



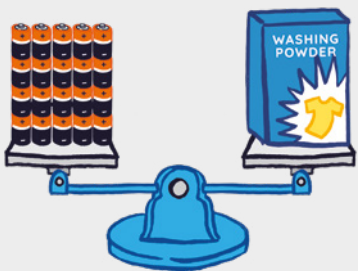
3 Teken nog blokkies totdat die skaal reg hang.

Draw blocks so that the scale is hanging correctly.



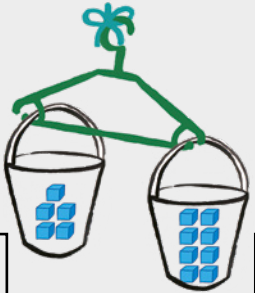
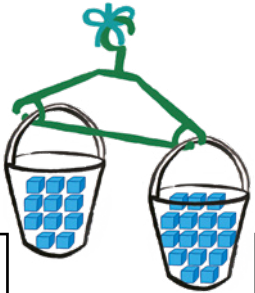
4 'n Eenheid is gelyk aan 1 battery

A unit is 1 battery

	Die seep se massa is gelyk aan <u>20</u> eenhede. The mass of the soap is <u>20</u> units.
	Die kryte se massa is gelyk aan _____ eenhede. The mass of the crayons is _____ units.
	Die kaarte se massa is gelyk aan _____ eenhede. The mass of the cards is _____ units.

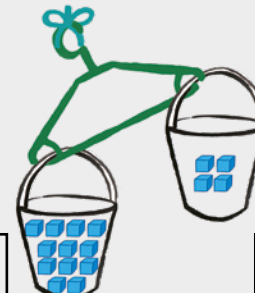
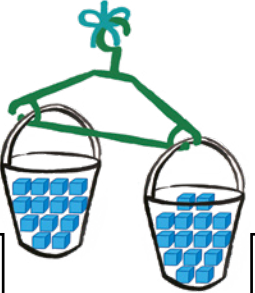
5 Merk die swaarste las. ✓

Tick the heavier load.

 ☐ ☒	 ☐ ☐	 ☐ ☐
---	--	--

6 Merk die ligste las. ✓

Tick the lighter load.

 ☐ ☒	 ☐ ☐	 ☐ ☐
---	--	--



HOOFREKENE
MENTAL MATHS

1, 2, 3 WYS!
WIE S'N IS GROTER?
1, 2, 3 SHOW! WHOSE IS BIGGER?

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

Sit 'n aantal voëls in elke boom in. In watter boom is daar
meer voëls?

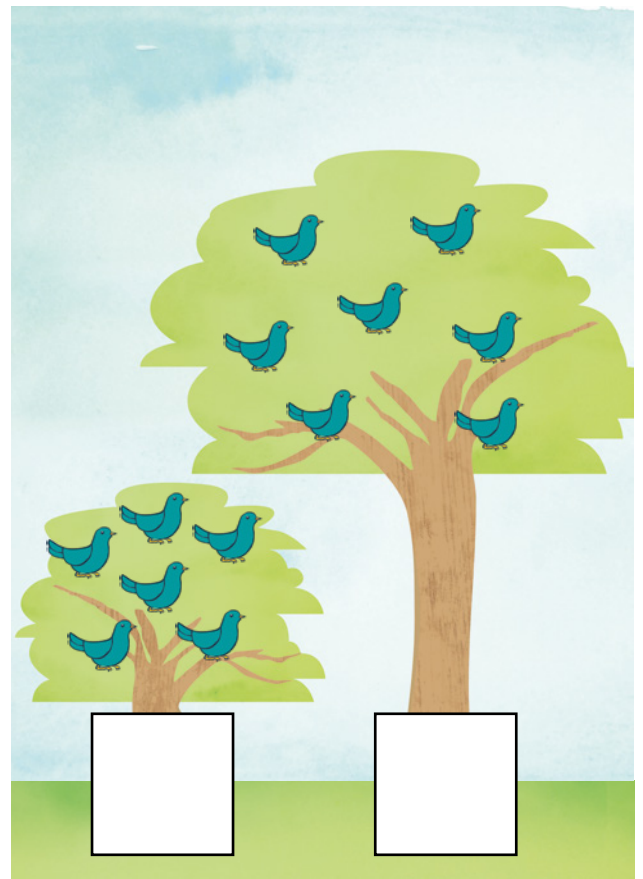
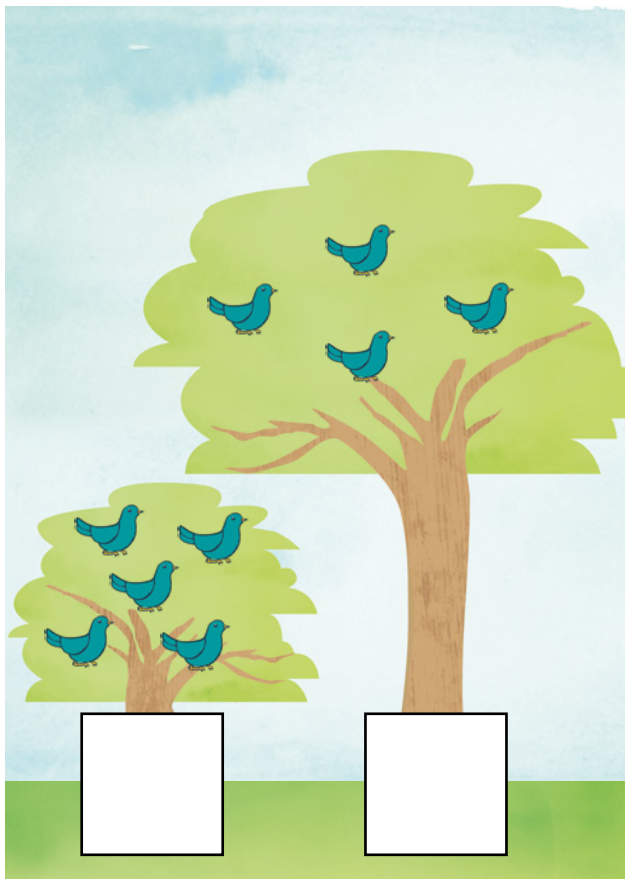
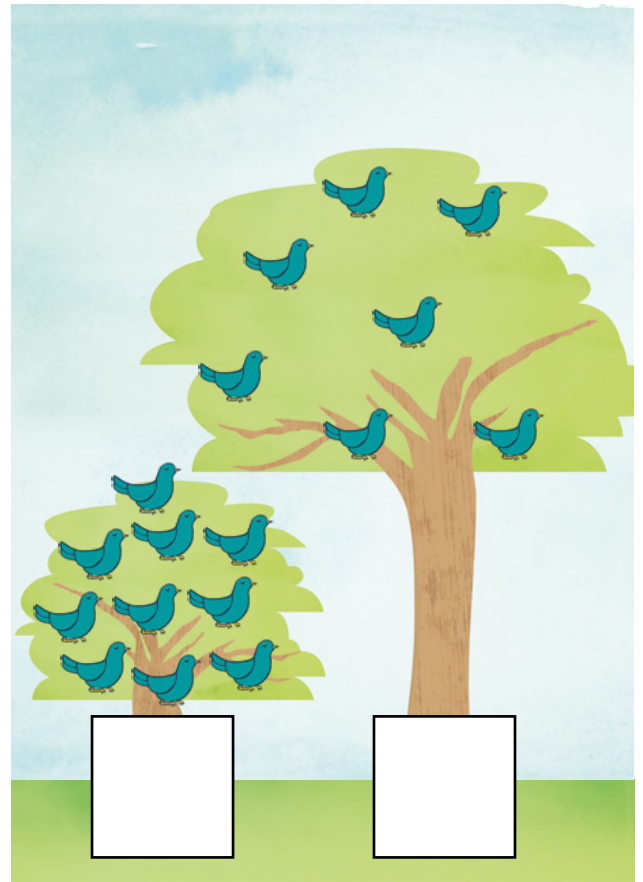
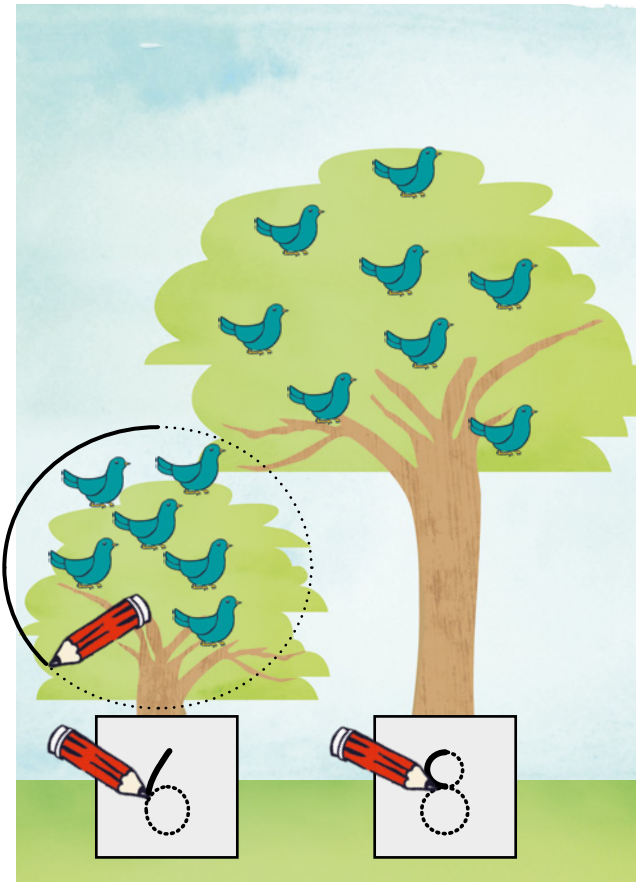
Put some birds into each tree. Which tree has **more** birds?

Gebruik jou tellers.

Use your counters.



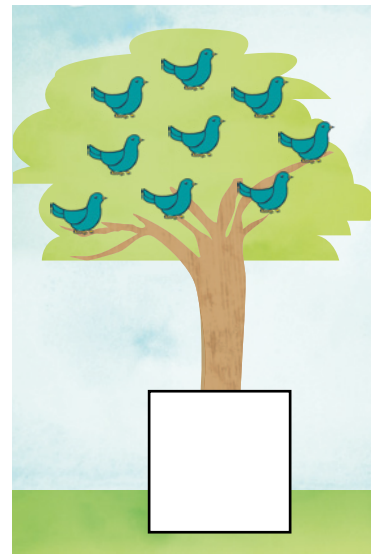
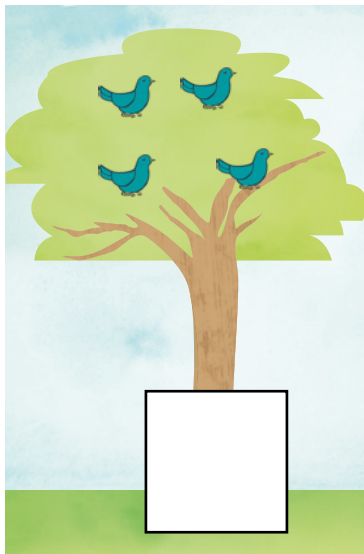
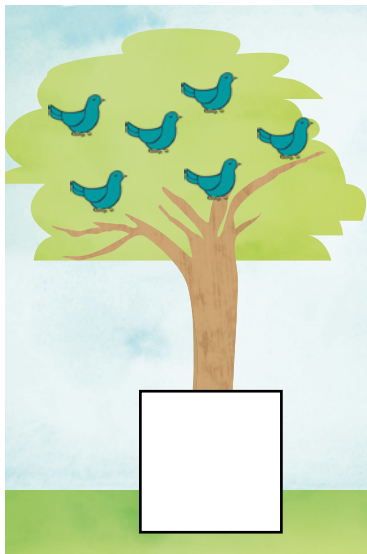
1 Hoeveel voëls is daar? Omkring die boom met **minder** voëls.
How many birds? Circle the tree with **less** birds.



Which tree has less?

Week 9 • Day 1

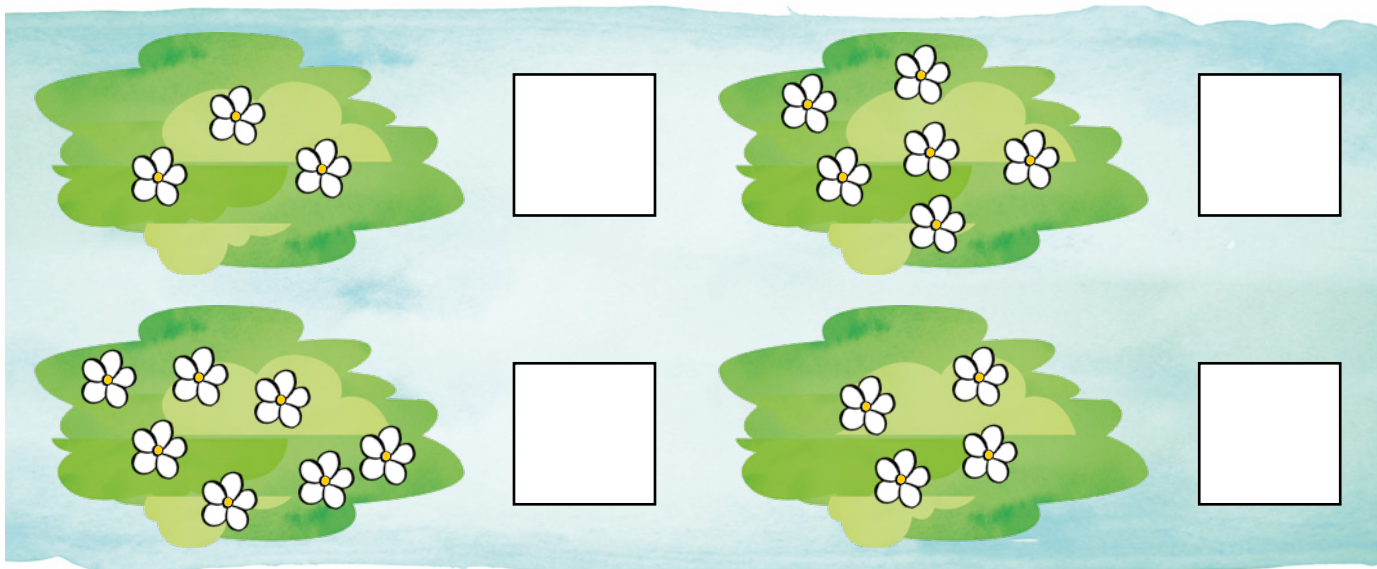
- 2** Hoeveel voëls is daar? Omkring die boom met die **meeste** voëls.
How many birds? Circle the tree with **most** birds.



- 3** Hoeveel appels is daar? Omkring die mandjie met die **minste** appels.
How many apples? Circle the basket with the **least** apples.



- 4** Hoeveel blomme is daar? Omkring die struik met die **minste** blomme.
How many flowers? Circle the bush with the **least** flowers.



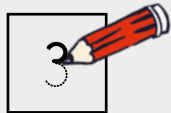


Bespreek wat meer is en wat minder is.

Discuss which is **more** and which is **less**.



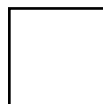
5 is meer as 3. 5 is **more** than 3.
5 is groter as 3. 5 is **bigger** than 3.



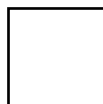
3 is minder as 5. 3 is **less** than 5.
3 is kleiner as 5. 3 is **smaller** than 5.



is meer as
is more than



is minder as
is less than



is meer as
is more than



is minder as
is less than

1 Omkring die grootste getal.
Circle the **bigger** number.

3	5
---	---

1	4
---	---

3	2
---	---

6	5
---	---

4	6
---	---

5	3
---	---

2 Omkring die kleinste getal.
Circle the **smaller** number.

10	9
----	---

4	5
---	---

6	8
---	---

10	8
----	---

7	2
---	---

1	10
---	----

3 Omkring die grootste getal.
Circle the **biggest** number.

2	4
6	3
8	

5	9
10	7
6	

4 Omkring die kleinste getal.
Circle the **smallest** number.

2	6
8	5
4	

5	3
4	9
6	

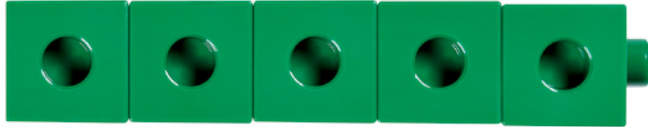


Maak treine met **meer** as en **minder** as.

Make trains with **more** than and **less** than.

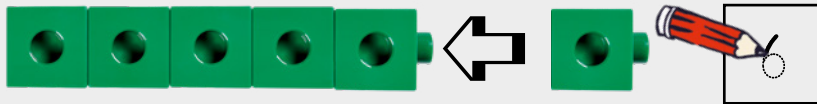
1 Hier is 'n trein van 5 blokkies.

Here is a train of 5.



Maak 'n trein met 1 blokkie **meer**.

Make a train with 1 **more** block.

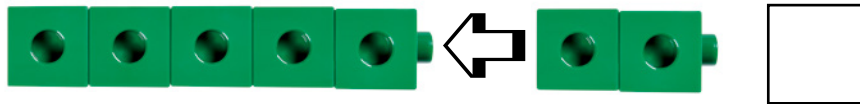


1 **meer** as 5 is ...

1 **more** than 5 is ...

Maak 'n trein met 2 blokkies **meer**.

Make a train with 2 **more** blocks.



2 **meer** as 5 is ...

2 **more** than 5 is ...

Maak 'n trein met 1 blokkie **minder**.

Make a train with 1 **less** block.

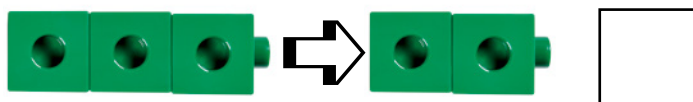


1 **minder** as 5 is ...

1 **less** than 5 is ...

Maak 'n trein met 2 blokkies **minder**.

Make a train with 2 **less** blocks.



2 **minder** as 5 is ...

2 **less** than 5 is ...

2 Hier is 'n trein van 7 blokkies.

Here is a train of 7.



Maak 'n trein met 1 blokkie meer.

Make a train with 1 more block.



1 meer as 7 is ...

1 more than 7 is ...

Maak 'n trein met 2 blokkies meer.

Make a train with 2 more blocks.

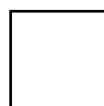


2 meer as 7 is ...

2 more than 7 is ...

Maak 'n trein met 1 blokkie minder.

Make a train with 1 less block.

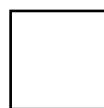


1 minder as 7 is ...

1 less than 7 is ...

Maak 'n trein met 2 blokkies minder.

Make a train with 2 less blocks.

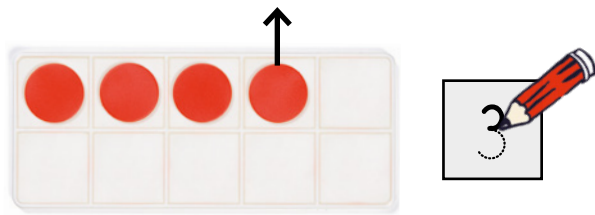


2 minder as 7 is ...

2 less than 7 is ...

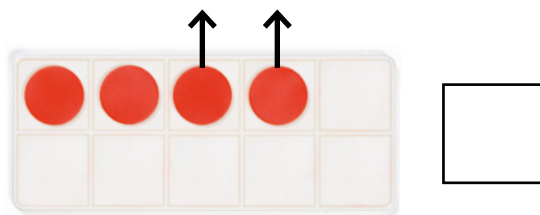
3 Wat is 1 minder as 4?

What is 1 **less** than 4?



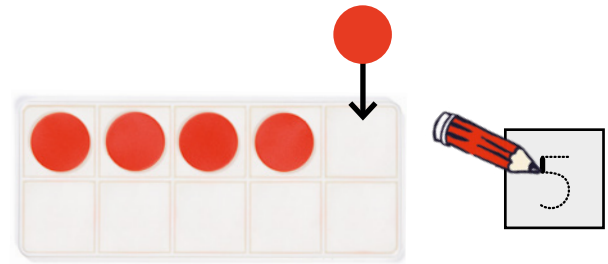
Wat is 2 minder as 4?

What is 2 **less** than 4?



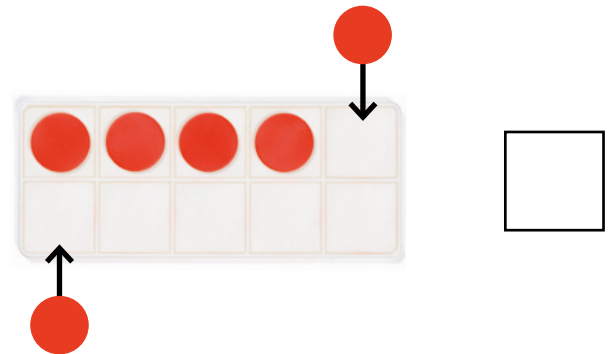
Wat is 1 meer as 4?

What is 1 **more** than 4?



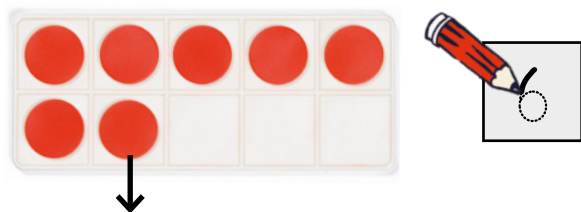
Wat is 2 meer as 4?

What is 2 **more** than 4?



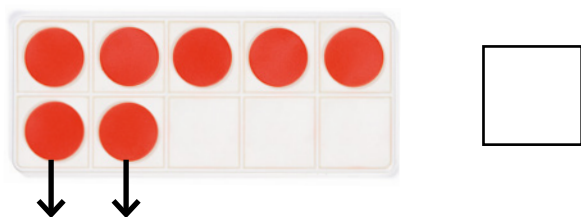
4 Wat is 1 minder as 7?

What is 1 **less** than 7?



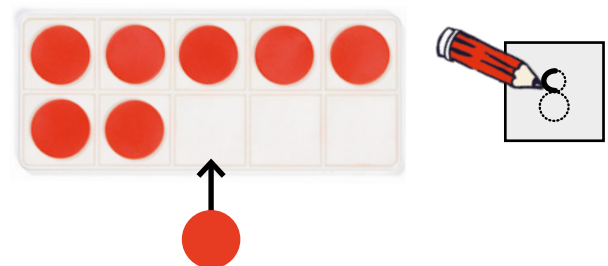
Wat is 2 minder as 7?

What is 2 **less** than 7?



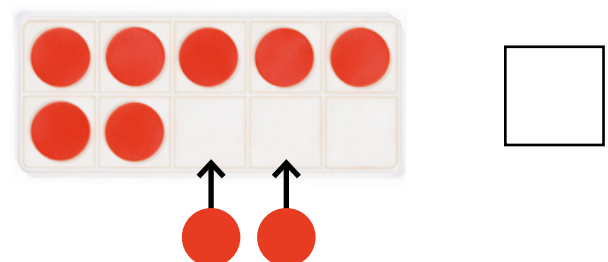
Wat is 1 meer as 7?

What is 1 **more** than 7?



Wat is 2 meer as 7?

What is 2 **more** than 7?



5 Teken kolletjies om die getal te wys.
Draw dots to show the number.

6	
4	
8	
9	

Teken | meer.
Draw | more.

6 Teken kolletjies om die getal te wys.
Draw dots to show the number.

7	
5	
9	
10	

Teken | minder.
Draw | less.

HOOFREKENE
MENTAL MATHS

1, 2, 3 WYS!
WIE S'N IS GROTER?
1, 2, 3 SHOW! WHOSE IS BIGGER?

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

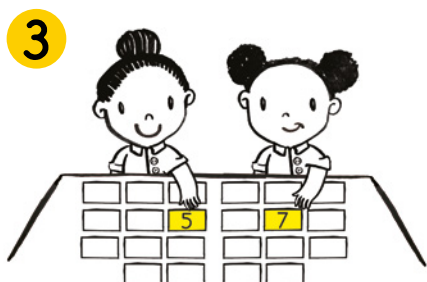
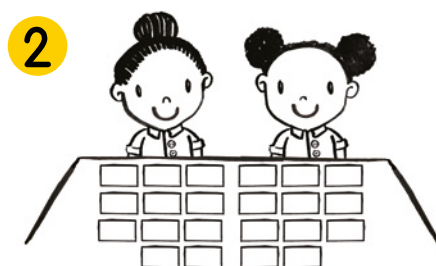
WERKKAART
WORKSHEET

Speletjie: Wie s'n is grote?

Game: Whose is bigger?

Jy benodig 2 spelers en 2 pakke kaarte, genommer van 1 tot 10.

You need 2 players and 2 sets of cards numbered 0 to 10.



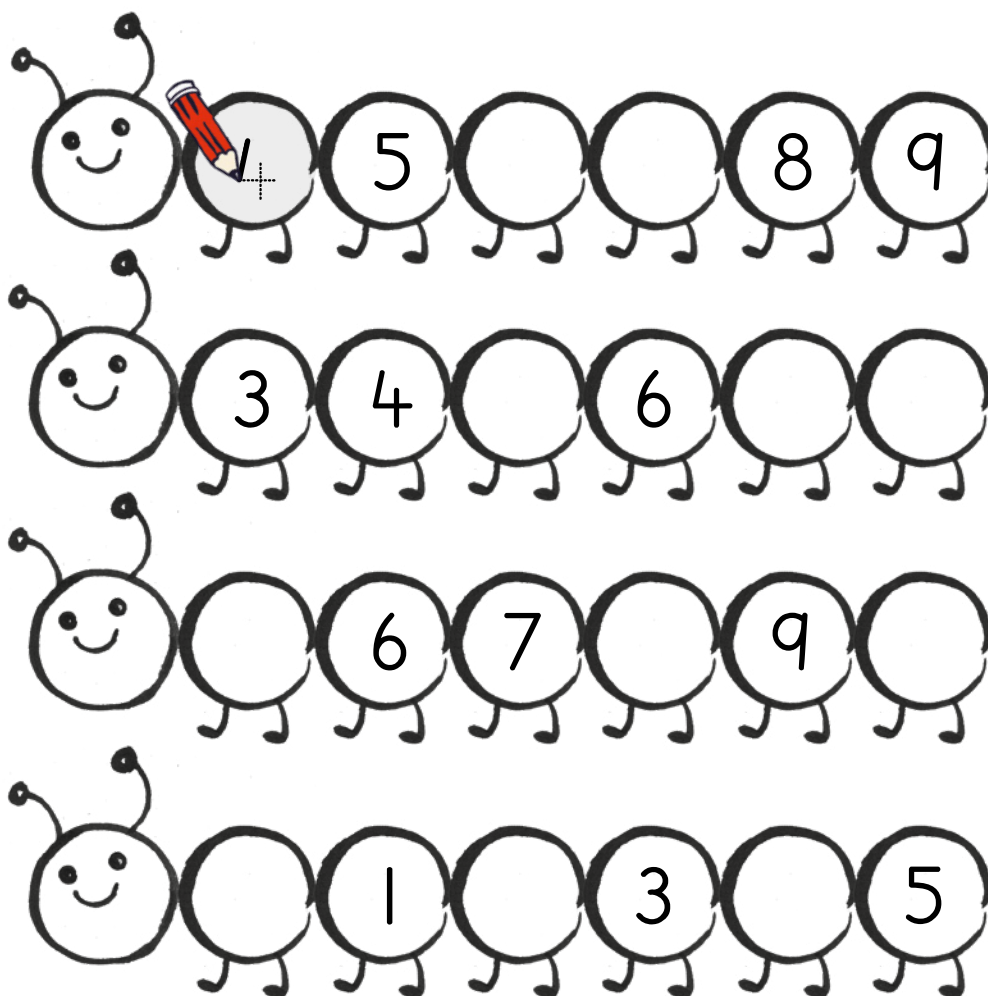
Die leerder wie se getal **groter** is, hou **albei** kaarte. As die getalle dieselfde is, hou elkeen een kaart.

The learner whose number is **bigger** keeps **both** cards. If they are the same keep one card each.

Die wenner is die een wat die **meeste** kaarte het.

The winner is the one who has **more** cards.

- 1 Vul die ontbrekende getalle in.
Fill in the missing numbers.



- 2 Skryf die getal.
Write the number.

Voor Before	
	3
	5
	6
	7

Ná After	
2	
5	
3	
6	

WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

1 Skryf die getal.
Write the number.

Voor Before	
	7
	8
	6
	9

Ná After	
8	
6	
4	
9	

2 Omkring die grootste getal.
Circle the bigger number.

9	5
---	---

4	6
---	---

1	2
---	---

3 Omkring die kleinste getal.
Circle the smaller number.

6	3
---	---

7	9
---	---

2	8
---	---

4 Omkring die grootste getal.
Circle the biggest number.

2	4	8	6	5
---	---	---	---	---

5	4	6	9	3
---	---	---	---	---

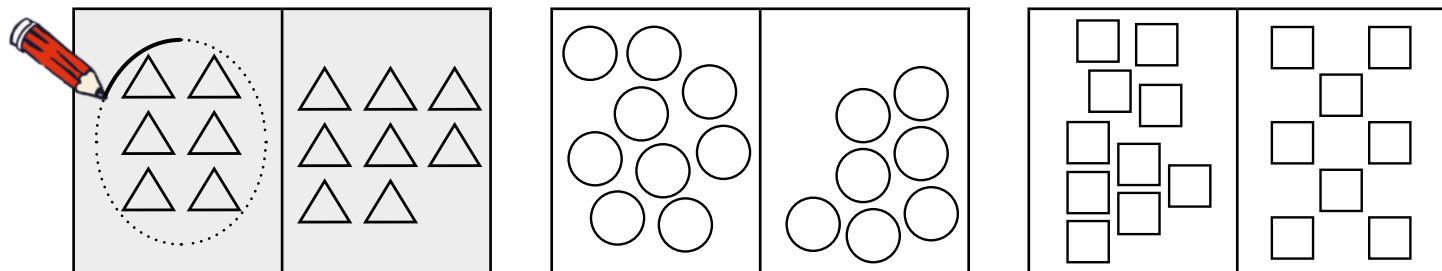
5 Omkring die kleinste getal.
Circle the smallest number.

6	2	8	3	6
---	---	---	---	---

10	6	5	9	7
----	---	---	---	---

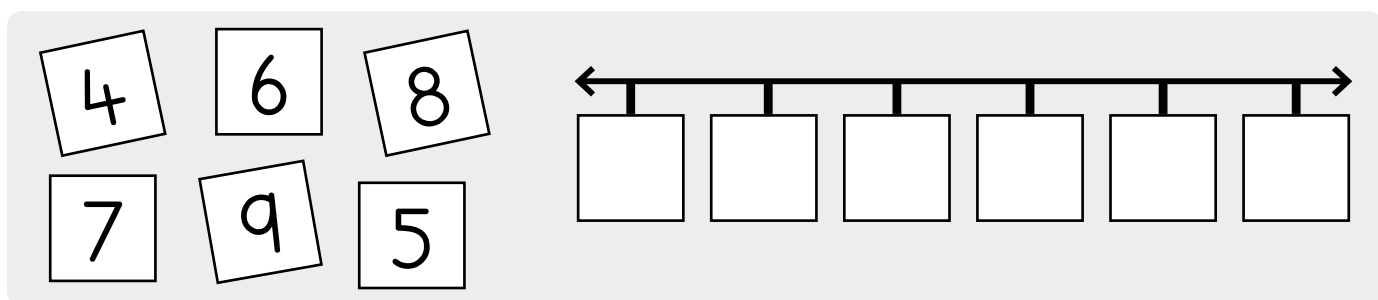
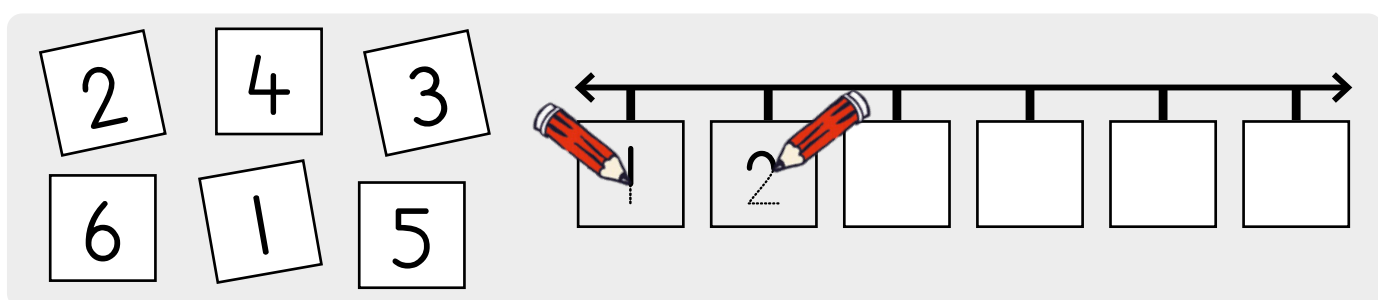
6 Omkring die groep met die **minste** vorms in elke blok.

In each block, circle the group with **less** shapes.



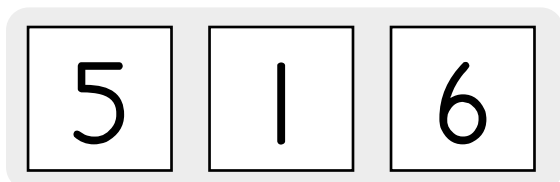
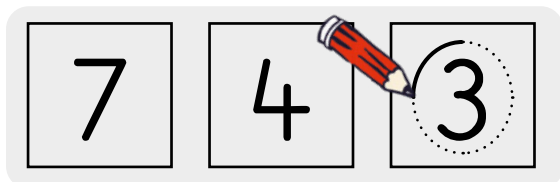
7 Rangskik die getalle van die kleinste tot die grootste.

Arrange the numbers from **smallest** to **biggest**.



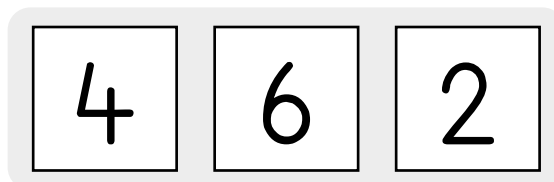
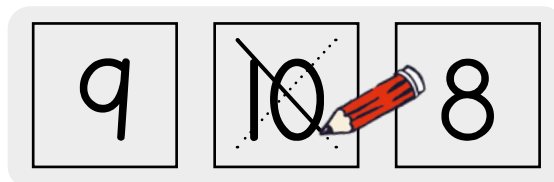
8 Omkring die kleinste getal.

Circle the **smallest** number.



9 Trek die grootste getal dood.

Cross out the **largest** number.





HOOFREKENE
MENTAL MATHS

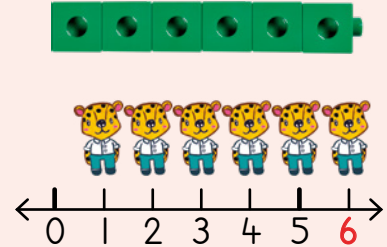
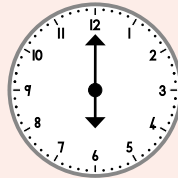
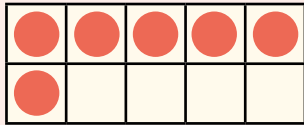
EK WENS EK HET
... GEHAD
I WISH I HAD

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

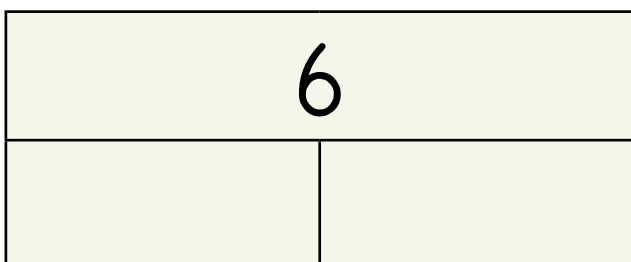
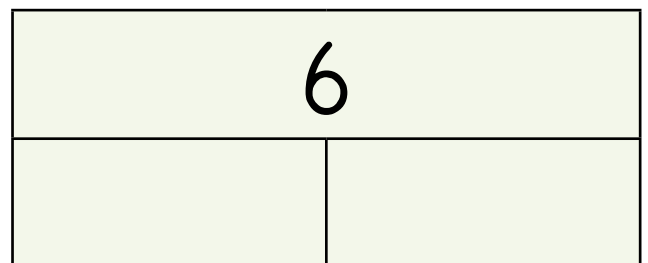
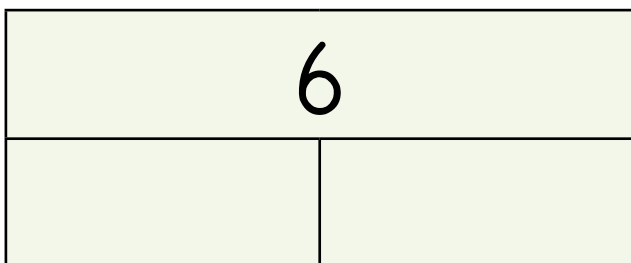
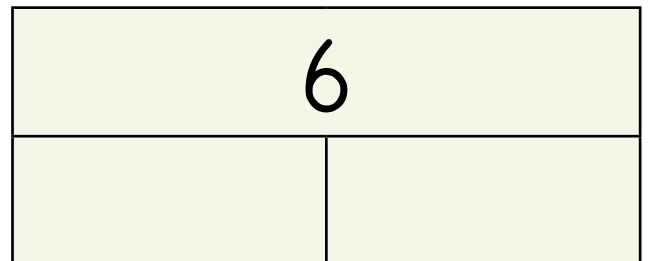
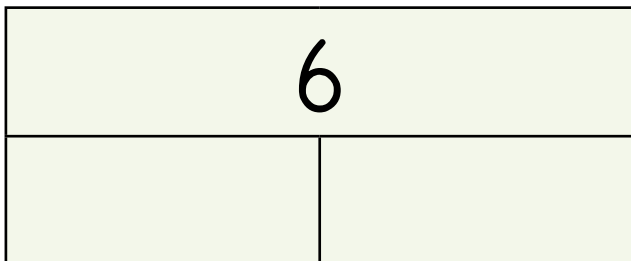
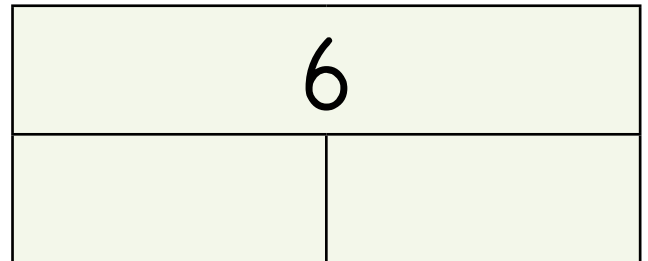
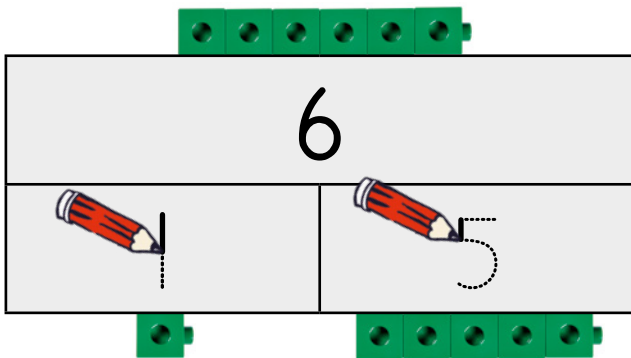
WERKKAARTE
WORKSHEETS

ses
six
6



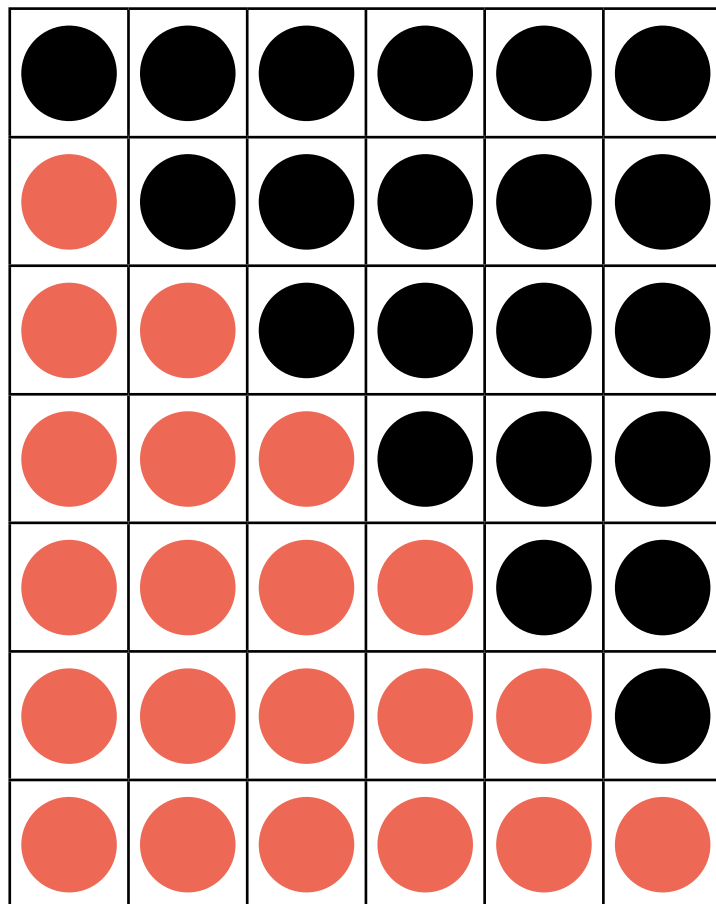
Maak 6.

Make 6.



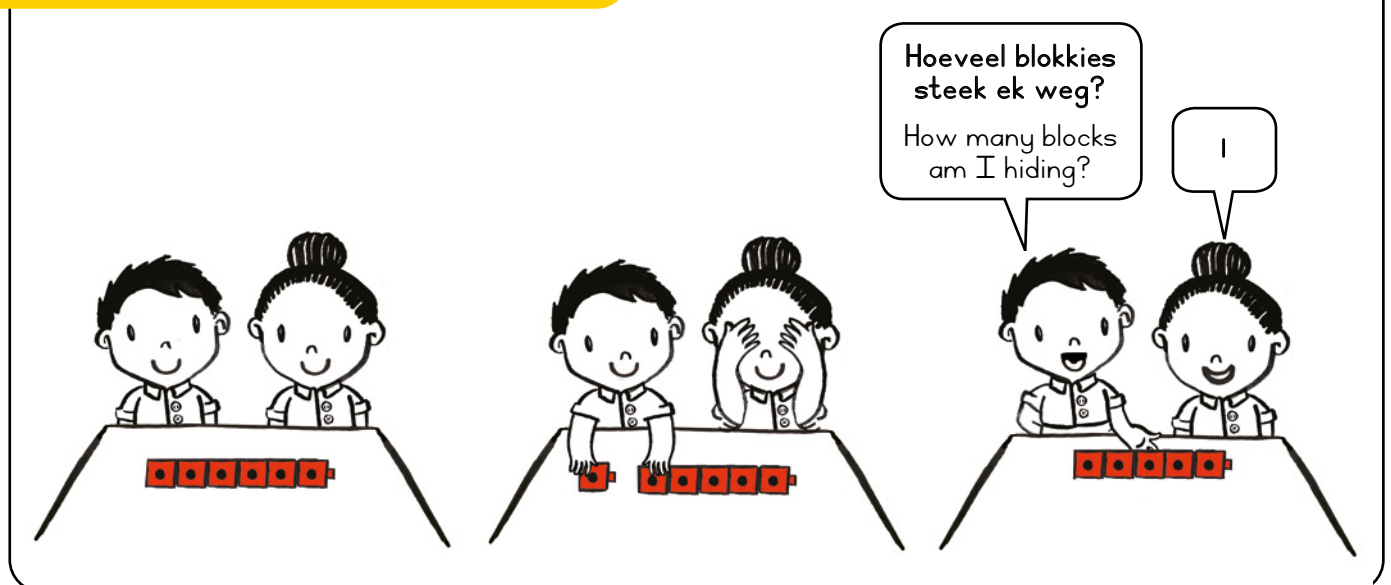
1 Rekordeer die maniere in die getalkombinasiehuus om 6 te maak.

Record the ways to make up 6 in the bond house.

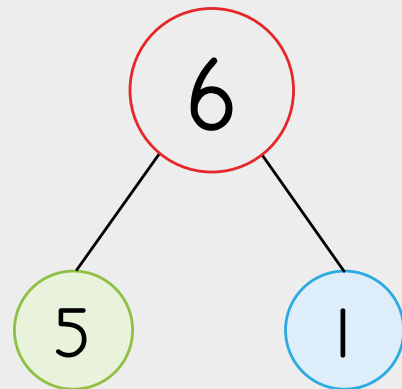


6	
0	6
1	5

Speletjie: Hoeveel steek ek weg?
Game: How many am I hiding?

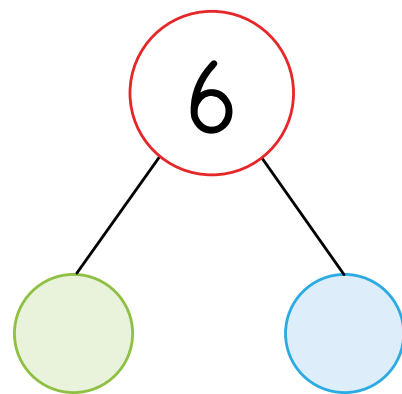


5	en and	1	gee make	6
1	en and	5	gee make	6

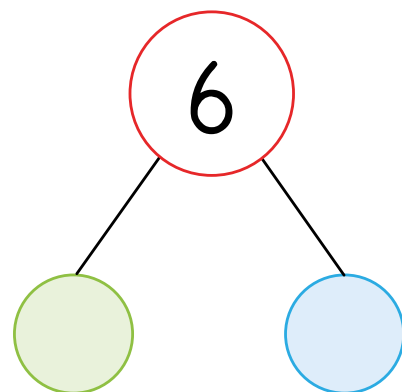


2 Wat ander getalle gee 6?
What other numbers make 6?

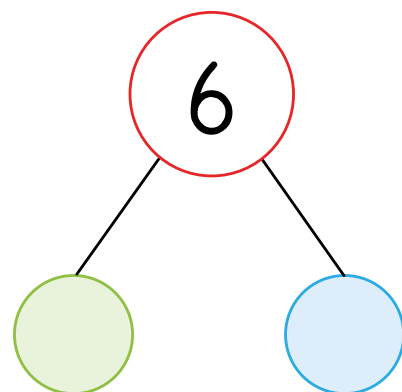
4	en and	2	gee make	6
	en and		gee make	6



3	en and	3	gee make	6
	en and		gee make	6



0	en and	6	gee make	6
	en and		gee make	6





HOOFREKENE
MENTAL MATHS

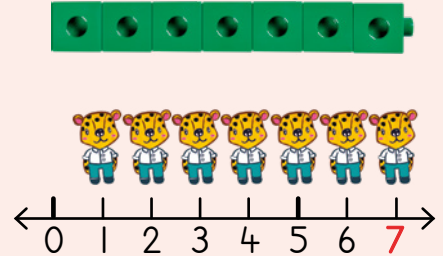
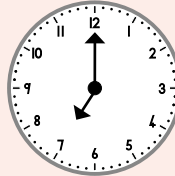
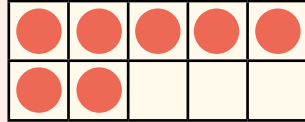
EK WENS EK HET
... GEHAD
I WISH I HAD

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

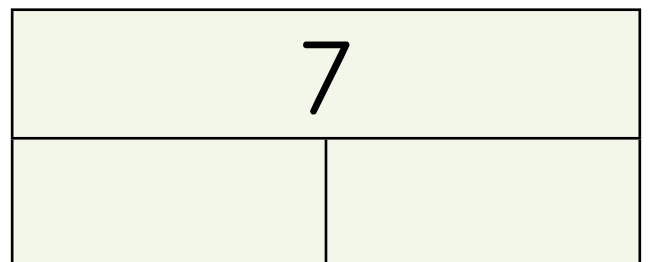
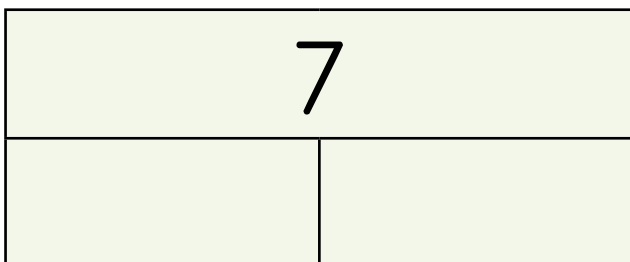
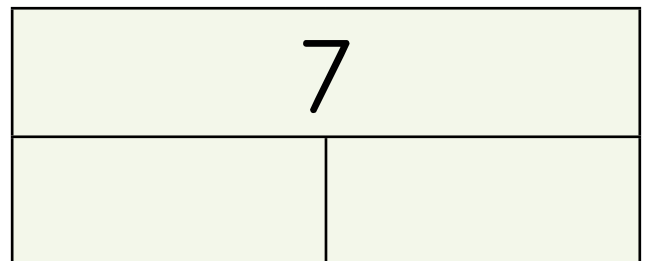
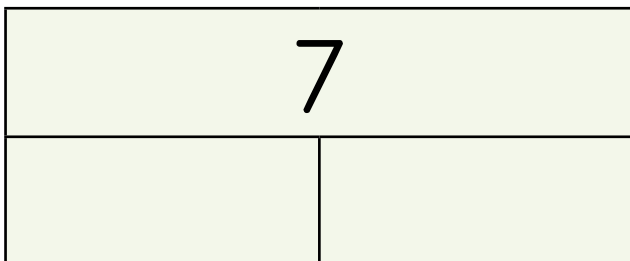
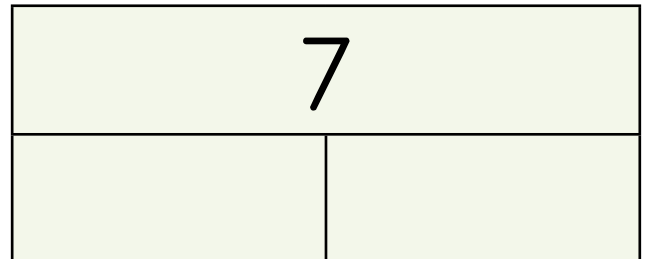
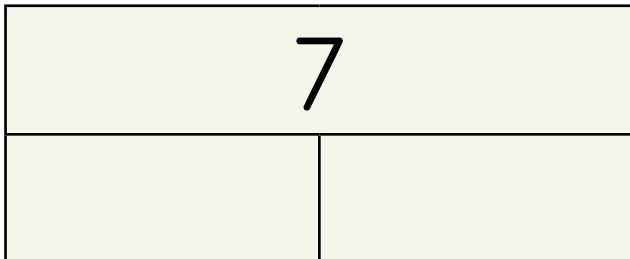
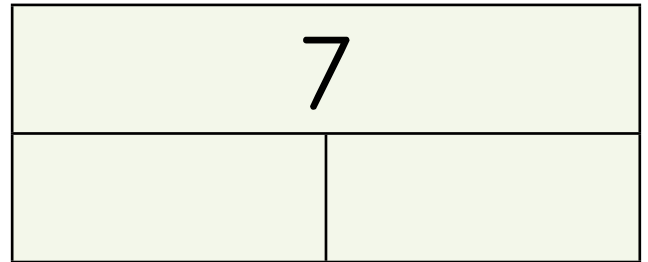
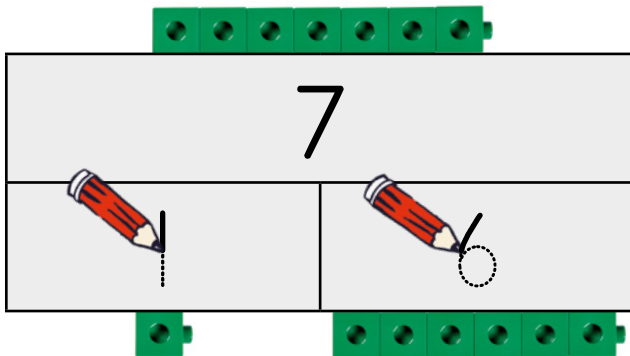
WERKKAARTE
WORKSHEETS

sewe
seven
7

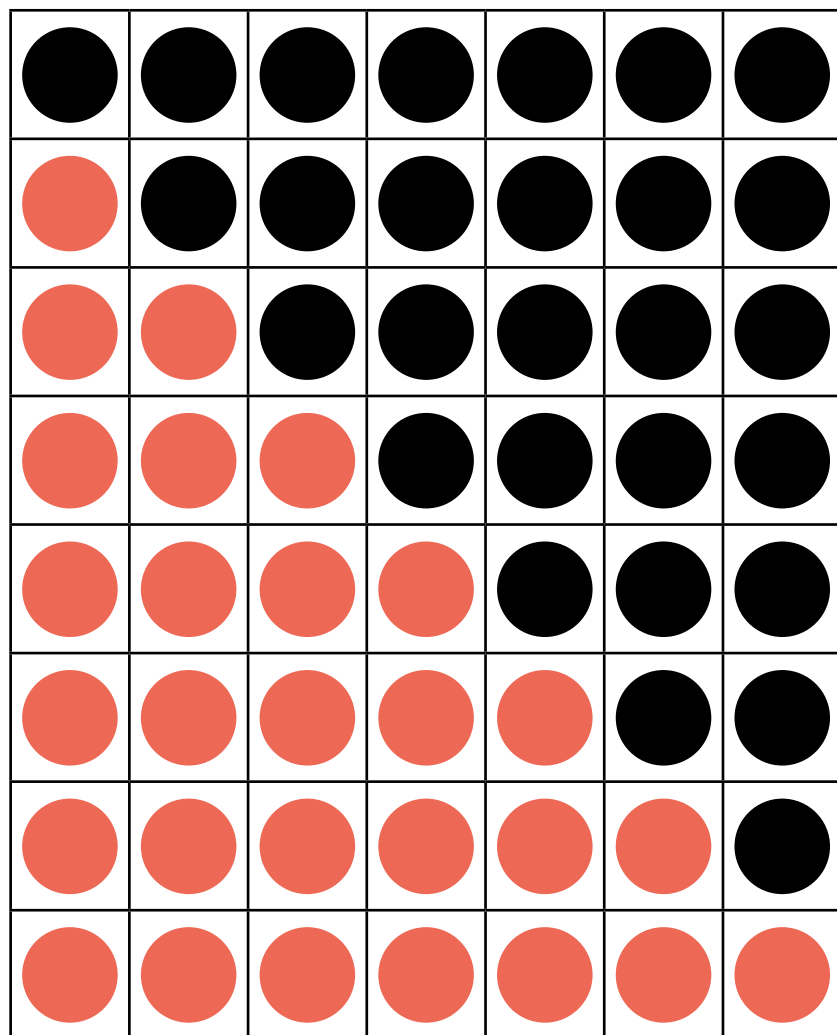


Maak 7.

Make 7.



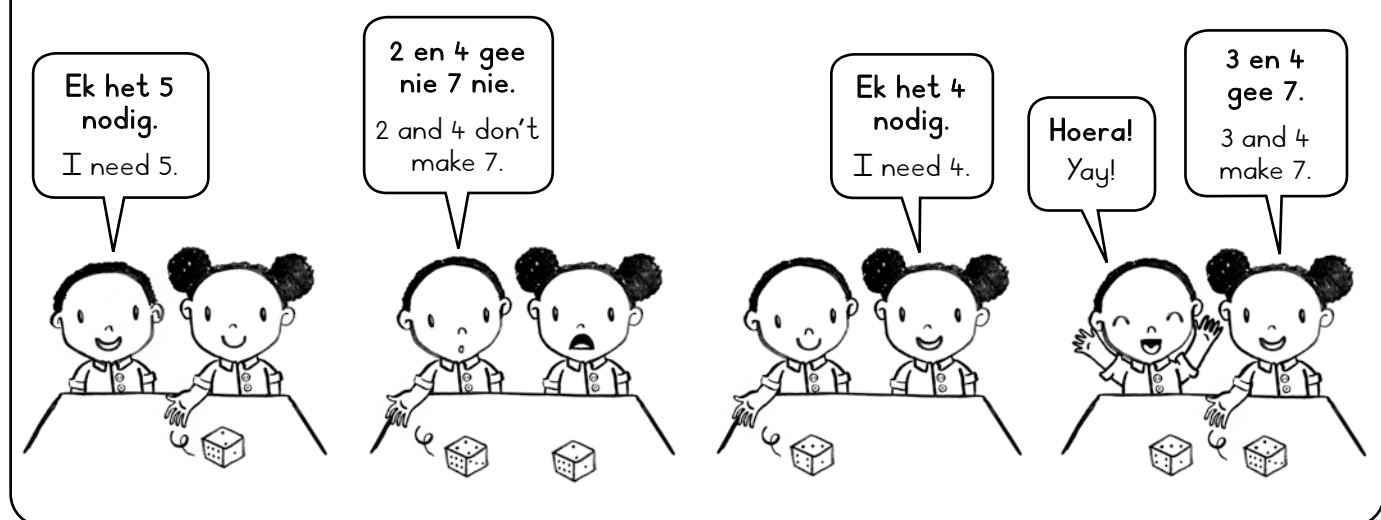
I Rekordeer die maniere in die getalkombinasiehuis om 7 te maak.
Record the ways to make up 7 in the bond house.



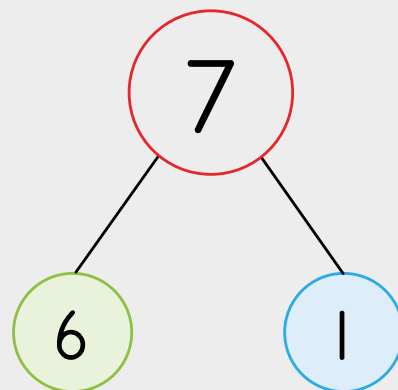
7	
0	7
1	6

Speletjie: Kan ons 7 kry?

Game: Can we get 7?



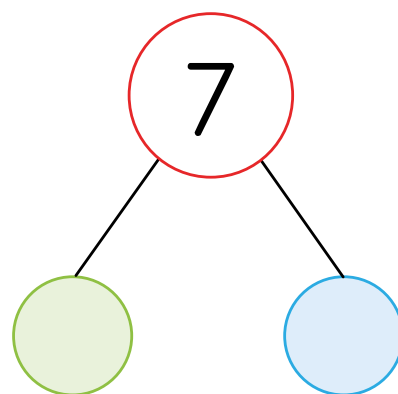
6	en and	1	gee make	7
1	en and	6	gee make	7



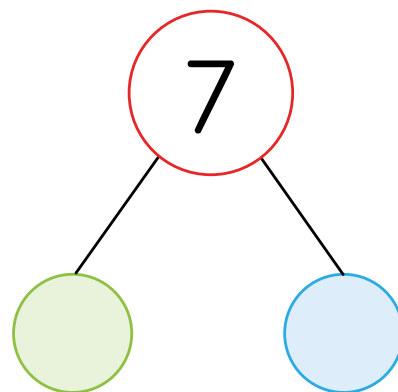
2 Watter ander getalle gee 7?

What other numbers make 7?

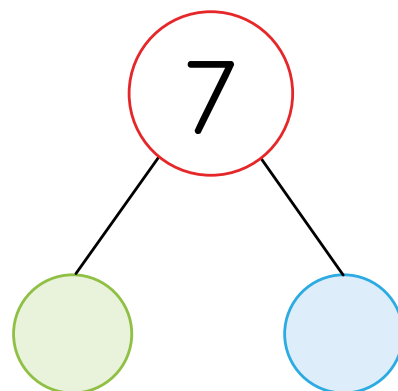
7	en and	0	gee make	7
	en and		gee make	7



4	en and	3	gee make	7
	en and		gee make	7



2	en and	5	gee make	7
	en and		gee make	7





HOOFREKENE
MENTAL MATHS

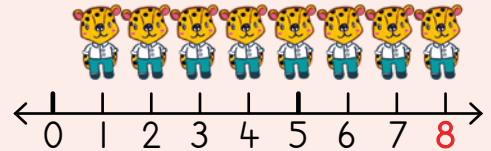
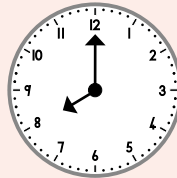
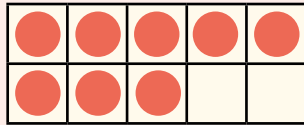
EK WENS EK HET
... GEHAD
I WISH I HAD

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

SPELETJIE
GAME

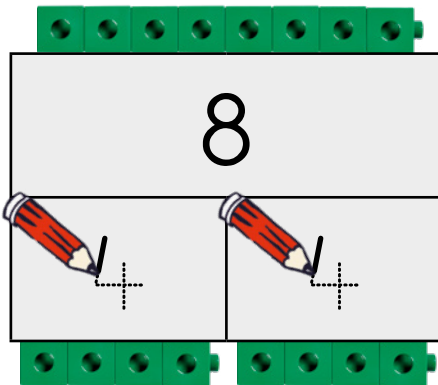
WERKKAARTE
WORKSHEETS

agt
eight
8



Maak 8.

Make 8.



8	

8	

8	

8	

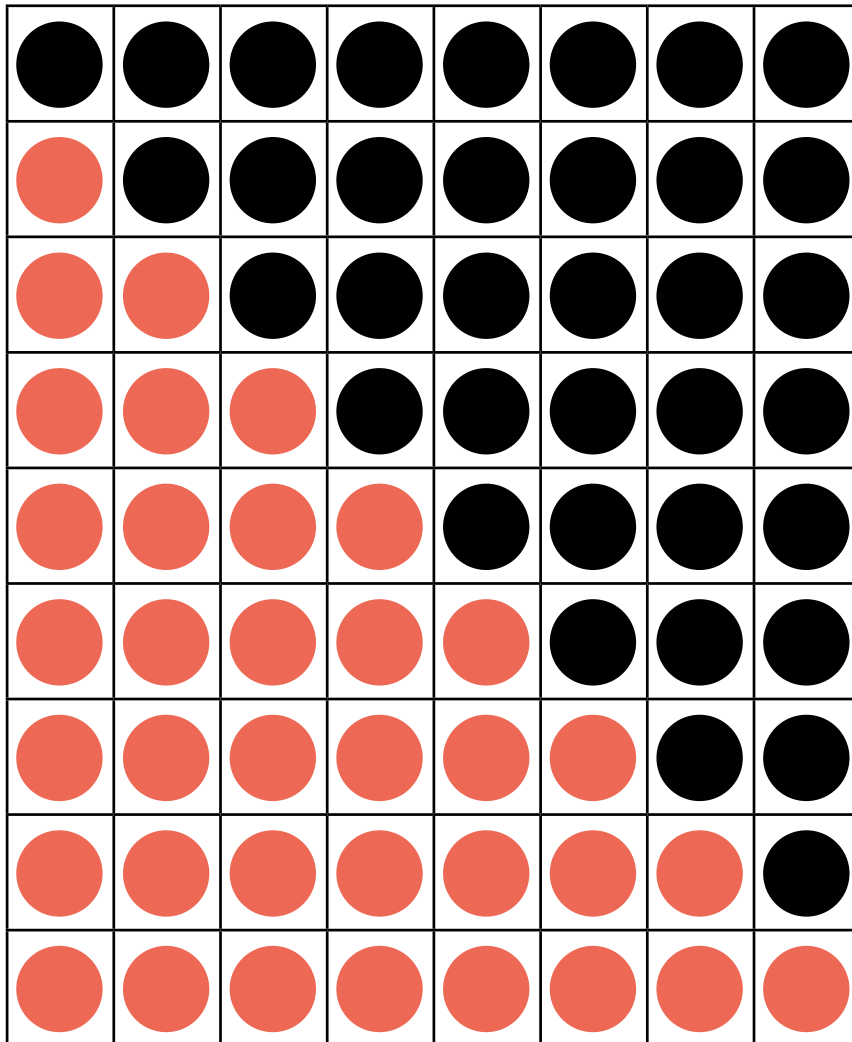
8	

8	

8	

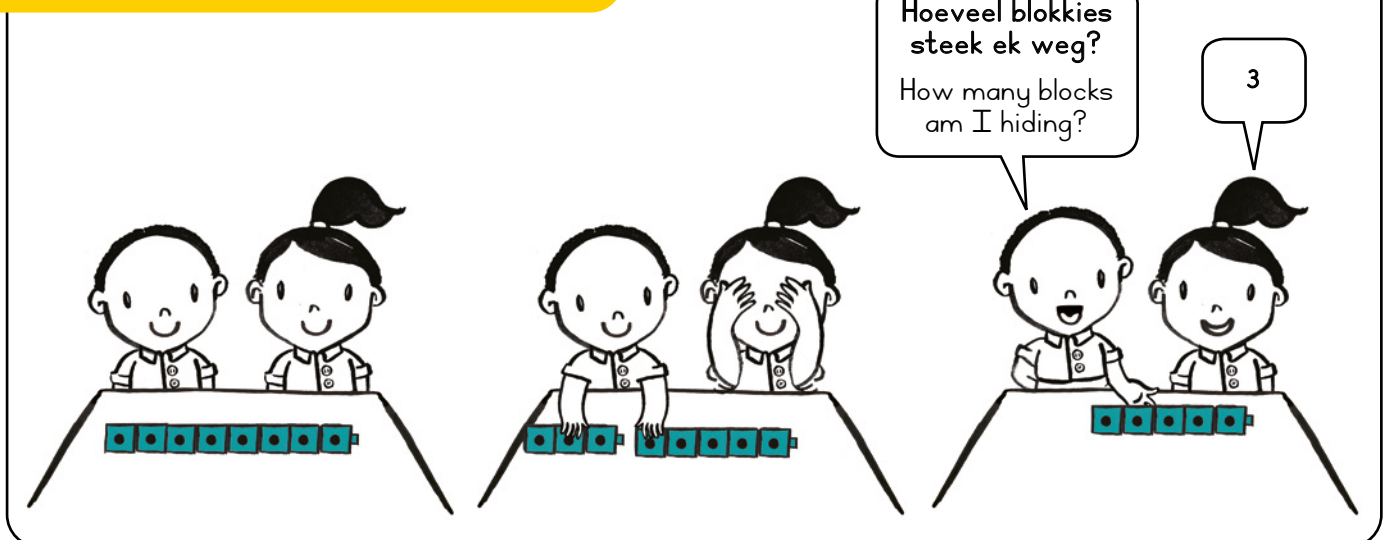
8	

1 Rekordeer die maniere in die getalkombinasiehuys om 8 te maak.
Record the ways to make up 8 in the bond house.



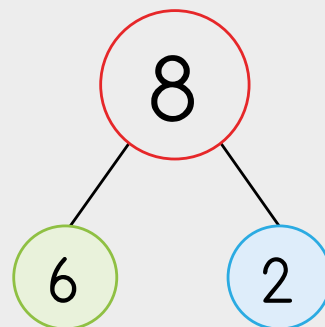
8	
0	8
1	7

Speletjie: Hoeveel steek ek weg?
Game: How many I am hiding?



6 en 2 gee 8
and make

2 en 6 gee 8
and make



2 Watter ander getalle gee 8?

What other numbers make 8?

5 en 3 gee 8
and make

en gee 8
and make

0 en 8 gee 8
and make

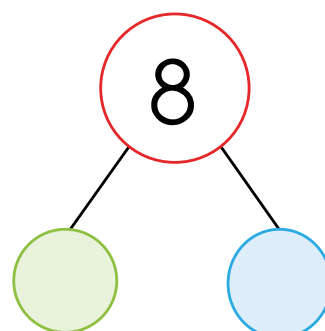
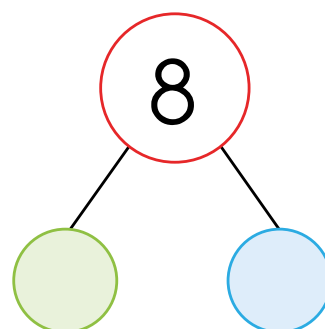
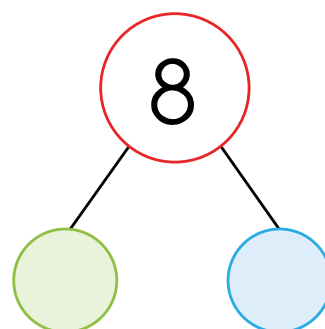
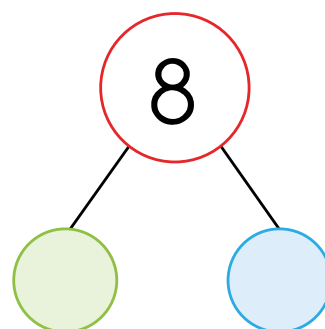
en gee 8
and make

4 en 4 gee 8
and make

en gee 8
and make

7 en 1 gee 8
and make

en gee 8
and make





HOOFREKENE
MENTAL MATHS

EK WENS EK HET
... GEHAD
I WISH I HAD

KONSEPONTWIKKELING
CONCEPT DEVELOPMENT

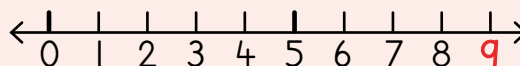
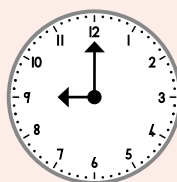
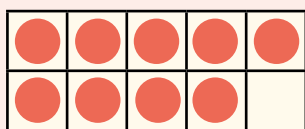
SPELETJIE
GAME

WERKKAARTE
WORKSHEETS

nege

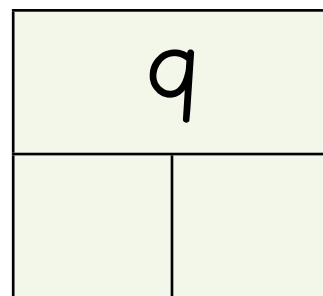
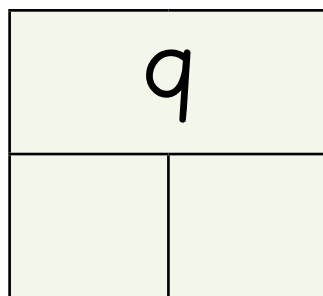
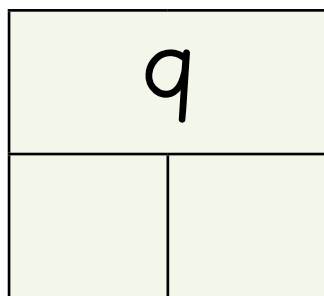
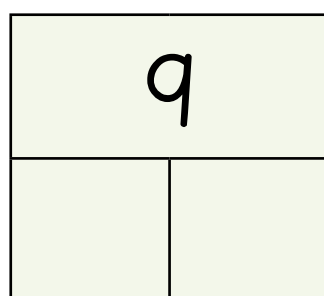
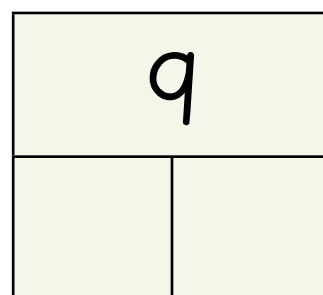
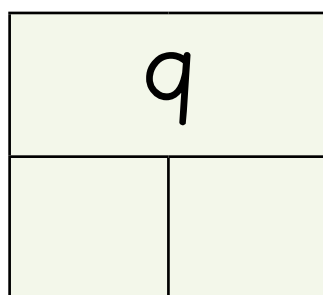
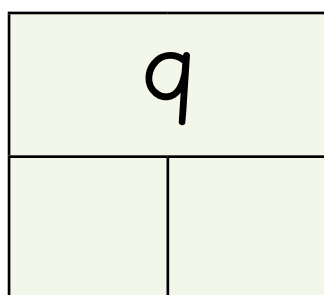
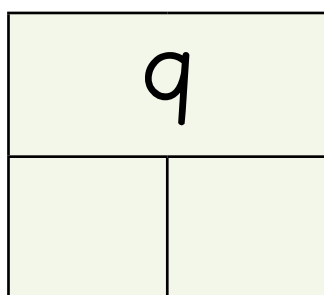
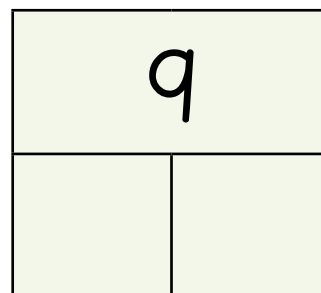
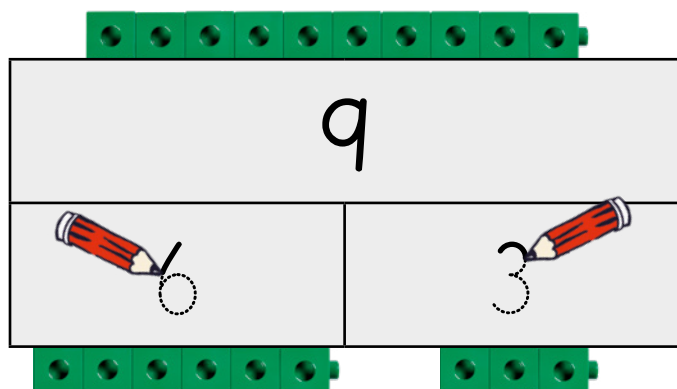
nine

q



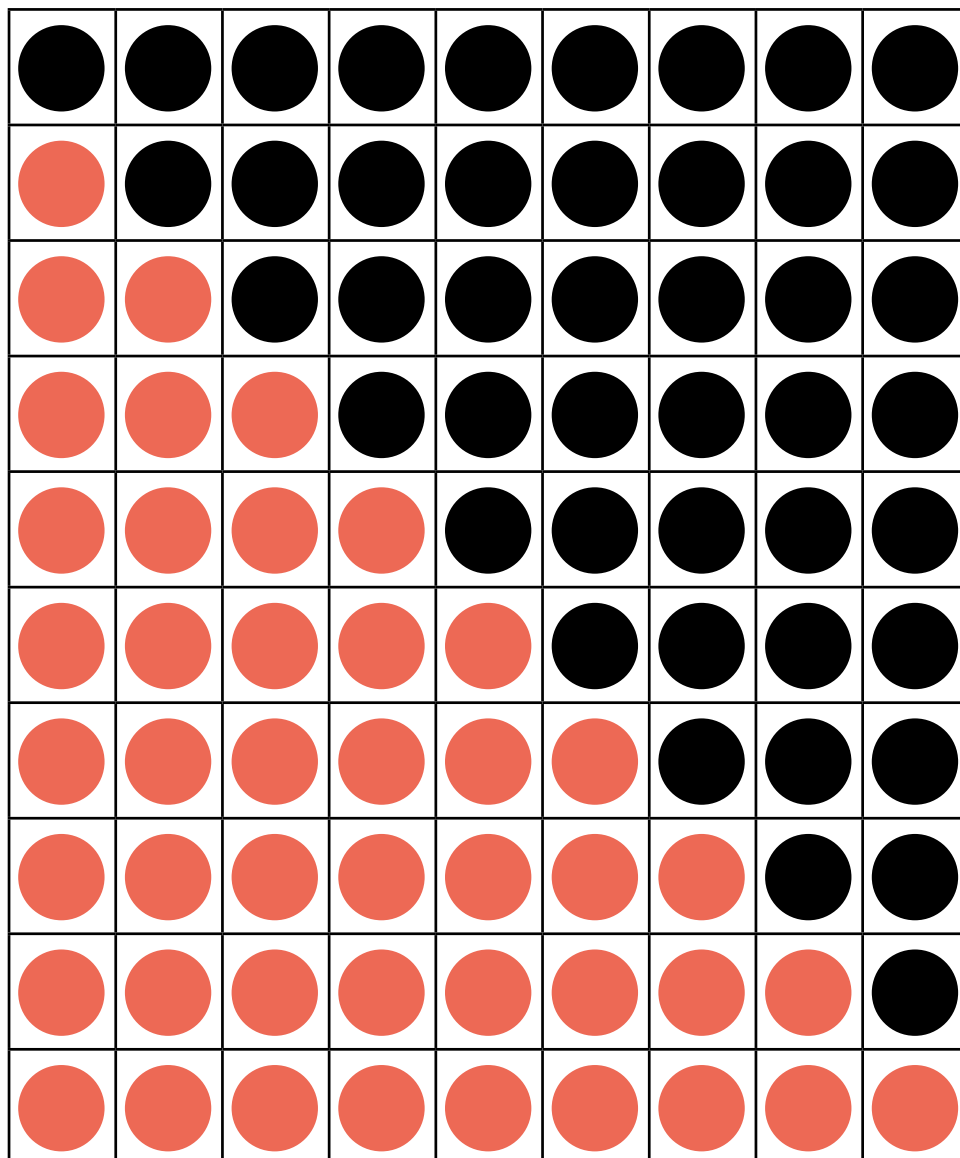
Maak 9.

Make 9.



1 Rekordeer die maniere in die getalkombinasiehuis om 9 te maak.

Record the ways to make up 9 in the bond house.



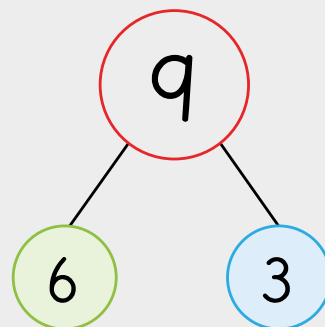
9	
0	9
1	8

Speletjie: Gooi van die blokkies uit Game: Spill the blocks



6 en 3 gee q
and make

3 en 6 gee q
and make

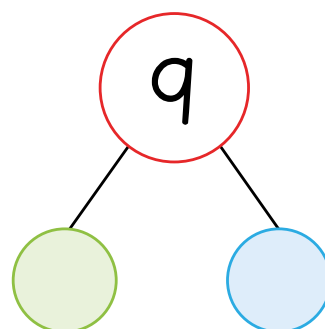


2 Watter ander getalle gee 9?

What other numbers make 9?

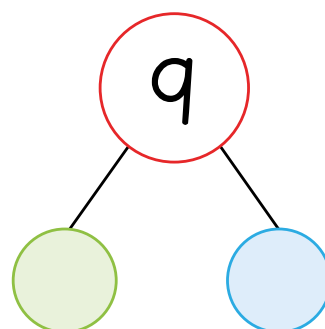
8 en 1 gee q
and make

en gee q
and make



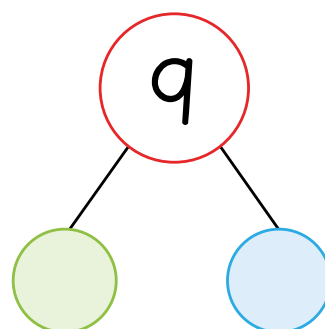
q en 0 gee q
and make

en gee q
and make



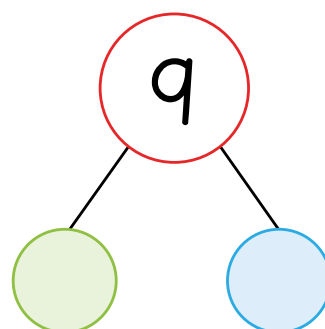
4 en 5 gee q
and make

en gee q
and make



2 en 7 gee q
and make

en gee q
and make



WERKKAART
WORKSHEET

WERKKAART
WORKSHEET

1 Teken kolletjies sodat die skilpadbesie altesame 6 kolle het.

Draw spots so the ladybird has 6 spots altogether.



2 en gee 6
and make



3 en gee 6
and make



4 en gee 6
and make



5 en gee 6
and make

2 Teken kolletjies sodat die skilpadbesie altesame 7 kolle het.

Draw spots so the ladybird has 7 spots altogether.



4 en gee 7
and make



2 en gee 7
and make



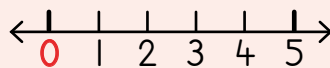
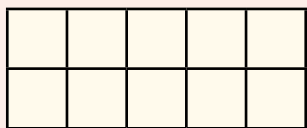
3 en gee 7
and make

3 Vul die ontbrekende getalle in.

Fill in the missing numbers.

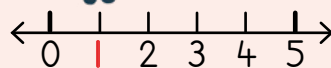
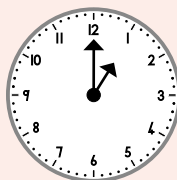
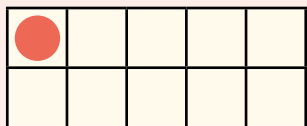
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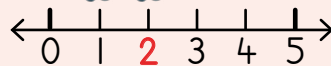
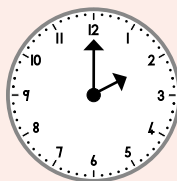
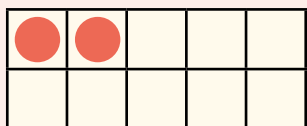
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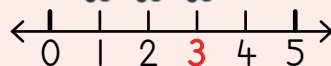
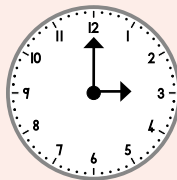
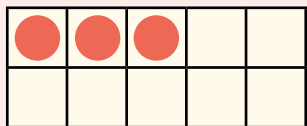
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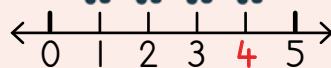
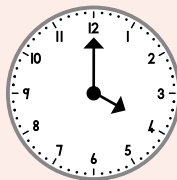
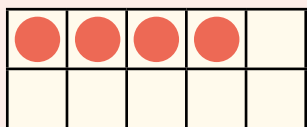
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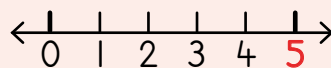
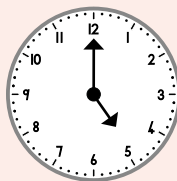
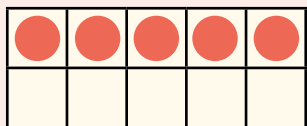
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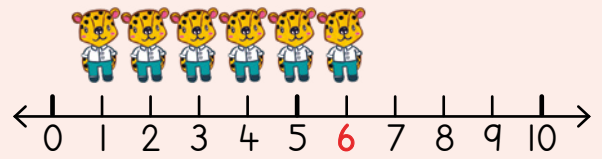
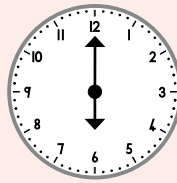
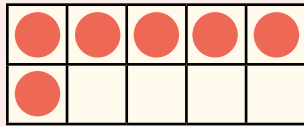


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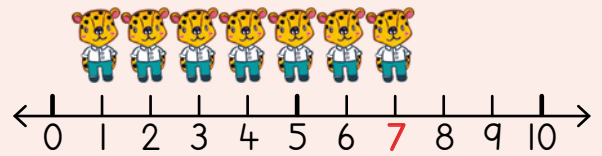
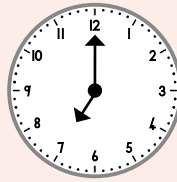
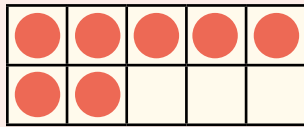
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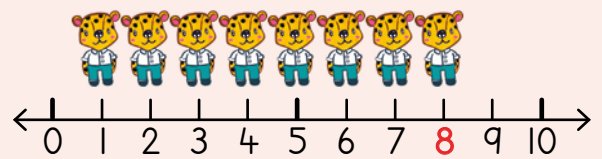
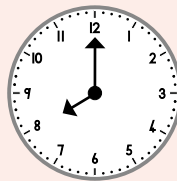
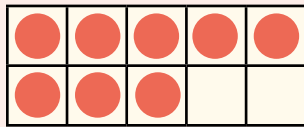
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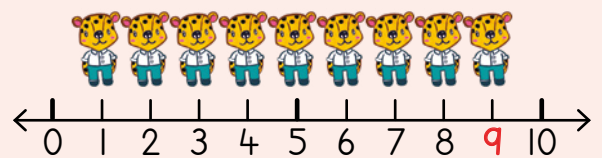
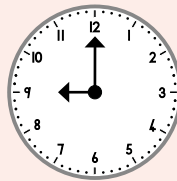
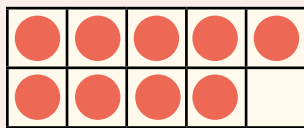
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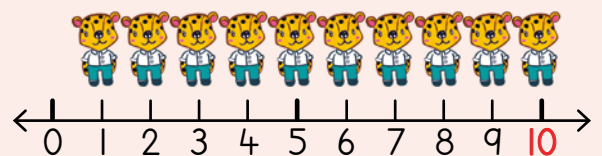
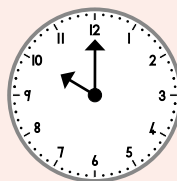
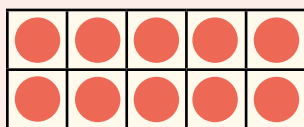
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Bala Wande

Calculating with Confidence