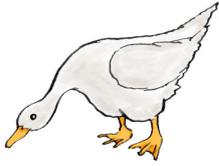
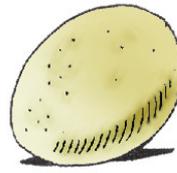


# The Ugly Duckling



has 7



The  runs away.

He is sad.

He lives at a .

He flies away.

A  helps him.

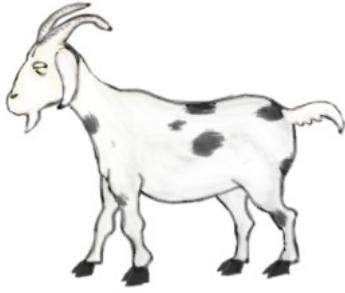
The  help him.

He sees himself in the water.

He is a .

He has friends.

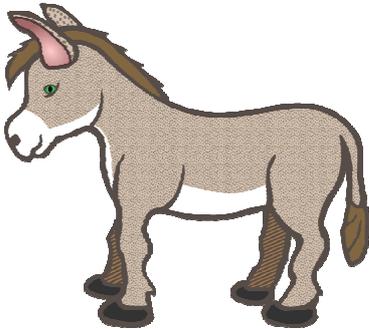




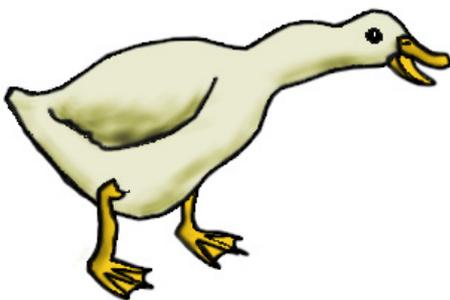
goat



sheep



donkey



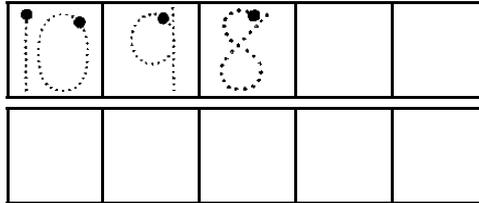
goose

**Module 5**

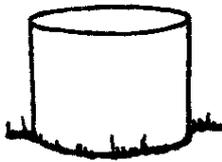
*Aktiwiteit:*  
Skatting, teken en skryf

**Mak diere:**  
Begrip  
Redenasie  
Fyn motoriese bewegings

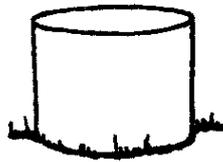
Tel terug vanaf 10.



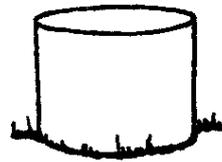
Teken water in die tenks.



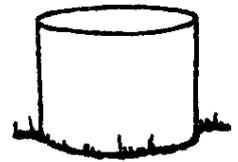
Heeltemal vol



Driekwart vol

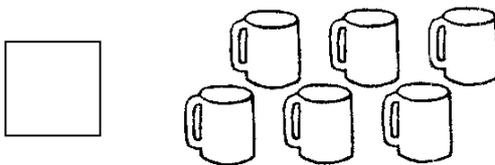


Half vol

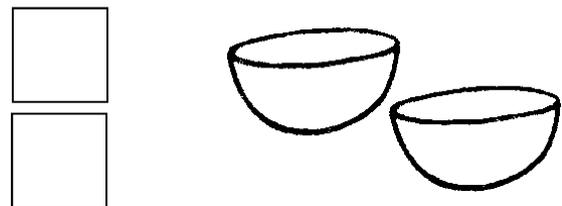
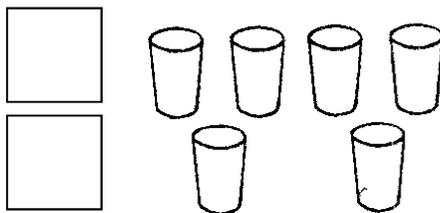


Leeg

Die helfte van die koppies is leeg.  
In hoeveel is daar water?



Hoeveel is daar saam? Die helfte is \_\_\_\_\_



**Module 5****Aktiwiteit:**

Optelling, skryf van getallesinne

**Mak diere:**

Begrip

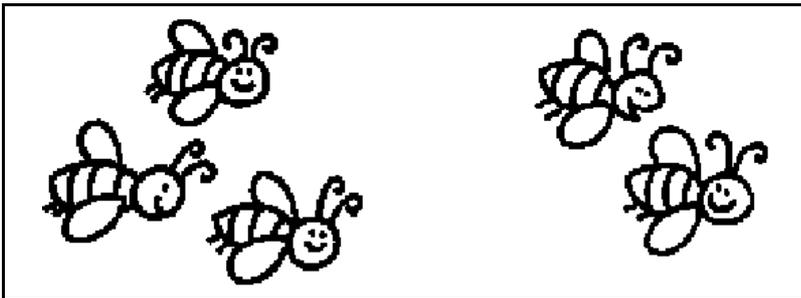
Visuele langtermyngeheue

Fyn motoriese bewegings

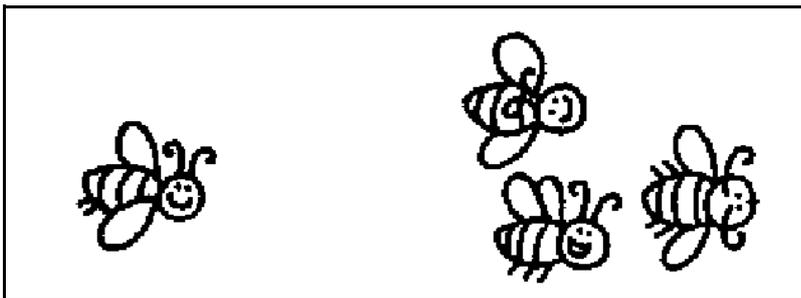
**Aan die opvoeder:**

Gebruik konkrete apparaat om die somme te doen voordat jy die antwoord skryf.

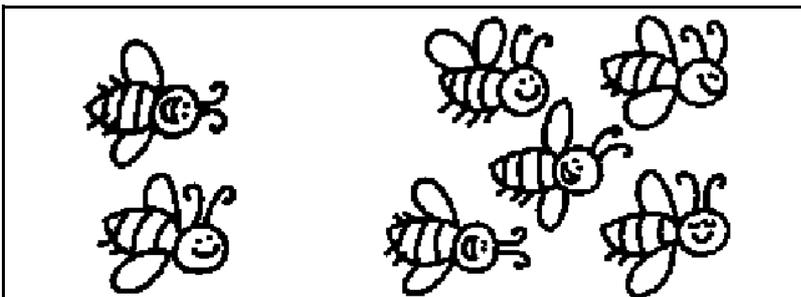
Tel die bye in elke ry. Skryf nou die regte getallesinne.



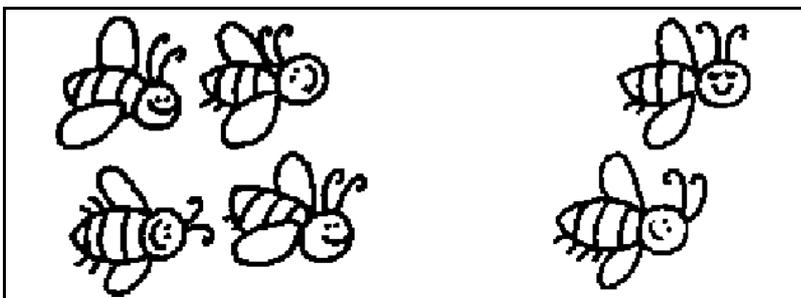
$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$

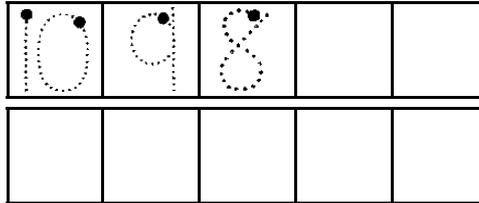


**Module 5**

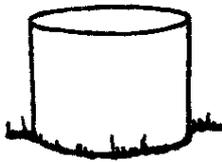
*Aktiwiteit:*  
Skatting, teken en skryf

**Mak diere:**  
Begrip  
Redenasie  
Fyn motoriese bewegings

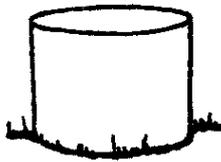
Tel terug vanaf 10.



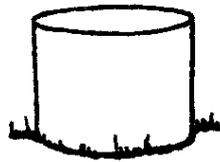
Teken water in die tenks.



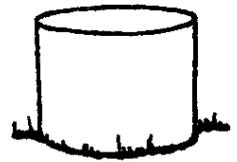
Heeltemal vol



Driekwart vol

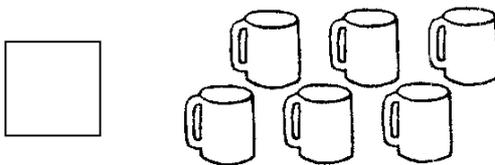


Half vol

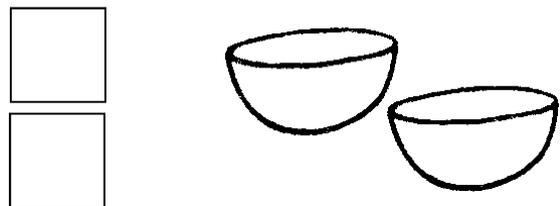
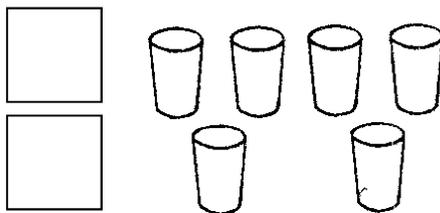


Leeg

Die helfte van die koppies is leeg.  
In hoeveel is daar water?



Hoeveel is daar saam? Die helfte is \_\_\_\_\_



**Module 5****Aktiwiteit:**

Optelling, skryf van getallesinne

**Mak diere:**

Begrip

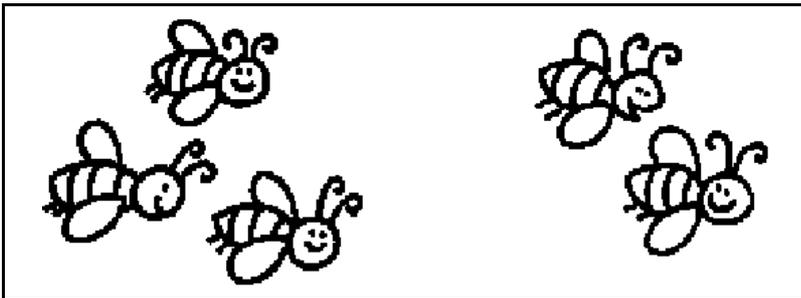
Visuele langtermyngeheue

Fyn motoriese bewegings

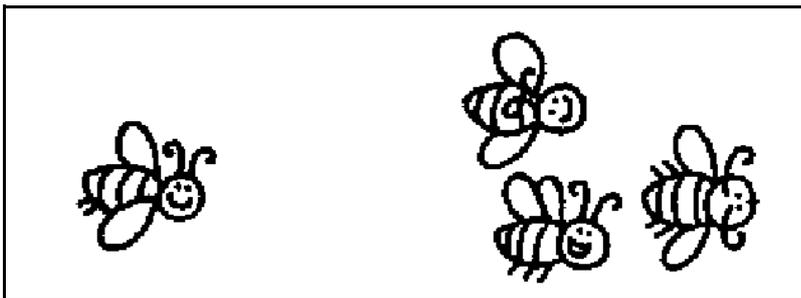
**Aan die opvoeder:**

Gebruik konkrete apparaat om die somme te doen voordat jy die antwoord skryf.

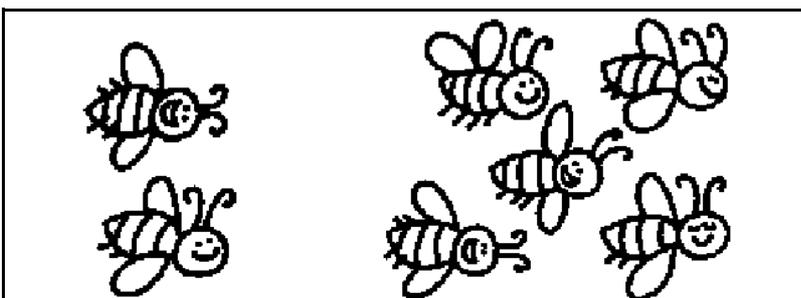
Tel die bye in elke ry. Skryf nou die regte getallesinne.



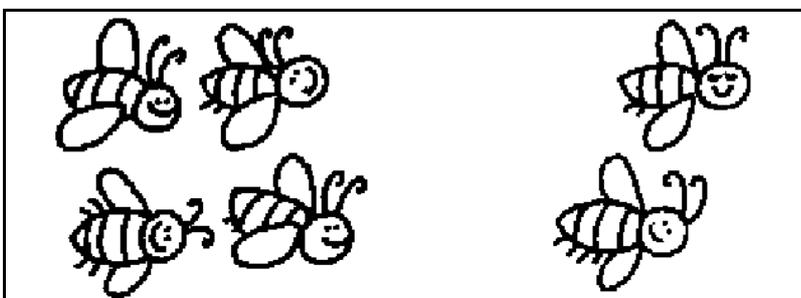
$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



$$\underline{\quad} + \underline{\quad} = \underline{\quad}$$



**Module 5****Aktiwiteit:**

Optelling, skryf van getallesinne

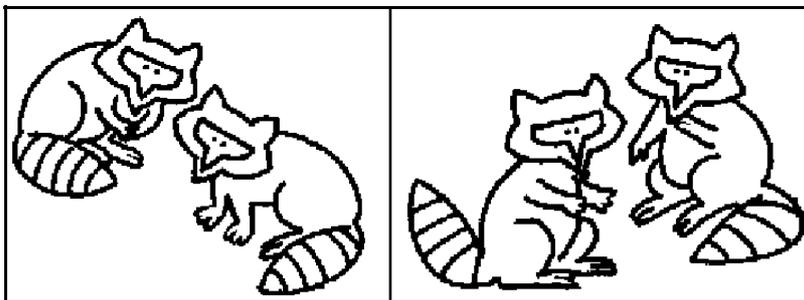
**Mak diere:**

Begrip

Getalbewerking

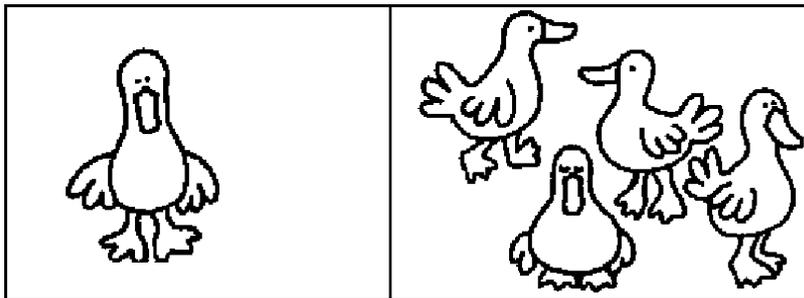
Fyn motoriese bewegings

Tel die diere in elke ry. Skryf nou die regte getallesin.



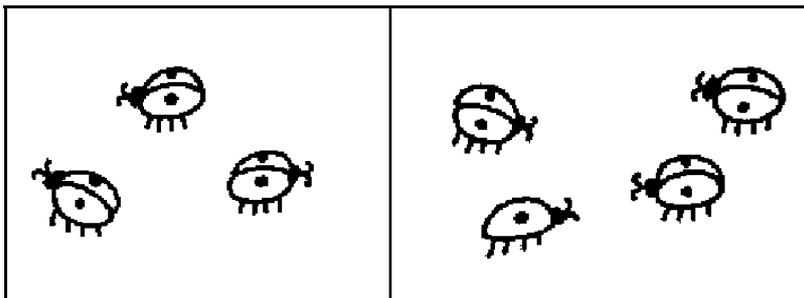
Hoeveel  
altesaam?

\_\_\_ + \_\_\_ = \_\_\_



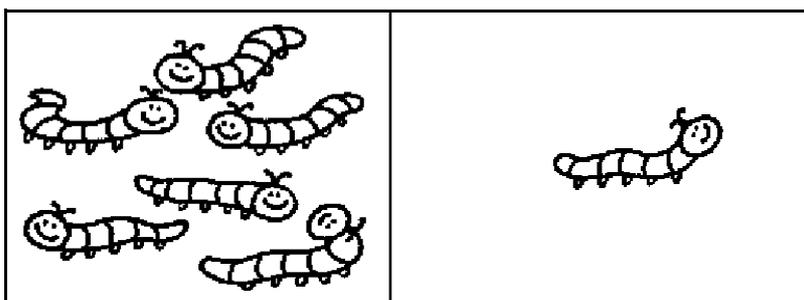
Hoeveel  
altesaam?

\_\_\_ + \_\_\_ = \_\_\_



Hoeveel  
altesaam?

\_\_\_ + \_\_\_ = \_\_\_



Hoeveel  
altesaam?

\_\_\_ + \_\_\_ = \_\_\_



**Module 5****Aktiwiteit:**

Natrek en naskryf van die kleinletter **g**

**Mak diere:**

Handskrifvaardighede  
Oog-hand koördinasie  
Fyn motoriese bewegings

Oefen om die kleinletter **g** te skryf.  
Begin by die kol en volg die pyltjies.  
Voltooi elke ry.

The handwriting practice sheet consists of a grid of 16 rows and 2 columns. The first row contains two large lowercase 'g's. The first 'g' is solid with arrows indicating the stroke order: a counter-clockwise circle for the bowl, a vertical line down for the stem, and a diagonal line down for the tail. The second 'g' is dashed for tracing. The second row contains two dashed lowercase 'g's for tracing. The third row contains one dashed lowercase 'g' for tracing. The fourth row contains two dashed lowercase 'g's for tracing. The fifth row contains one dashed lowercase 'g' for tracing. The remaining rows are blank for independent practice.



**Module 5****Aktiwiteit:**

Omkring woorde wat pas

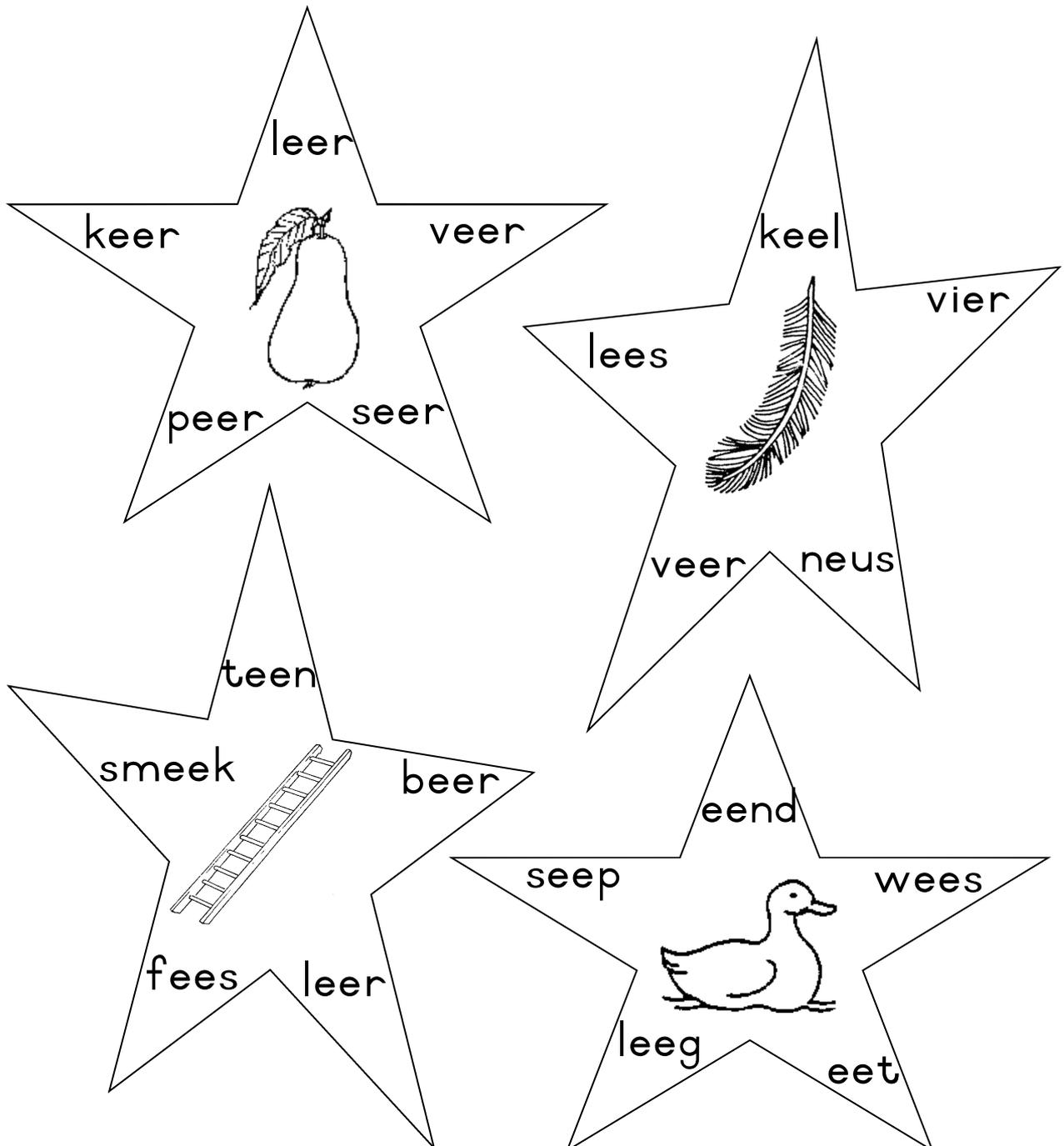
**Mak diere:**

Visuele Assosiasie

Diskriminasie

Fyn motoriese bewegings

Omkring die woord wat pas by die prent.



**Module 5****Aktiwiteit:**

Voeg klanke by om nuwe woorde te vorm, lees

**Mak diere:**

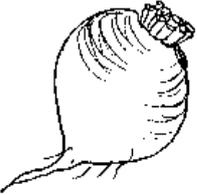
Visuele Diskriminasie

Sluiting

Fyn motoriese bewegings

Verander die eerste letter van die woord om 'n nuwe woord te vorm.

Lees dan al die woorde.

peer		eer
meel		eel
seep		eep
beet		eet
been		een
tee		ee

**Module 5****Aktiwiteit:**

Voltooiing van prente

**Mak diere:**

Visuele Sluiting

Oog-hand koördinasie

Fyn motoriese bewegings

Voltooi die prente in die regterkantste blokkie. Kleur nou die prente in.

