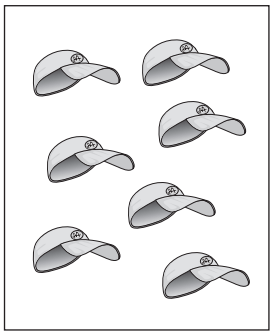
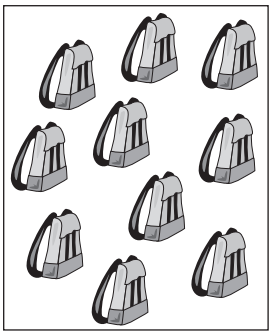
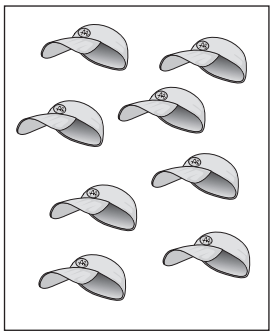
Lat børnini í húgvu og gev teimum ryggsekk

Tekna strikur.

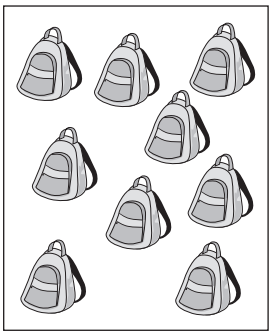


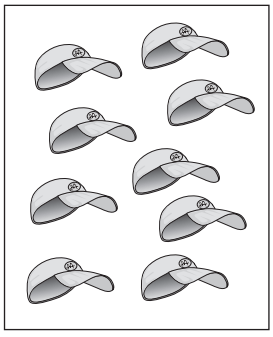




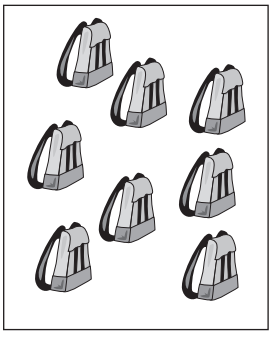


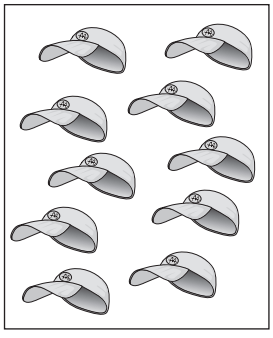




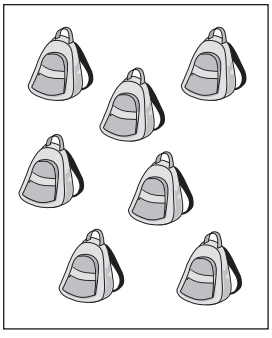






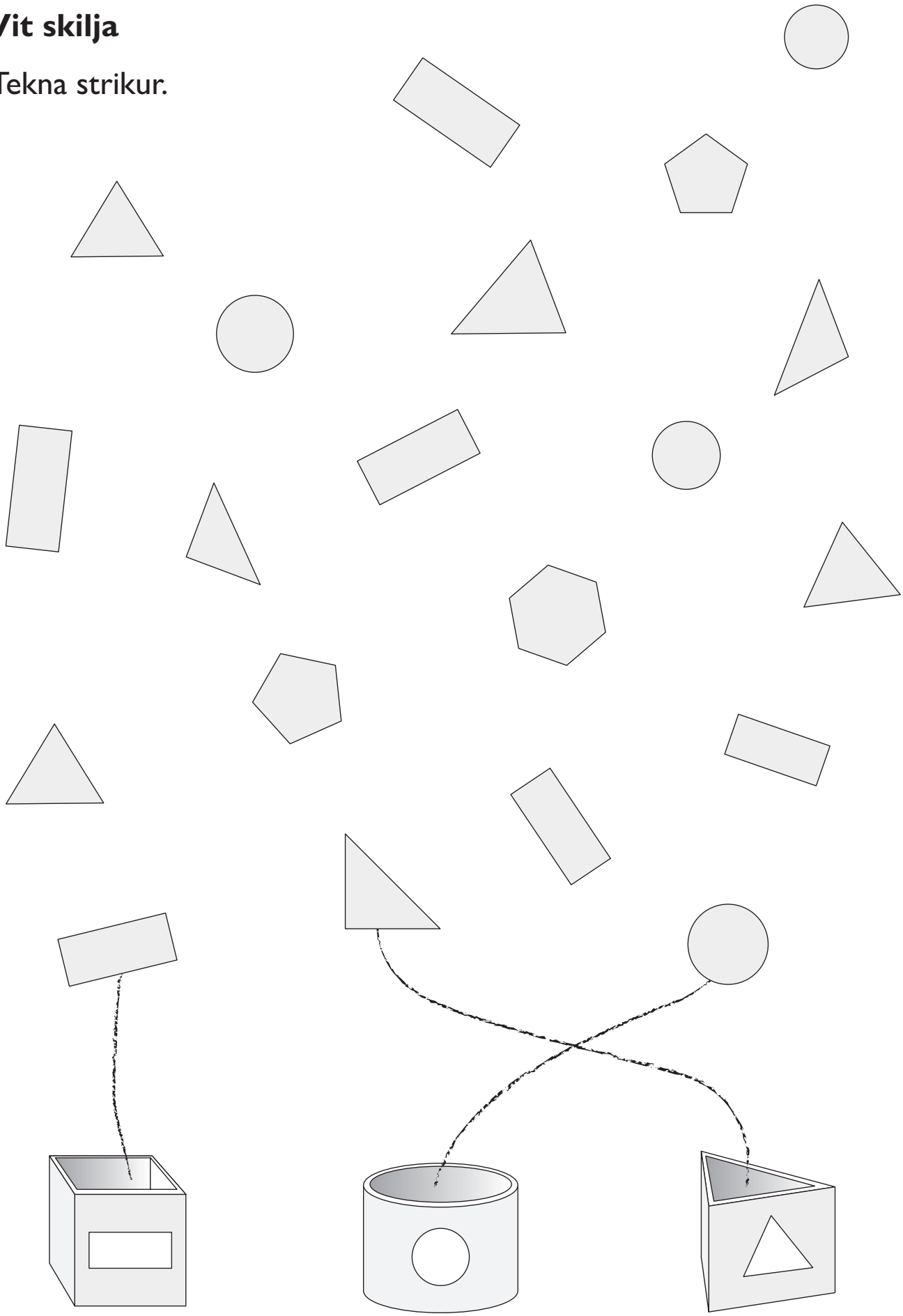




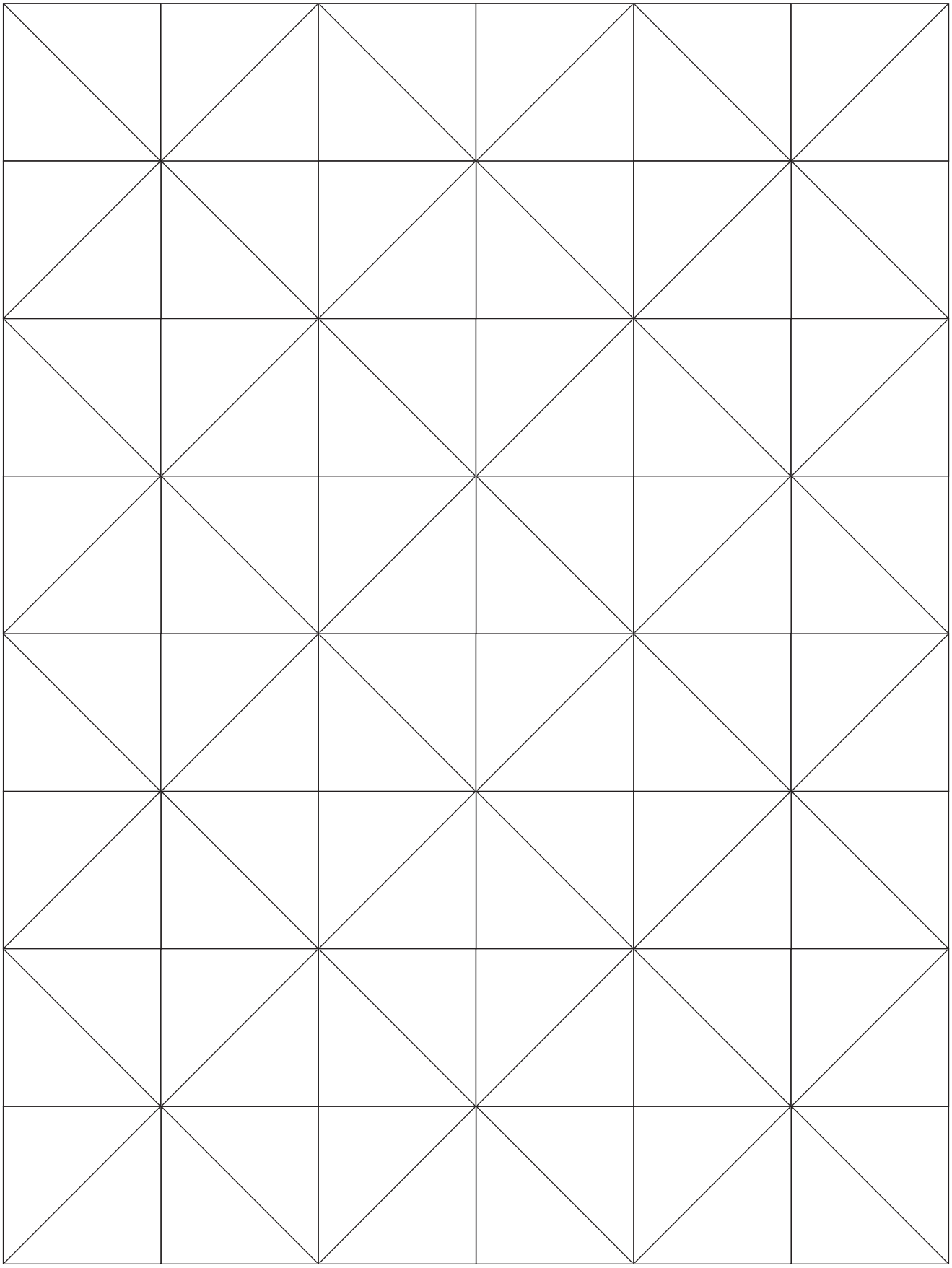


Vit skilja

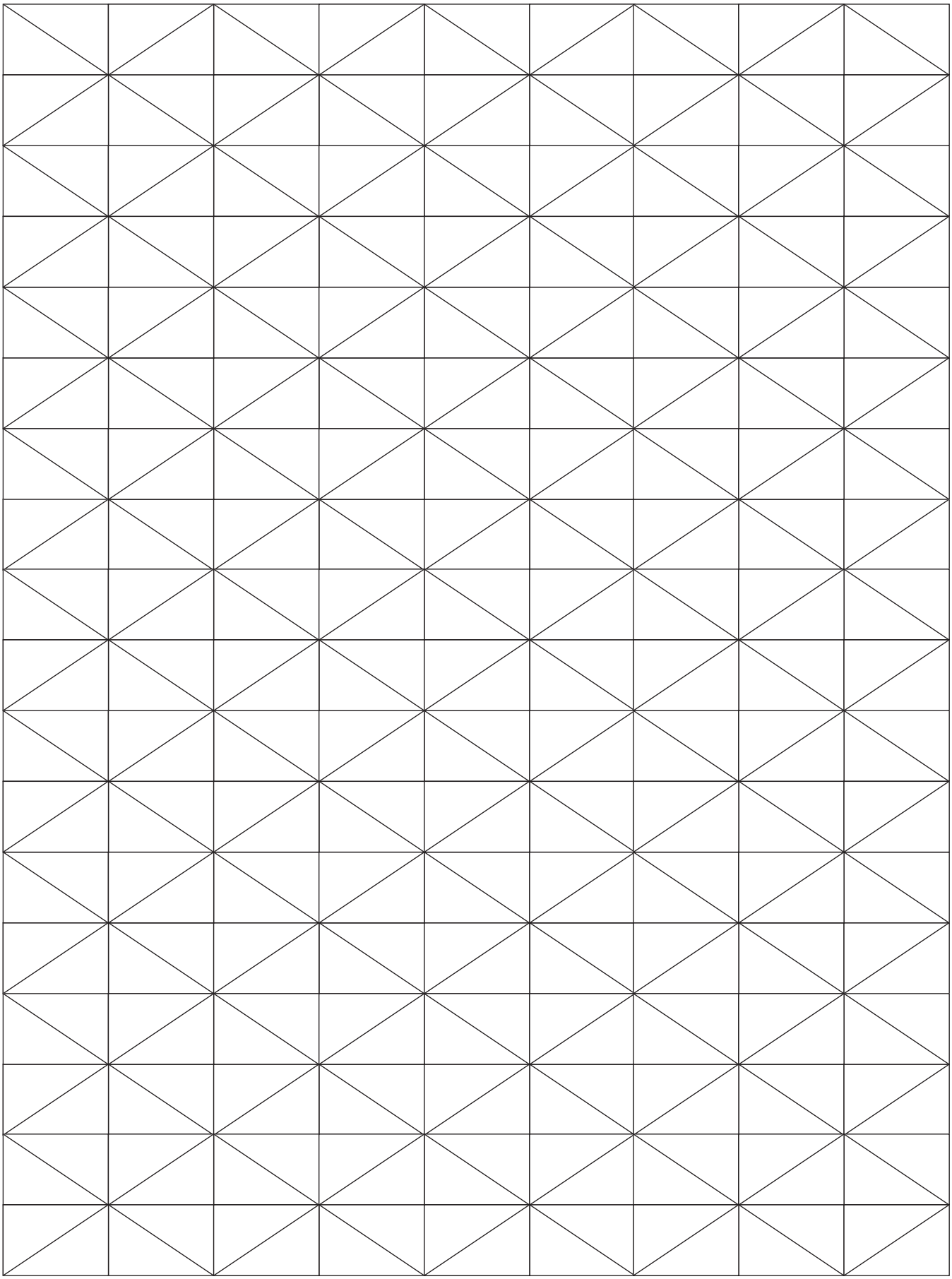
Tekna strikur.



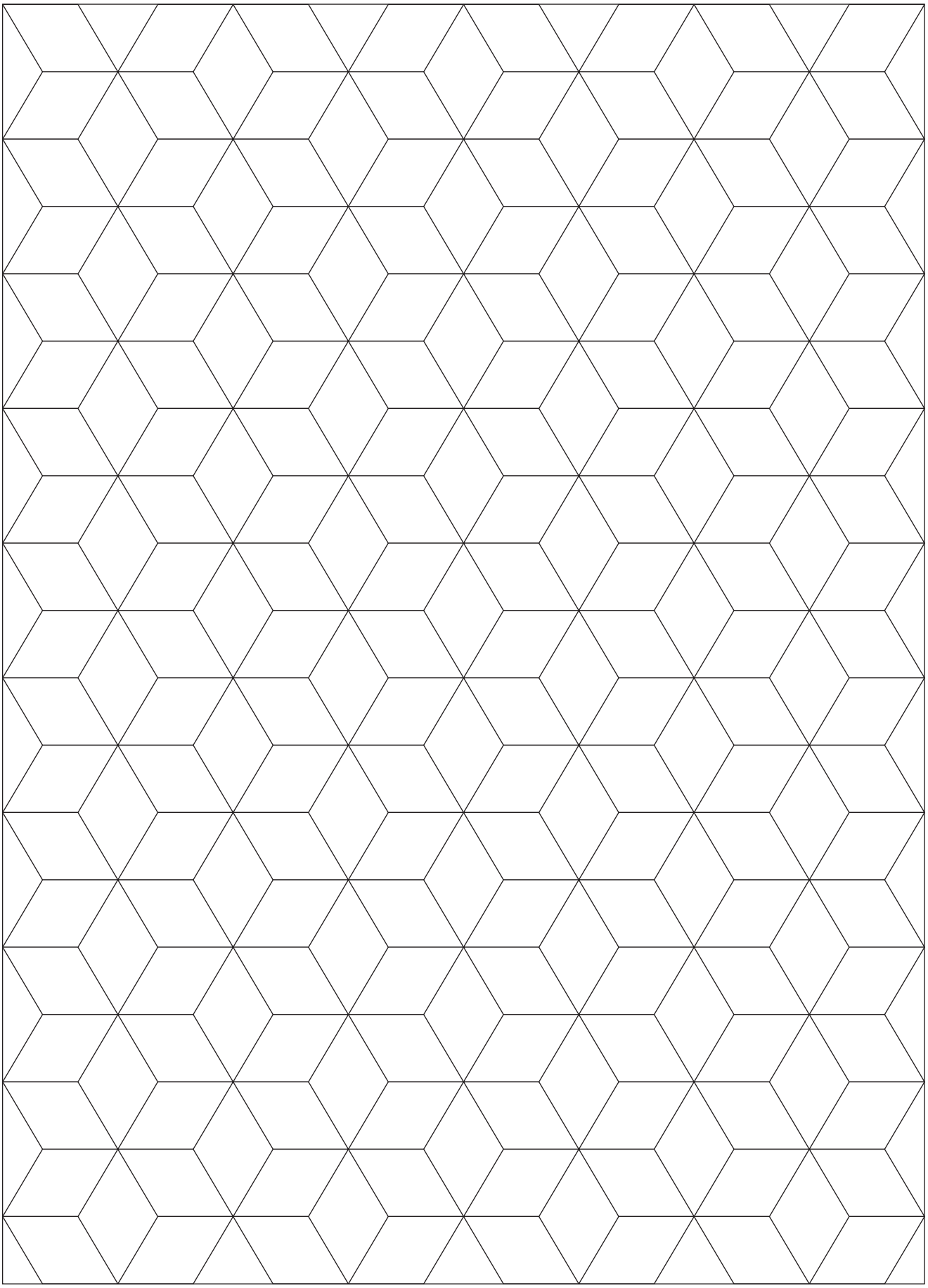
Mynstur 1



Mynstur 2



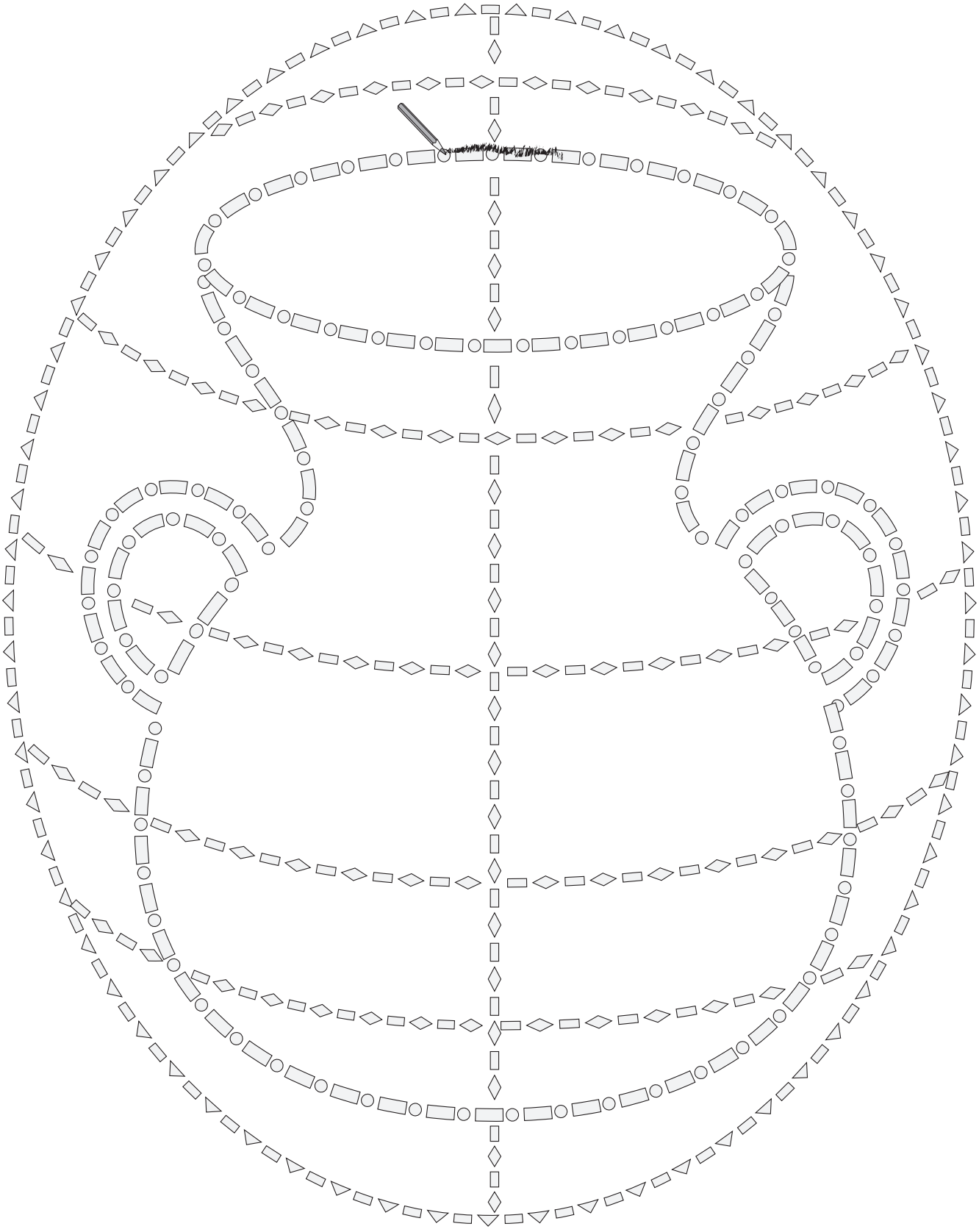
Mynstur 3



Fylg mynstrinum 1

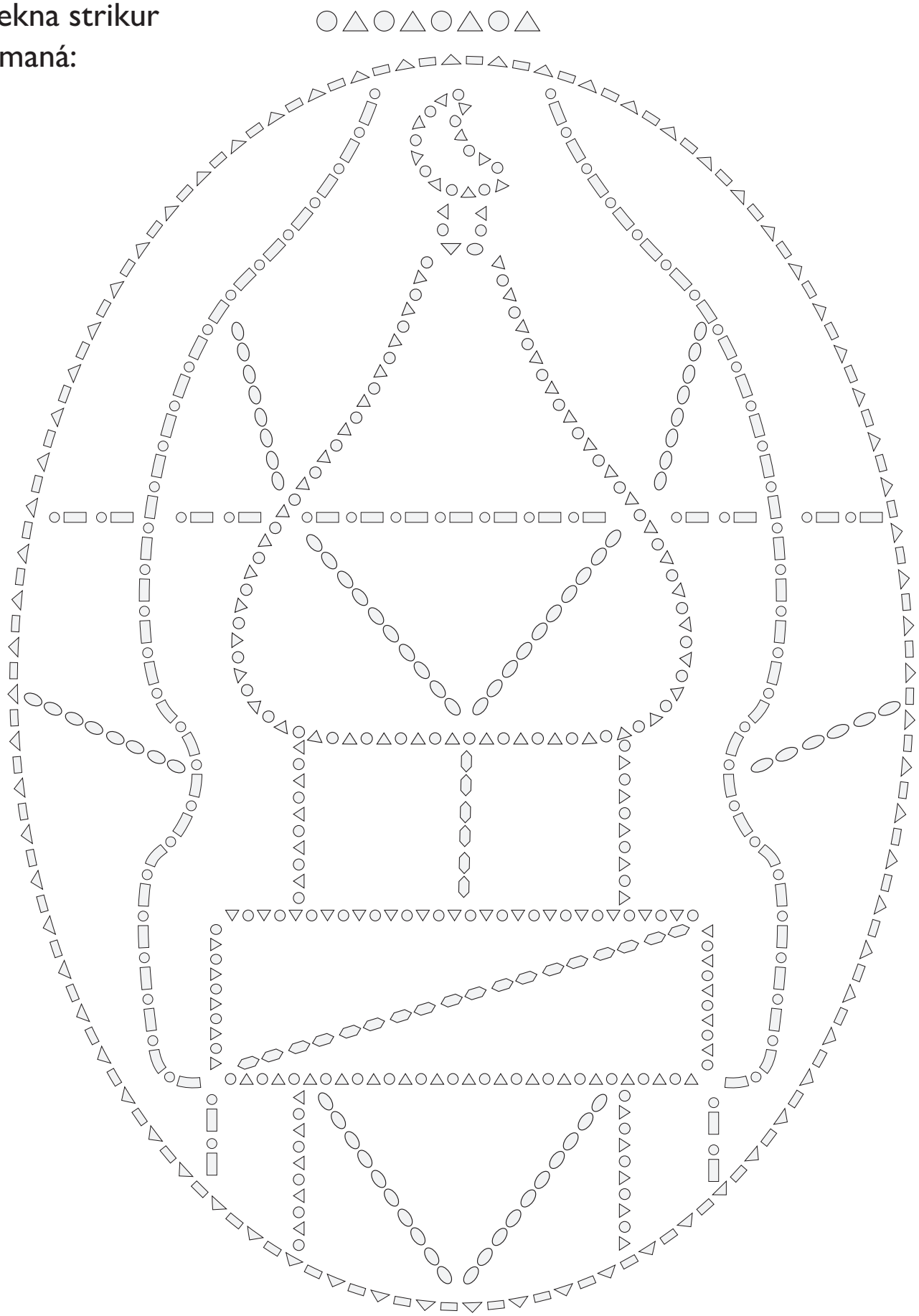
Tekna strikur omaná:



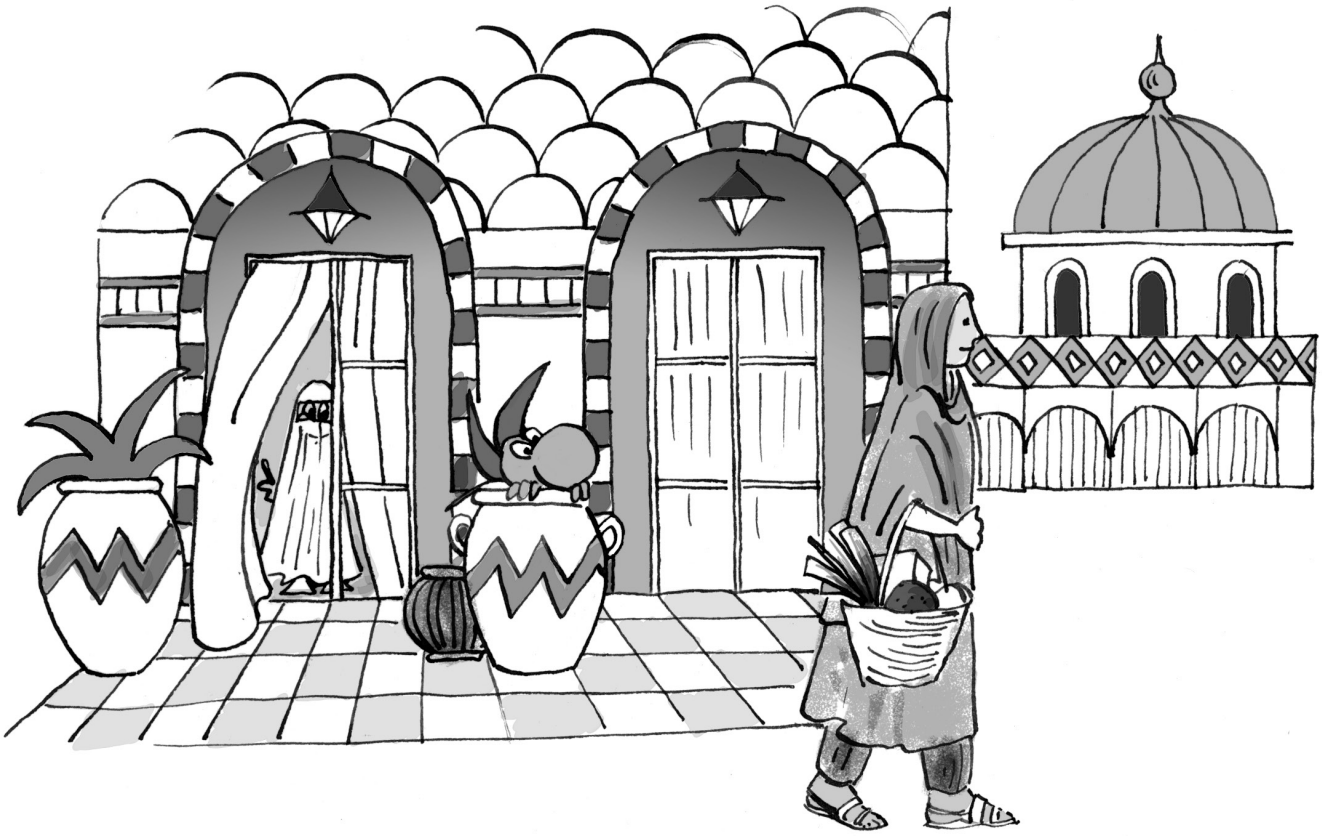


Fylg mynstrinum 2

Tekna strikur omaná:

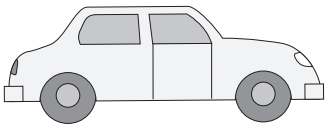


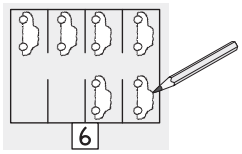
Finn 7 feilir

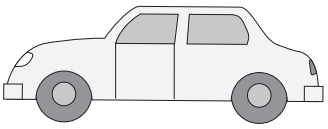


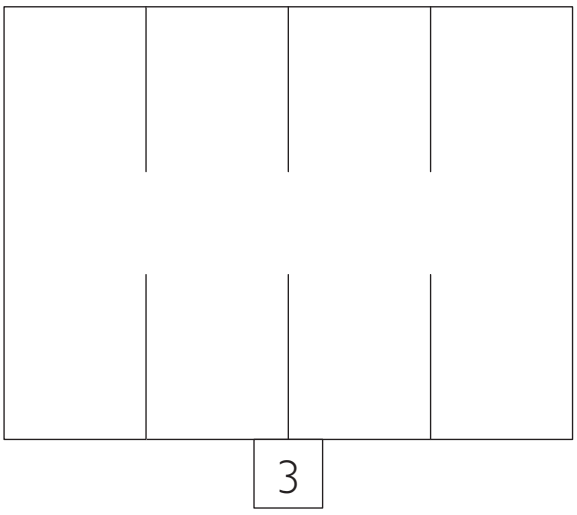


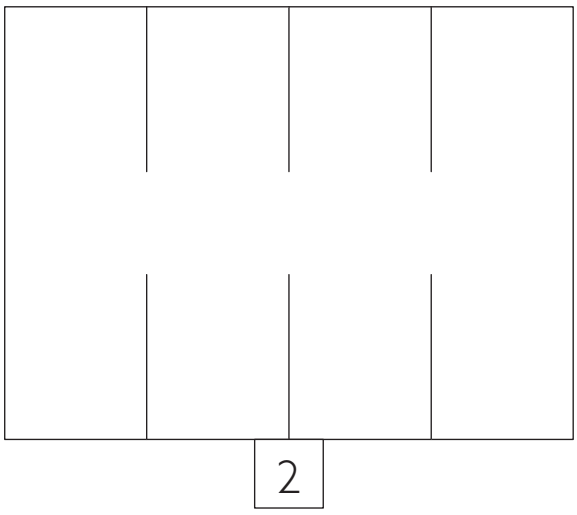
Tekna bilar á parkeringsplássið

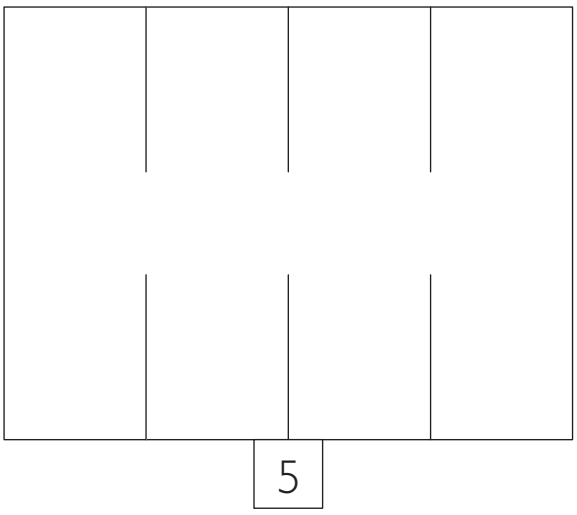


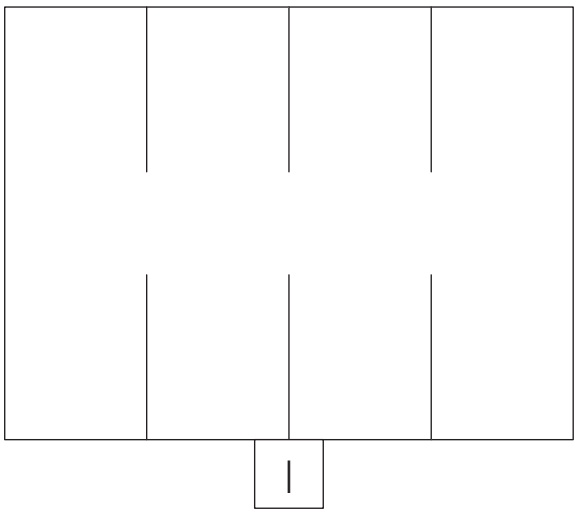


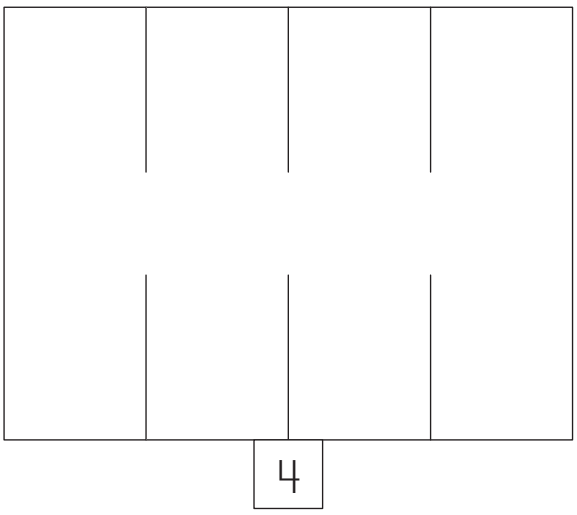


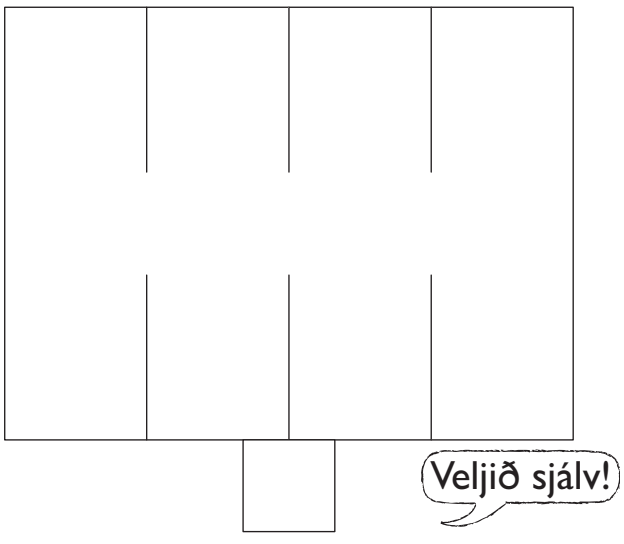




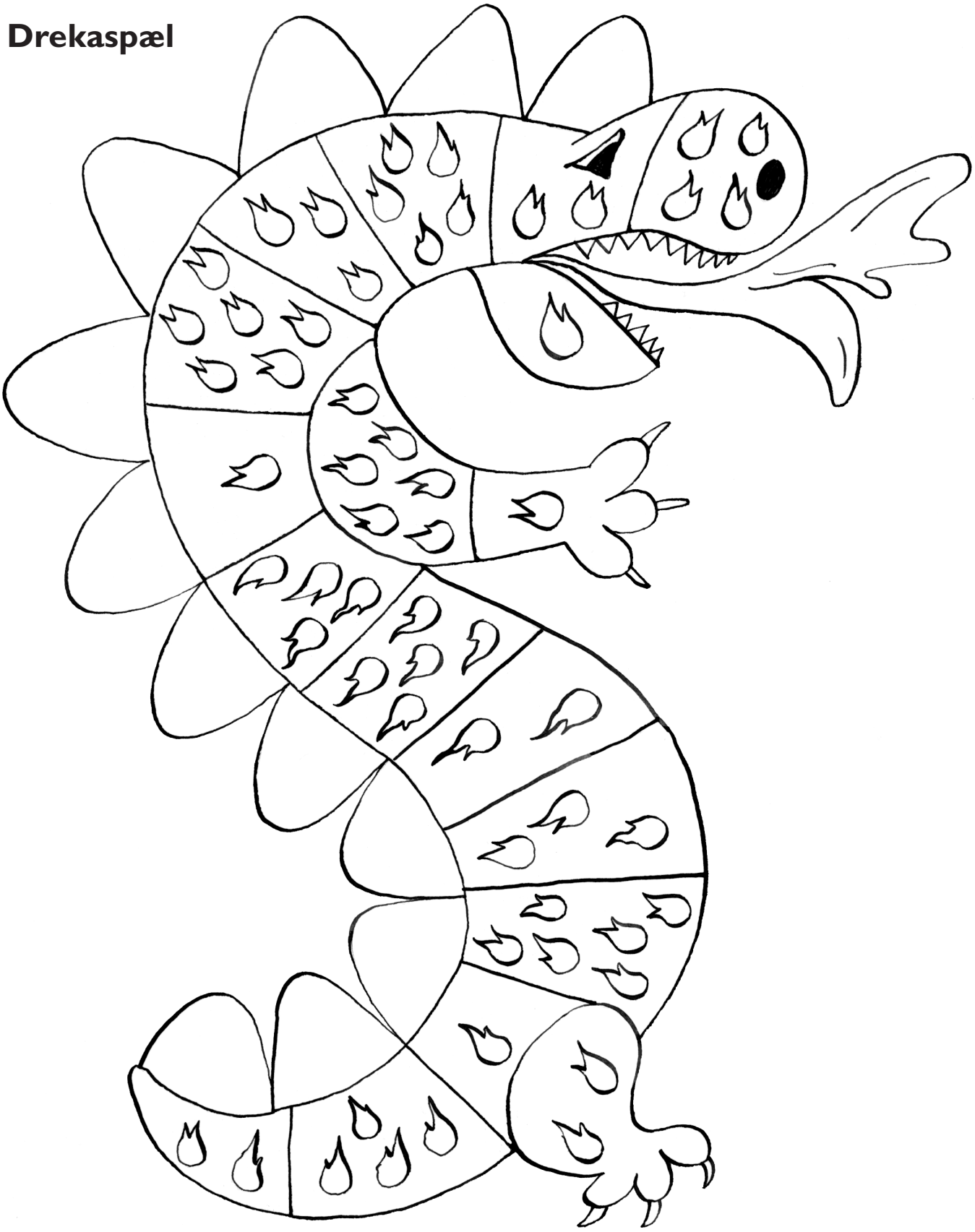








Drekaspæl



Spælireglur

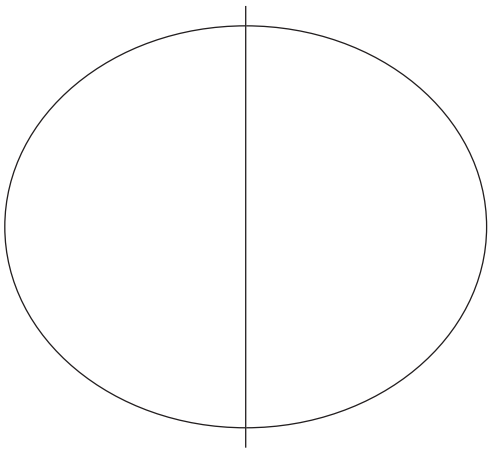
Ringla við einum terningi.

Lita eitt øki á drekanum, sum hevur líka nógvar logar, sum eyguni, ið terningurin vísti.

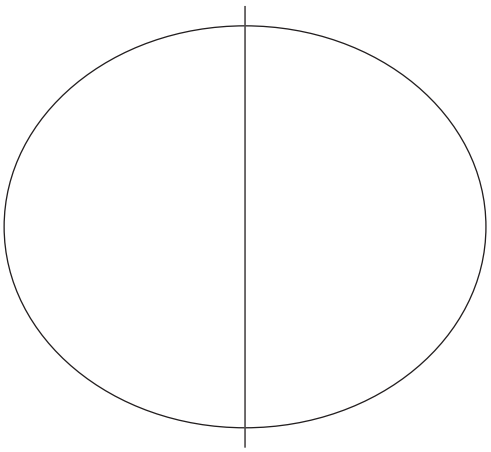
Armband

Tekna perlur á hálva armbandið. Skift um ark við onkran annan næming, sum skal tekna líka nógvar perlur á hina helvtina.

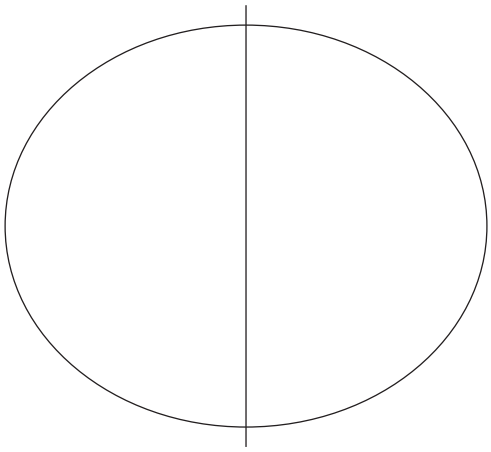
Hvussu nógvar perlur eru til samans?



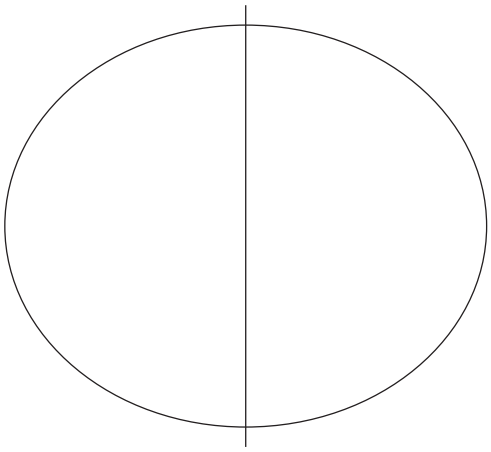
_____ perlur



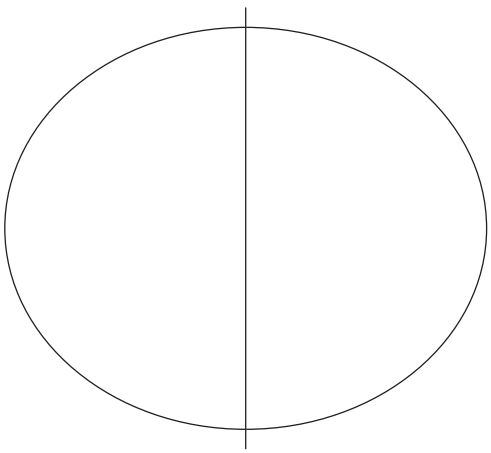
_____ perlur



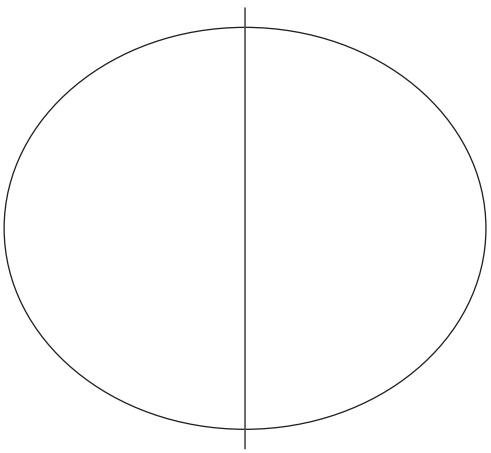
_____ perlur



_____ perlur

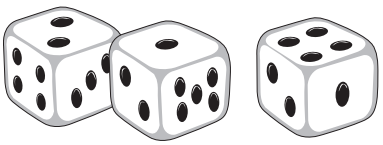


_____ perlur

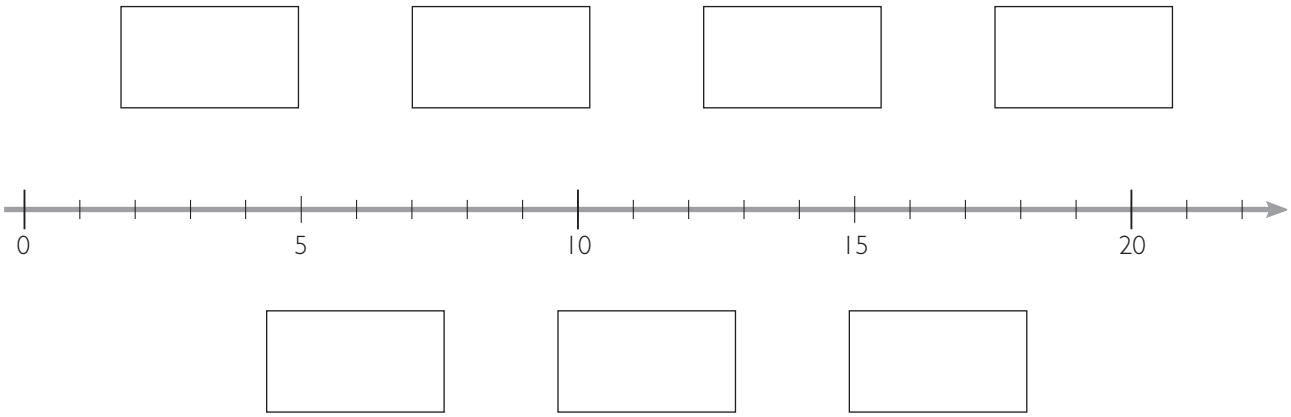


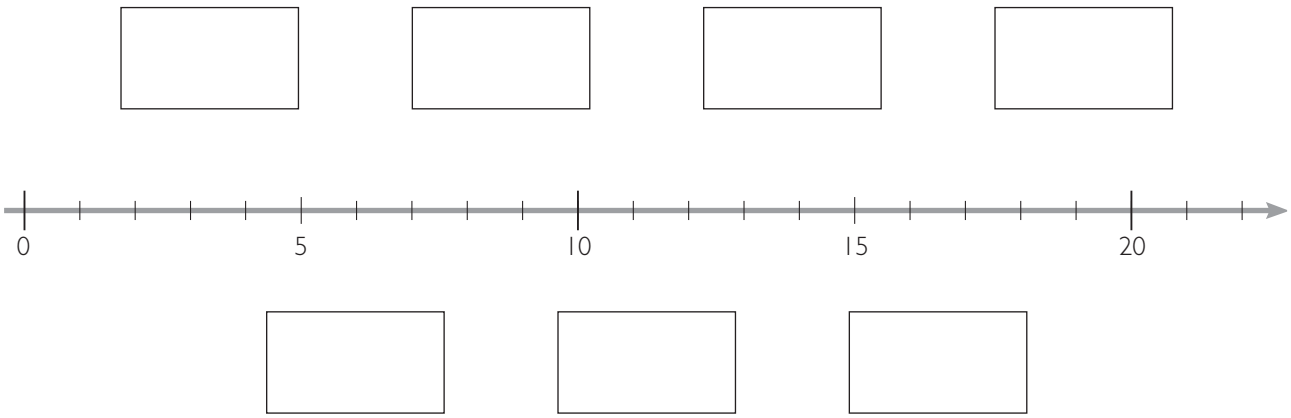
_____ perlur

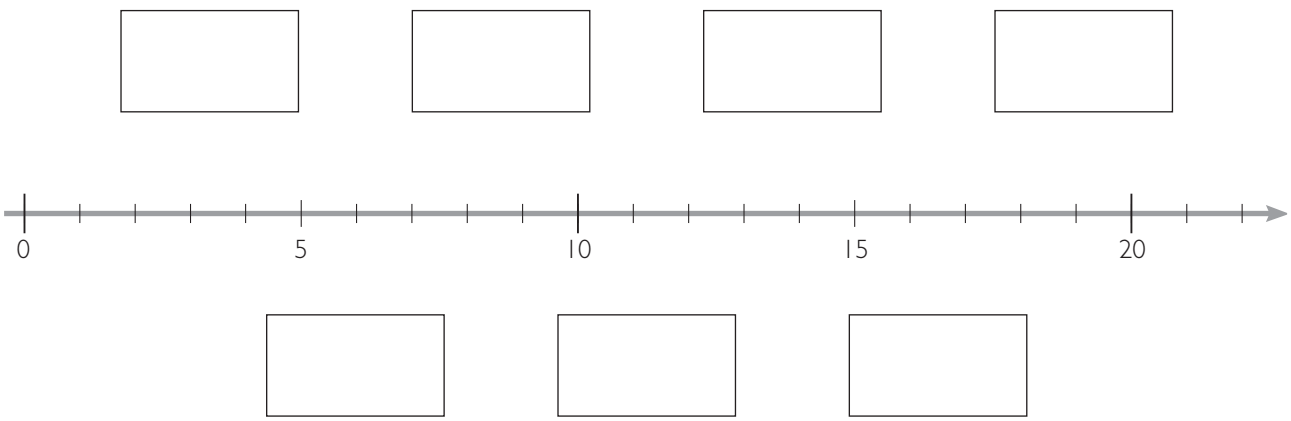
Terningar á tallinjuni



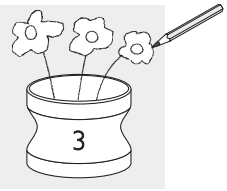
Spælireglur
Ringla við trimum terningum. Legg øll eyguni saman. Skriva úrslitið í ein av rútunum. Tekna striku frá rútinum til rætt stað á tallinjuni.

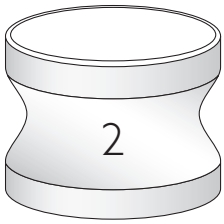


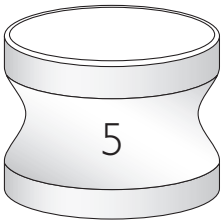


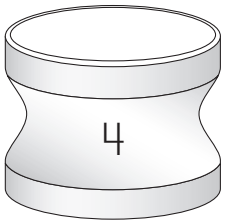


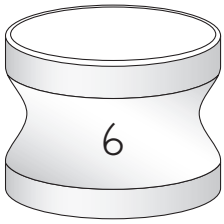
Tekna blómur í vasarnar







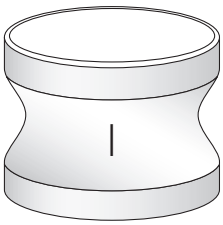








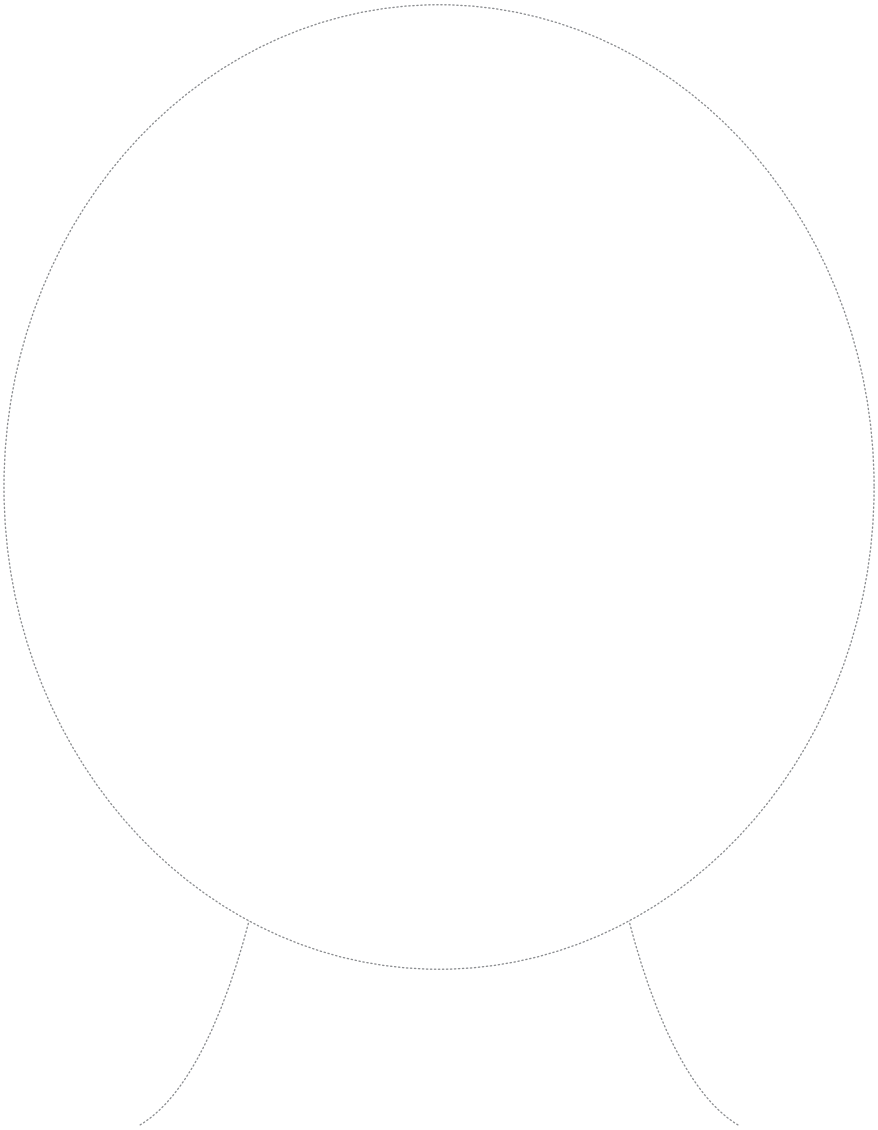


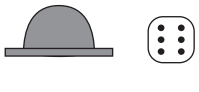




Klovnaskemt 1












Spælireglur

Spæl, sum 2-4 kunnu spæla.

Spælararnir skiftast at ringla við einum terningi. Venda 6 eygu upp, skalt tú tekna ein hatt o.s.fr.

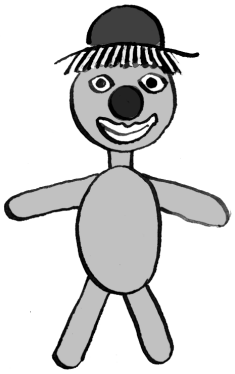
Tann, sum fyrst hevur teknað alt klovnaandlitið liðugt, hevur vunnið.

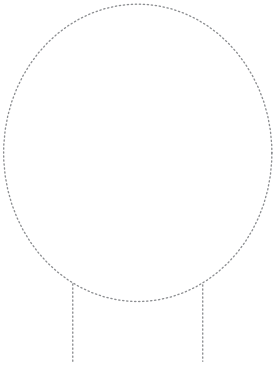







Klovnaskemt 2





Summurin av eygum á terningunum til samans

 2 ella 3

 4

 5

 6

 7

 8

 9

 10

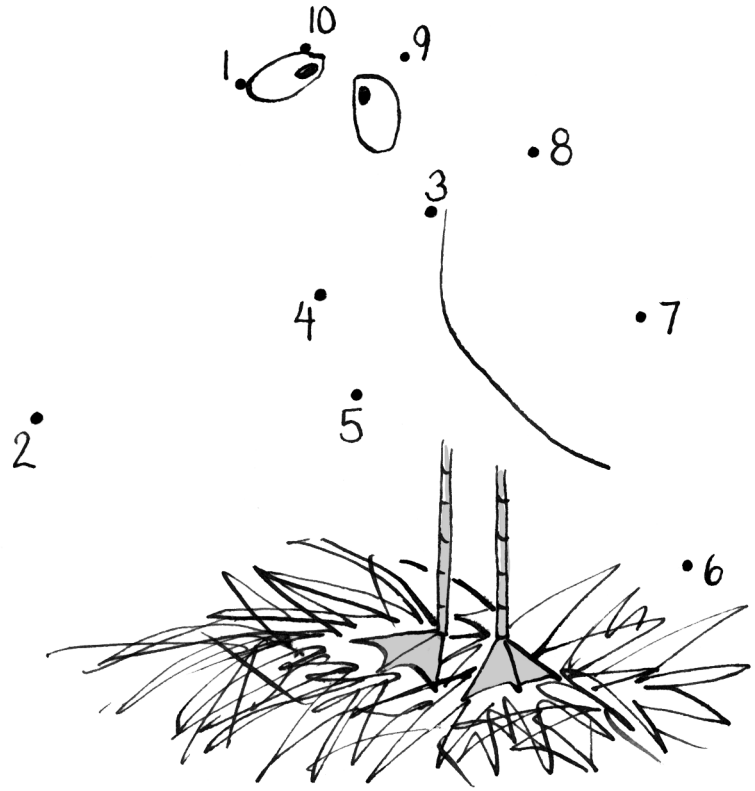
 11 ella 12

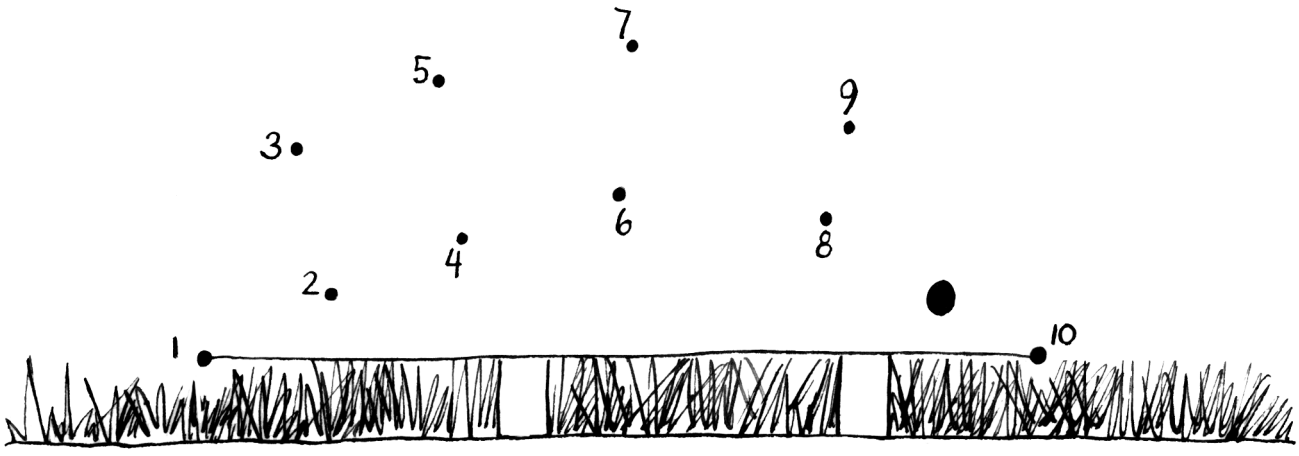
Spælireglur

Spæl, sum 2-4 kunnu spæla.
Spælararnir ringla við tveimum terningum.
Hvat tú skalt tekna á fívlinum, veldst um hvussu nógv eygu terningarnir vísa til samans.

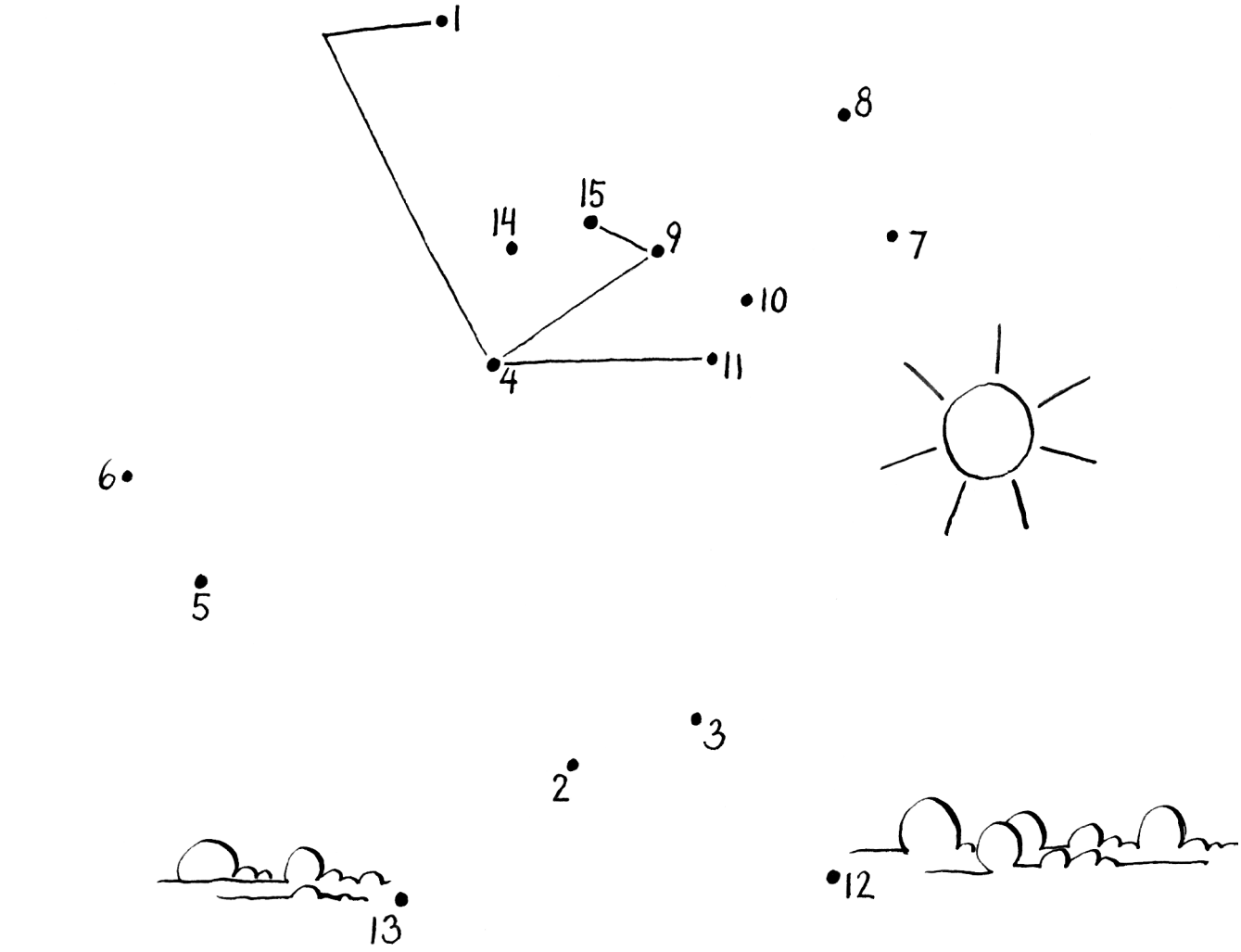
Tann, sum fyrst hevur teknað allan klovnin, hevur vunnið.

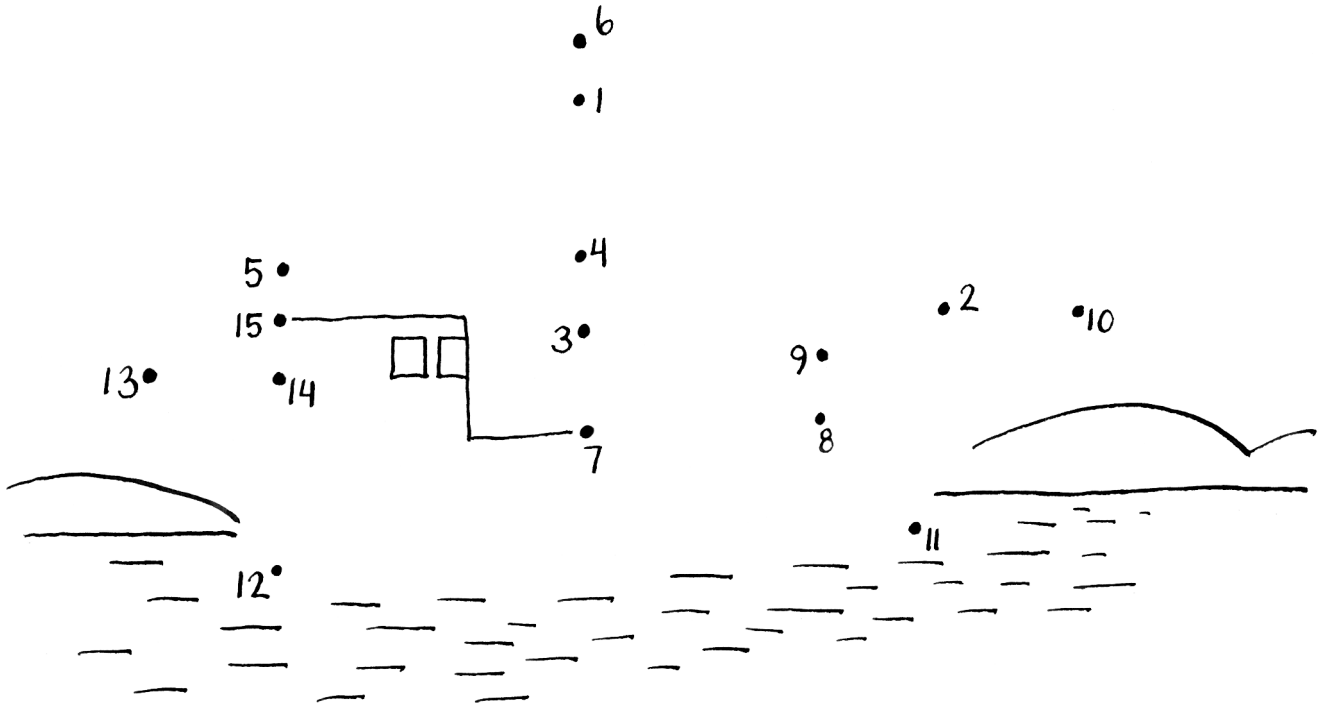
Strika-til-striku-tekningar I



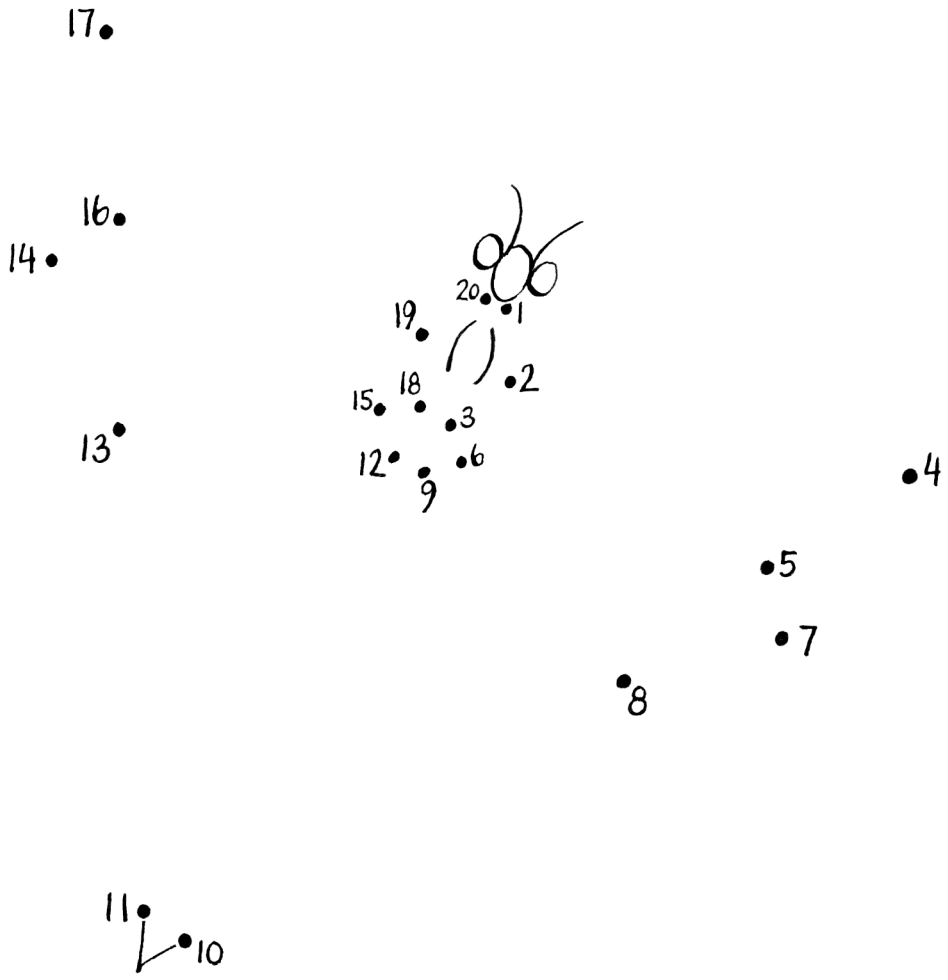


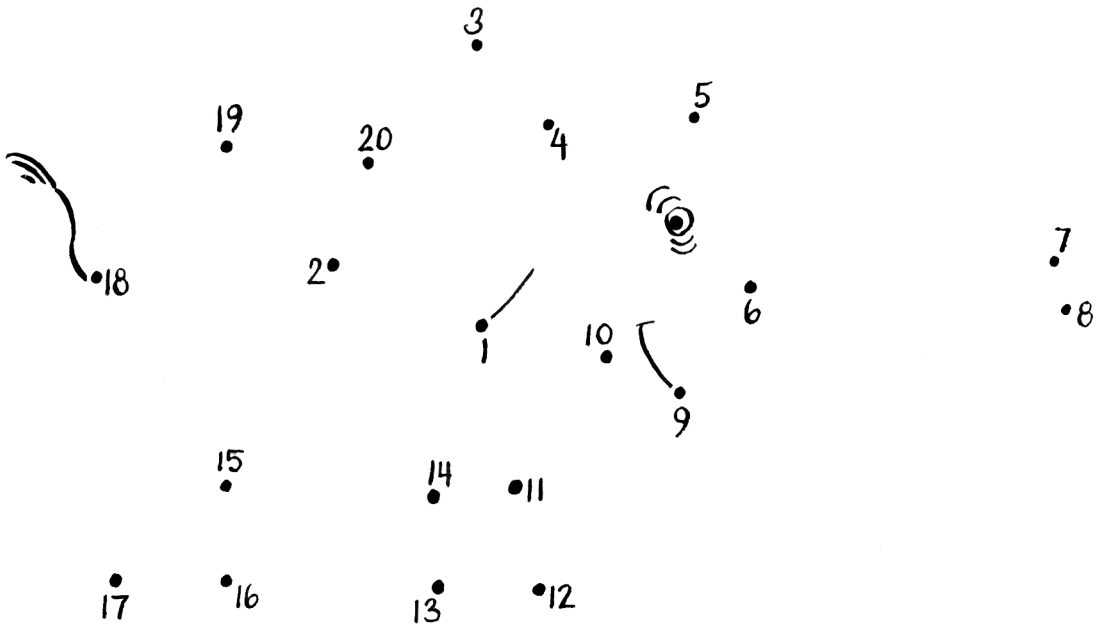
Strika-til-striku-tekningar 2



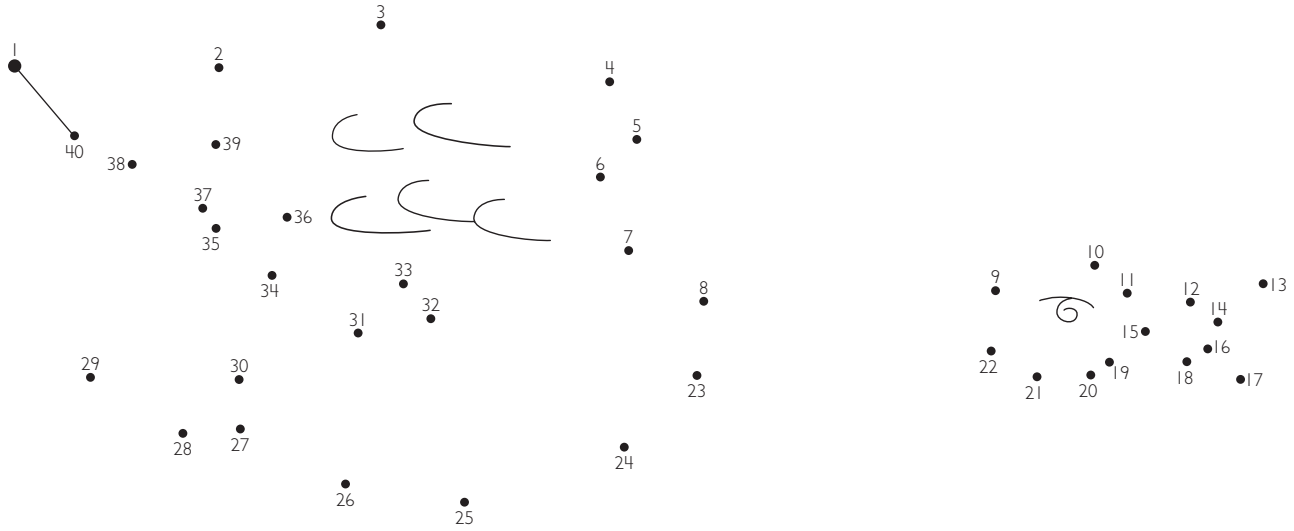


Strika-til-striku-tekningar 3



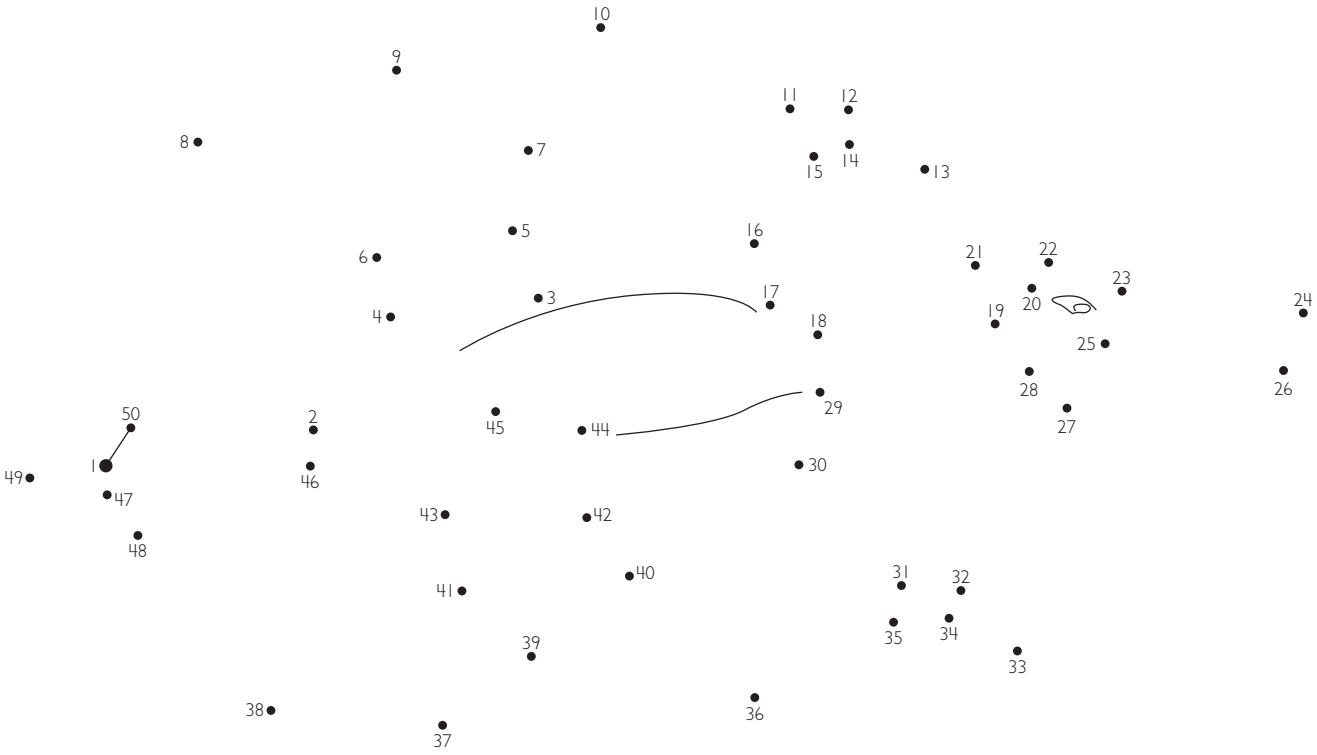


Strika-til-striku-tekningar 4





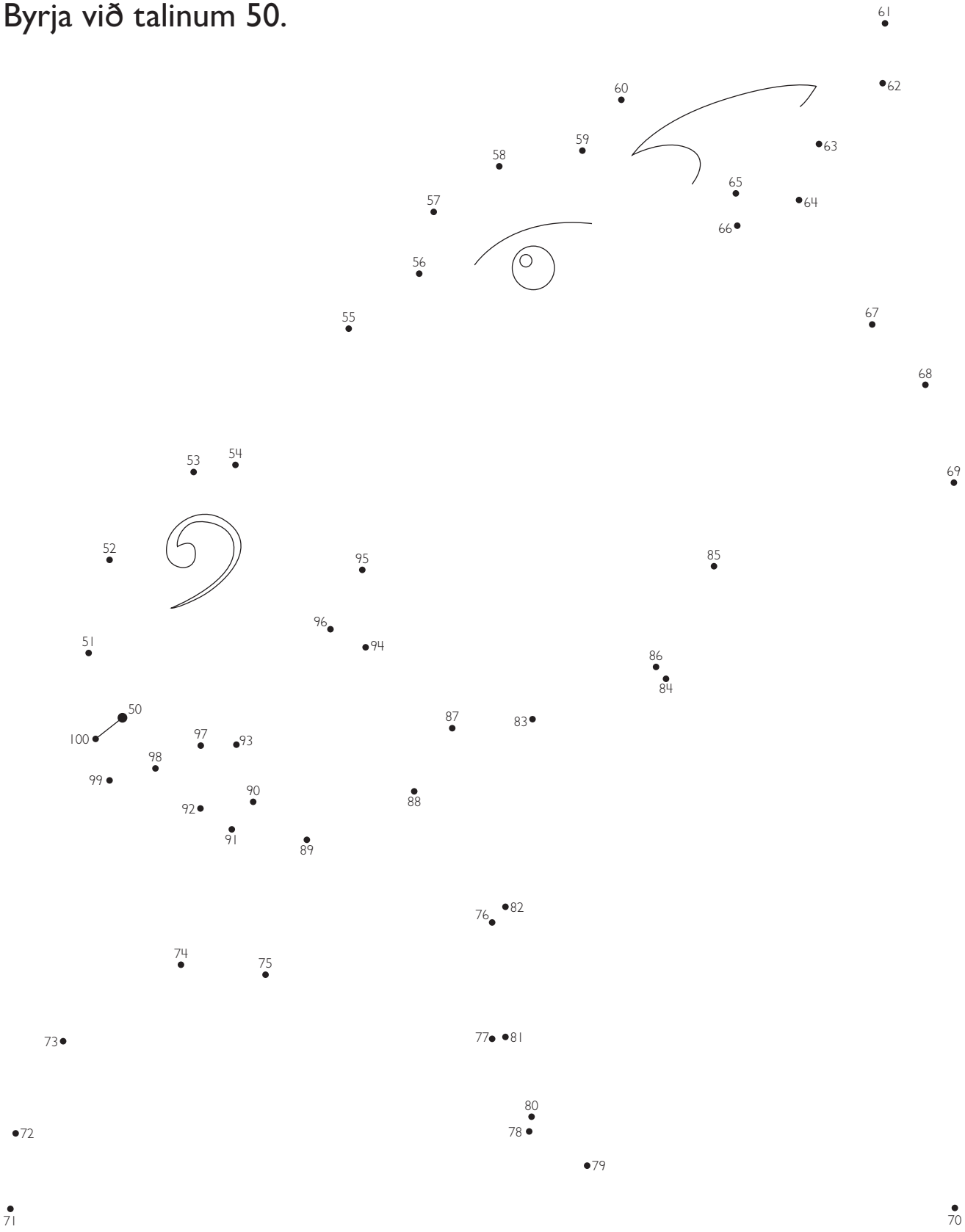
Strika-til-striku-tekningar 5





Strika-til-striku-tekningar 6

Byrja við talinum 50.



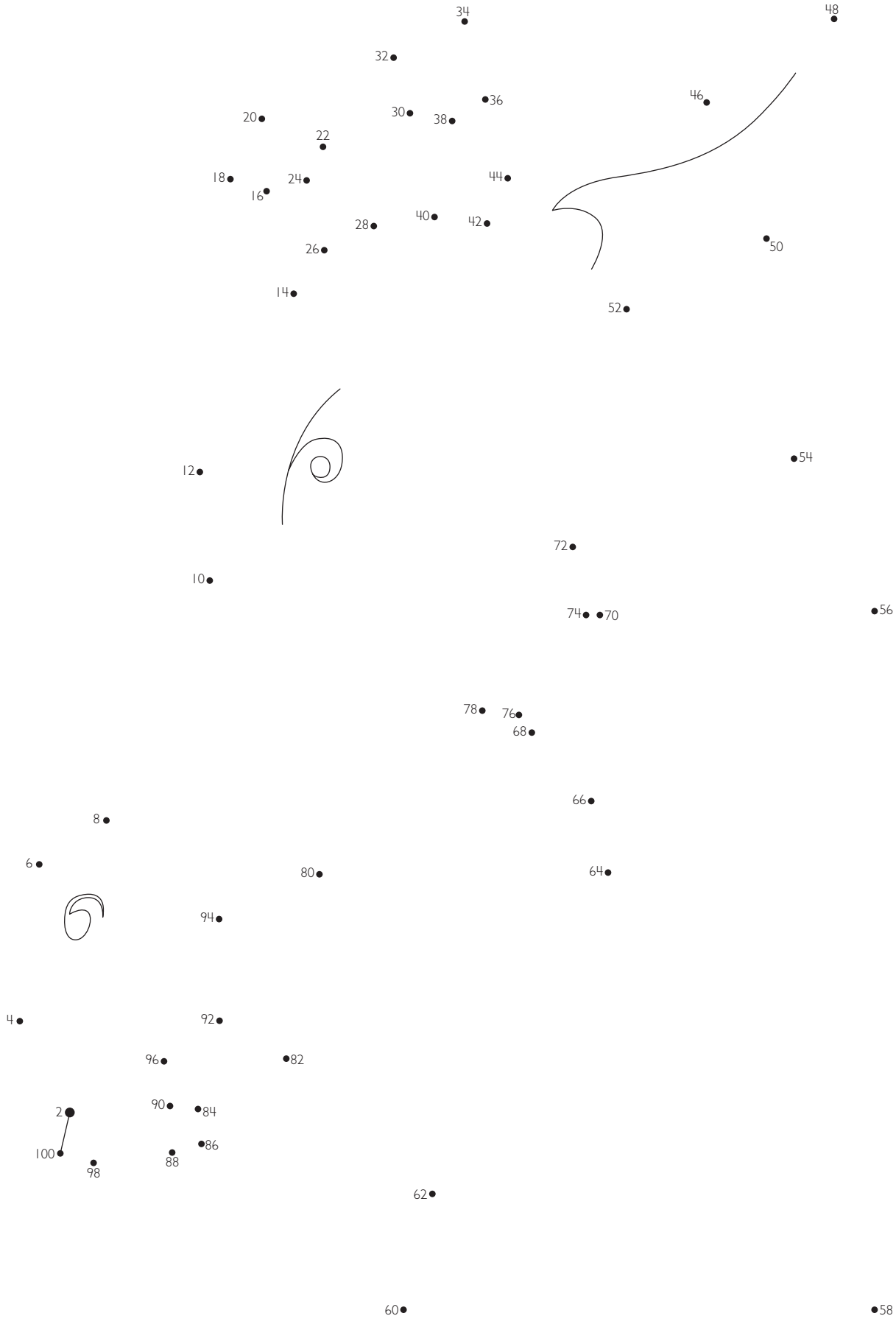
Strika-til-striku-tekningar 7

Byrja við talinum 50.



Strika-til-striku-tekningar 8

Makað tøl. Byrja við talinum 2.



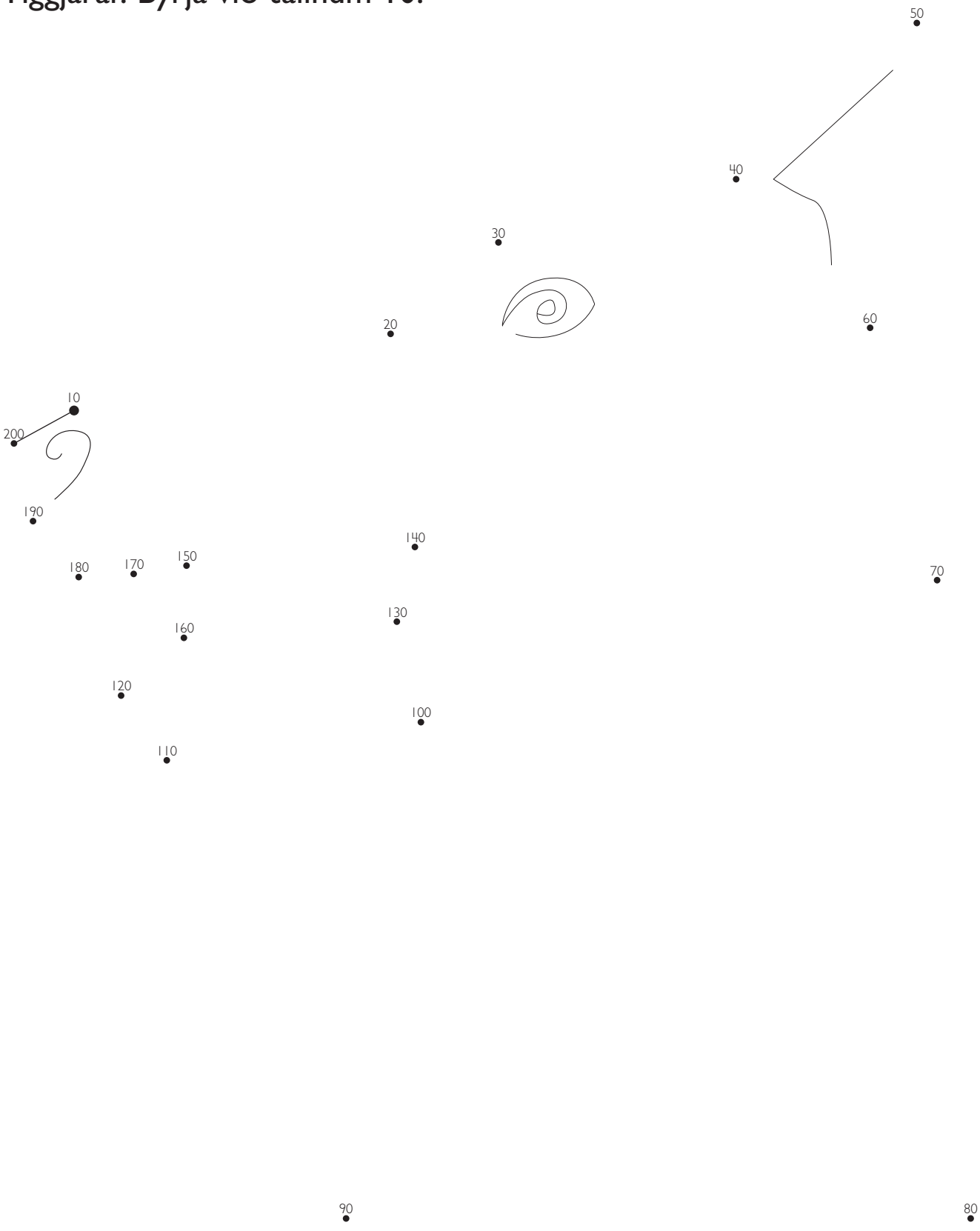
Strika-til-striku-tekningar 9

Støk tøl. Byrja við talinum 1.



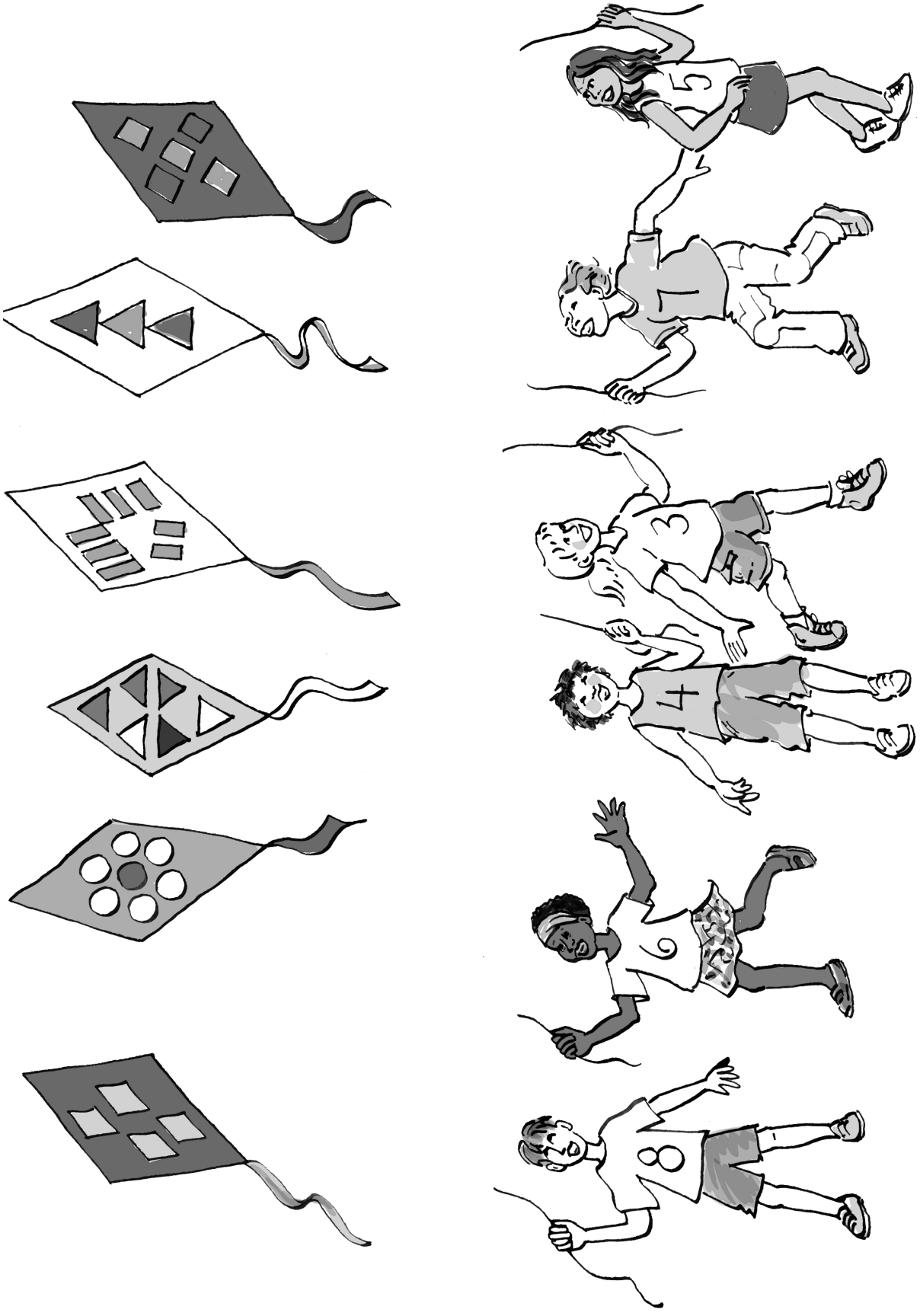
Strika-til-striku-tekningar 10

Tíggjarar. Byrja við talinum 10.



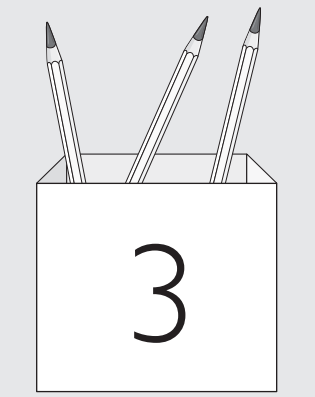
Hvør eigur drekarnar?

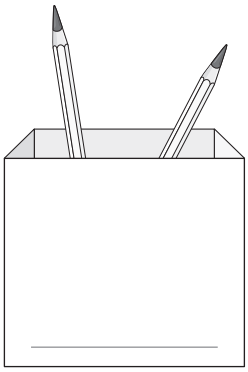
Tekna strikur millum børn og rættan dreka.

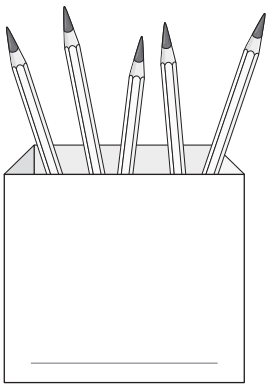


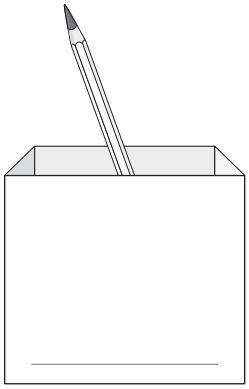
Hvussu nógvir?

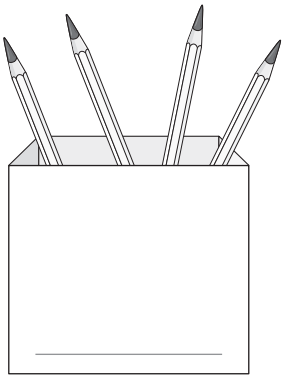
Tel blýantarnar og skriva tølini.

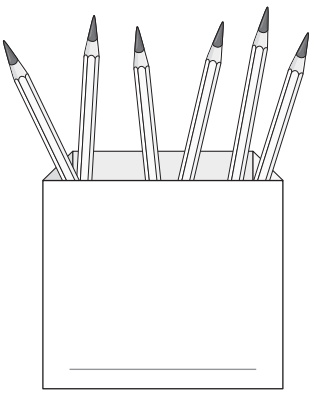


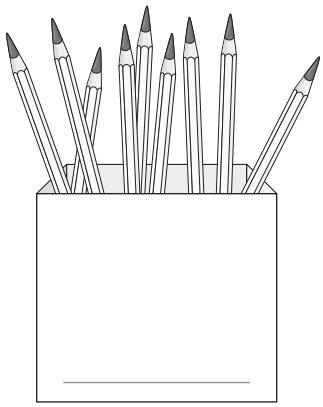


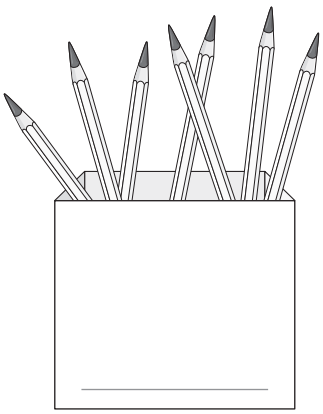


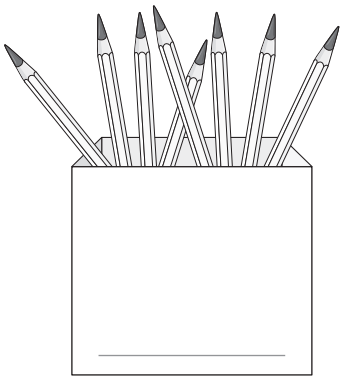












Hvussu nógv ymisk skap?



Tel, hvussu nógv hava sama skap.
Skriva talið í rútin undir skapinum.