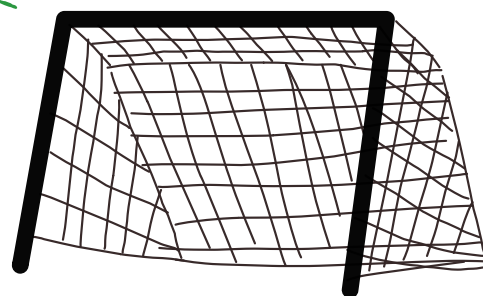




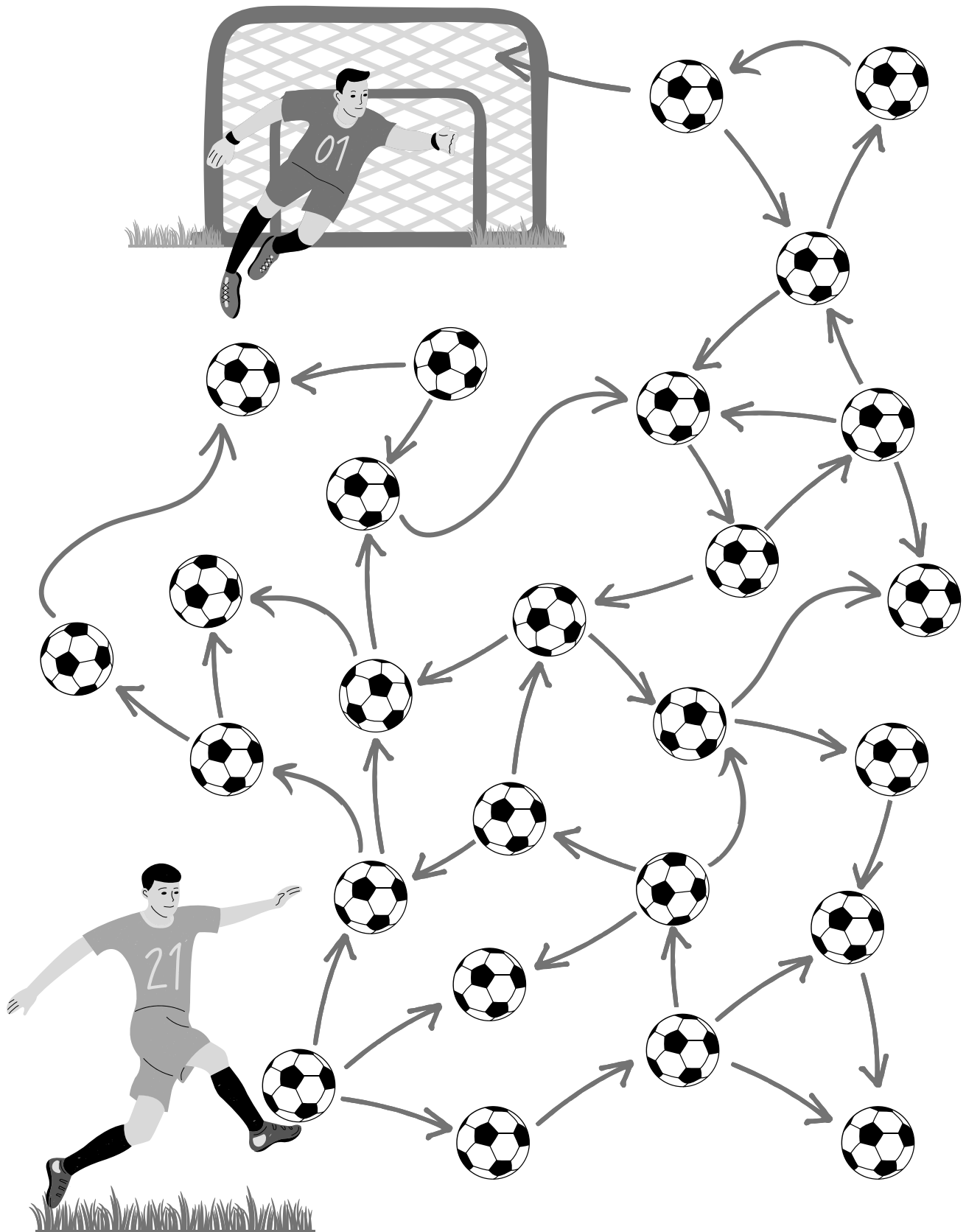
# Werkboekje EK Voetbal

Naam:



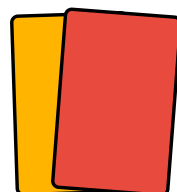
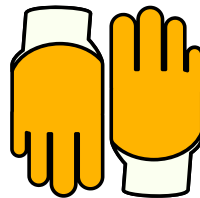
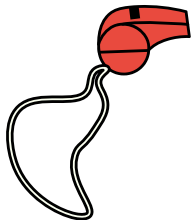
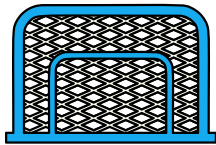
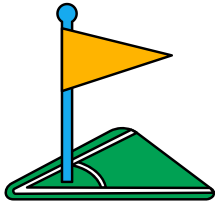
# HELP DE VOETBALLER

Welke route volgt de bal?



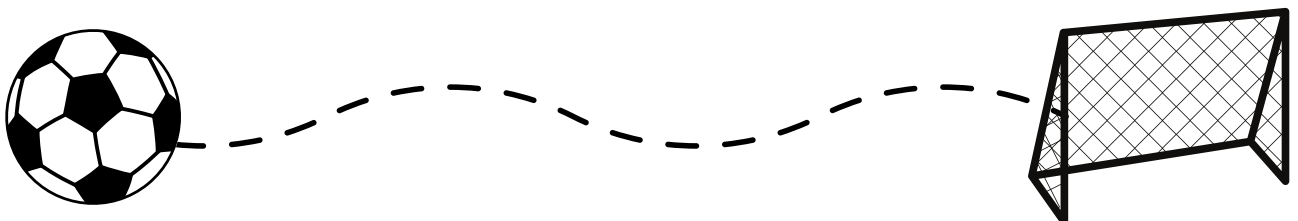
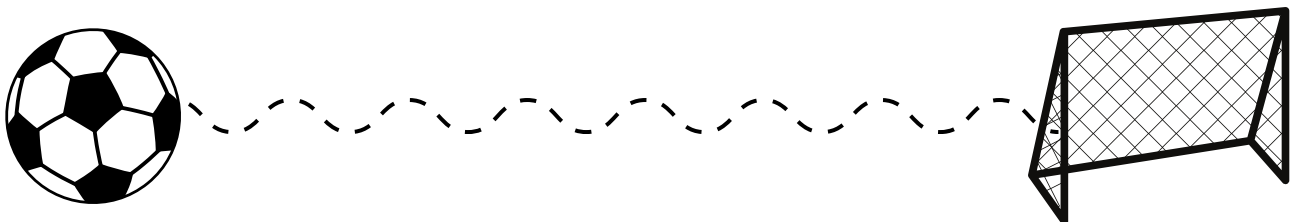
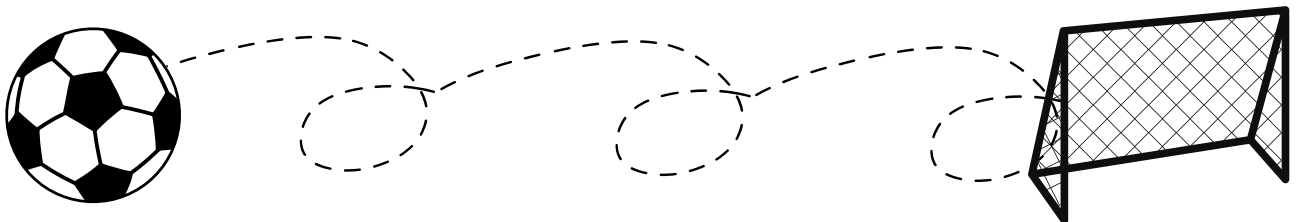
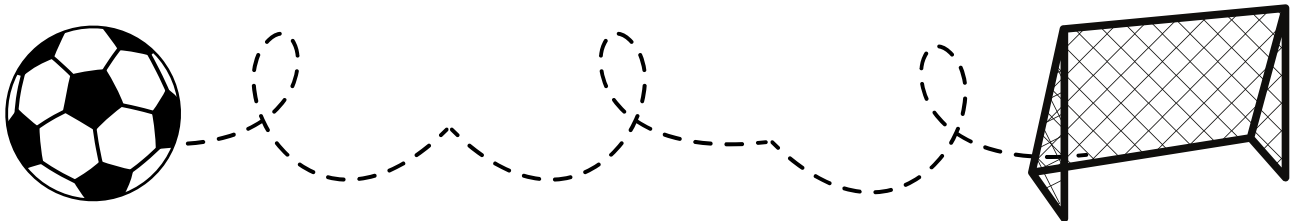
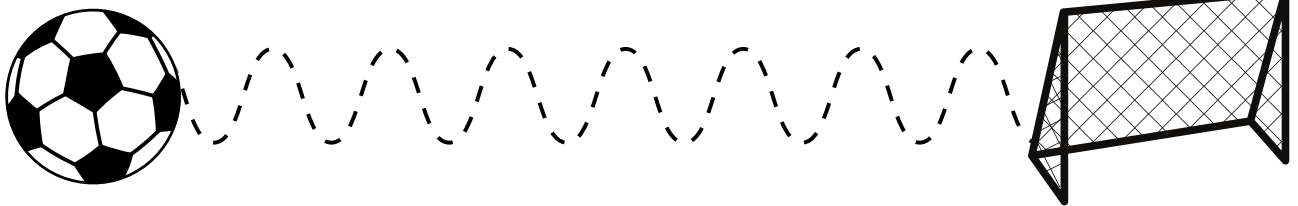
# VOETBAL WOORDENSCHAT

Bekijk de plaatjes en schrijf op wat het is.



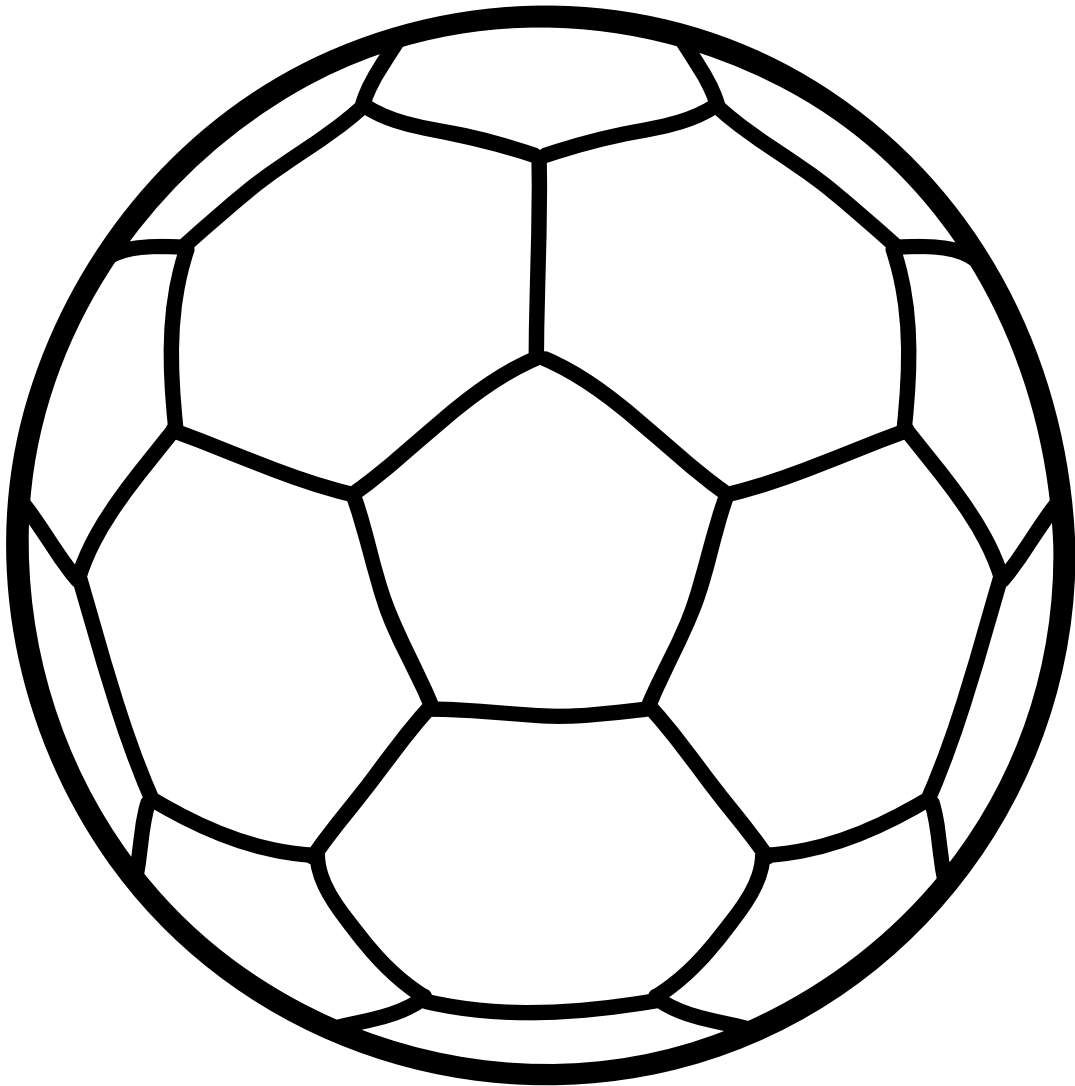
# LIJNEN VOLGEN

Volg de bal naar het doel.



# STOMPE HOEKEN

Hoeveel stompe hoeken tel jij in deze voetbal?  
Omcirkel of geef iedere hoek een kleurtje.

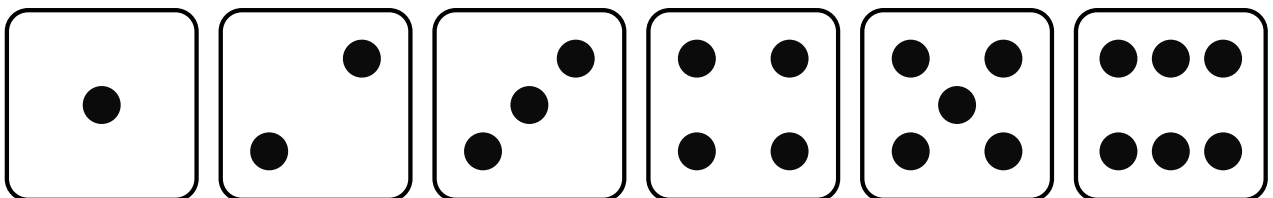
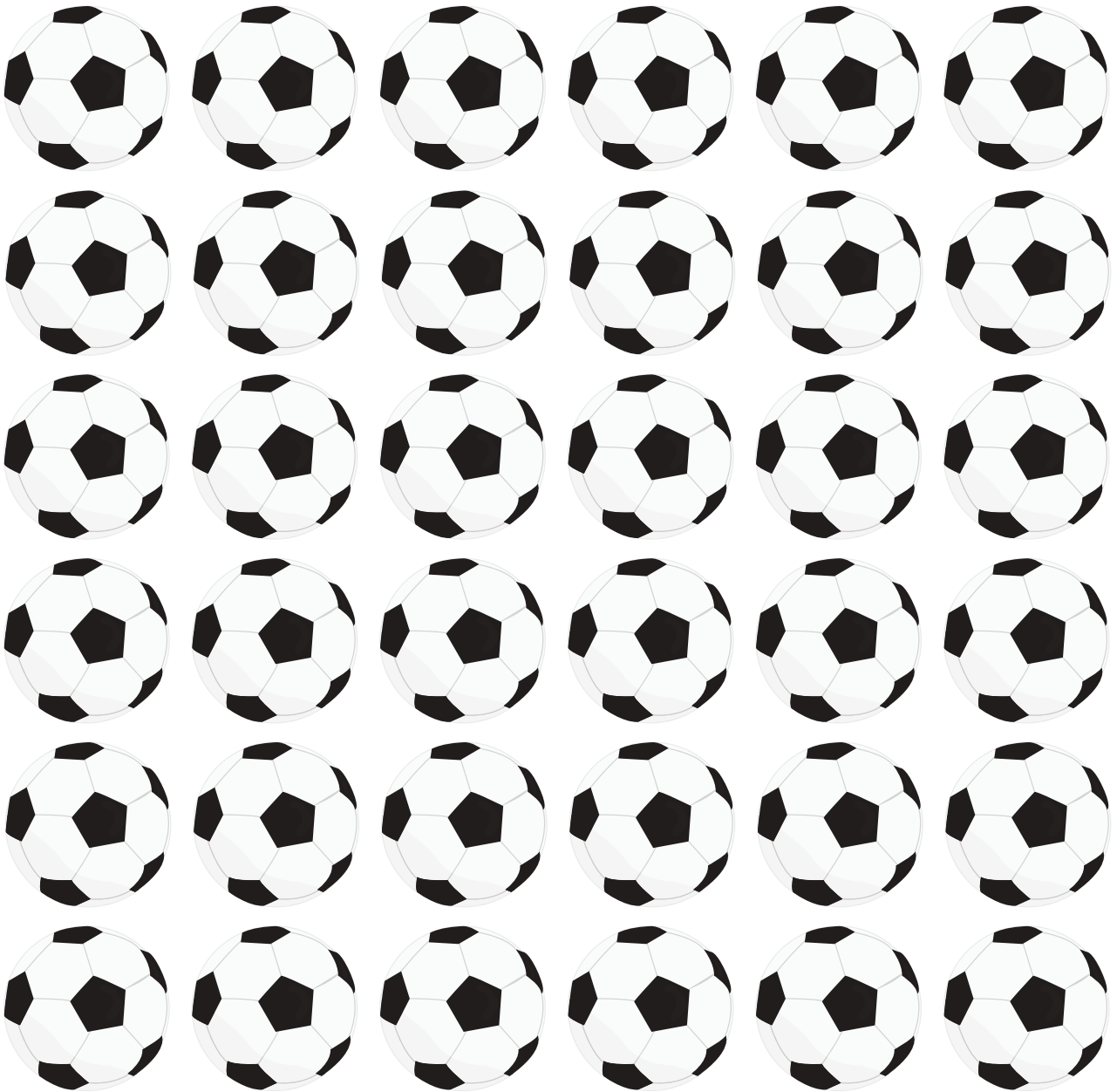


Hoeveel stompe hoeken heb jij gevonden?

---

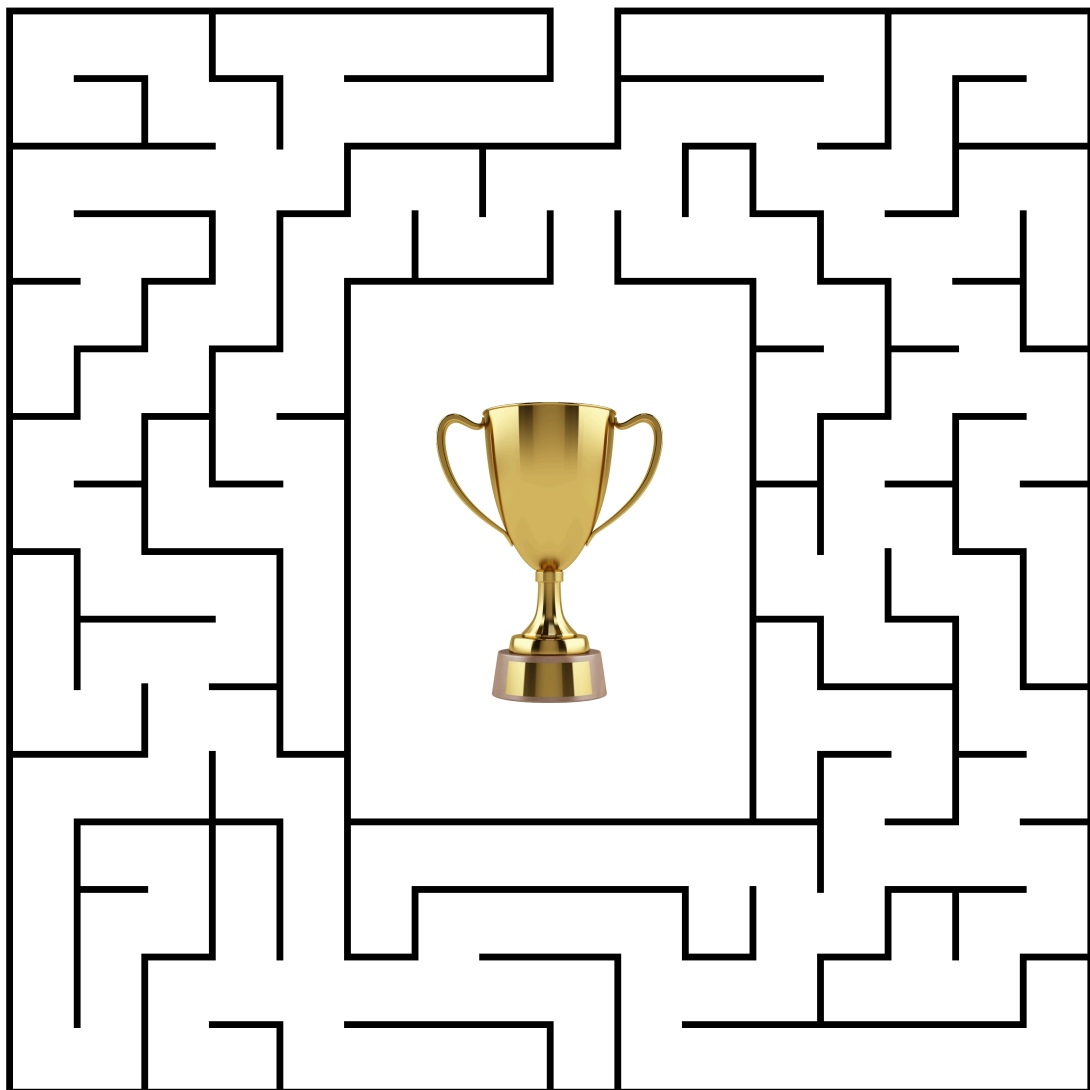
# DOBBELSTEEN GOOIEN

Gooi met de dobbelsteen en geef de voetbal die in dat rijtje staat een kleur. Je mag 15x gooien. Hoeveel punten heb jij gescoord in totaal?



# DOOLHOF

Help het team naar de overwinning.



# BEKER

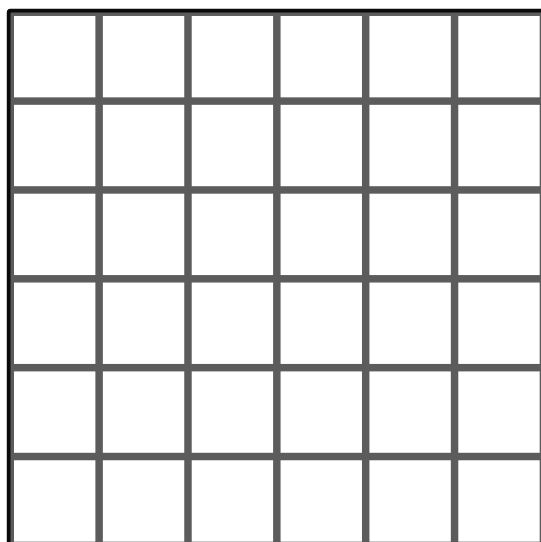
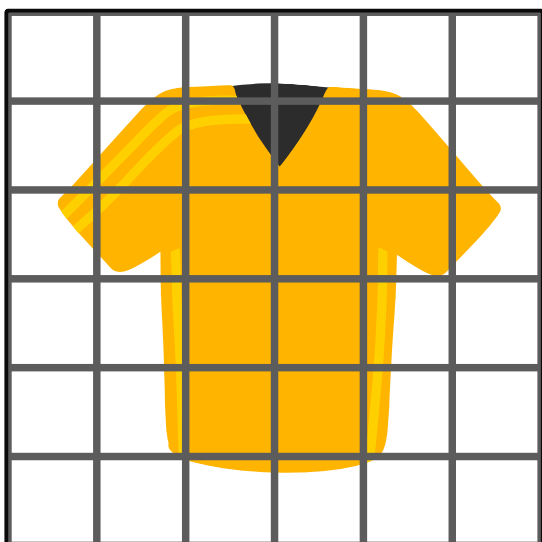
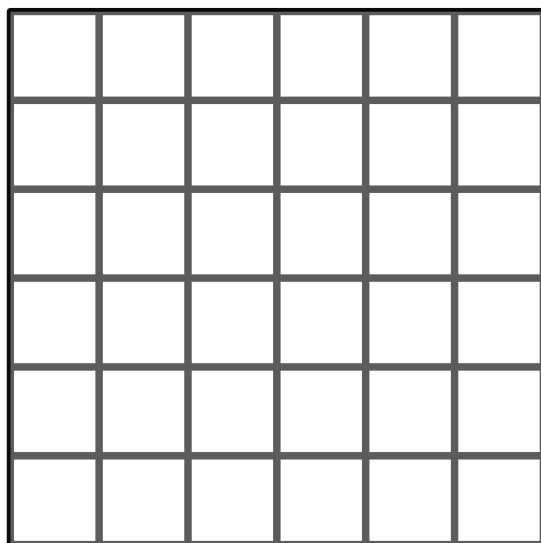
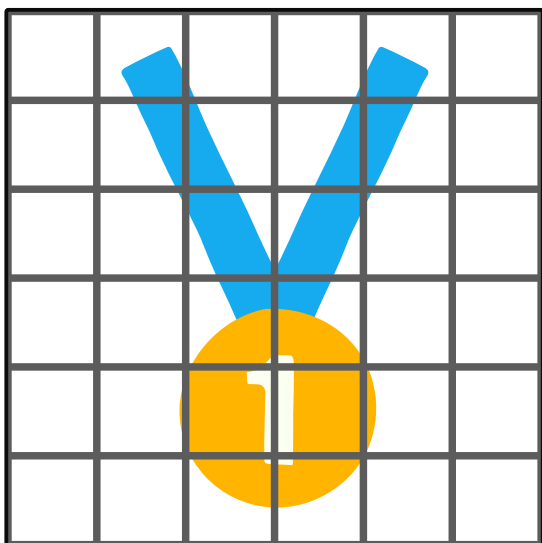
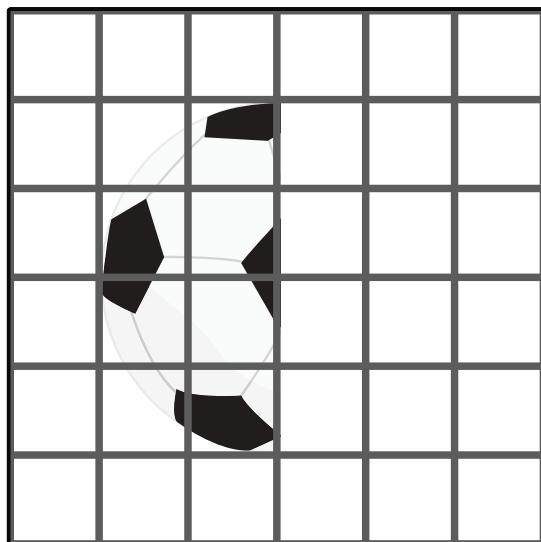
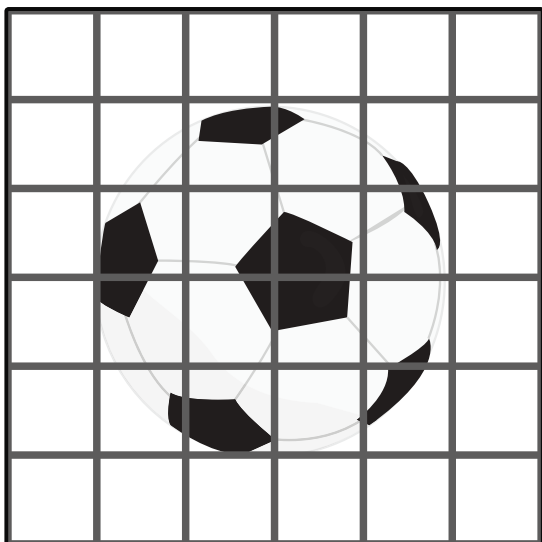
Maak de afbeelding af





# KOPIËREN

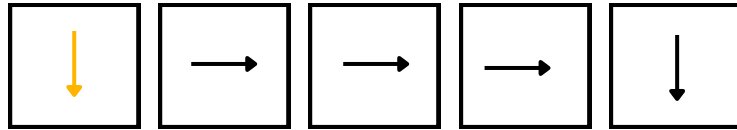
Kopieer de afbeelding



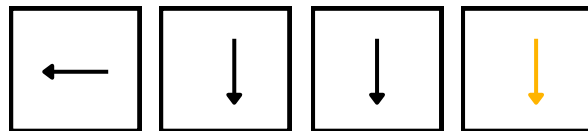
# PROGRAMMEREN

In welk doel wordt gescoord?

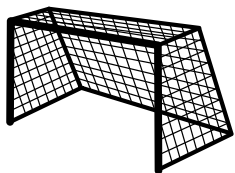
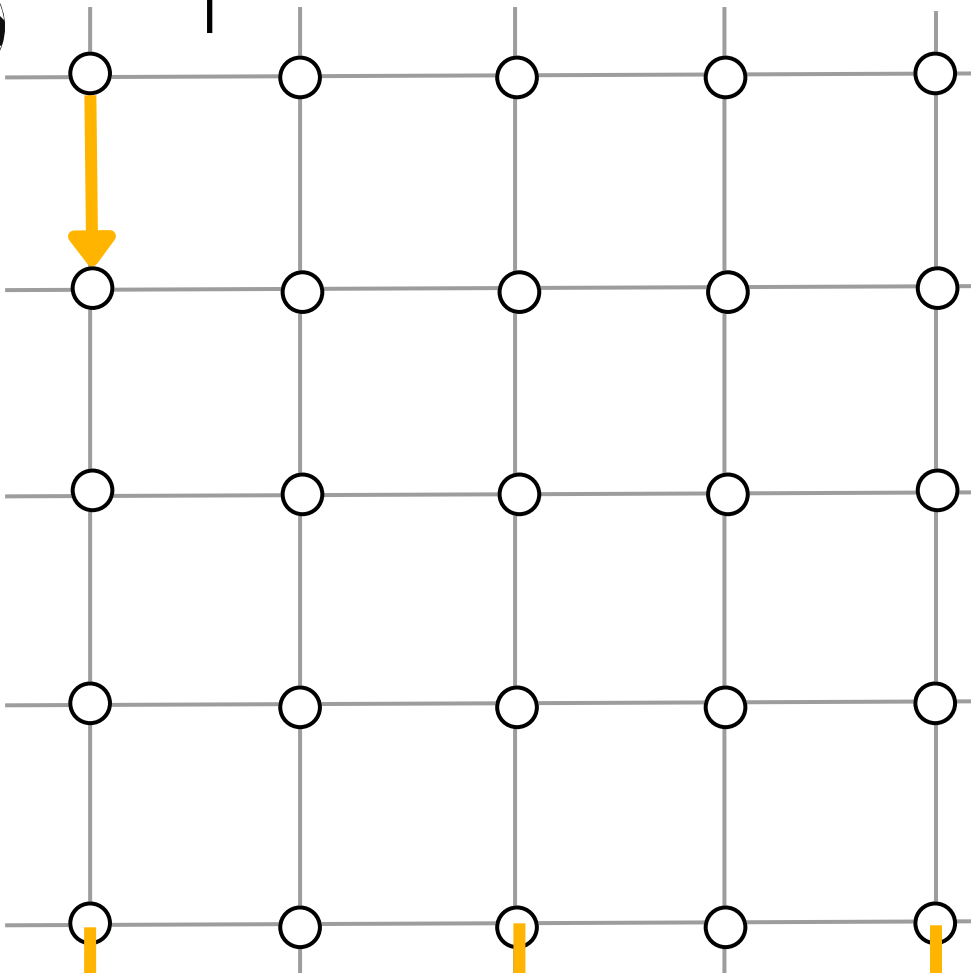
1 2 3 4 5



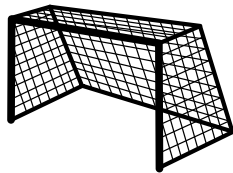
6 7 8 9



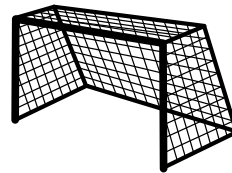
1



a



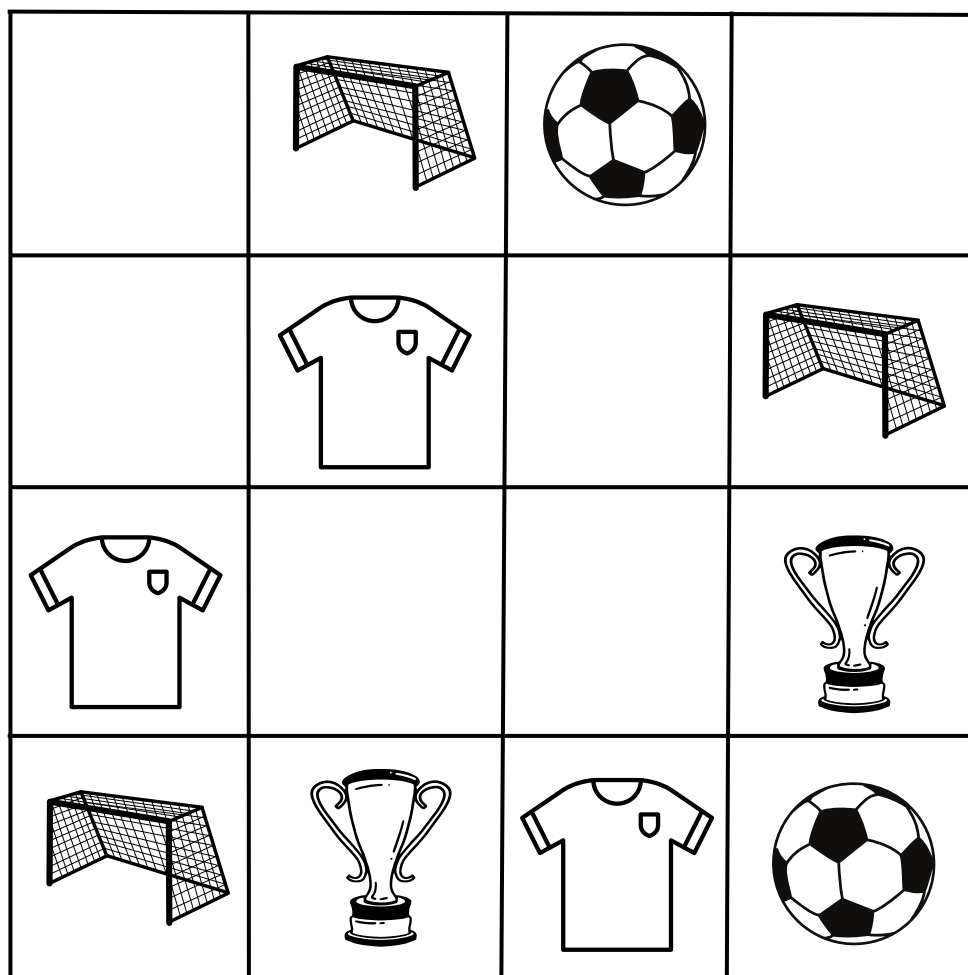
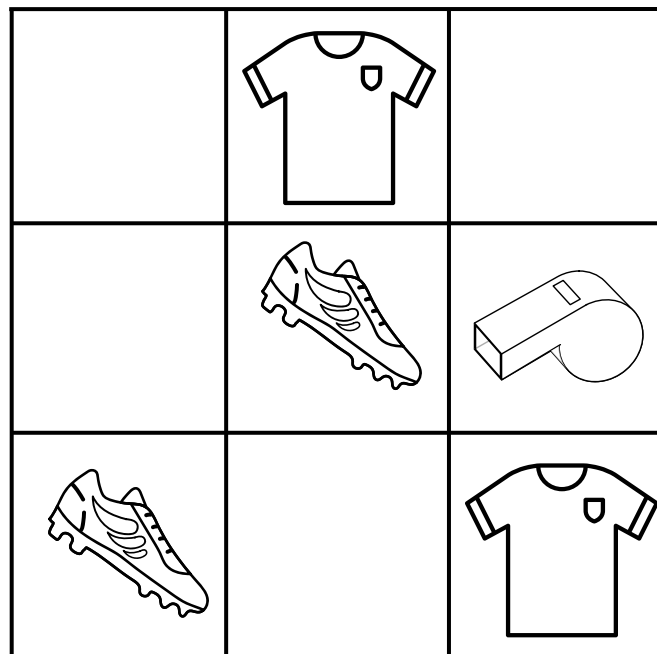
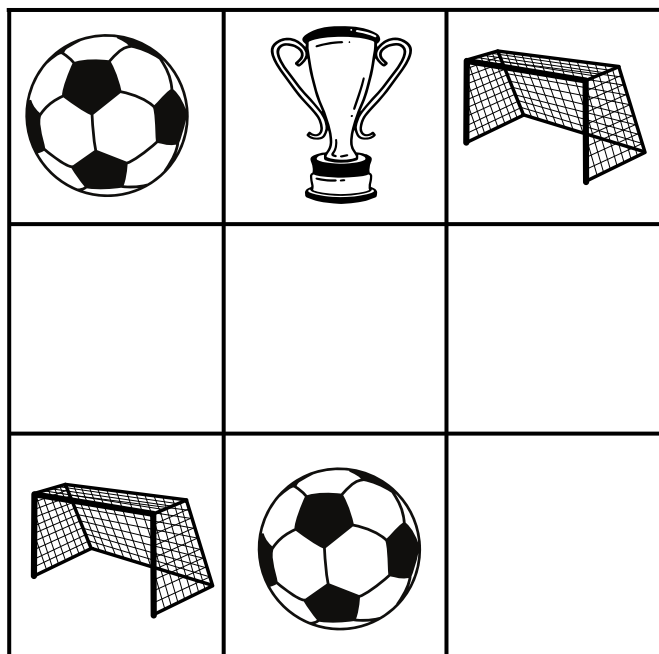
b



c

# PLAATJES SUDOKU

uitleg

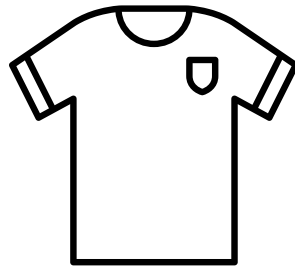


# WOORDKAARTEN

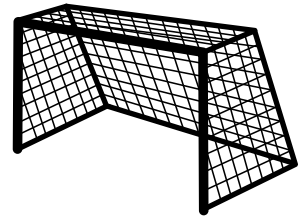
Knip de afbeeldingen en de woorden uit en leg deze bij elkaar.



v e l d



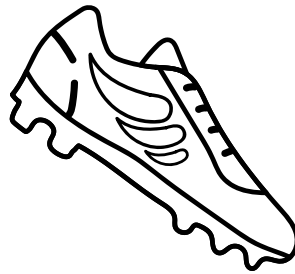
b e k e r



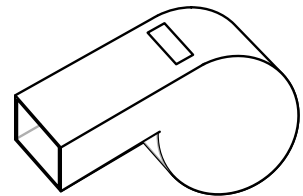
f l u i t



d o e l



b a l



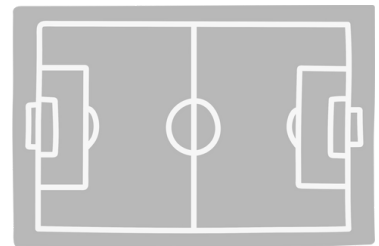
k a a r t



s p e l e r



T - s h i r t



s c h o e n

# IK ZIE, IK ZIE, WAT JIJ NIET ZIET

## EK / WK

Tel het aantal plaatjes



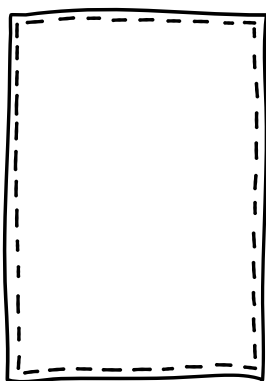


# EK VOETBAL MEMORY

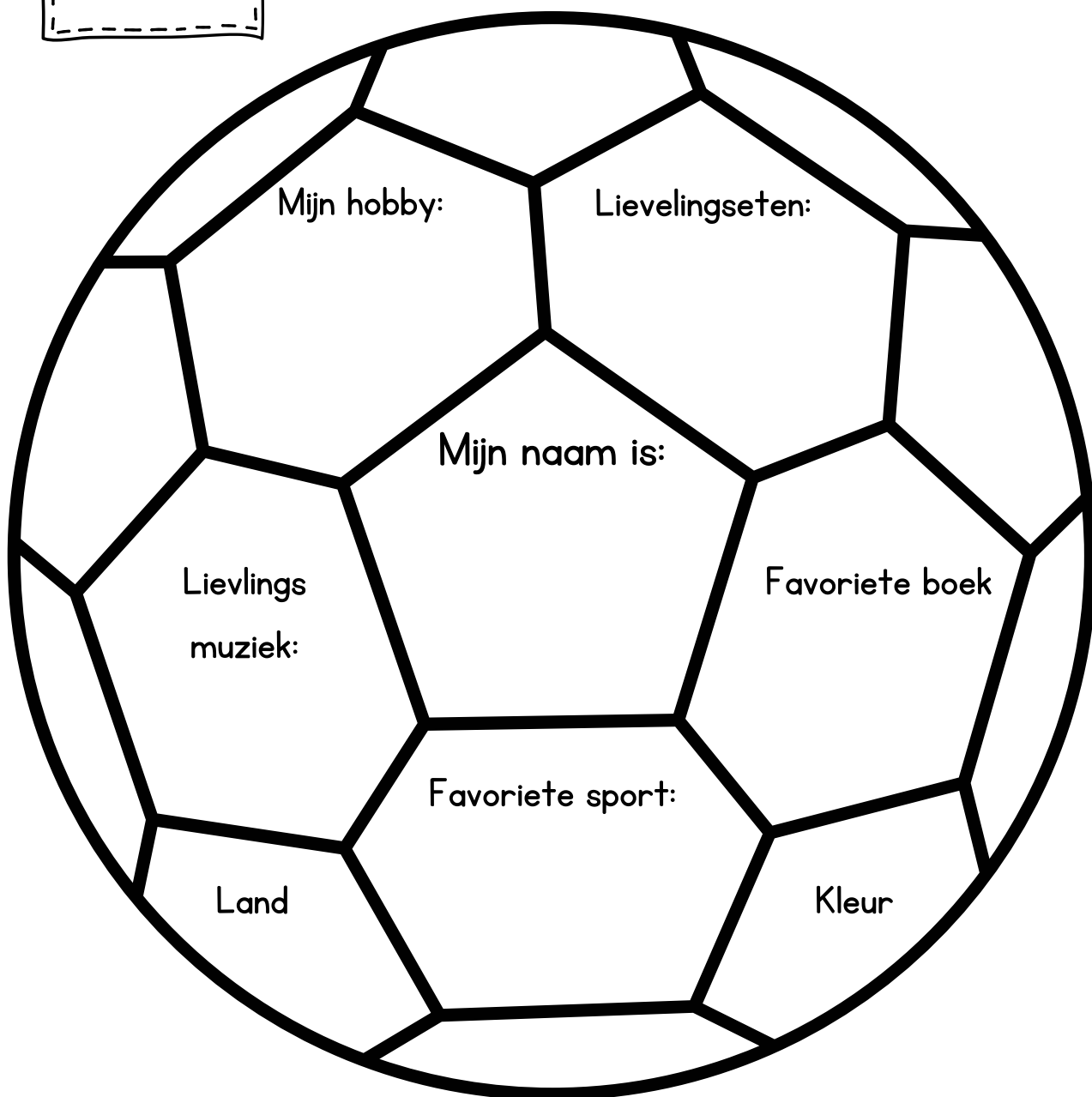
Mamaliefde.nl

# RAAD DE SPELER

Ga op zoek naar de antwoorden van je favoriete speler.

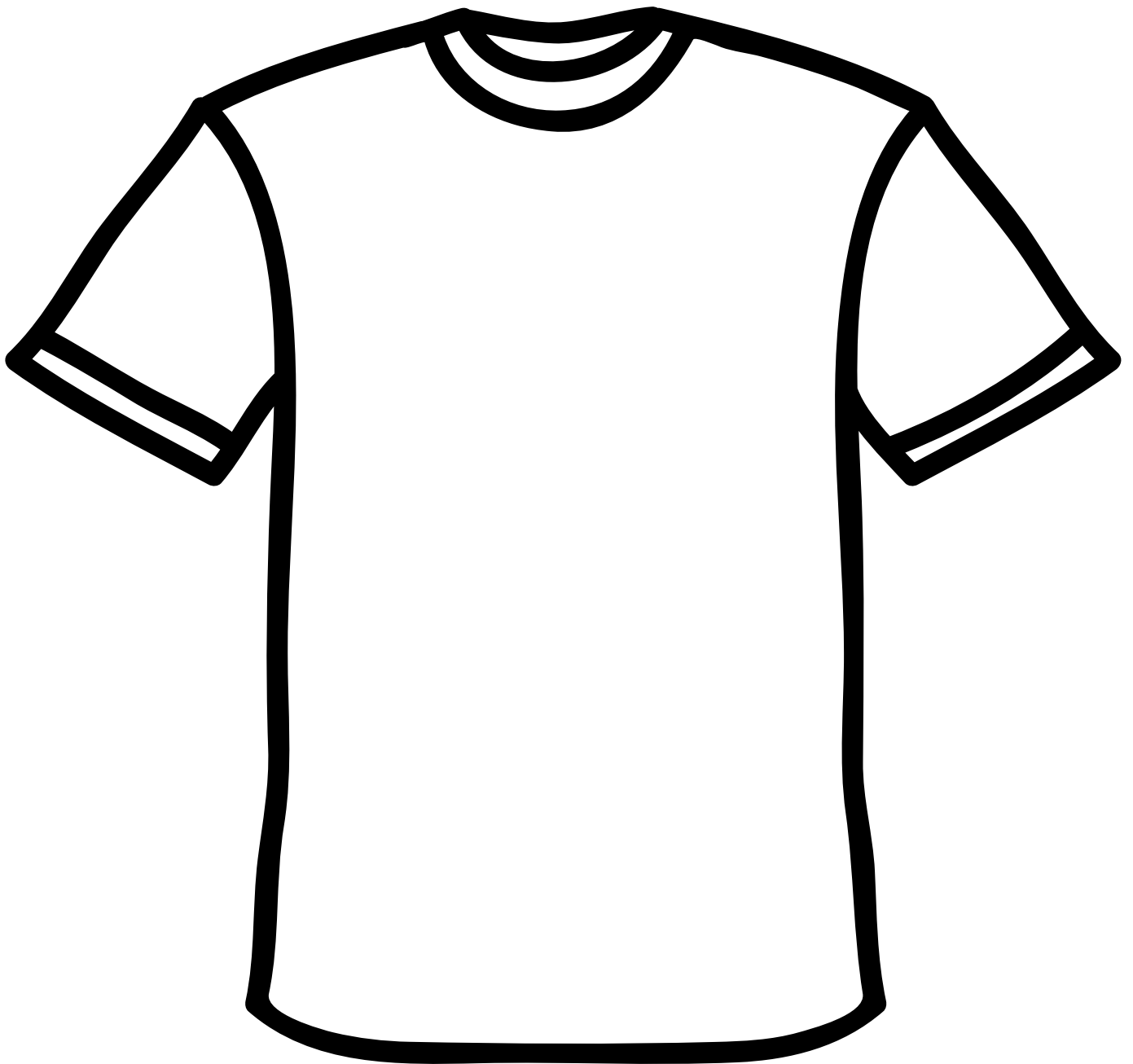


Dit ben ik



# VOETBAL SHIRT

Ontwerp je eigen voetbal shirt.





# KLEI KAART

Maak met klei of playmais je eigen voetbal.



# VAN GROOT NAAR KLEIN

Knip de voetballen uit en plak deze op een strook papier van groot naar klein.

