



Tafel van 16 mix (rijtjes om te automatiseren met 0) [1]

Oefening 1

1. $9 \times 16 =$
2. $0 \times 16 =$
3. $6 \times 16 =$
4. $10 \times 16 =$
5. $9 \times 16 =$
6. $3 \times 16 =$
7. $9 \times 16 =$
8. $7 \times 16 =$
9. $2 \times 16 =$
10. $0 \times 16 =$

Oefening 3

1. $8 \times 16 =$
2. $7 \times 16 =$
3. $2 \times 16 =$
4. $0 \times 16 =$
5. $7 \times 16 =$
6. $10 \times 16 =$
7. $8 \times 16 =$
8. $3 \times 16 =$
9. $0 \times 16 =$
10. $6 \times 16 =$

Oefening 2

1. $1 \times 16 =$
2. $2 \times 16 =$
3. $7 \times 16 =$
4. $9 \times 16 =$
5. $1 \times 16 =$
6. $8 \times 16 =$
7. $2 \times 16 =$
8. $10 \times 16 =$
9. $8 \times 16 =$
10. $2 \times 16 =$

Oefening 4

1. $9 \times 16 =$
2. $8 \times 16 =$
3. $3 \times 16 =$
4. $5 \times 16 =$
5. $0 \times 16 =$
6. $10 \times 16 =$
7. $0 \times 16 =$
8. $4 \times 16 =$
9. $1 \times 16 =$
10. $5 \times 16 =$



Oefening 1

1. $9 \times 16 =$ **144**
2. $0 \times 16 =$ **0**
3. $6 \times 16 =$ **96**
4. $10 \times 16 =$ **160**
5. $9 \times 16 =$ **144**
6. $3 \times 16 =$ **48**
7. $9 \times 16 =$ **144**
8. $7 \times 16 =$ **112**
9. $2 \times 16 =$ **32**
10. $0 \times 16 =$ **0**

Oefening 3

1. $8 \times 16 =$ **128**
2. $7 \times 16 =$ **112**
3. $2 \times 16 =$ **32**
4. $0 \times 16 =$ **0**
5. $7 \times 16 =$ **112**
6. $10 \times 16 =$ **160**
7. $8 \times 16 =$ **128**
8. $3 \times 16 =$ **48**
9. $0 \times 16 =$ **0**
10. $6 \times 16 =$ **96**

Oefening 2

1. $1 \times 16 =$ **16**
2. $2 \times 16 =$ **32**
3. $7 \times 16 =$ **112**
4. $9 \times 16 =$ **144**
5. $1 \times 16 =$ **16**
6. $8 \times 16 =$ **128**
7. $2 \times 16 =$ **32**
8. $10 \times 16 =$ **160**
9. $8 \times 16 =$ **128**
10. $2 \times 16 =$ **32**

Oefening 4

1. $9 \times 16 =$ **144**
2. $8 \times 16 =$ **128**
3. $3 \times 16 =$ **48**
4. $5 \times 16 =$ **80**
5. $0 \times 16 =$ **0**
6. $10 \times 16 =$ **160**
7. $0 \times 16 =$ **0**
8. $4 \times 16 =$ **64**
9. $1 \times 16 =$ **16**
10. $5 \times 16 =$ **80**