

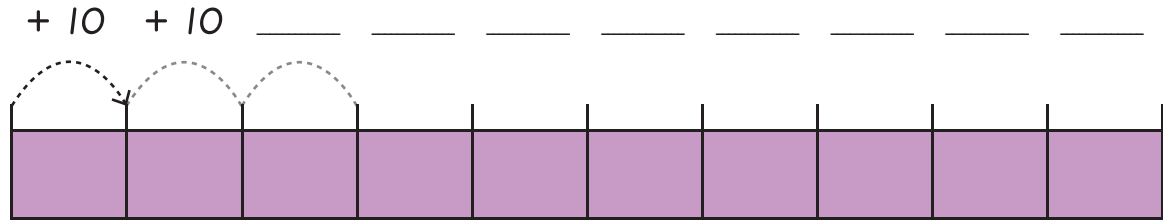


Tafel van 10



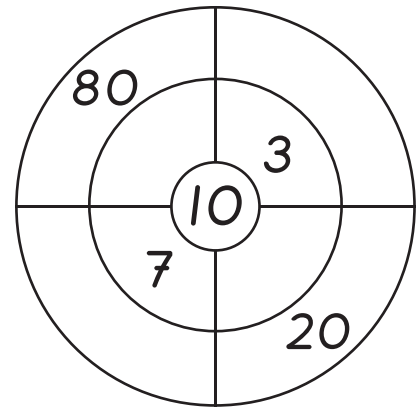
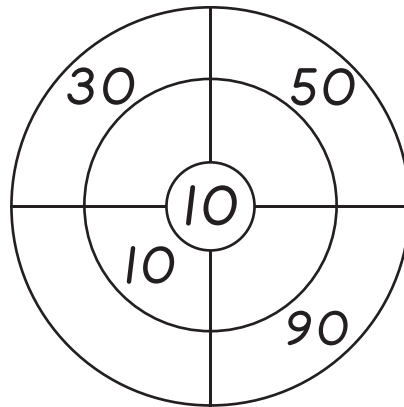
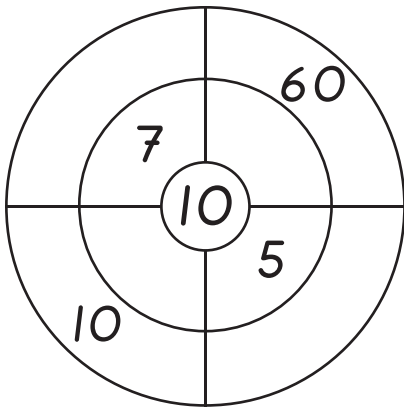
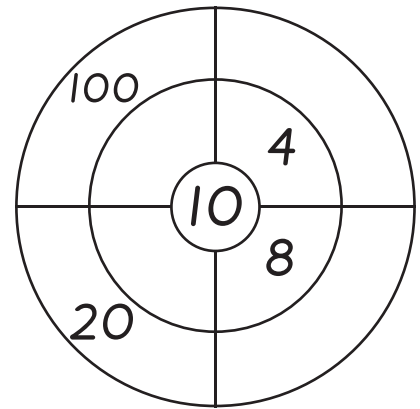
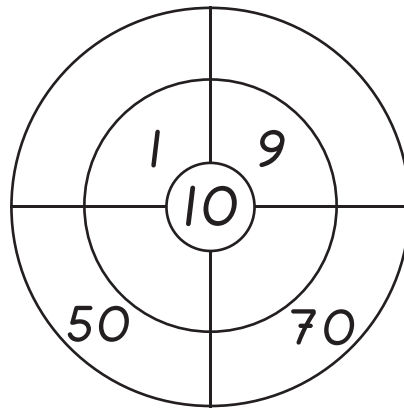
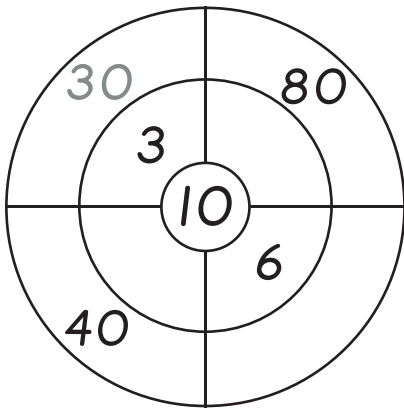
De sprongen geven de antwoorden van de tafel aan.

Maak de getallenlijn af.
Vul de sprongen en de antwoorden in.



0 10 _____

Vul de cirkels. Vermenigvuldig het getal in het midden met de getallen in de middelste ring. De antwoorden staan in de buitenste ring.

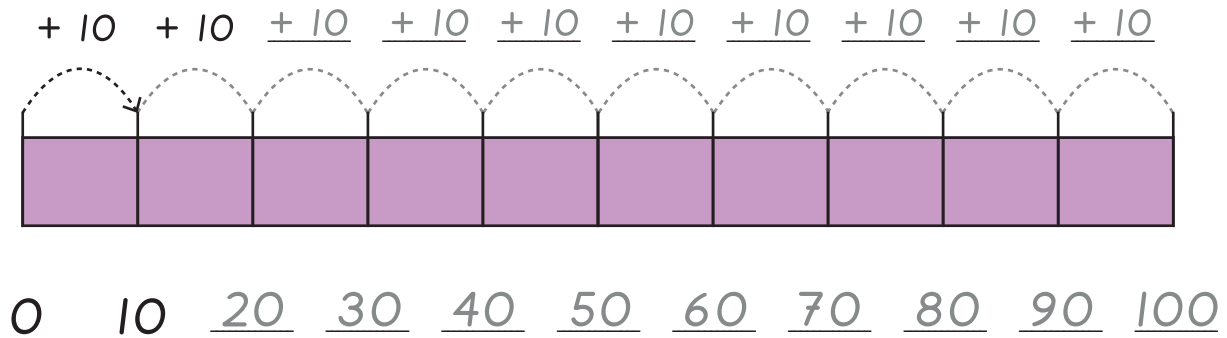




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De sprongen geven de antwoorden van de tafel aan.



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