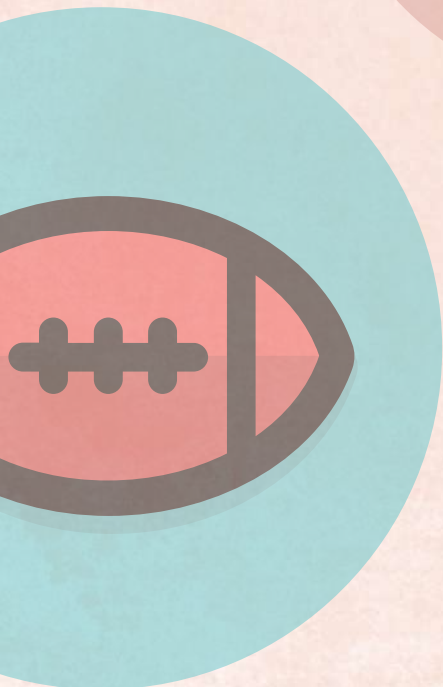
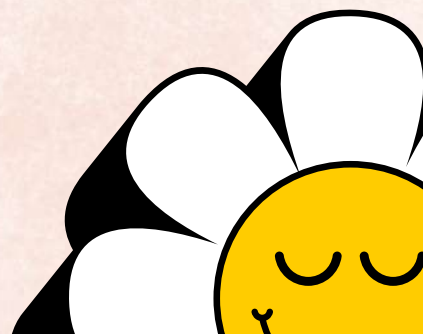
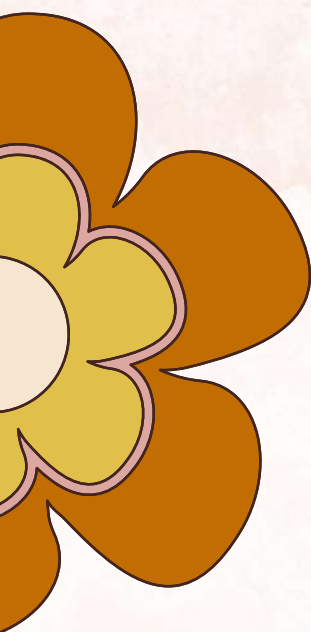
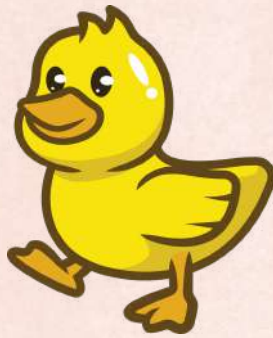
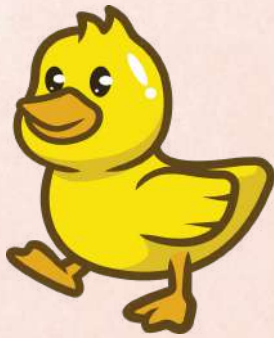




spelletjesbundel





eend, eend, gans



Nodig: 



Hoe?

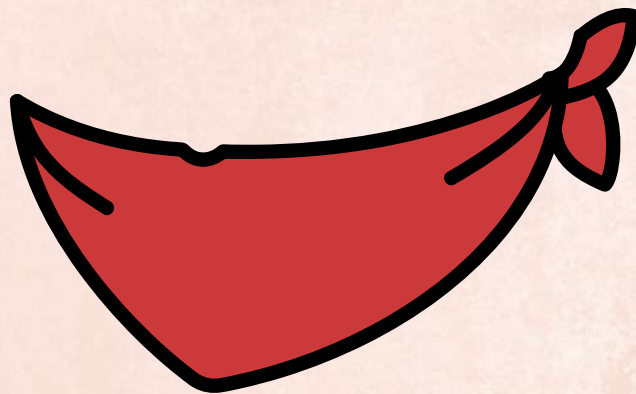


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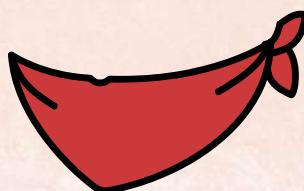




zakdoek leggen



Nodig:



Hoe?



+



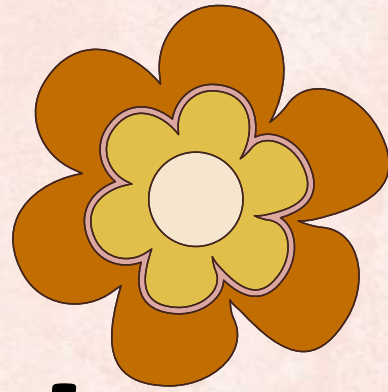
=



**Zakdoek leggen, Niemand zeggen,
"Kukelekuu", zei onze haan.**

**Twee paar schoenen heb ik aangedaan,
Eén van stof en één van leer,
Hier leg ik mijn zakdoek neer.**





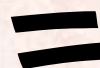
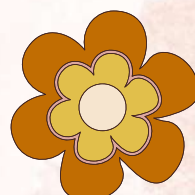
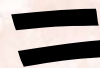
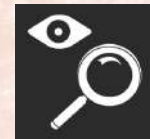
cactus, bloem



Nodig:



Hoe?





knippermannetje



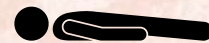
Nodig:



Hoe?



=





Kat en muis



Nodig:



Hoe?



=



vlucht



=

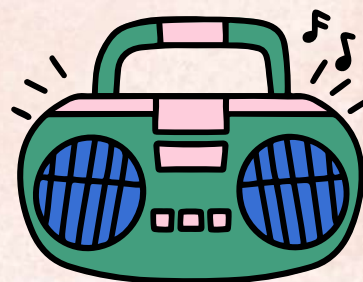
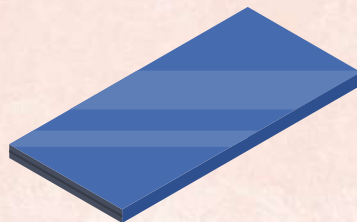




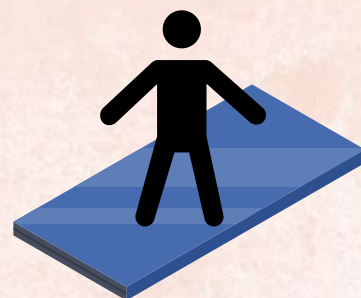
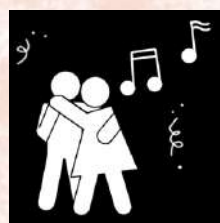
mattendans

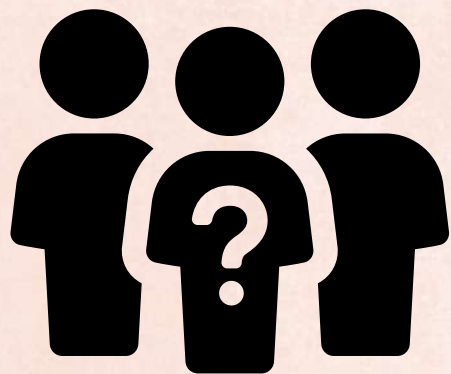


Nodig:



Hoe?

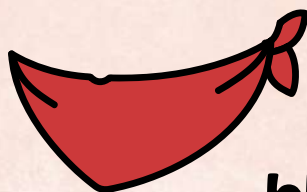




Tik, Tik, wie ben ik



Nodig:



blinddoek

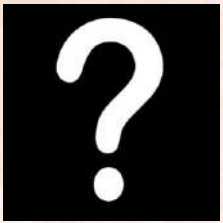


Hoe?

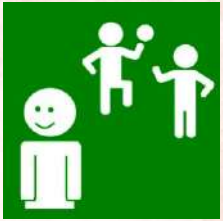
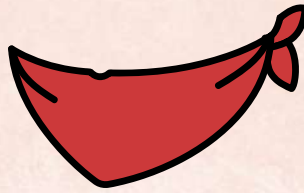




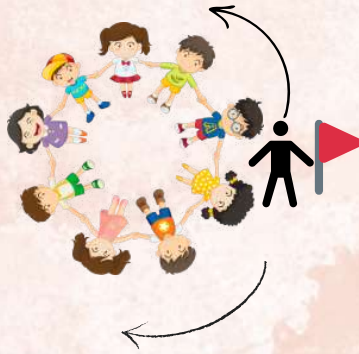
Vlaggenstok

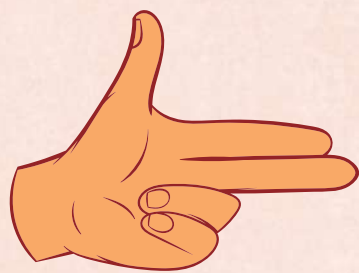


Nodig:



Hoe?





Pang, Pang



Nodig:



Hoe?



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Chinese voetbal



Nodig:



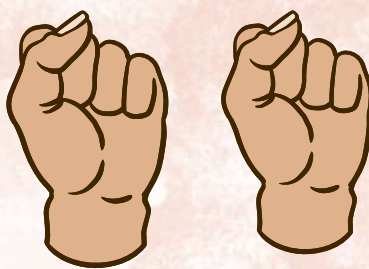
Hoe?



=

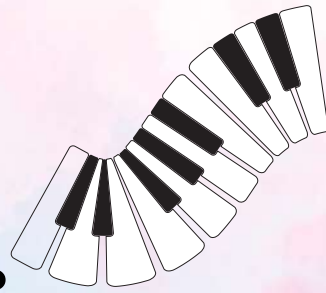


1.



2.

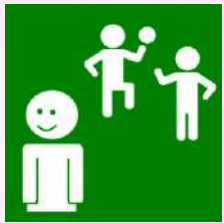




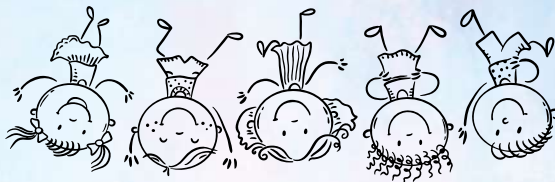
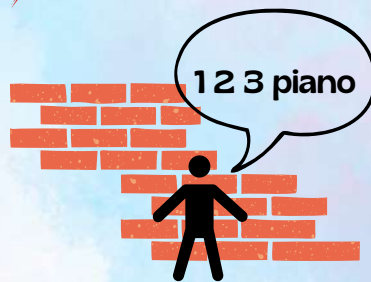
1 2 3 piano



Nodig:



Hoe?



=



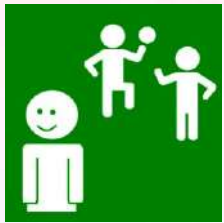
Stop



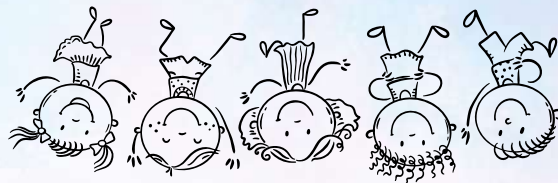
Vos kom uit je hol!



Nodig: 



Hoe?



Vos kom uit je hol!



=



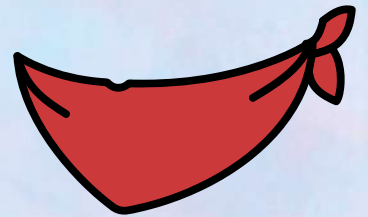
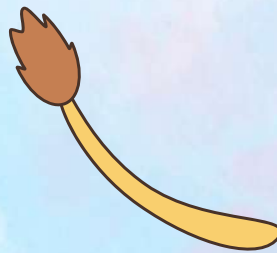
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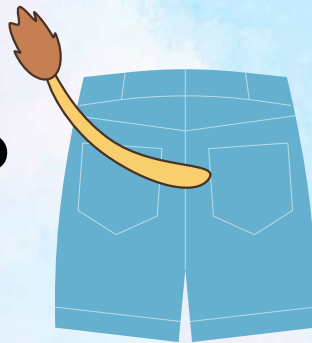
Pak de staart



Nodig:



Hoe?





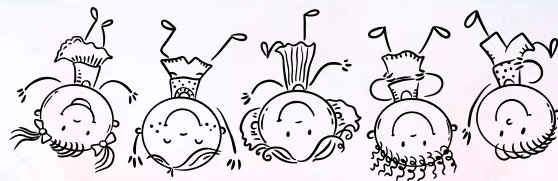
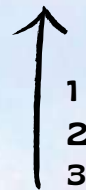
Wolfje, Wolfje, hoe laat is het



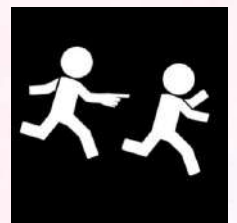
Nodig:



Hoe?



wolfje, wolfje, hoe laat is het?





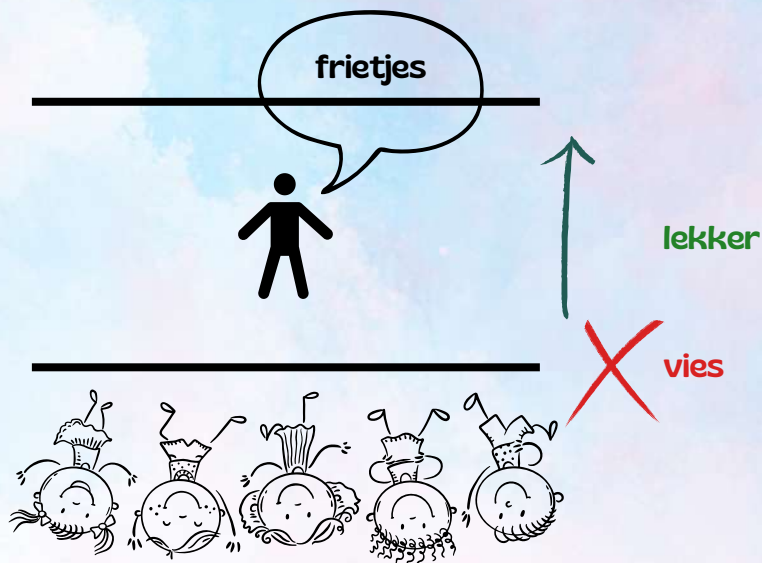
Lekker land - vies land



Nodig:



Hoe?



=





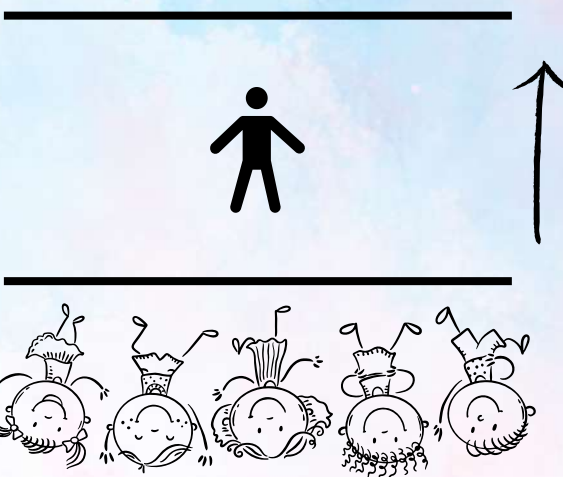
Schipper mag ik overvaren



Nodig: 



Hoe?



Schipper mag ik overvaren? Ja of nee?

Moet ik dan ook geld betalen? Ja of nee?



Hoepeltikkertje



Nodig:



Hoe?



=





Kegelloopje



Nodig:



4



Hoe?

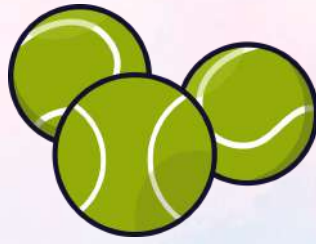


rechtzetten



omduwen





Tennisbalspel



Nodig:

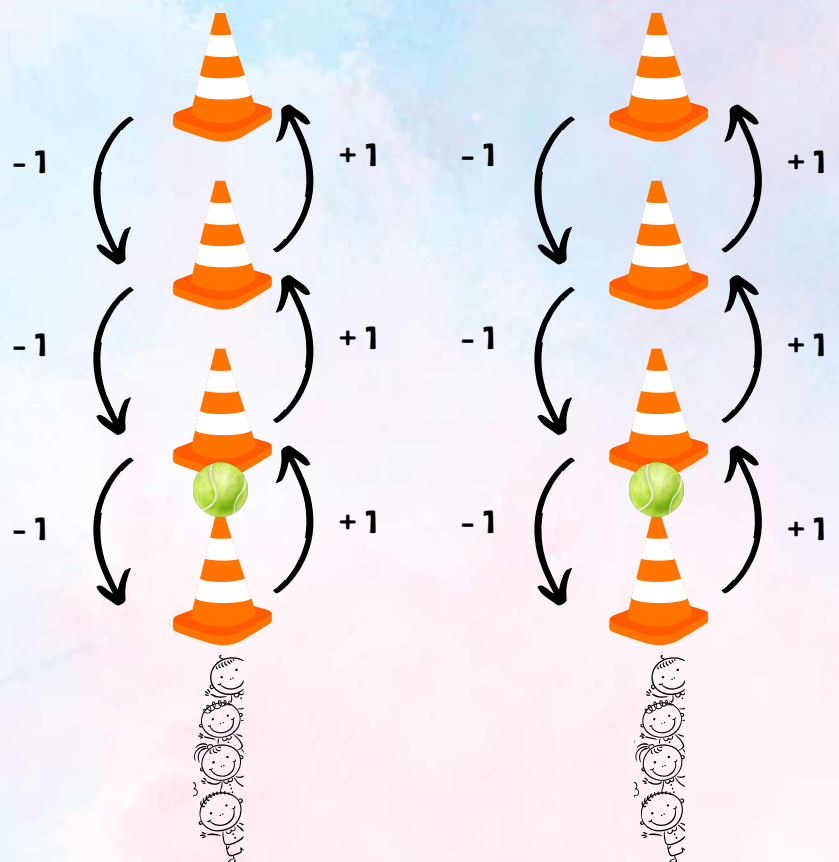


8

2



Hoe?

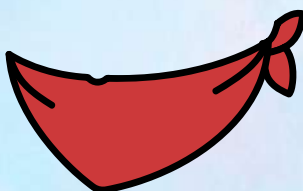




vlaggenroef

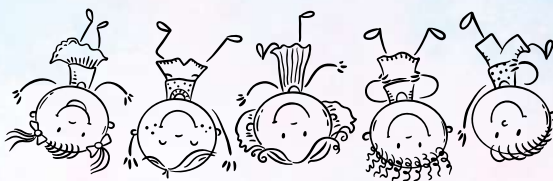
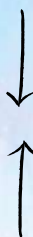
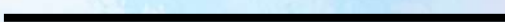


Nodig:



Hoe?

1, 2, 3, 4, 5, 6, ...



1, 2, 3, 4, 5, 6, ...



Tik Tak Boem



Nodig:



Hoe?



+

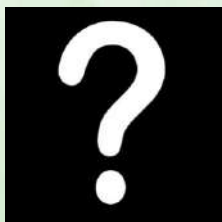


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Rotte eieren



Nodig:



Hoe?



+





jagerbal



Nodig:



Hoe?



=



=



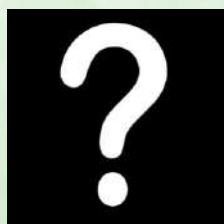
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10



tien- bal



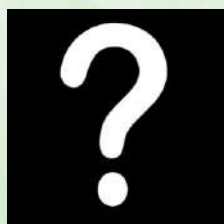
Nodig:



Hoe?

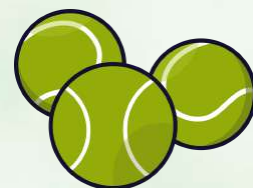


ballenoorlog

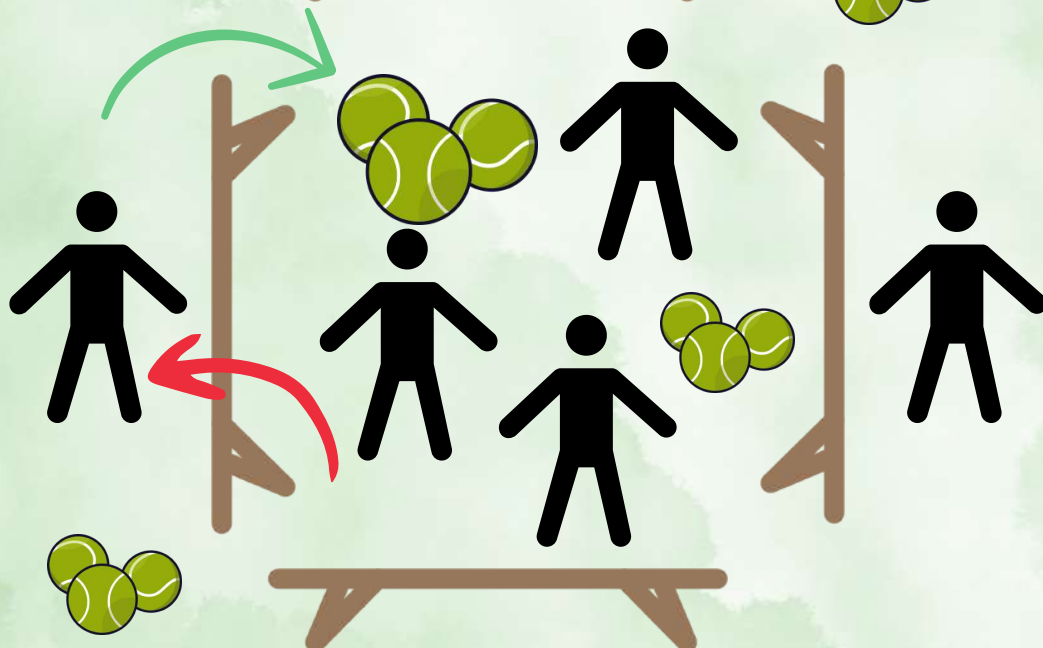


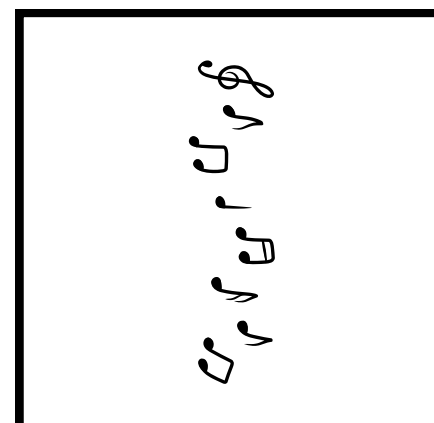
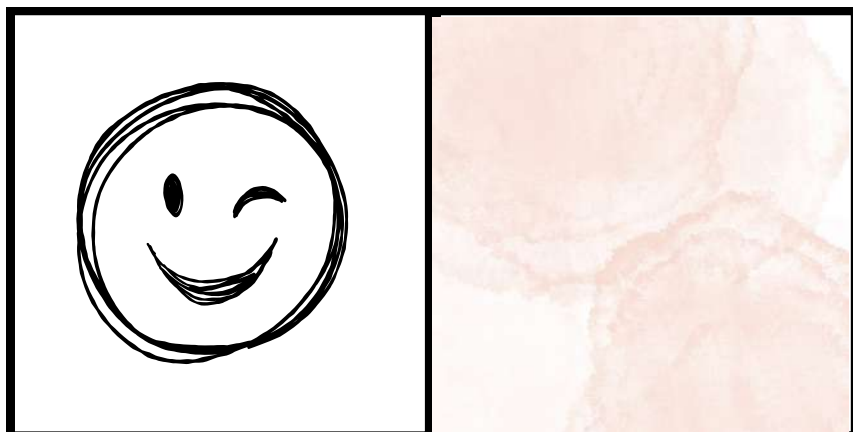
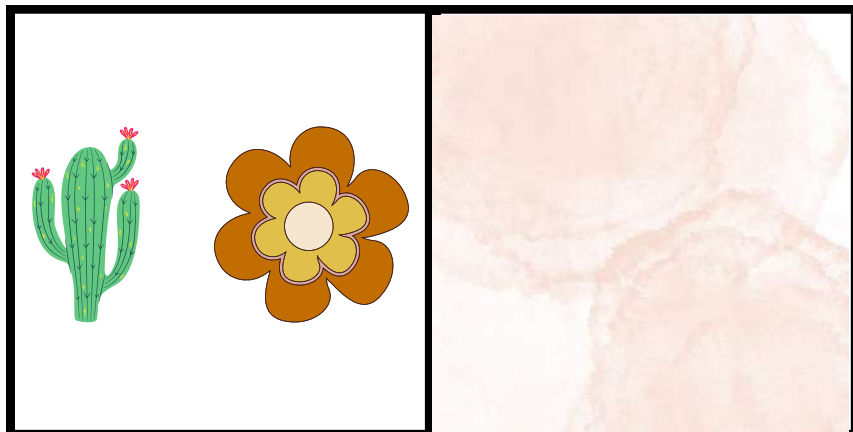
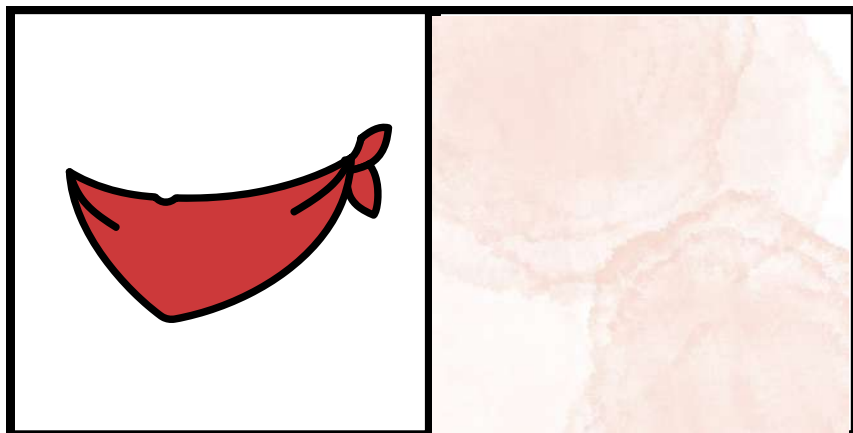
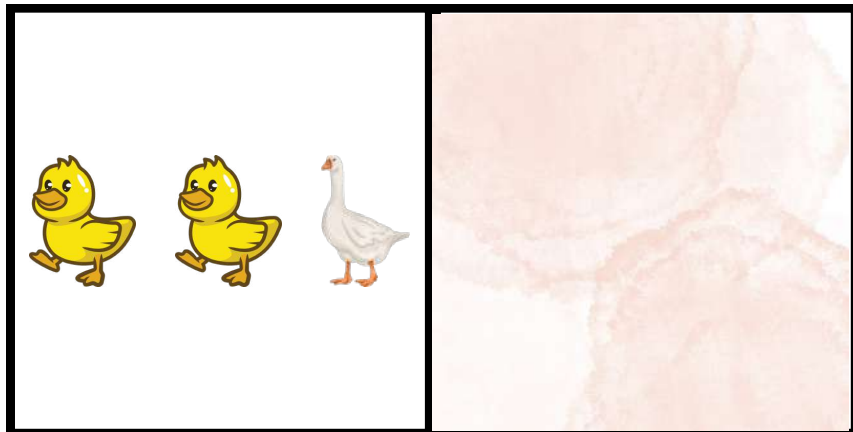
Nodig:

4

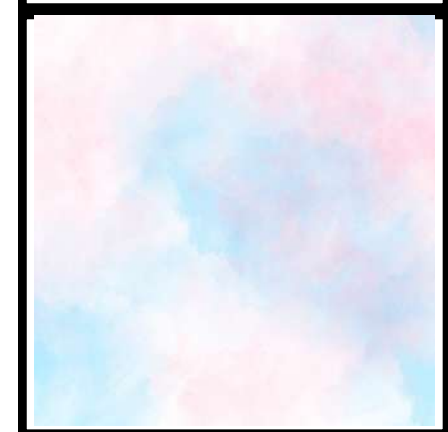
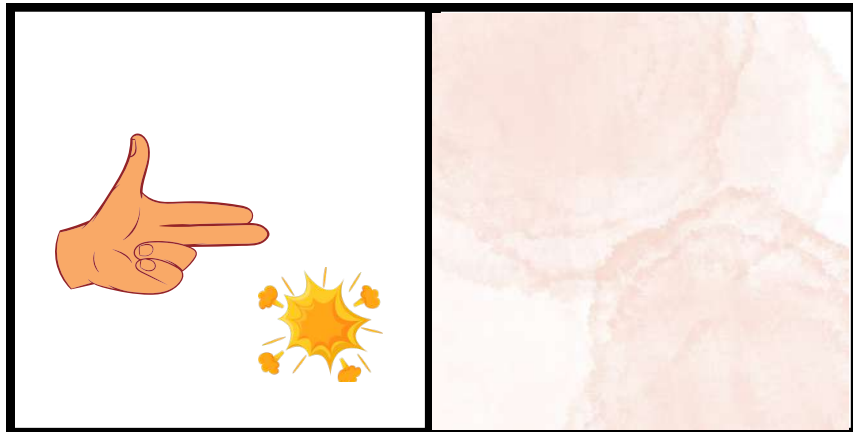
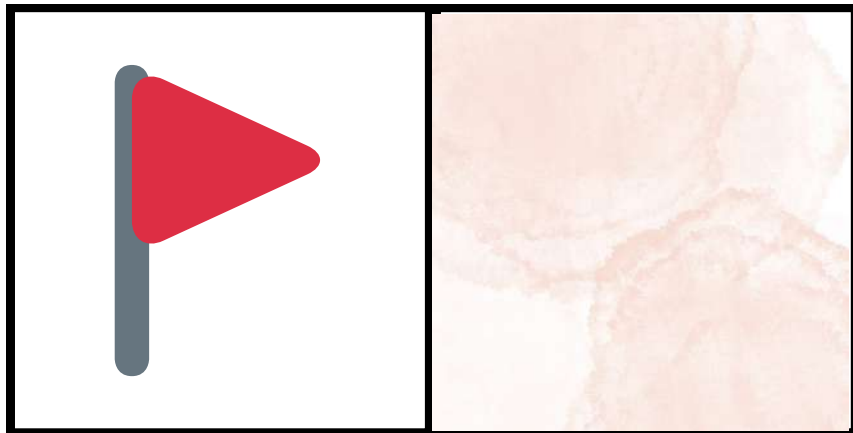
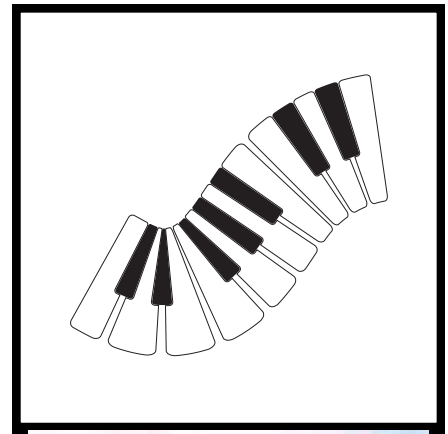
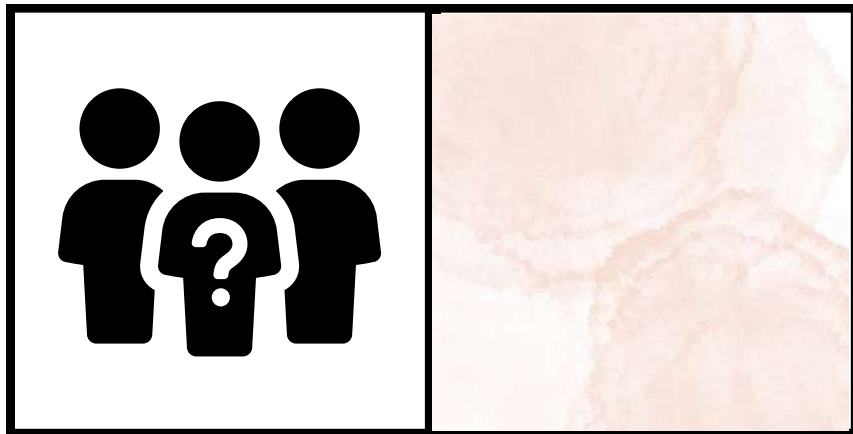


Hoe?

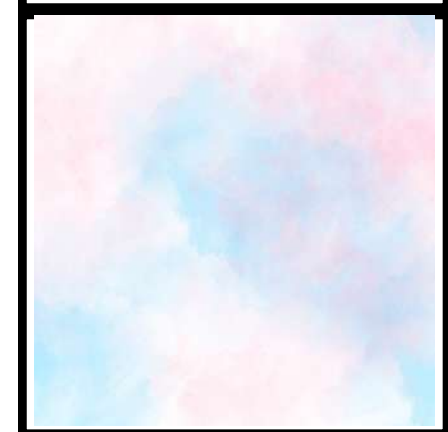
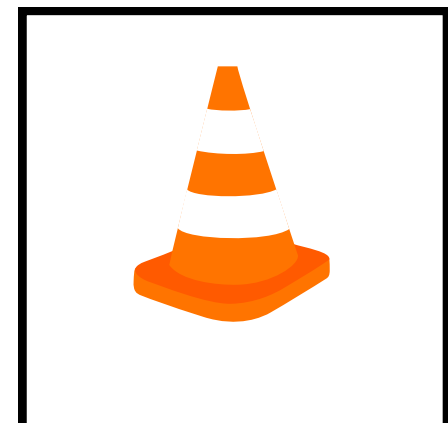
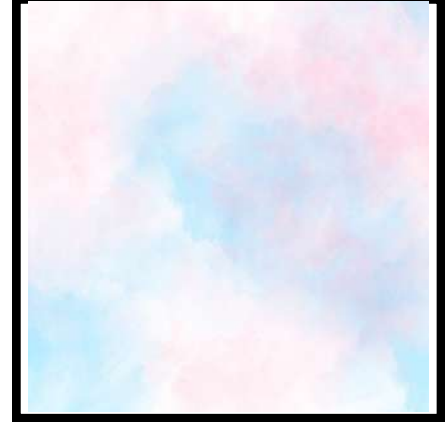
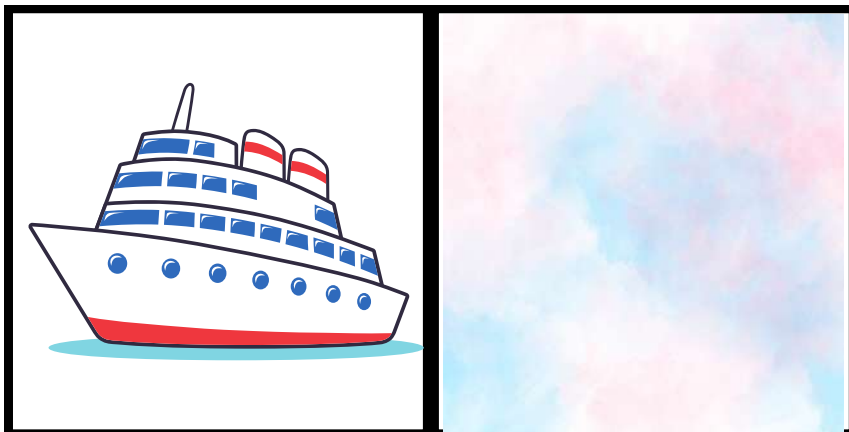
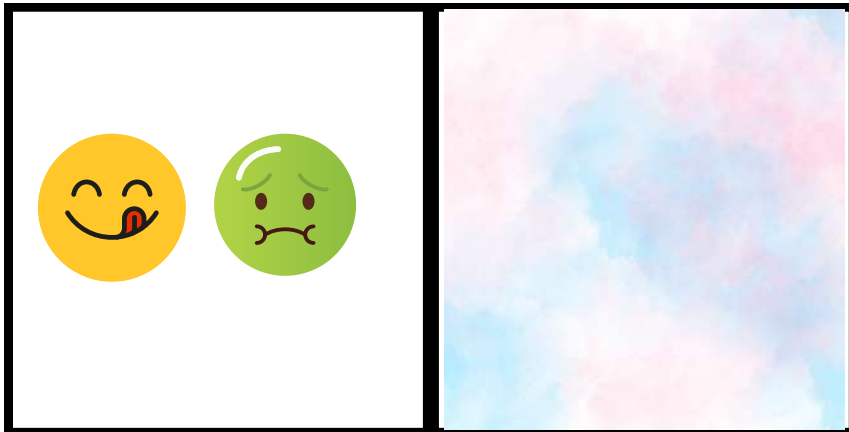
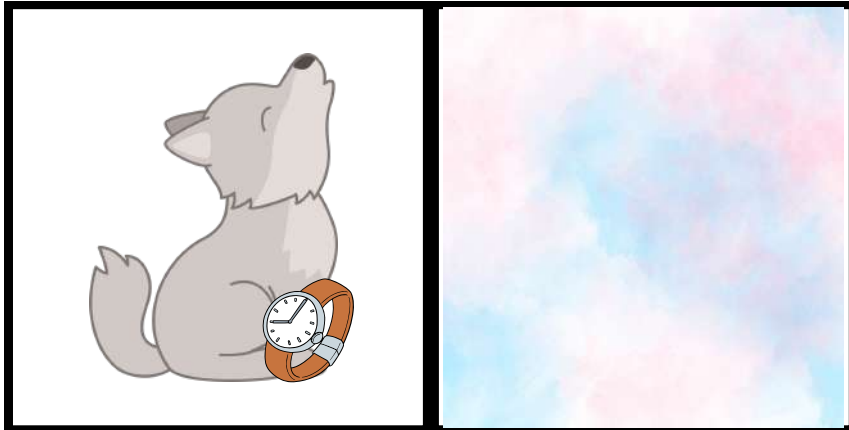
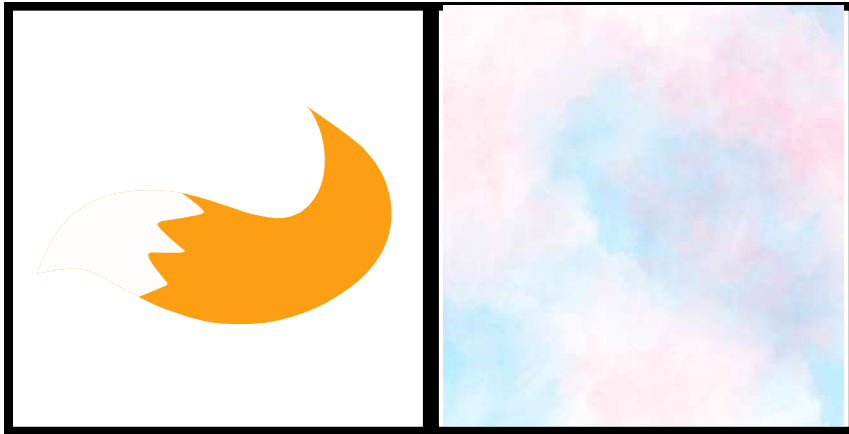




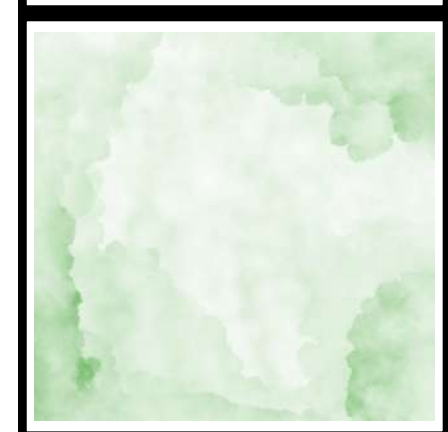
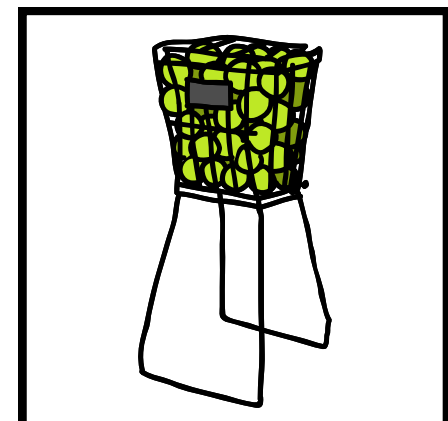
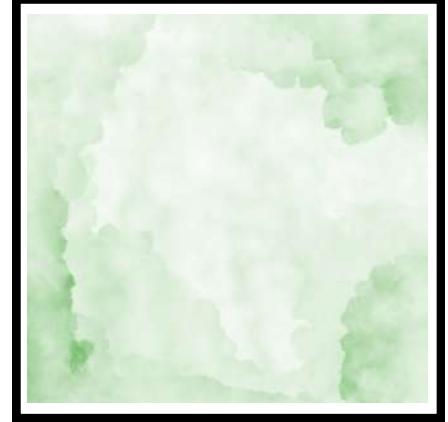
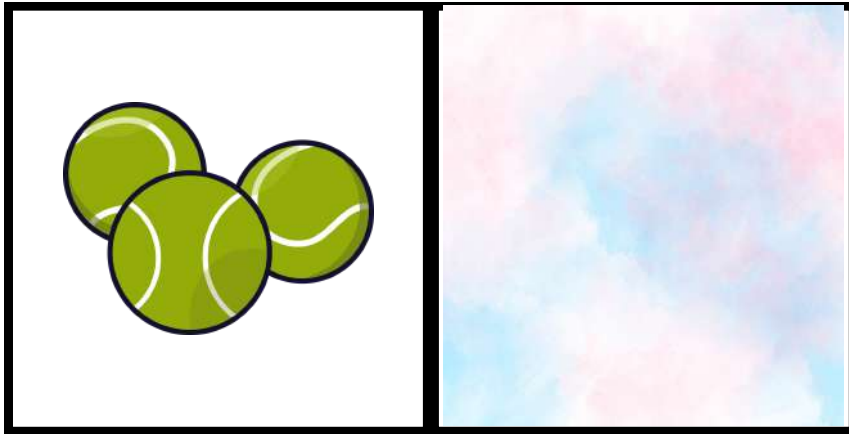
**Deze kaartjes kan je in een doosje stoppen.
De kinderen trekken een kaartje.**



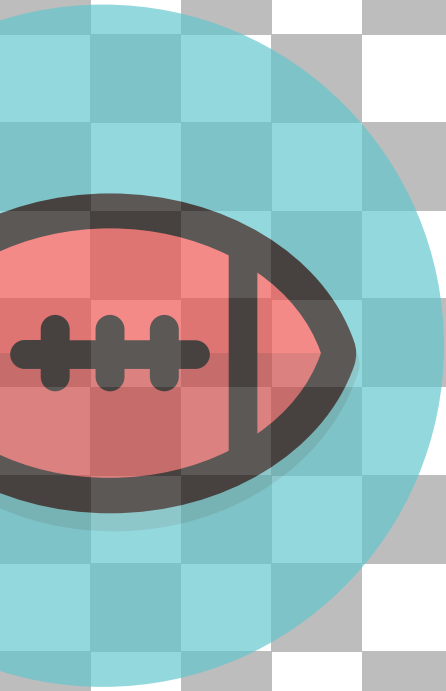
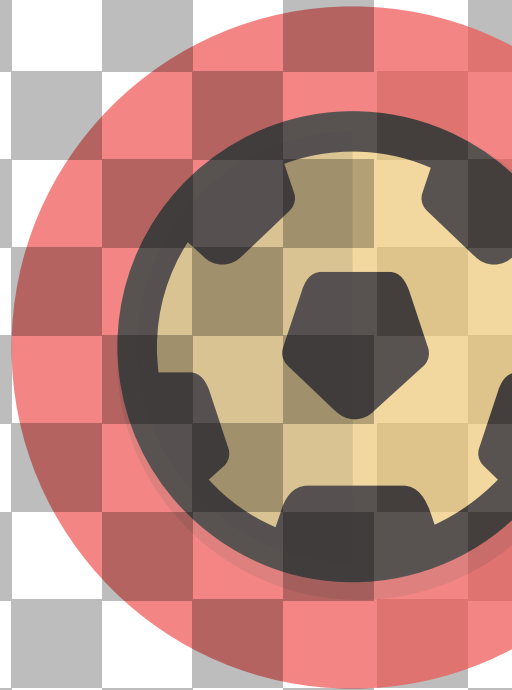
**Deze kaartjes kan je in een doosje stoppen.
De kinderen trekken een kaartje.**



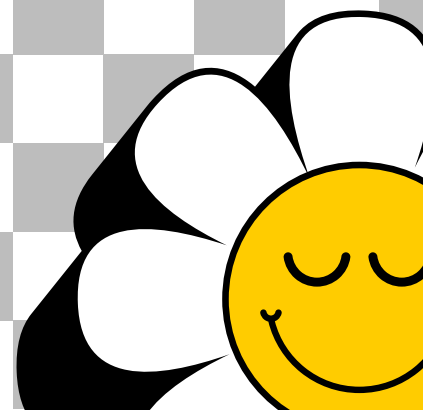
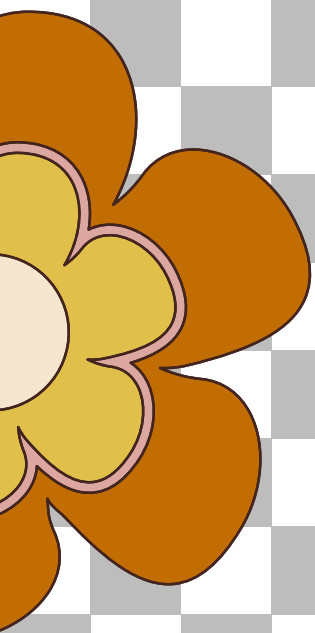
**Deze kaartjes kan je in een doosje stoppen.
De kinderen trekken een kaartje.**



**Deze kaartjes kan je in een doosje stoppen.
De kinderen trekken een kaartje.**



gezelschapsspelletjes





Dobble

1.



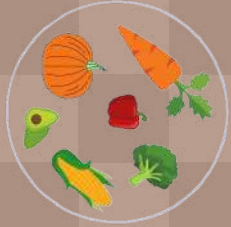
kaarten schudden

2.

Start



9



1



9



Gelijktijdig
omdraaien **MOET**



=



Hetzelfde symbool gevonden? –
Jouw kaart mag in het midden



Gewonnen

=





Dobble

1.



kaarten schudden



27



1



27



2.

Start



Gelijktijdig
omdraaien **MOET**



=

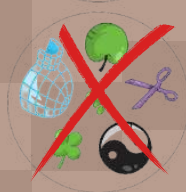


Hetzelfde symbool gevonden? –
Jouw kaart mag in het midden



Gewonnen

=





uno

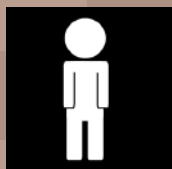
1.



kaarten schudden

2.

Start



=



7x



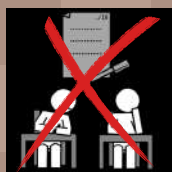
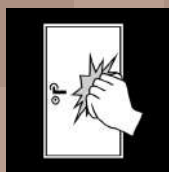
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= 1X



We kijken in onze **eigen** kaarten.



De **jongste** mag beginnen.

6 8 9



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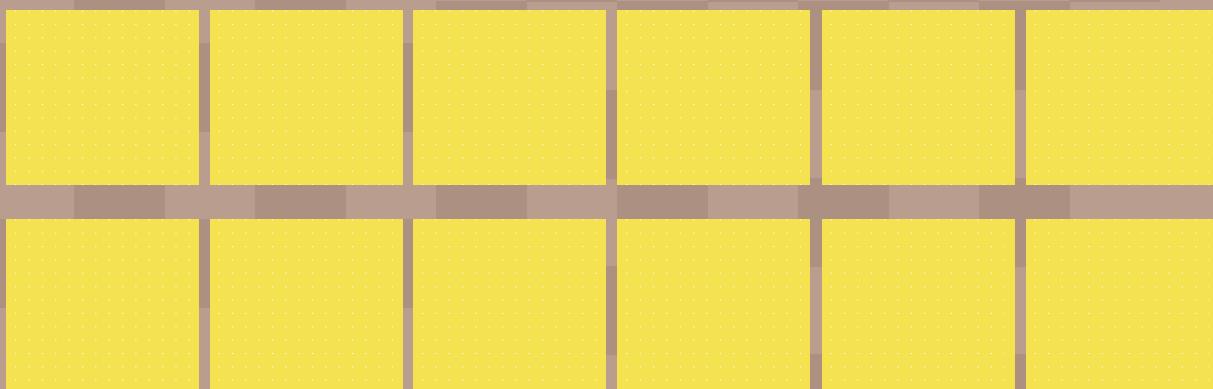
Gewonnen



memory

1.

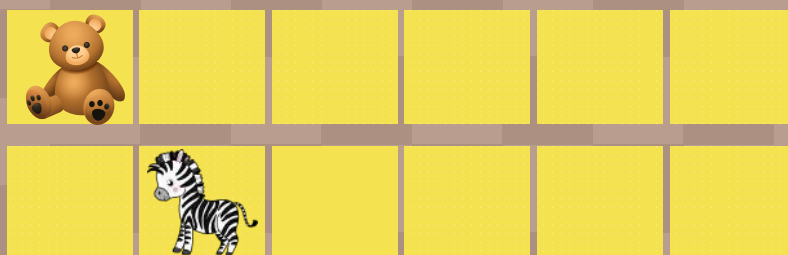
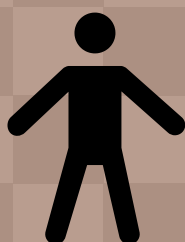
Start



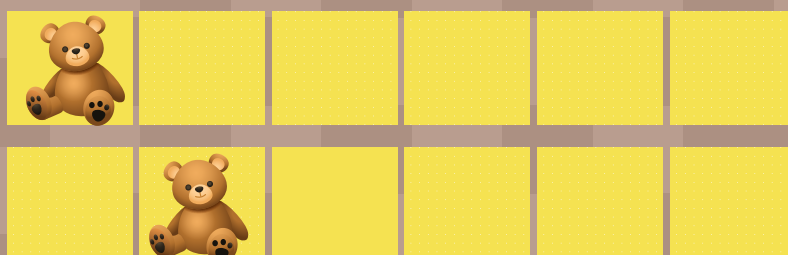
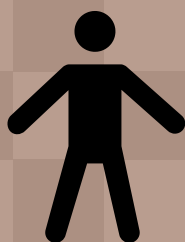
De **jongste** mag beginnen.

6 8 9

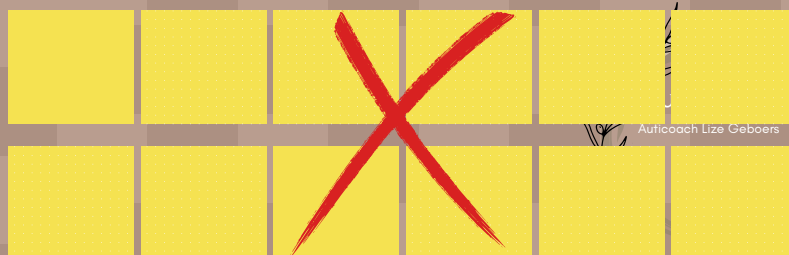
~~2.~~



3.



=





Halli Galli

1.



kaarten schudden

2.

Start



14



14



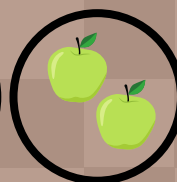
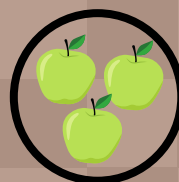
14



14



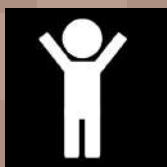
We draaien om de beurt
een kaart om



=



5 van een fruitsoort gevonden?
De kaarten zijn voor jou.



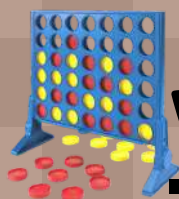
Gewonnen

=



Meeste kaarten





vier op een rij

1.



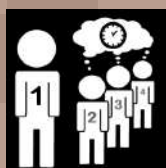
2.



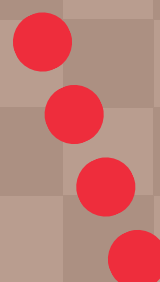
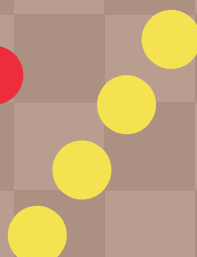
6 8

De **jongste** mag beginnen.

3.



Je speelt **om de beurt**.





dokter bibber

1.



kaarten schudden

2.



6 8 9

De **jongste** mag beginnen.

=



bzz bzz



=



Beurt gaat naar de volgende.



=



MEESTE kaartjes



monopoly junior



START

1.



=

Kies een pion



=



bank



=



x 18



6 8 9

De **jongste** mag beginnen.



monopoly junior

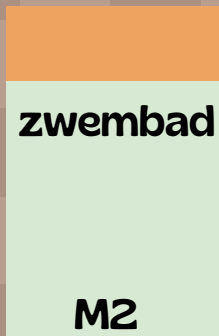
2.



=



x2



=



Kan je kopen.

=



=



Kan je **NIET** kopen.

=



x2



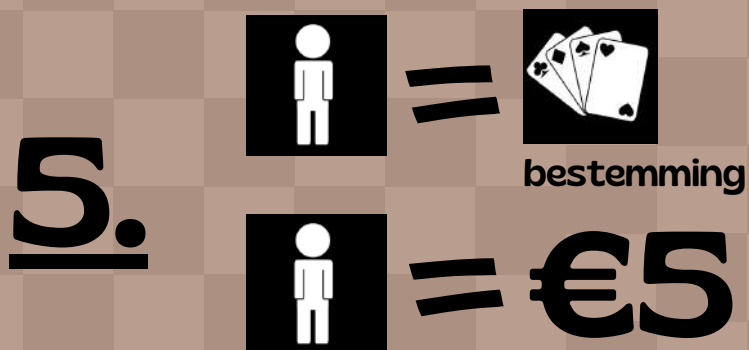
=



MEESTE geld



Levensweg





Levensweg



7 8 9

De **jongste** mag beginnen.

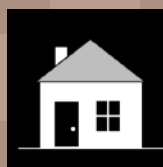


= €3



Gewonnen

=



NIET achteruit wandelen



7.

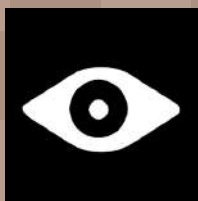


=



draaien

8.



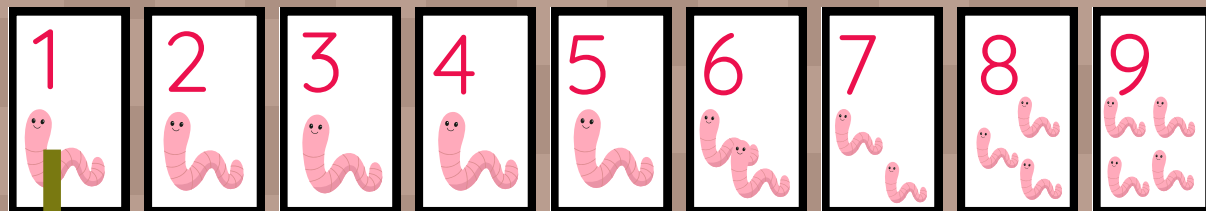
Kijk naar het bordvakje



regenwormen junior

1.

Start



2.



7 8 9

De **jongste** mag beginnen.

3.



Aan de kant.

Regenwormen **MOETEN** eerst.

4.



Je kan stoppen.

5.



Je kan stoppen.

6.



=



beurt is voorbij.



= 2



speed cups

1.



kaarten schudden

2.

start



Om ter snelst drukken.
De kaart is voor jou.

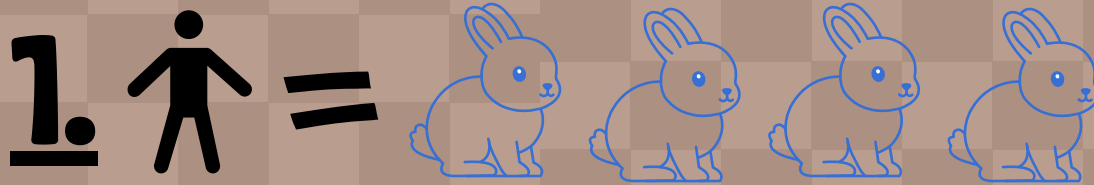


Meeste kaarten.





Bunny hop



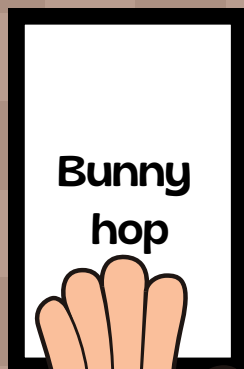
kaarten schudden



6 8 9

De **jongste** mag beginnen.

2.



Trek een kaartje.

3.





Bunny hop



hol



doos

