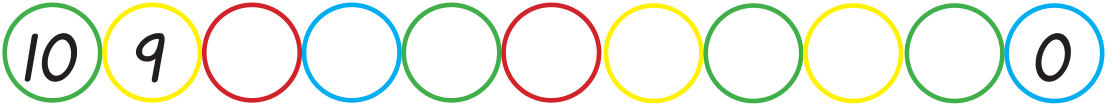
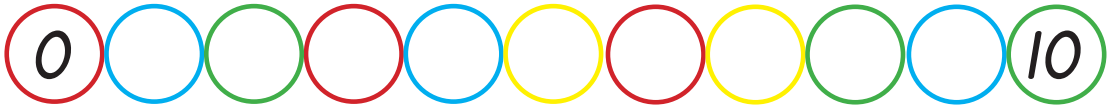
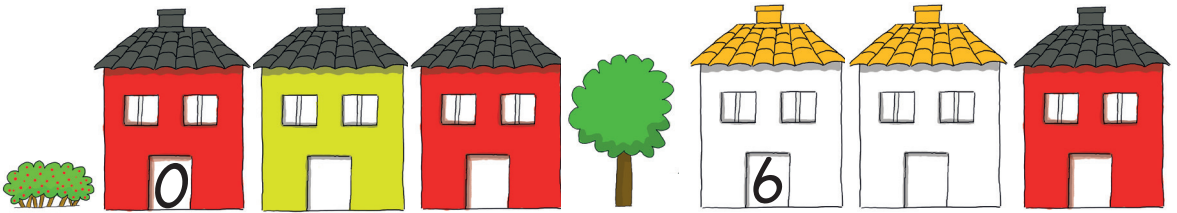


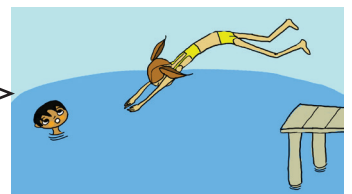
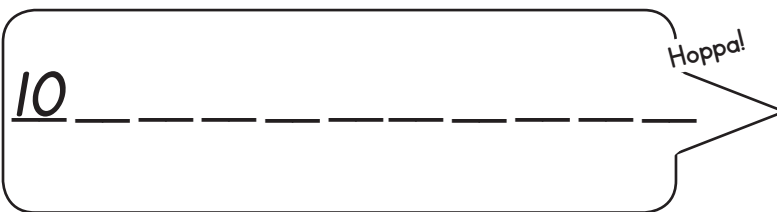
Fyll i de tal som fattas.



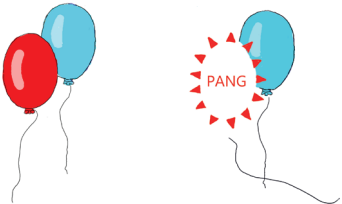
Skriv i talens grannar.



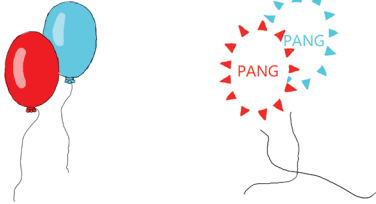
Räkna bakåt från 10 - 0. Skriv talen.



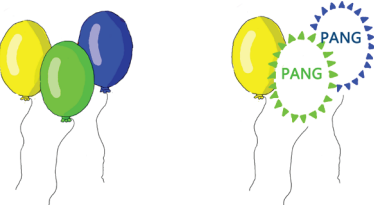
Hur många hela ballonger är det kvar?



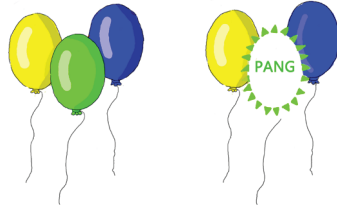
$\underline{2} - \underline{1} = \underline{1}$



$\underline{2} - \underline{2} = \underline{\quad}$

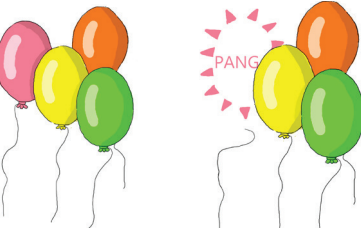


$\underline{3} - \underline{2} = \underline{\quad}$




$\underline{3} - \underline{1} = \underline{\quad}$

Hur många ballonger smäller?  
Hur många hela ballonger är det kvar?

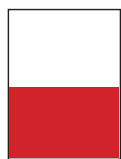


$\underline{4} - \underline{\quad} = \underline{\quad}$

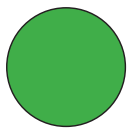


$\underline{5} - \underline{\quad} = \underline{\quad}$

Måla *hela* eller *halva* den geometriska formen.



*Halva* är målad.



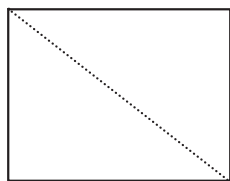
*Hela* är målad.



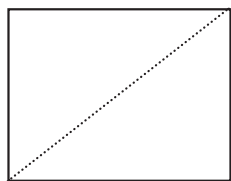
*Hela* är målad.



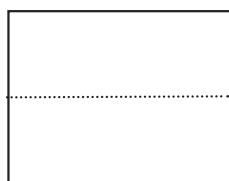
*Halva* är målad.



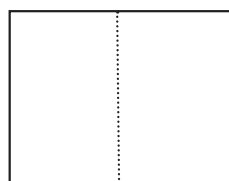
Måla *hela* rektangeln.



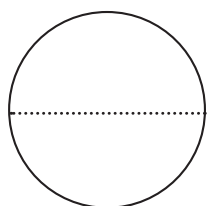
Måla *halva* rektangeln.



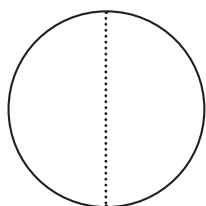
Måla *hela* rektangeln.



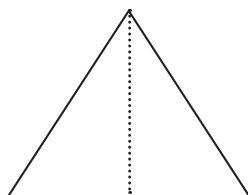
Måla *halva* rektangeln.



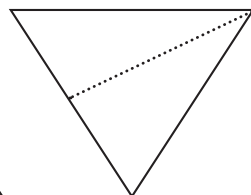
Måla *halva* cirkeln.



Måla *hela* cirkeln.



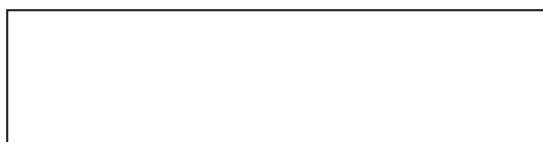
Måla *hela* triangeln.



Måla *halva* triangeln.



Dra streck och måla *halva* kvadraten.



Dra streck och måla *halva* rektangeln.