NÁMSGÖGN.IS · YNGSTA STIG

Stærðfræði með okkur

1.–2. bekkur



Svona notum við bókina

Myndirnar segja hvað þú gerir

 Teldu

 Litaðu

 Tengdu

 Vinnið saman

 Klipptu út

 Heilabrot

 Teiknaðu

 Dragðu hring um

 Ræðið saman

 Notaðu hluti

 Reiknaðu í huganum

Hlutar í hverri opnu

SÝNIDÆMI Hér sérðu hvernig við hugsum, skref fyrir skref.

PRÓFAÐU Fyrsta verkefnið. Byrjunin er sýnd.

ÆFÐU ÞIG Verkefni sem þú gerir sjálf eða sjálfur.

GERUM SAMAN Verkefni með hlutum og félaga.

HEILABROT Erfiðari þraut. Þú mátt sleppa henni.

HVAÐ KANN ÉG? Í lok hvers kafla. Þú velur hvað þú vilt skoða aftur.

Hver kafli hefur sinn lit og sitt númer efst á síðunni og á brúninni.

Efnisyfirlit

1.–2. bekkur

1. bekkur

1 Við teljum og flokkum ..... bls. 4

2 Hlutar, saman og frá ..... bls. 24

3 Form og mynstur ..... bls. 44

4 Tíu og tugir ..... bls. 64

5 Við mælum og skráum ..... bls. 84

6 Fleiri leiðir til að reikna ..... bls. 104

7 Jafnir hópar og jafnir hlutar ..... bls. 124

2. bekkur

8 Við teljum og skráum ..... bls. 144

9 Hlutar, saman og frá ..... bls. 164

10 Form og mynstur ..... bls. 184

11 Tíu og tugir ..... bls. 204

12 Við mælum, skráum og borgum ..... bls. 224

13 Fleiri leiðir til að reikna ..... bls. 244

14 Jafnir hópar og jafnir hlutar ..... bls. 264

1. KAFLI

Við teljum og flokkum



Fá allir bolla?

Teldu börnin.

Teldu bollana.

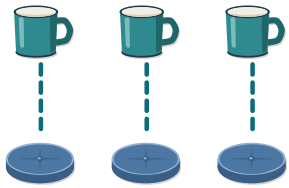
Í þessum kafla

1 Einn við hvern ..... bls. 6
2 Síðasta töluorðið ..... bls. 10
3 Hvað á saman? ..... bls. 14
4 Leikum og rifjum upp ..... bls. 18
✓ Hvað kann ég? ..... bls. 22

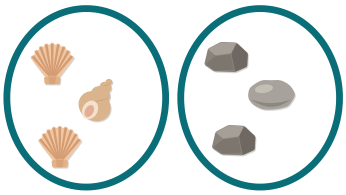
Orðin okkar



fjöldi



jafnmargir

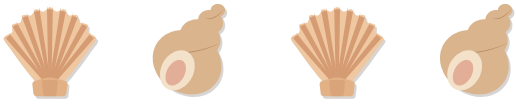


flokka

Hvað veit ég nú þegar?

Teldu skeljarnar.

Dragðu hring um töluna.

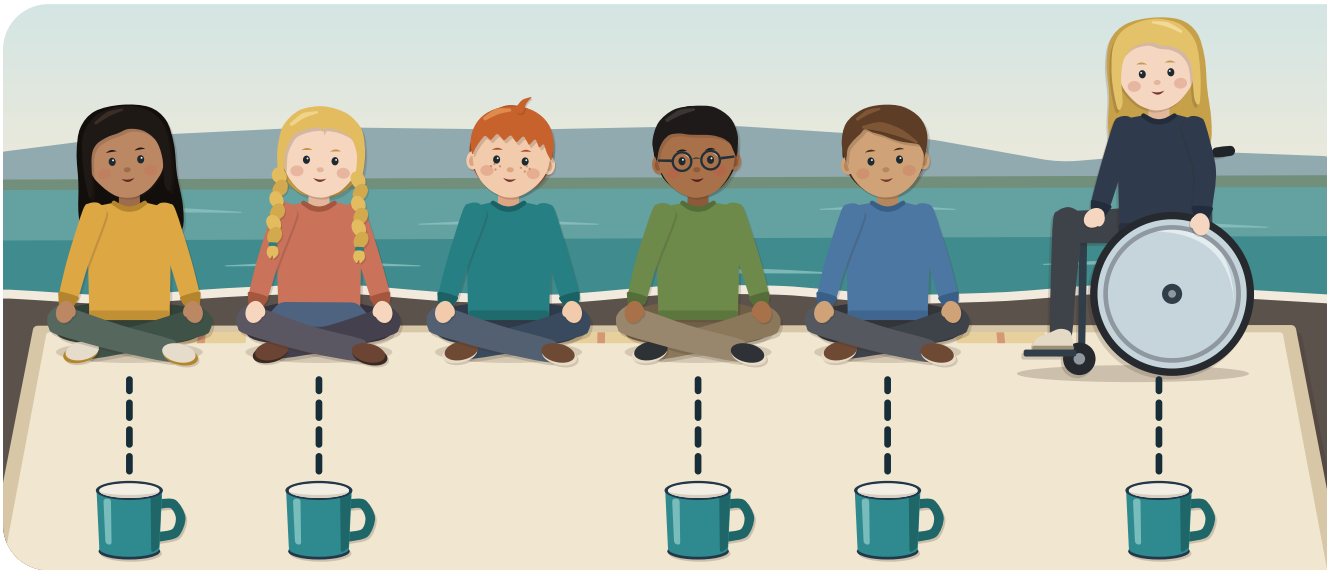


1 2 3 4 5 6

1 Einn við hvern

1

★ Ég get parað einn hlut við hvert sæti.

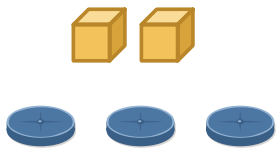


Hver fær ekki bolla?

SÝNIDÆMI

Þrjú sæti og tveir kubbar. Hvað vantar?

1



Þrjú sæti. Tveir kubbar.

2



Ég set einn kubb á hvert sæti.

3

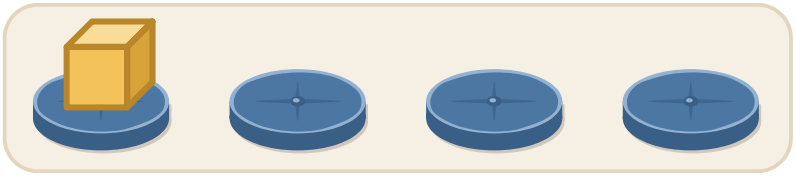


Eitt sæti er tómt.

Það vantar einn kubb.

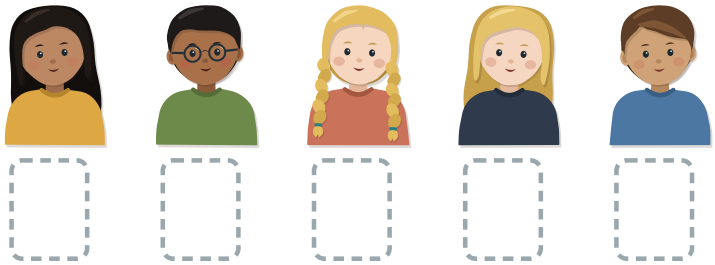
1 **PRÓFAÐU**

Teiknaðu einn kubb á hvert sæti.
Hve marga kubba?



Æfðu þig

2 Litaðu eitt spjald fyrir hvert barn.
Hve mörg spjöld?



3 Tengdu bolla og sæti.
Vantar bolla?





já nei

4 Ein skel fer í hverja fötu.
Hve margar skeljar vantar?

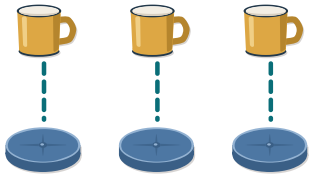




1

MANSTU?

Einn bolli á hvert sæti og ekkert eftir. Þá eru bollar og sæti jafnmörg.



GERUM SAMAN ## Leggjum á borð

1



Leggðu þrjá hringi á borðið.

2



Settu einn kubb á hvern hring.

3

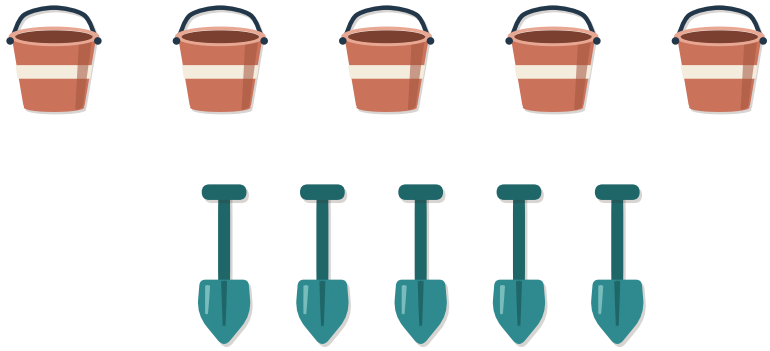


Dreifðu hringjunum. Eru enn jafnmargir kubbar og hringir?

5 Tengdu eina húfu við hverja dúkku.
Dragðu hring um það sem er eftir.

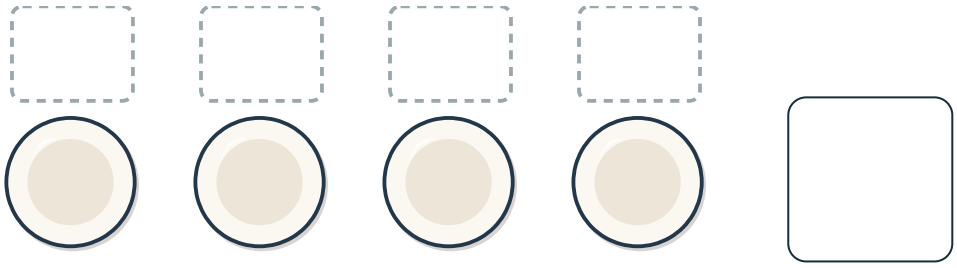


6 Tengdu.
Fær hver fata skóflu?

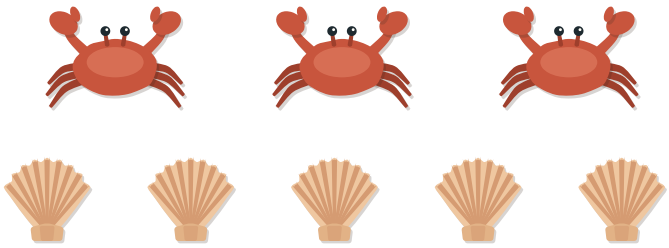


já nei

7 Teiknaðu einn bolla við hvern disk.
Hve marga bolla?



8 Hver krabbi fær eina skel.
Dragðu hring um það sem er eftir.



HEILABROT

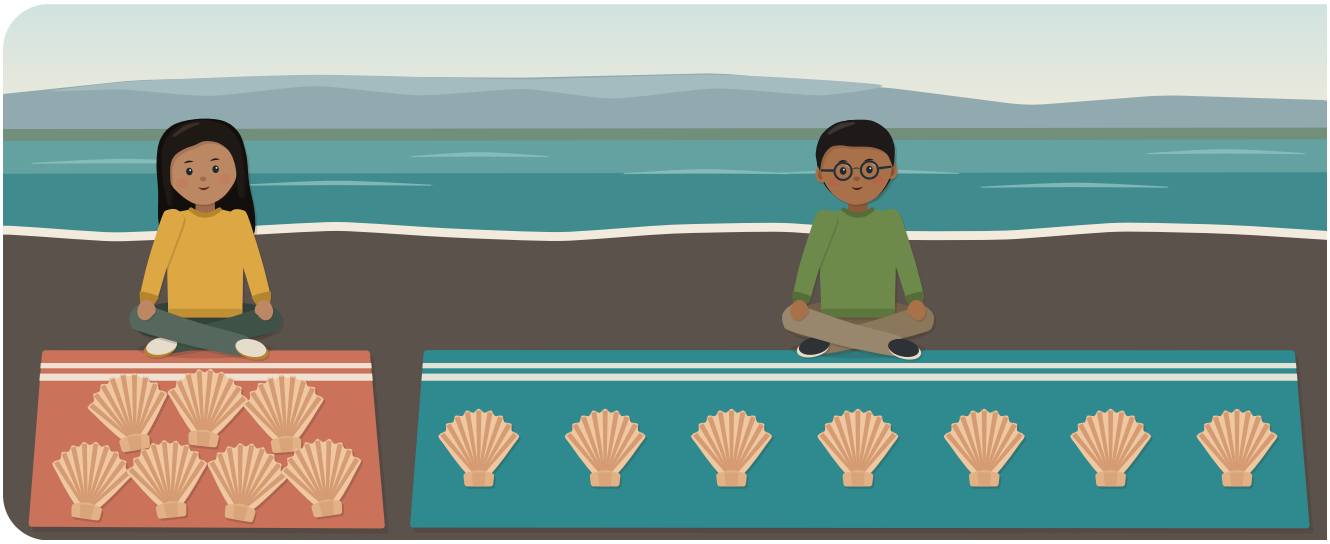
Sex börn og fimm bollar. Hvernig geta öll börnin fengið að drekka?

Segðu félaga: Hvernig sérðu að eitthvað vantar?

2 Síðasta töluorðið

1

★ Ég get talið hvern hlut einu sinni.

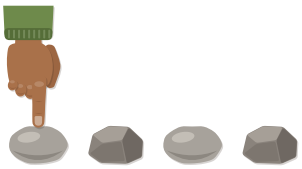


Hvort þeirra er með fleiri skeljar?

SÝNIDÆMI

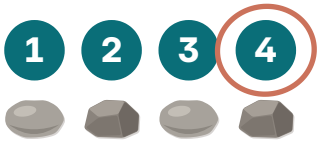
Ég tel fjóra steina. Hvernig skrái ég það?

1



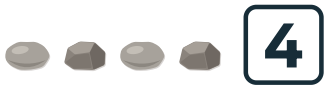
Ég snerti hvern stein einu sinni.

2



Einn, tveir, þrír, fjórir.

3

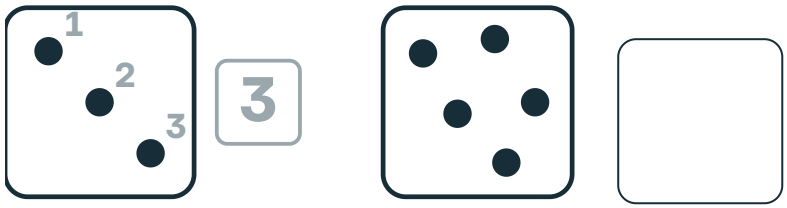


Ég skrifa 4.

Síðasta töluorðið segir hve margir steinarnir eru.

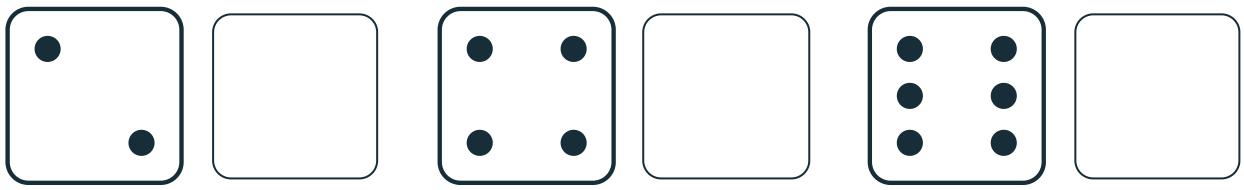
1 **PRÓFAÐU**

Snertu hvern punkt og teldu.
Skrifaðu töluna.



Æfðu þig

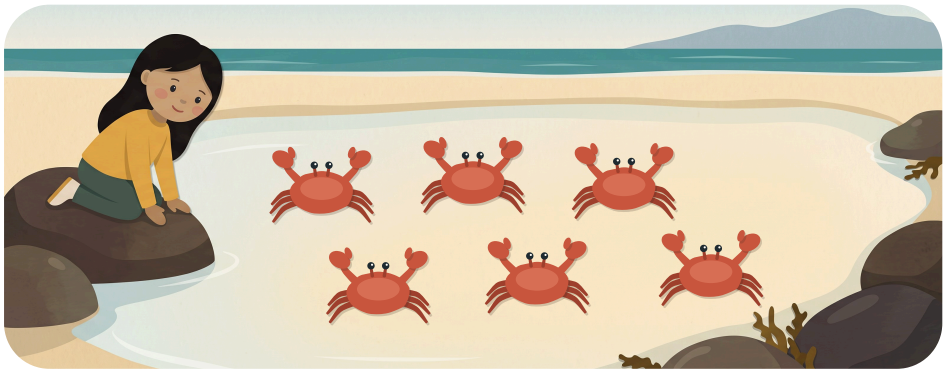
2 Hve margir punktar?



3 Litaðu einn reit fyrir hvern punkt.
Hve margir?



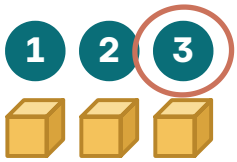
4 Hve margir krabbar eru í pollinum?



1

MANSTU?

Síðasta töluorðið segir hve margir hlutirnir eru.



GERUM SAMAN ## Notum talningarreitina

1



Veldu spjald. Teldu punktana.

2



Settu einn kubb í reit fyrir hvern punkt.

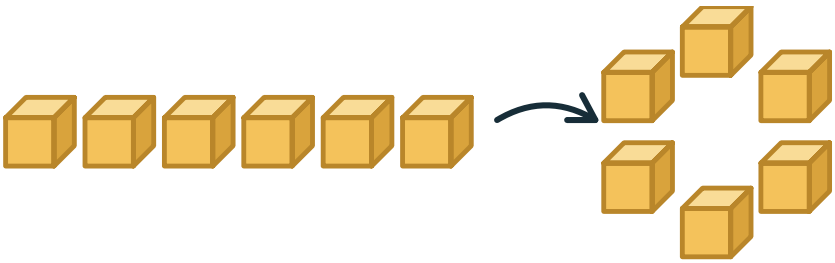
3



4

Segðu fjöldann og skrifaðu töluna.

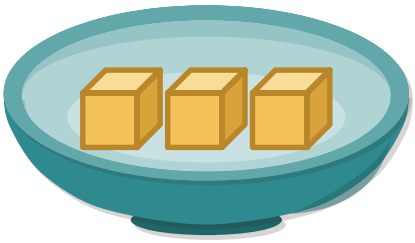
5 Kubbarnir fara úr röð í hring.
Hve margir eru nú?

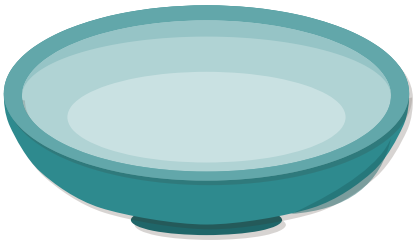


6 Dragðu hring um 5 skeljar.

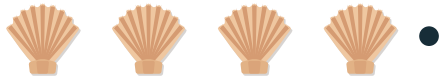


7 Hve margir kubbar eru í hvorri skál?





8 Tengdu hvert safn við rétta tölu.







2

4

5

HEILABROT

Lóa segir að skeljarnar séu sex. Hvað gerðist?





Búðu til safn með fimm hlutum. Sýndu félaga hvernig þú telur.

3 Hvað á saman?

1

★ Ég get flokkað hluti eftir reglu.



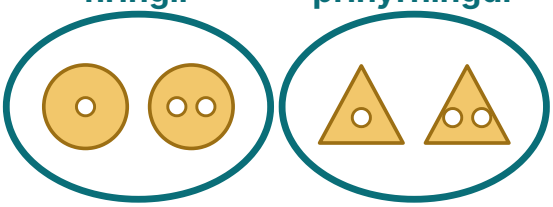
Hvernig getum við skipt fundunum í tvo hópa?

SÝNIDÆMI

Flokkum spjöldin.

1

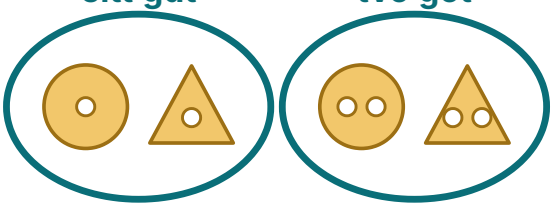
hringir | þríhyrningar



Fyrst eftir formi.

2

eitt gat | tvö göt

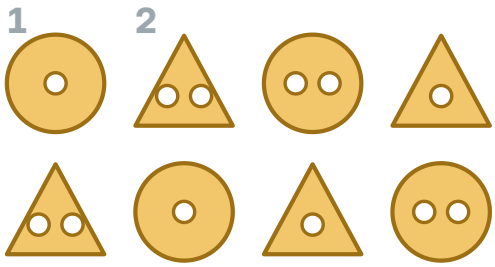


Svo eftir götum.

Sama spjald fer í annan hóp þegar reglan breytist.

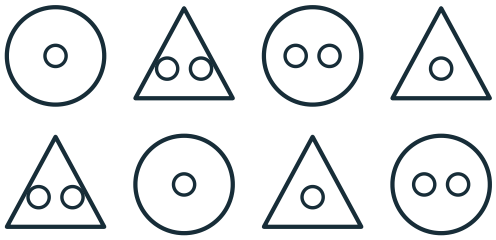
1 **PRÓFAÐU**

Teldu spjöldin.
Hve mörg eru þau?

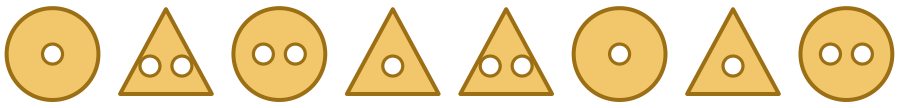


Æfðu þig

2 Litaðu alla hringina.
Hve margir eru hringirnir?



3 Tengdu hvert spjald við sinn hóp.
Hve mörg spjöld hafa eitt gat?



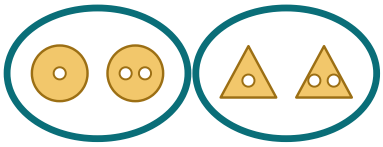

eitt gat


tvö göt

1

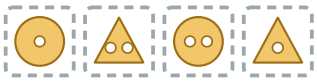
MANSTU?

Regla segir hvað fer saman. Ný regla gefur nýja hópa.



GERUM SAMAN ## Fjársjóðskistan

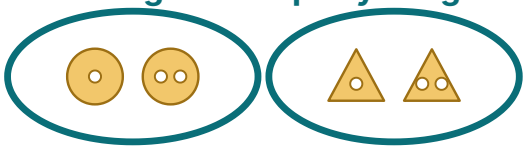
1



Klipptu út spjöldin aftast í heftinu.

2

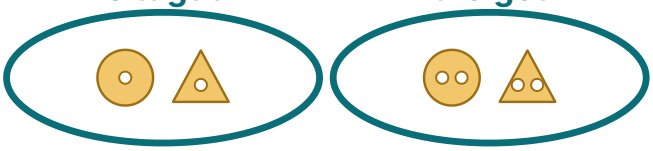
hringir | þríhyrningar



Flokkaðu þau eftir formi.

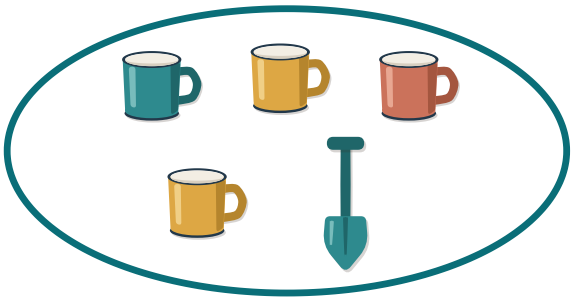
3

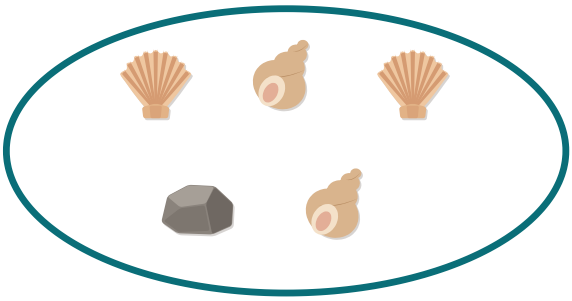
eitt gat | tvö göt



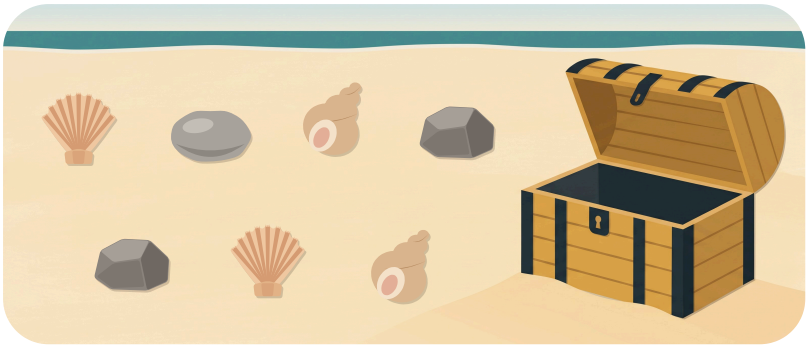
Flokkaðu þau aftur eftir götum. Segðu félaga regluna.

4 Hvað á ekki heima í hópnum? Dragðu hring um það.





5 Hve margar skeljar?
Hve margir steinar?



skeljar

steinar

6 Teiknaðu tvo hringi og einn þríhyrning.

Segðu reglu sem setur hringina saman.

HEILABROT

Getur þú skipt fundunum í þrjá hópa?
Hver er reglan?

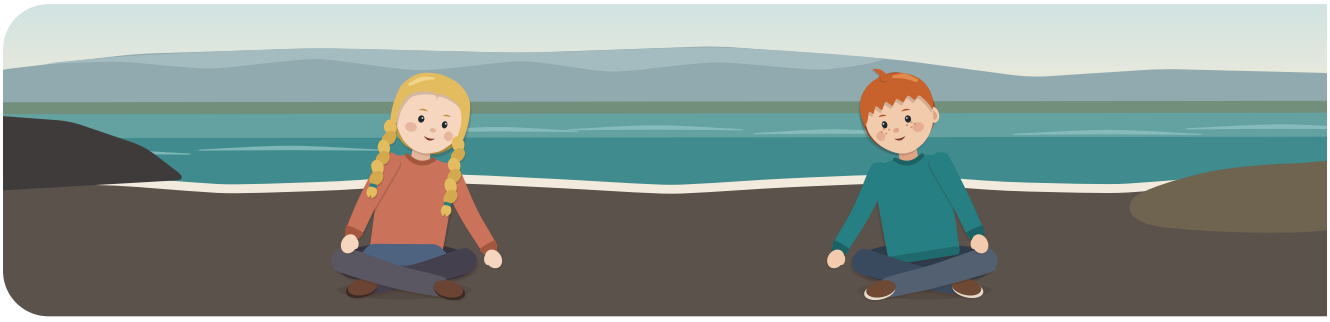


Segðu félaga regluna þína.

4 Leikum og rifjum upp

1

★ Ég get talið, parað og flokkað.

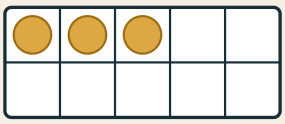


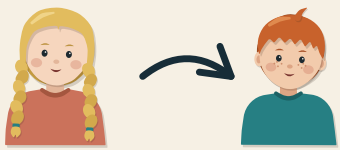
LEIKUM Fyllum föturnar

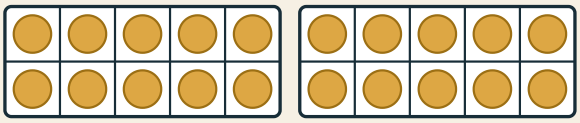
2 leikmenn | einn teningur | 20 skeljar eða kubbar

1  Kastaðu teningnum.

2  1 2 3 Teldu punktana.

3  Settu jafnmargar skeljar í föturnar.

4  Nú á félagi þinn að gera.

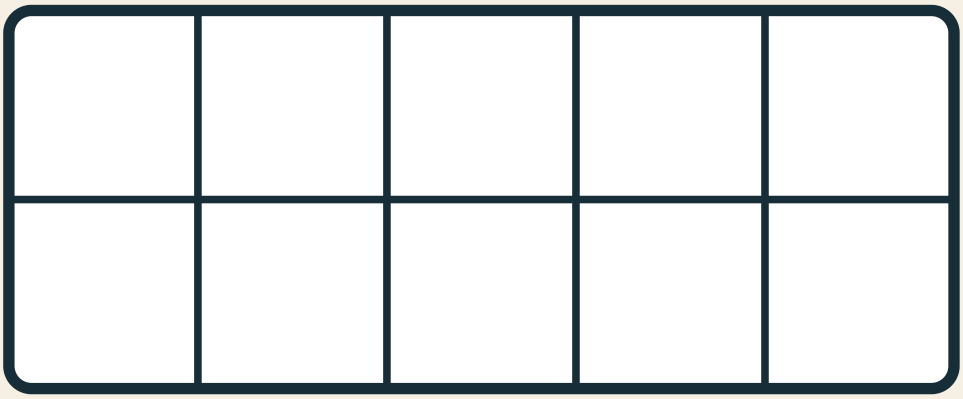
5  Haldið áfram þar til föturnar eru fullar.

Við fyllum föturnar saman.

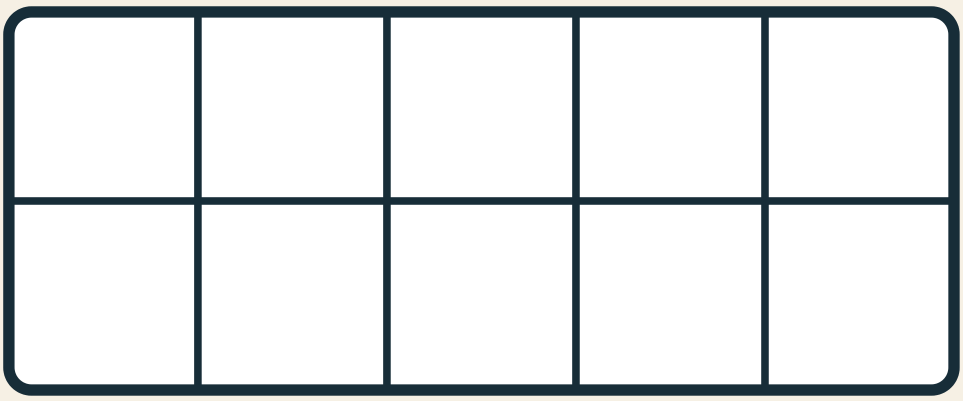
LEIKUM

Fyllum föturnar









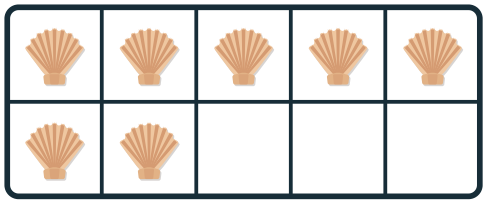
Hve margar skeljar vantar í föturnar?

Skeljarnar eru aftast í heftinu.

EFTIR LEIKINN

Hve margar skeljar vantar í fötuna?





Rifjum upp

1 Tengdu.
Fær hvert barn húfu?





já nei

2 Tengdu hvern stein við eina skel.
Hvort eru fleiri?





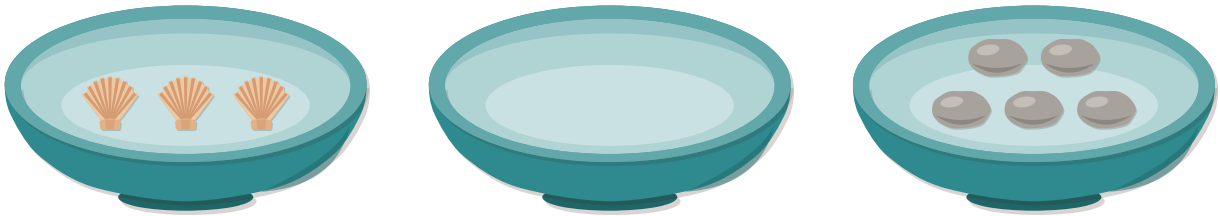
3 Teiknaðu 4 steina á handklæðið.

4 Teldu krabbana.
Dragðu hring um töluna.

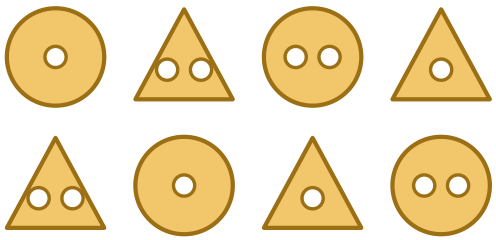


1 2 3 4 5 6 7

5 Teldu og skrifaðu töluna.



6 Hve margir hringir hafa tvö göt?



HEILABROT

Teitur taldi krabbana. Finndu krabbann sem hann taldi tvisvar.

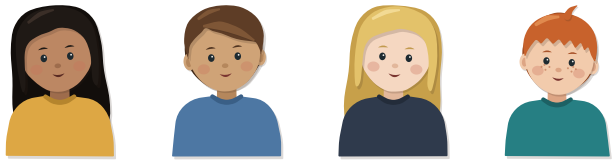


1

Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

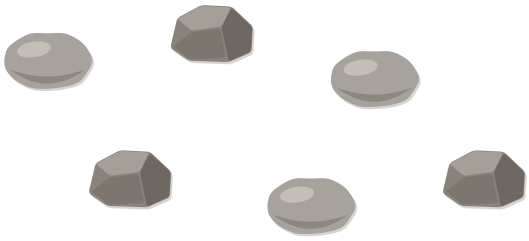
1 Fær hvert barn bolla?





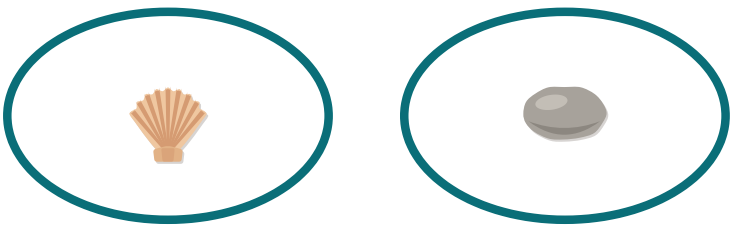
já nei

2 Teldu steinana.
Skrifaðu töluna.



3 Tengdu hvern hlut við sinn hóp.

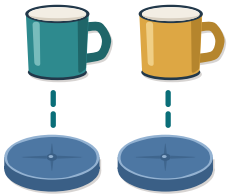




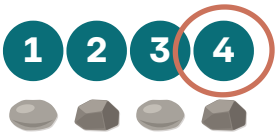
Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

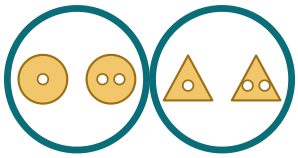
Dragðu hring um myndina.



Einn við hvern



Síðasta töluorðið



Hvað á saman?



2. KAFLI

Hlutar, saman og frá



Hve margir verða í strætó?

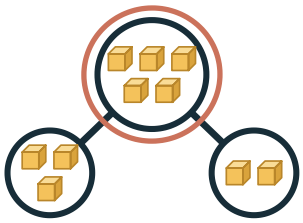
Teldu fólkið í strætó.

Teldu börnin sem bíða.

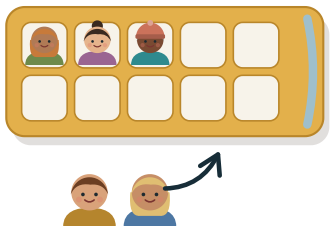
Í þessum kafla

1 Tveir hlutar ..... bls. 26
2 Hluti er falinn ..... bls. 30
3 Jafnt beggja vegna ..... bls. 32
4 Eitthvað bætist við ..... bls. 34
5 Eitthvað fer burt ..... bls. 36
6 Hve mörgum fleiri? ..... bls. 38
✓ Hvað kann ég? ..... bls. 42

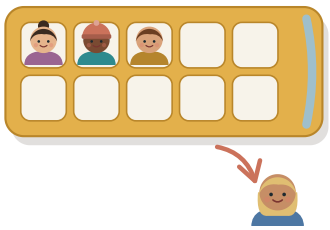
Orðin okkar



heild



bæta við



taka burt

Hvað veit ég nú þegar?

Teldu kubbana.

Dragðu hring um töluna.



1 2 3 4 5 6 7

1 Tveir hlutar

★ Ég get skipt heild í tvo hluta.

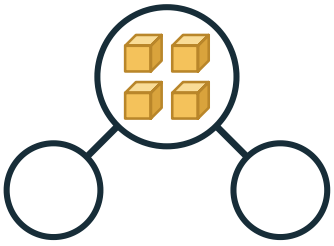


Hve mörg eru í skýlinu? En úti?

SÝNIDÆMI

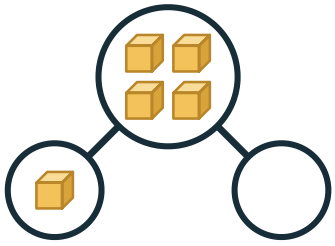
Skiptu fjórum í tvo hluta.

1



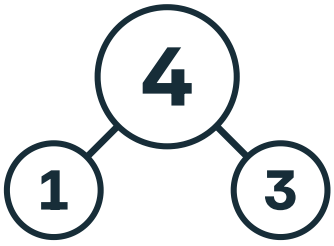
Fjórir kubbar eru heildin.

2



Einn fer í annan hlutann.

3

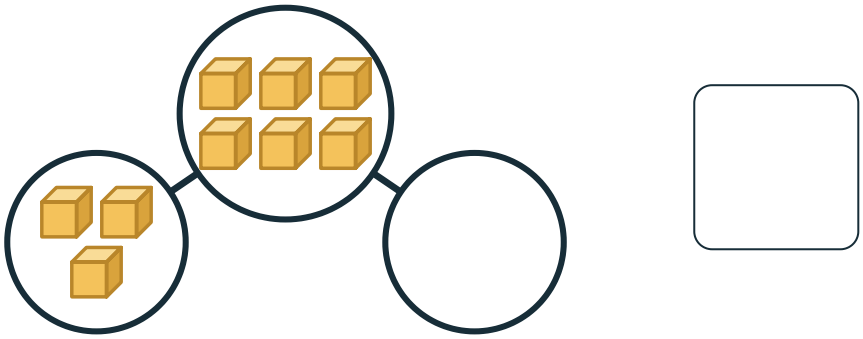


Hinir þrír fara í hinn.

1 + 3 = 4

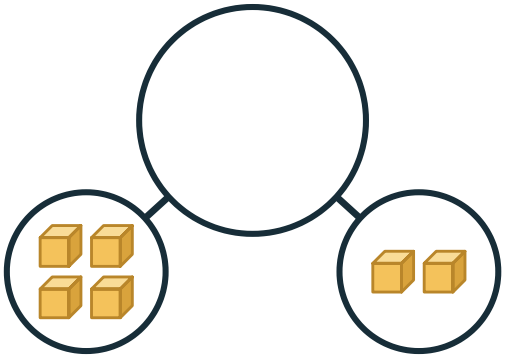
1 **PRÓFAÐU**

Teiknaðu jafnmarga í hinn hringinn.
Hve margir eru í hvorum?

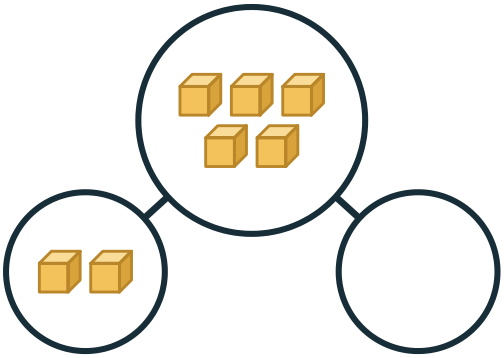


Æfðu þig

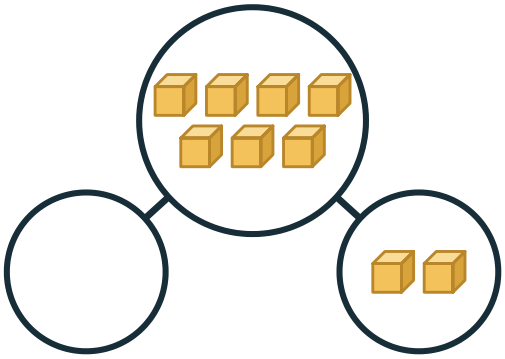
2 Skrifaðu heildina í efsta hringinn.



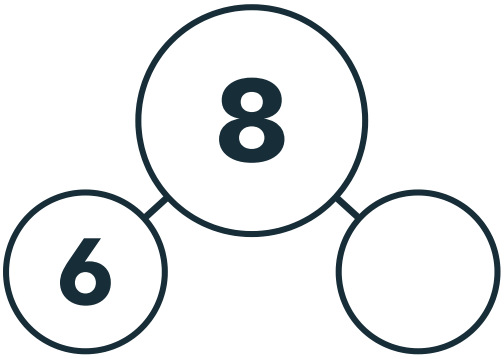
3 Hve margir eru í hinum hlutanum?



4 Hve margir eru í hinum hlutanum?

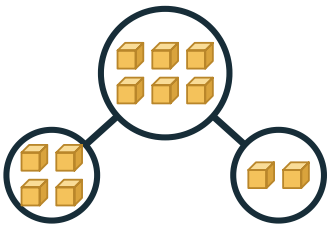


5 Skrifaðu töluna sem vantar.



MANSTU?

Sex kubbar eru enn sex þótt fjórir séu í einum hópi og tveir í öðrum.



GERUM SAMAN

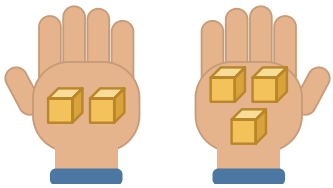
Tvær hendur

1



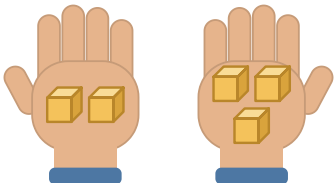
Taktu fimm kubba.

2



Skiptu þeim milli handanna.

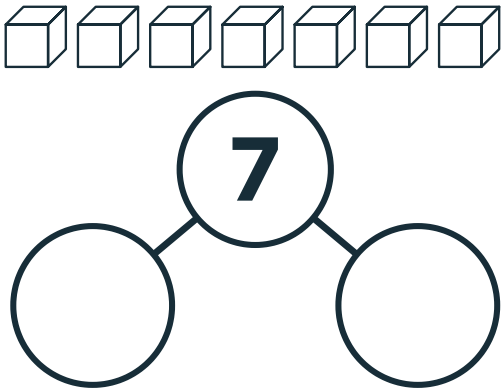
3

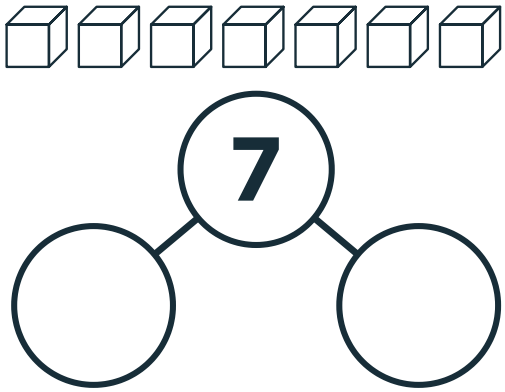


2 + 3 = 5

Opnaðu hendurnar og teldu heildina aftur.

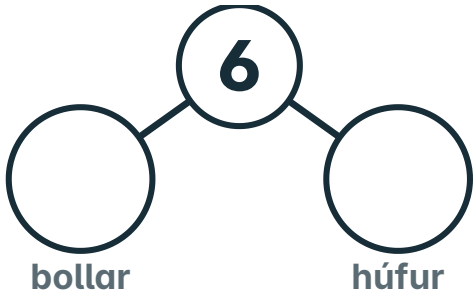
6 Litaðu kubbana með tveimur litum.
Skrifaðu hlutana.



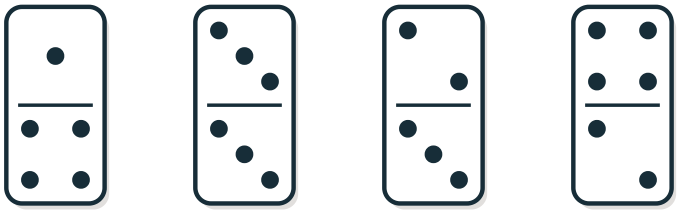


7 Teldu bollana og húfurnar.
Skrifaðu tölurnar.





8 Hvaða dómínó eru með fimm punkta?
Dragðu hring um þau.



HEILABROT

Finndu allar leiðir til að skipta sex í tvo hluta.

VILLULEIT **Hver hefur rétt fyrir sér?**



„Nú eru kubbarnir fleiri.“



„Kubbarnir eru enn sex.“





Segðu félaga hvers vegna.

Sýndu félaga tvær leiðir til að skipta fimm.

2 Hluti er falinn

★ Ég get fundið falinn hluta.

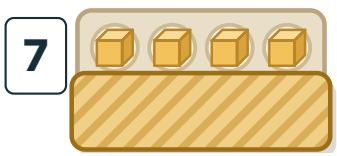


Átta eru í strætó. Hve marga sérðu ekki?

SÝNIDÆMI

Sjö alls. Fjórir sjást. Hve margir eru faldir?

1



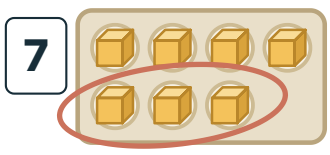
Sjö alls. Fjórir sjást.

2



Ég tel áfram: 5, 6, 7.

3

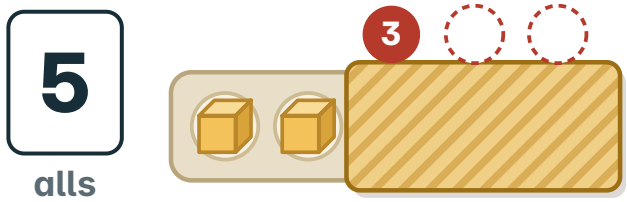


Ég lyfti blaðinu og sé þrjá.

Þrír eru faldir. 4 + 3 = 7

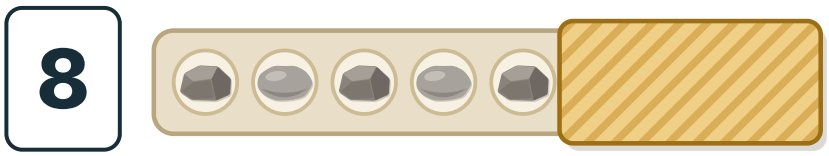
1 **PRÓFAÐU**

Teldu áfram frá tveimur.
Hve margir eru faldir?

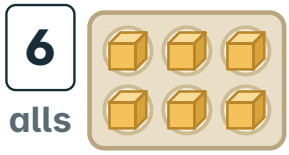


Æfðu þig

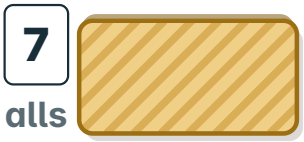
2 Hve margir steinar eru faldir?



3 Hve margir eru faldir?



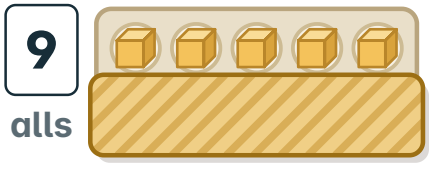
4 Hve margir eru faldir?



5 Sex eru í strætó.
Hve marga sérðu ekki?

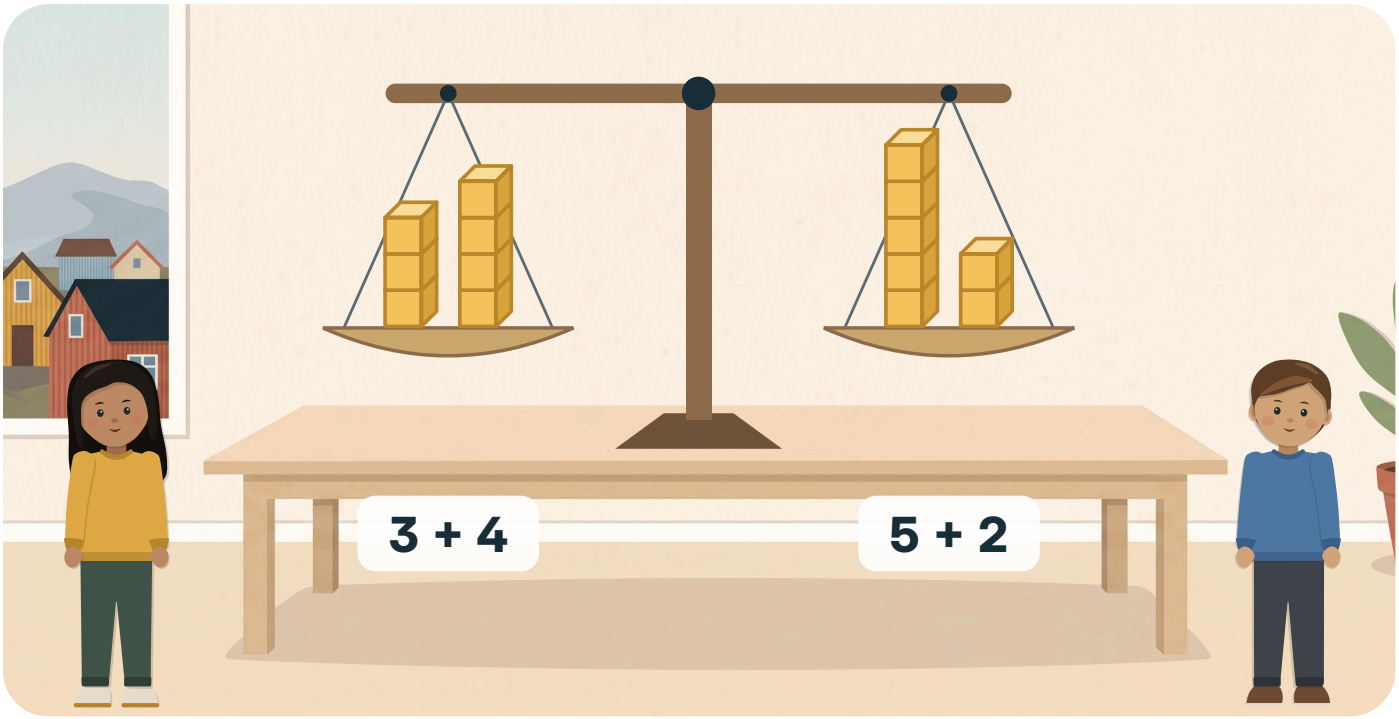


6 Níu alls. Hve margir eru faldir?



3 Jafnt beggja vegna

★ Ég get sýnt að = merkir jafnmikið báðum megin.

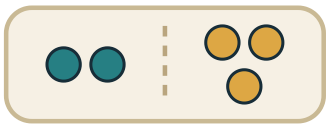


Er jafnmikið á báðum skálum?

SÝNIDÆMI

Er 2 + 3 = 4 + 1?

1



2 + 3 = 5

Vinstra megin eru 5.

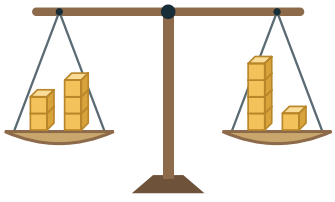
2



4 + 1 = 5

Hægra megin eru líka 5.

3

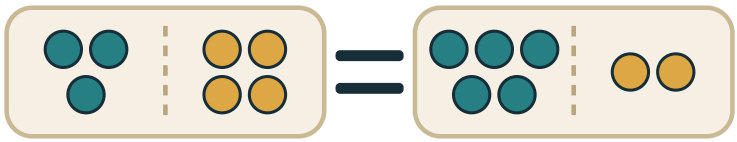


Vogin er jöfn.

Já, jafnt beggja vegna.

1 **PRÓFAÐU**

Teldu báðum megin.
Er það jafnt?

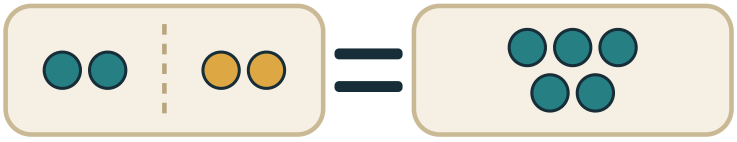


3 + 4 = 7 5 + 2

já nei

Æfðu þig

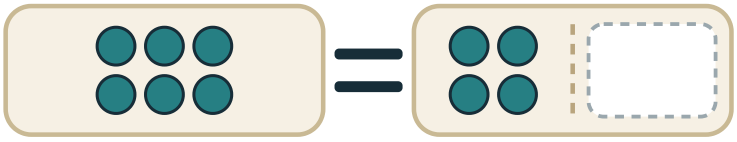
2 Teldu báðum megin.
Er það jafnt?



2 + 2 5

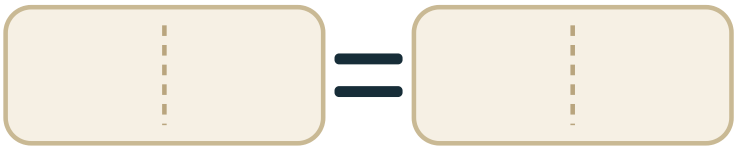
já nei

3 Skrifaðu töluna sem vantar.



6 = 4 + ☐

4 Teiknaðu punktana.



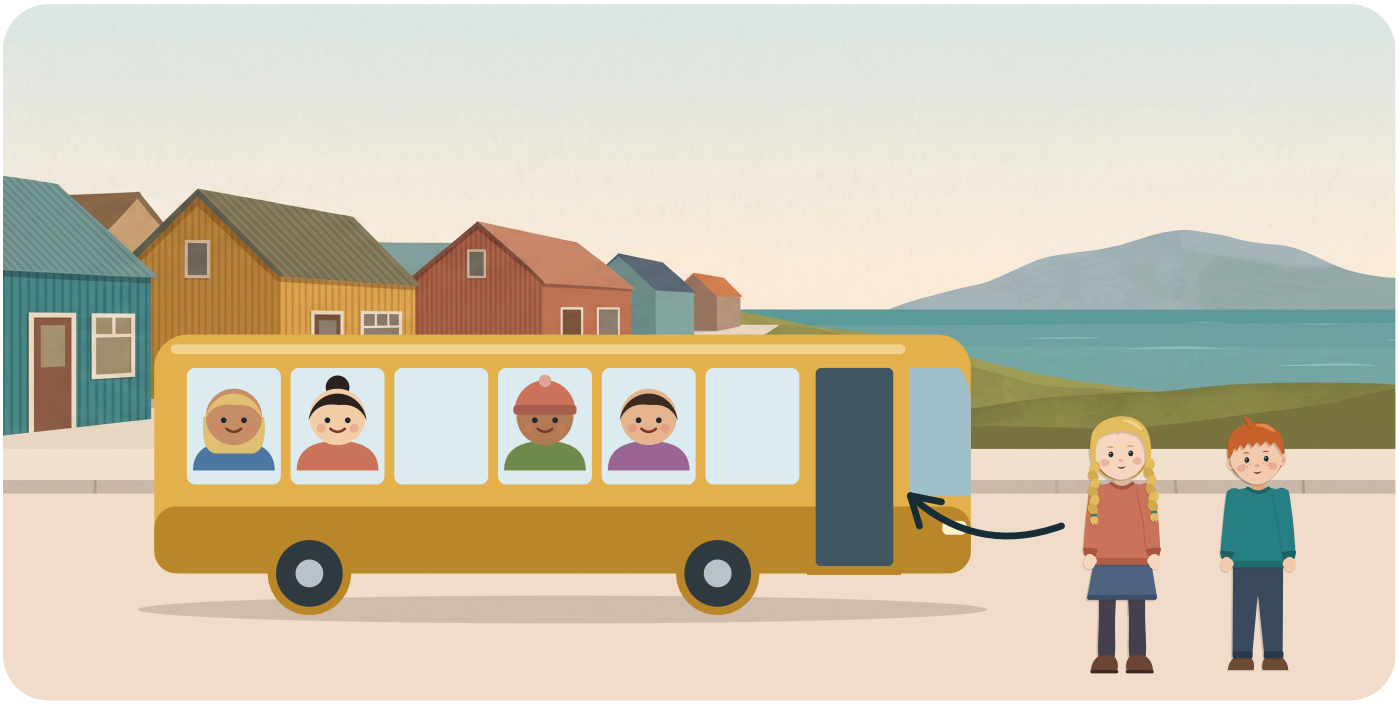
1 + 4 3 + 2

5 Reiknaðu báðum megin.
Er það jafnt?

2 + 4 = 3 + 3 já nei

4 Eitthvað bætist við

★ Ég get sagt sögu um samlagningu.

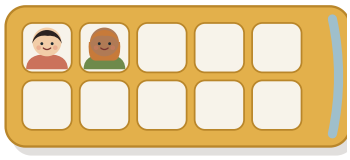


Tveir koma inn. Hve margir verða í strætó?

SÝNIDÆMI

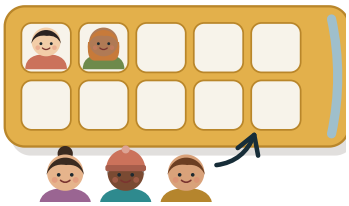
Tveir eru í strætó. Þrír koma inn.

1



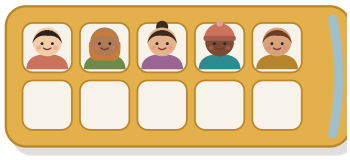
Tveir eru í strætó.

2



Þrír koma inn.

3

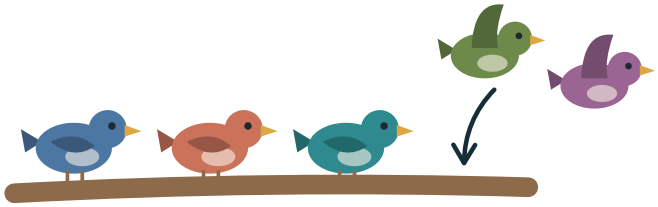


Nú eru fimm.

2 + 3 = 5

1 **PRÓFAÐU**

Þrír sitja. Tveir koma.
Hve margir eru þeir nú?



3 + 2 = ☐

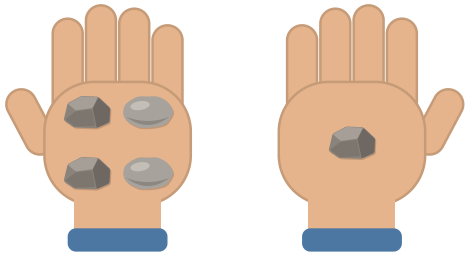
Æfðu þig

2 Fimm sitja. Þrír koma inn.
Hve margir eru nú?



5 + 3 = ☐

3 Hve margir steinar eru alls?



4 + 1 = ☐

4 Teiknaðu sögu um 2 + 4.
Segðu félaga söguna.

2 + 4

5 Eitthvað fer burt

★ Ég get sagt sögu um frádrátt.



Tveir fóru út. Hve margir eru eftir?

SÝNIDÆMI

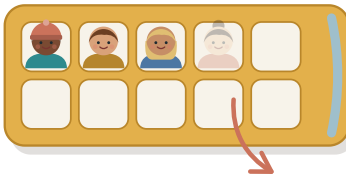
Fjórir eru í strætó. Einn fer út.

1



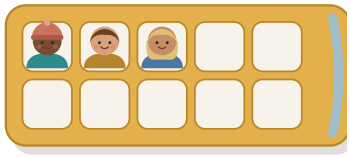
Fjórir eru í strætó.

2



Einn fer út.

3

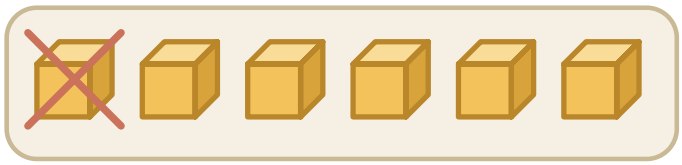


Þrír eru eftir.

4 − 1 = 3

1 **PRÓFAÐU**

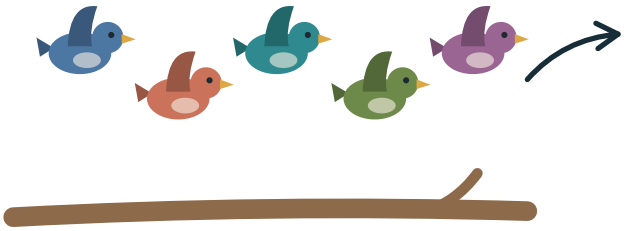
Strikaðu yfir tvo kubba.
Hve margir eru eftir?



6 – 2 = ☐

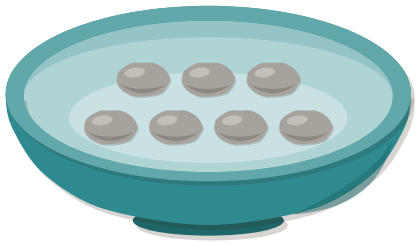
Æfðu þig

2 Allir fljúga burt.
Hve margir eru eftir?



5 – 5 = ☐

3 Enginn steinn er tekinn.
Hve margir eru eftir?



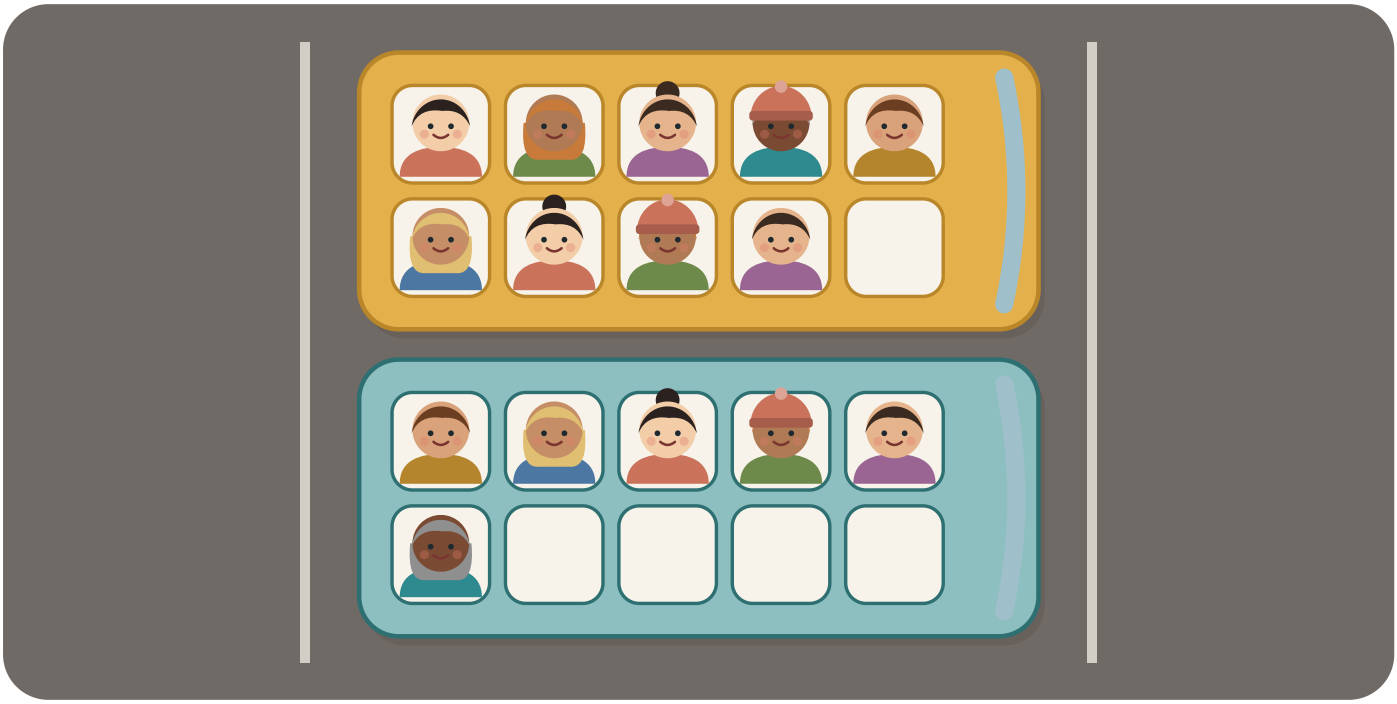
7 – 0 = ☐

4 Teiknaðu sögu um 8 – 3.
Segðu félaga söguna.

8 – 3

6 Hve mörgum fleiri?

★ Ég get parað og fundið muninn.

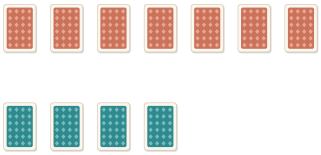


Hve mörgum fleiri eru í efri strætó?

SÝNIDÆMI

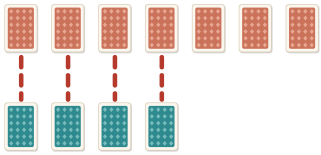
Sjö spjöld og fjögur spjöld. Hver er munurinn?

1



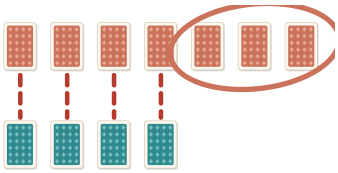
Ég raða spjöldunum.

2



Ég bý til fjögur pör.

3

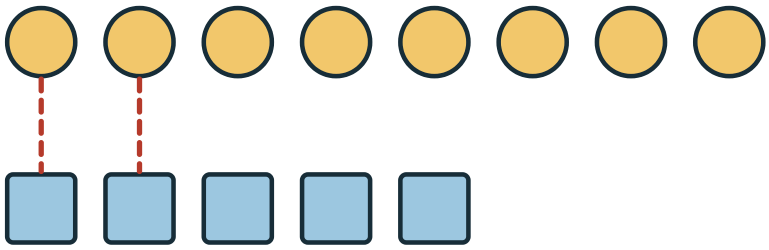


Þrjú eru ópöruð.

7 − 4 = 3. Munurinn er 3.

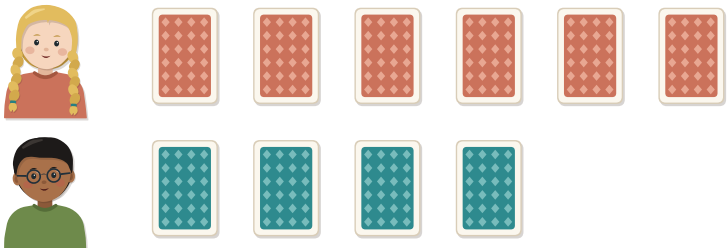
1 **PRÓFAÐU**

Tengdu í pör.
Hve mörgum fleiri eru hringirnir?

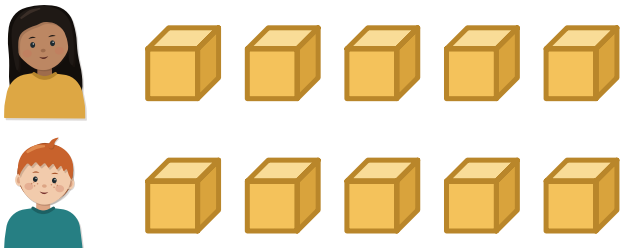


Æfðu þig

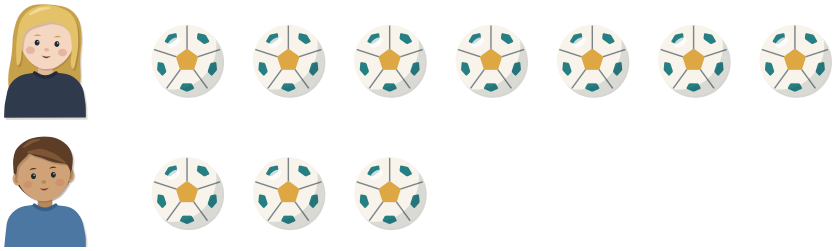
2 Tengdu í pör.
Hve mörgum færri á Teitur?



3 Hver er munurinn?

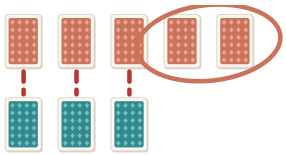


4 Tengdu í pör.
Hve mörgum fleiri á Sara?



MANSTU?

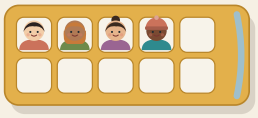
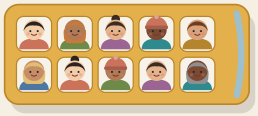
Búðu til pör. Það sem fær ekki par er munurinn.



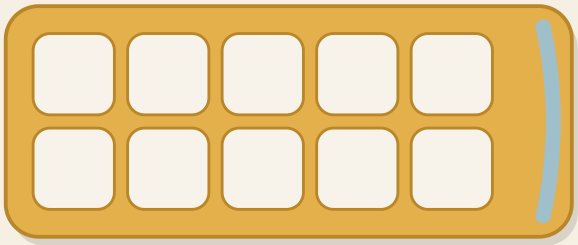
2

LEIKUM Tveir strætóar

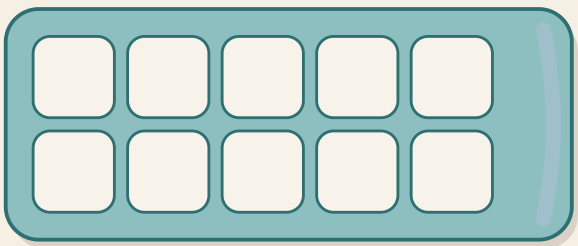
2 leikmenn | einn teningur | 20 farþegar

1.  Kastaðu teningnum.
2.  Settu jafnmarga farþega í þinn strætó.
3.  Berið strætóana saman. Hver er munurinn?
4.  Nú á félagi þinn leik.
5.  Leiknum lýkur þegar strætó er fullur.

Ég



Félagi

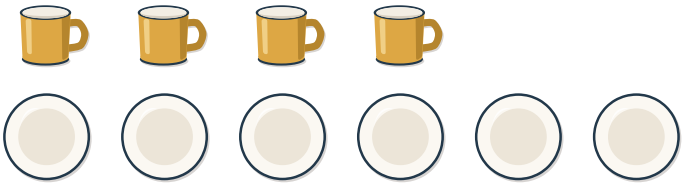


Hvor strætóinn fyllist fyrst?

5 Teiknaðu tveimur fleiri kubba.
Hve margir eru þeir?



6 Einn bolli á hvern disk.
Hve marga bolla vantar?



HEILABROT

Ari á 3 kubba og Lóa á 7. Hve marga kubba vantar Ara til að eiga jafnmarga og Lóa?

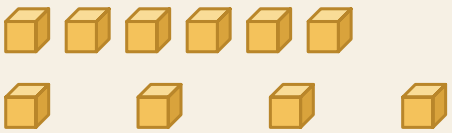
VILLULEIT **Hver hefur rétt fyrir sér?**

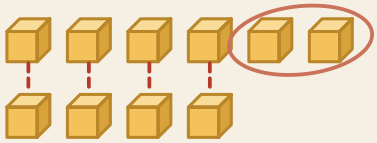


„Neðri röðin er lengri. Þar eru fleiri.“



„Ég para. Í efri röðinni eru tveimur fleiri.“





Segðu félaga hvers vegna.

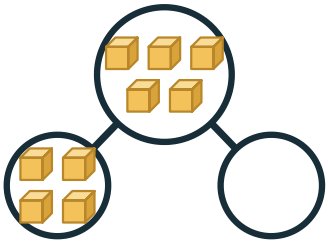
Sýndu félaga hvernig þú finnur muninn.

Hvað kann ég?

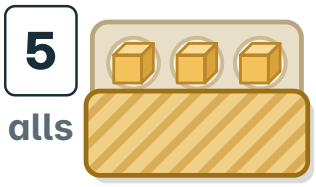
Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

2

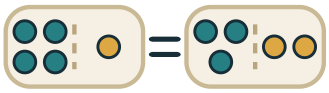
1 Hve margir eru í hinum hlutanum?



2 Hve margir eru faldir?

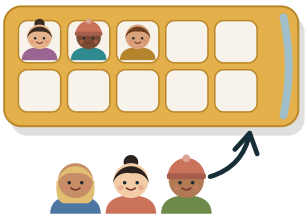


3 Er það jafnt?



já nei

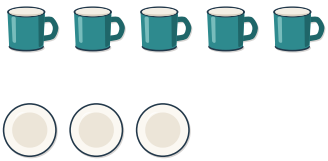
4 Þrír koma inn. Hve margir nú?



5 Hve margir eru eftir?



6 Hve mörgum fleiri eru bollarnir?



MANSTU?

+ bætist við

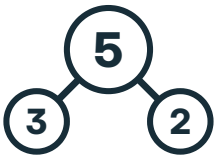
− fer burt

= jafnt

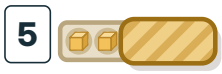
Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

Dragðu hring um myndina.



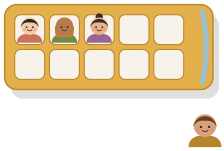
Tveir hlutar



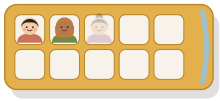
Hluti er falinn



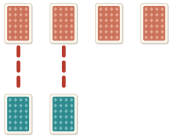
Jafnt beggja vegna



Eitthvað bætist við



Eitthvað fer burt



Hve mörgum fleiri?



3. KAFLI

Form og mynstur



Hvar sérðu þríhyrninga?

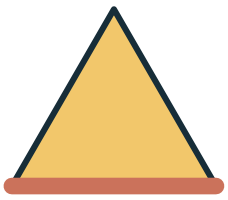
Bentu á þríhyrning.

Bentu á hring.

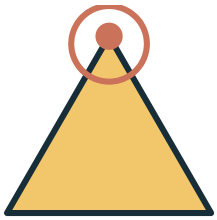
Í þessum kafla

1 Hliðar og horn bls. 46
2 Við snúum formum bls. 50
3 Byggjum með kubbum bls. 52
4 Mynstur vex bls. 54
5 Sama hreyfing aftur bls. 56
6 Ef þetta, þá hitt bls. 58
✓ Hvað kann ég? bls. 62

Orðin okkar



hlið



horn

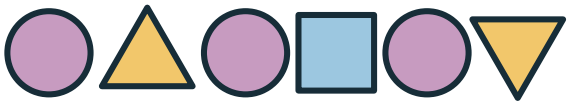


endurtaka

Hvað veit ég nú þegar?

Teldu hringina.

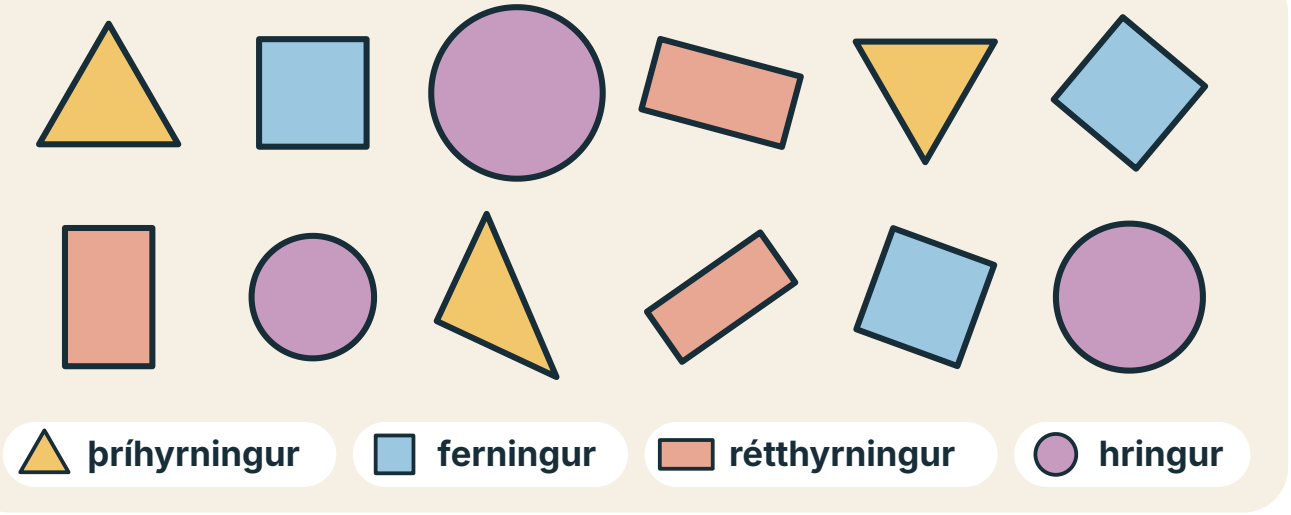
Dragðu hring um töluna.



1 2 3 4 5 6

1 Hliðar og horn

★ Ég get fundið og talið hliðar og horn.

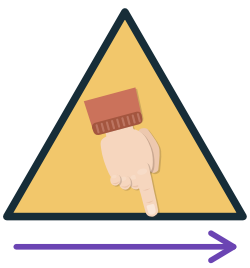


Hvaða form eiga saman? Hvers vegna?

SÝNIDÆMI

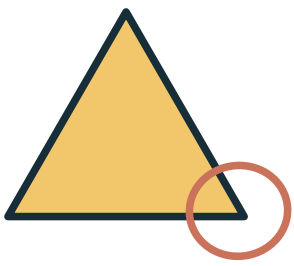
Hve mörg horn hefur þríhyrningur?

1



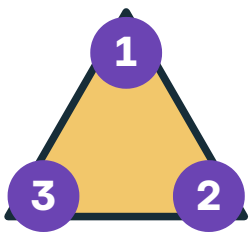
Ég rek jaðarinn með fingri.

2



Ég stoppa þar sem hliðarnar mætast.

3

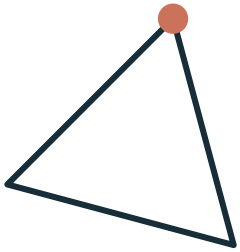


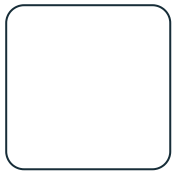
Ég tel hornin: eitt, tvö, þrjú.

Þríhyrningur hefur 3 horn.

1 **PRÓFAÐU**

Settu punkt í hvert horn.
Hve mörg horn?



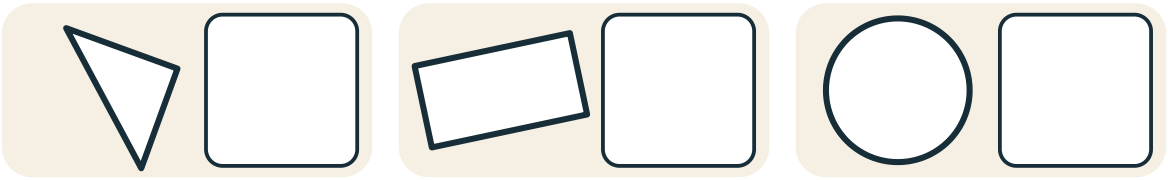


Æfðu þig

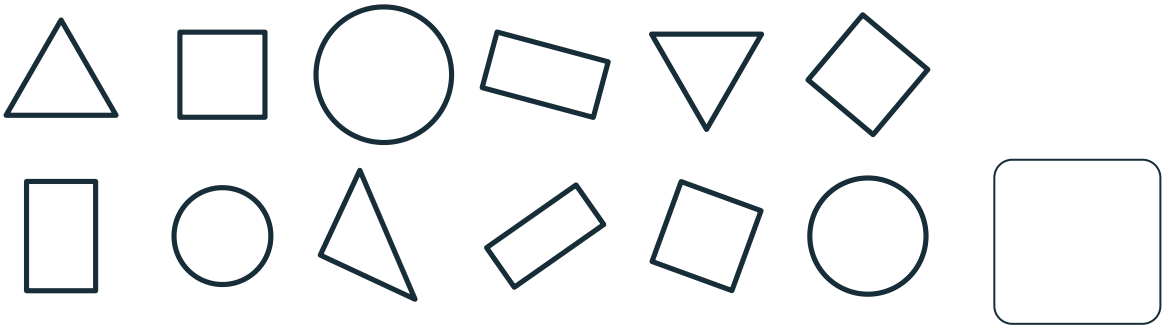
2 Hvort formið hefur engin horn?
Dragðu hring um það.



3 Hve mörg horn?

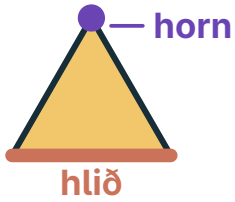


4 Litaðu alla þríhyrningana.
Hve margir eru þeir?



MANSTU?

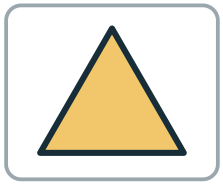
Hlið er bein lína. Horn er þar sem tvær hliðar mætast.



3

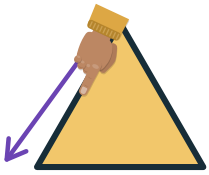
GERUM SAMAN ## Rekjum jaðarinn

1



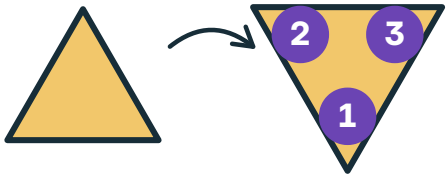
Taktu þríhyrningsspjald.

2



Rektu jaðarinn með fingri.

3



Enn 3 horn.

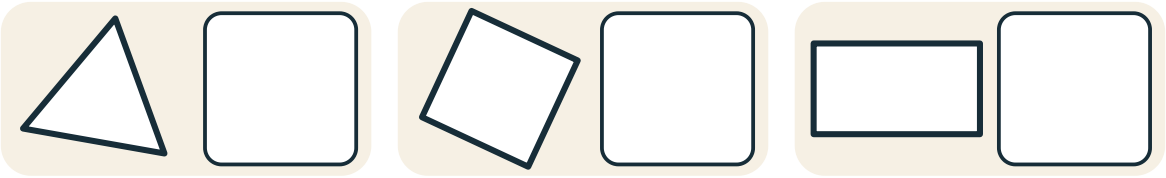
Snúðu spjaldinu. Teldu hornin aftur.

5 Teiknaðu þríhyrning sem stendur á horni.
Er hann enn þríhyrningur?

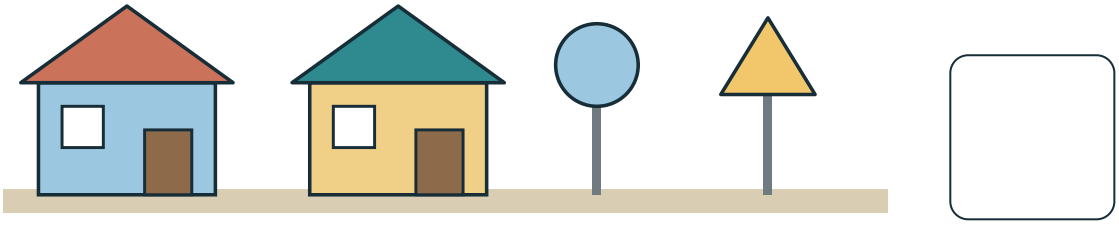


já nei

6 Hve margar hliðar?



7 Dragðu hring um alla þríhyrningana.
Hve margir eru þeir?



HEILABROT

Ég hef þrjár hliðar og þrjú horn. Hvað er ég?



VILLULEIT **Hver hefur rétt fyrir sér?**



„Hann er á hvolfi. Þá er hann ekki þríhyrningur.“



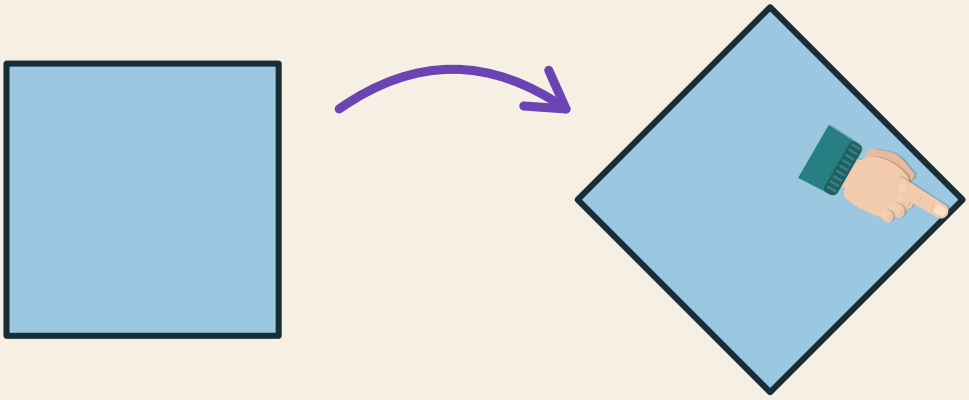
„Hann hefur þrjár hliðar. Hann er þríhyrningur.“

Segðu félaga hvers vegna.

Sýndu félaga horn á blaðinu þínu.

2 Við snúum formum

★ Ég get þekkt form þótt því sé snúið.



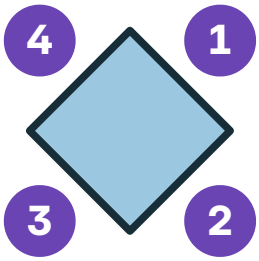
ferningur — enn ferningur

Er þetta enn ferningur?

SÝNIDÆMI

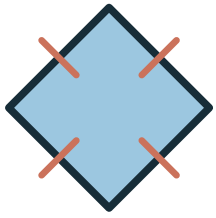
Er snúinn ferningur enn ferningur?

1



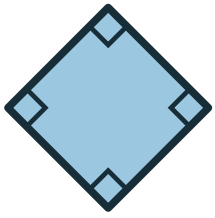
Ég tel hliðarnar: fjórar.

2



Þær eru allar jafnlangar.

3

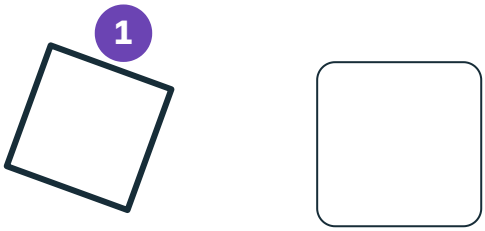


Hornin eru enn rétt.

Já, hann er enn ferningur.

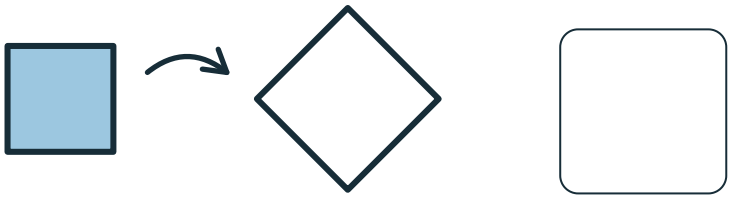
1 **PRÓFAÐU**

Teldu hliðarnar.
Hve margar eru þær?

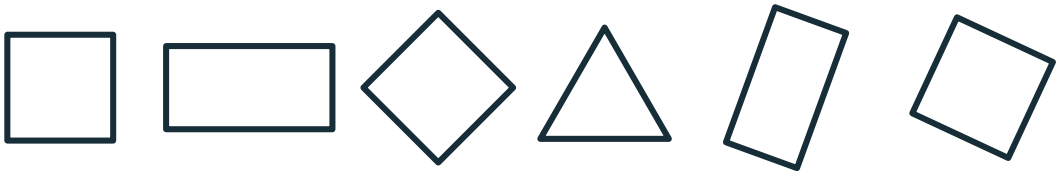


Æfðu þig

2 Hve mörg horn hefur snúni ferningurinn?

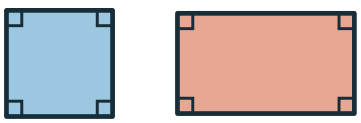


3 Litaðu alla ferningana.



4 Teiknaðu rétthyrning.
Tvær hliðar langar og tvær stuttar.

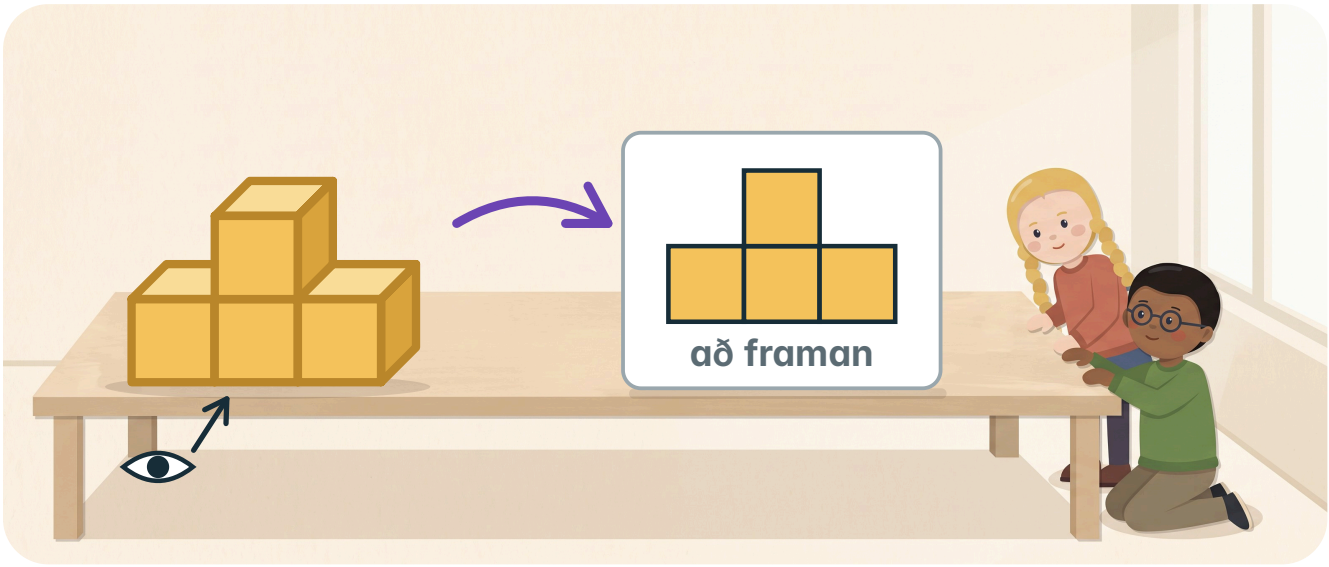
5 Er ferningur líka rétthyrningur?
Ræddu við félaga.



já nei

3 Byggjum með kubbum

★ Ég get teiknað kubbabyggingu eins og hún sést að framan.



Hvað sérðu ef þú horfir beint að framan?

SÝNIDÆMI

Teiknaðu bygginguna að framan.

1



Þrír kubbar neðst og einn ofan á.

2



Ég teikna þrjá ferninga í röð.

3

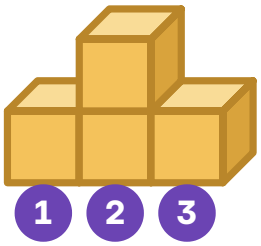


Ég teikna einn ferning ofan á miðjuna.

Fjórir ferningar: þrír neðst og einn ofan á miðjunni.

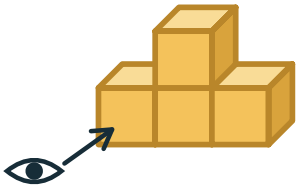
1 **PRÓFAÐU**

Teldu kubbana.
Hve margir eru þeir alls?

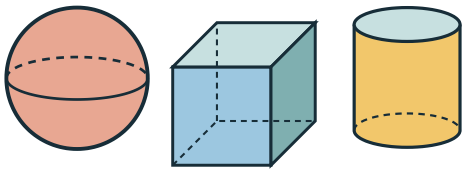


Æfðu þig

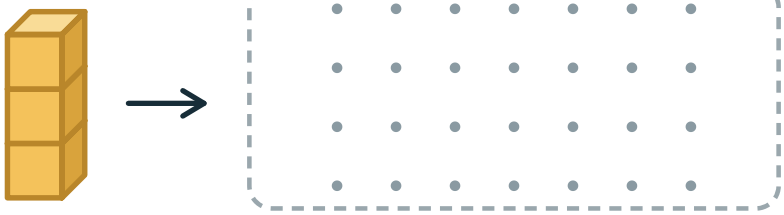
2 Hve marga ferninga sérðu að framan?



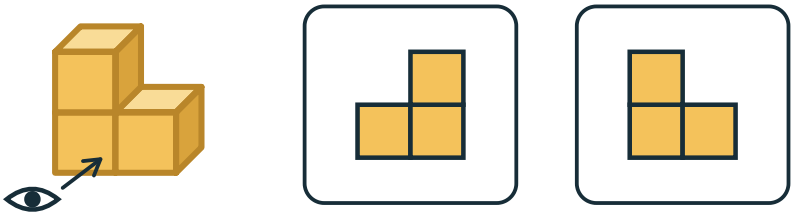
3 Hvað rúllar í allar áttir?
Dragðu hring um það.



4 Teiknaðu turninn að framan.

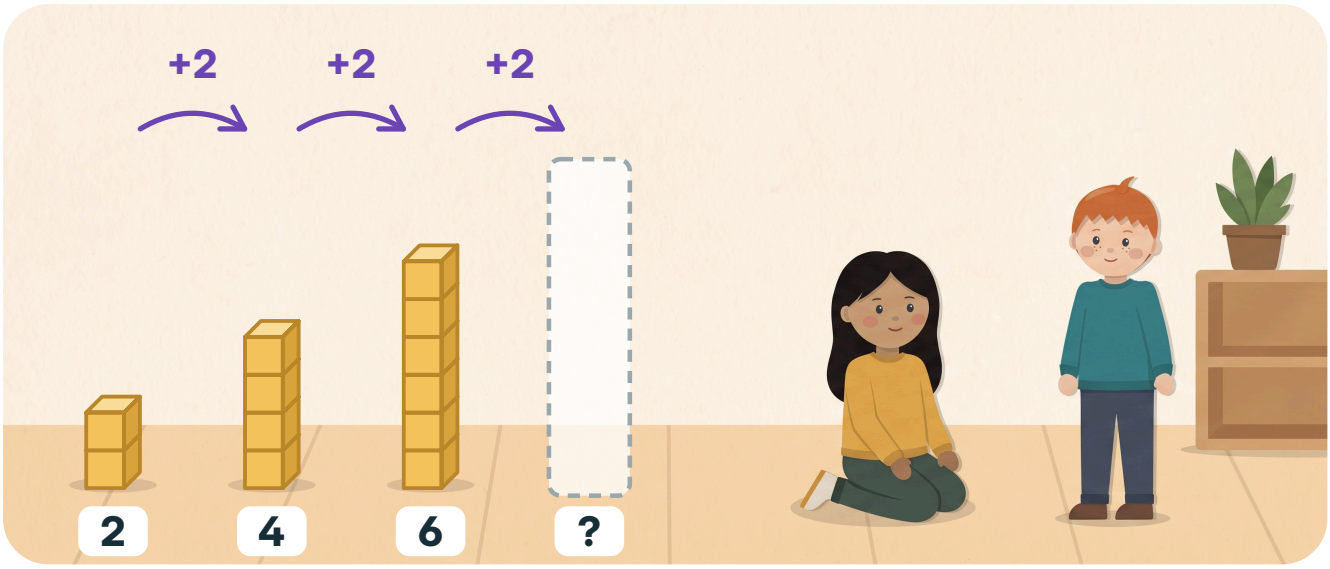


5 Skoðaðu bygginguna.
Dragðu hring um myndina að framan.



4 Mynstur vex

★ Ég get lýst hvernig mynstur vex.



Hvernig vaxa turnarnir?

SÝNIDÆMI

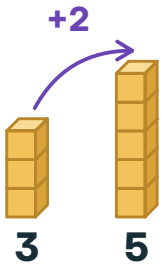
Byrjaðu á 3. Bættu alltaf tveimur við.

1



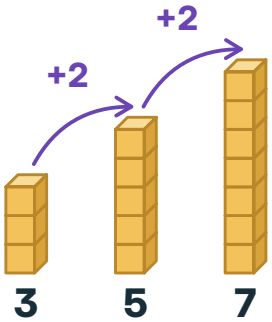
Ég byrja á 3.

2



3 + 2 = 5

3

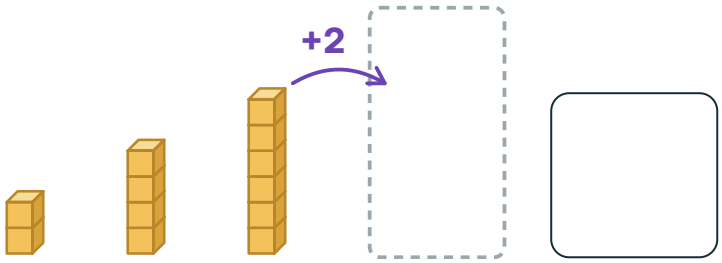


5 + 2 = 7

Fyrstu þrjár tölurnar eru 3, 5, 7.

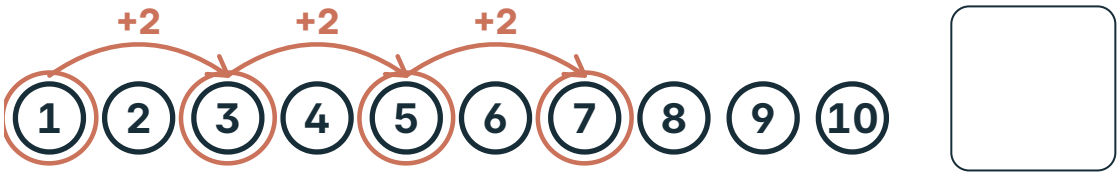
1 **PRÓFAÐU**

Teiknaðu næsta turn.
Hve margir kubbar?



Æfðu þig

2 Segðu regluna.
Hver er næsta tala?



3 Taktu tvo frá.
Hvaða tala kemur næst?

10	8	6	

4 Hvaða tala vantar?

2	4		8

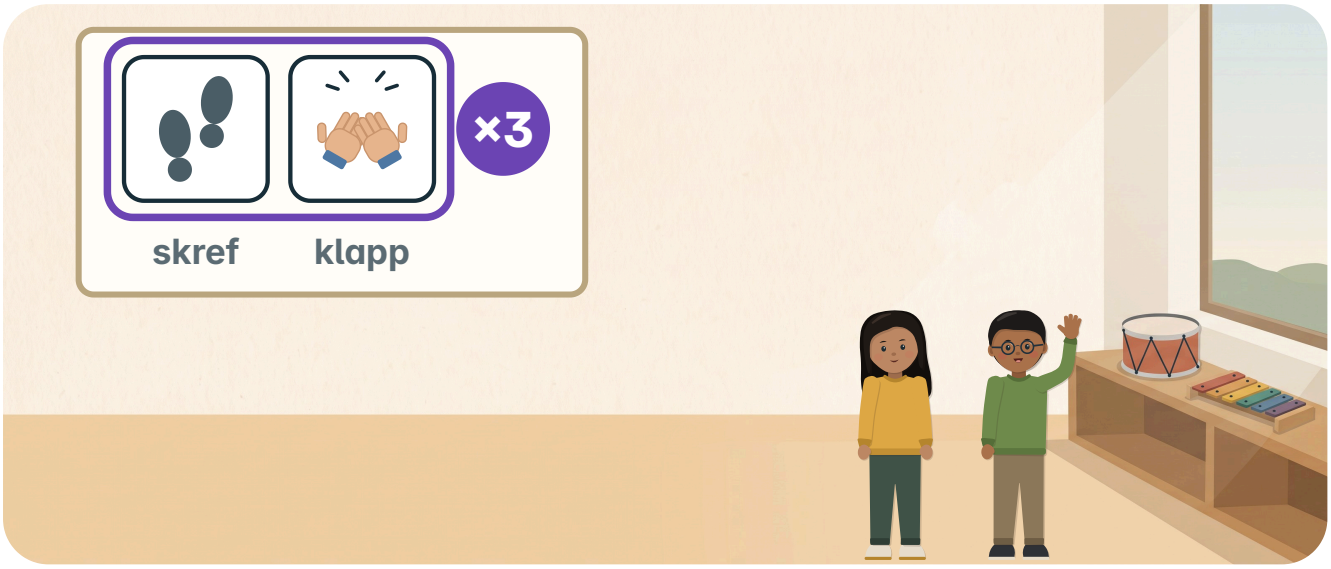
5 Bættu 3 við í hvert sinn.
Skrifaðu tölurnar.



1		

5 Sama hreyfing aftur

★ Ég get endurtekið gefna röð.

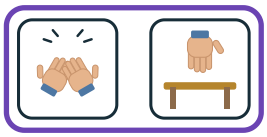


Hvaða hreyfingar koma aftur og aftur?

SÝNIDÆMI

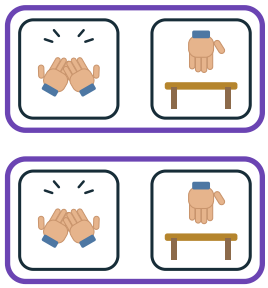
Klappaðu og snertu borðið. Gerðu það tvisvar.

1



Fyrst klapp og snerting.

2



Svo sama par aftur.

3

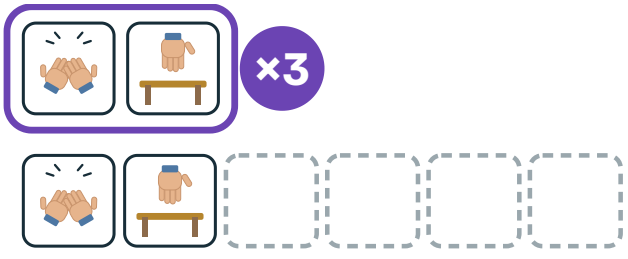


Ég tel: 1, 2, 3, 4.

4 hreyfingar: tvö klöpp og tvær snertingar.

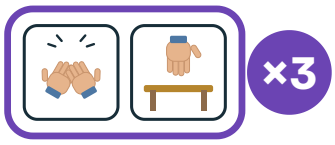
1 **PRÓFAÐU**

Gerðu parið þrisvar.
Hve oft klappar þú?



Æfðu þig

2 Hve margar hreyfingar alls?



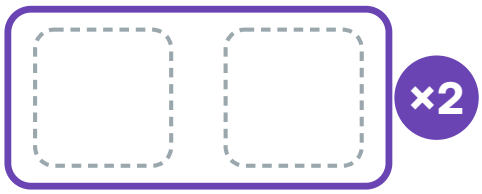
3 Hve mörg skref eru það?



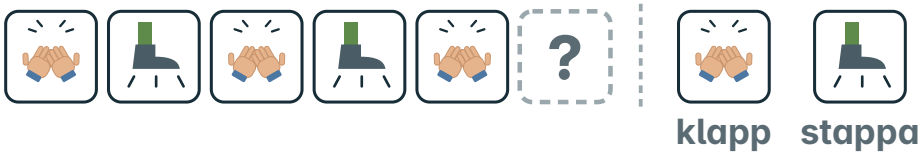
4 Hve oft klappar þú alls?



5 Teiknaðu tvær hreyfingar.
Gerðu þær tvisvar.

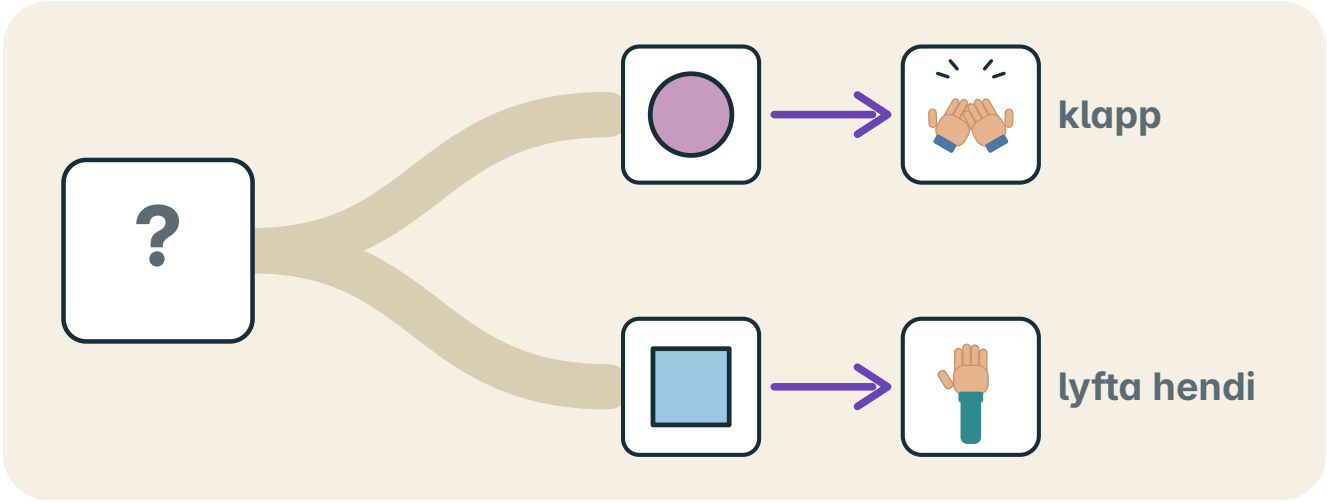


6 Hvað kemur næst?
Dragðu hring um það.



6 Ef þetta, þá hitt

★ Ég get fylgt reglu: ef ég sé þetta, þá geri ég hitt.



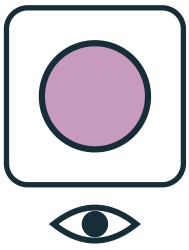
3

Hvað gerir þú ef þú sérð hring?

SÝNIDÆMI

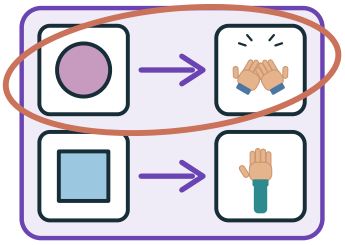
Hringur merkir klapp. Spjaldið er hringur.

1



Ég skoða formið.

2



Ég finn regluna fyrir hring.

3



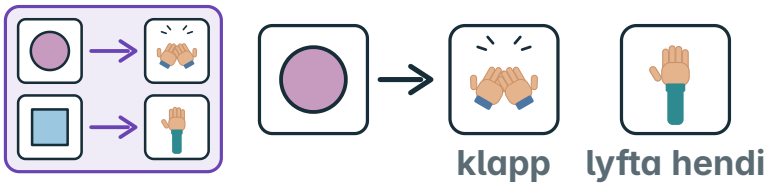
klapp

Ég klappa einu sinni.

Ég klappa einu sinni.

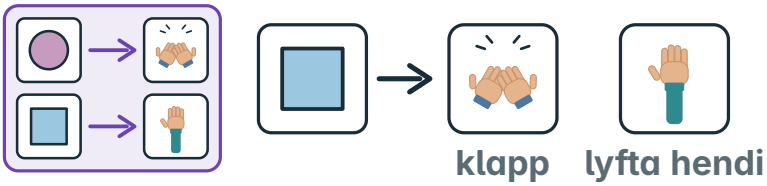
1 **PRÓFAÐU**

Hér er hringur.
Dragðu hring um það sem þú gerir.

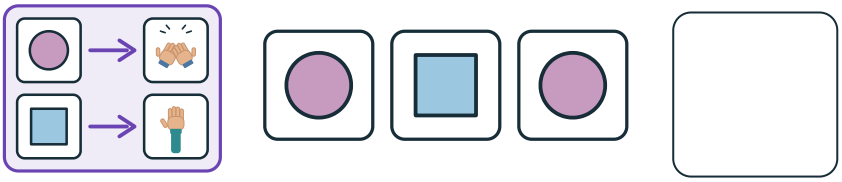


Æfðu þig

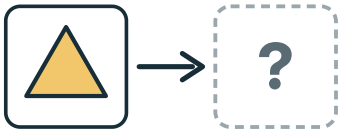
2 Hér er ferningur.
Dragðu hring um það sem þú gerir.



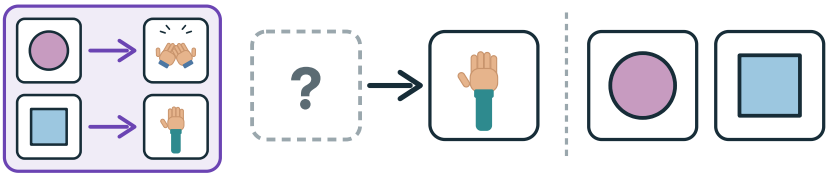
3 Hve oft klappar þú?



4 Hvað gerir þú við þríhyrning?
Ræddu við félaga.

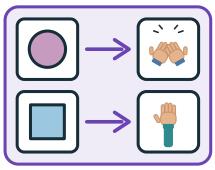


5 Þú lyftir hendi.
Dragðu hring um spjaldið sem þú sást.



MANSTU?

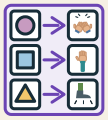
Reglan segir hvað þú gerir. Sama spjald, sama hreyfing.

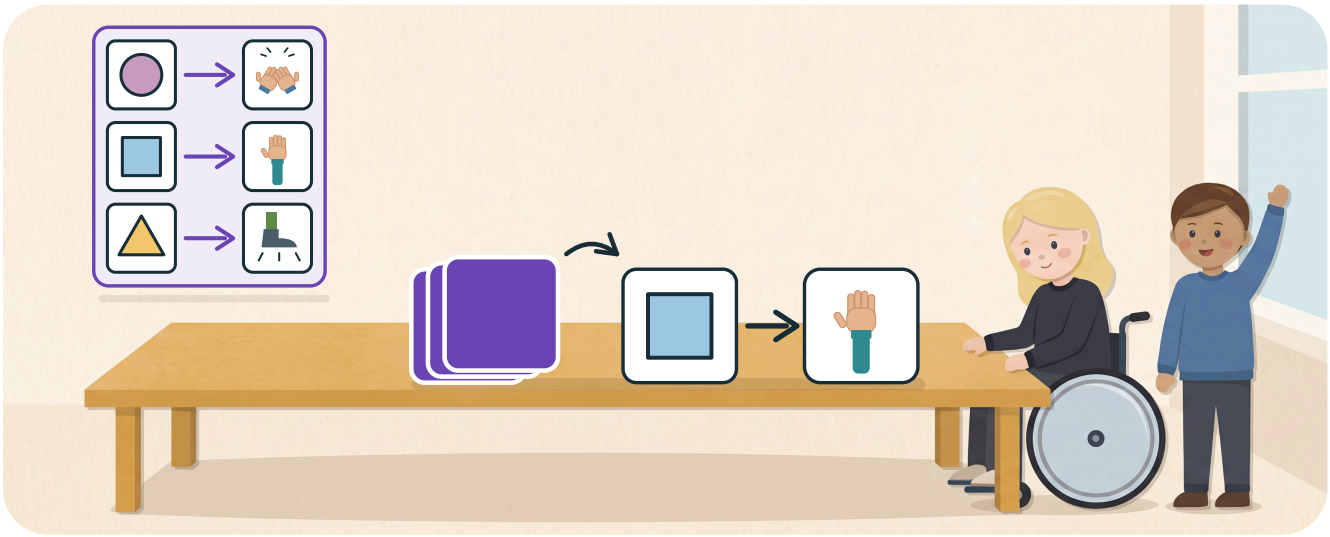


3

LEIKUM Fylgdu reglunni

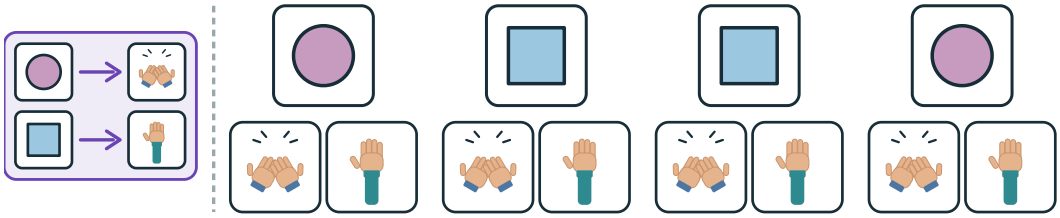
2 leikmenn | formspjöld | reglubréf

1.  Leggið reglubréfið á borðið.
2.  Snúðu einu spjaldi við.
3.  Gerið bæði það sem reglan segir.
4.  Nú snýr félagi þinn spjaldi við.
5.  Leiknum lýkur þegar spjöldin eru búin.

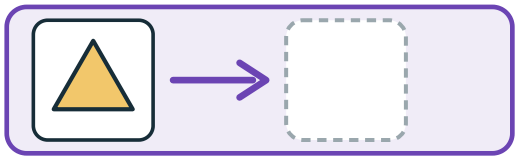


Hvað gerið þið við næsta spjald?

6 Fylgdu reglunni.
Dragðu hring um rétta hreyfingu.

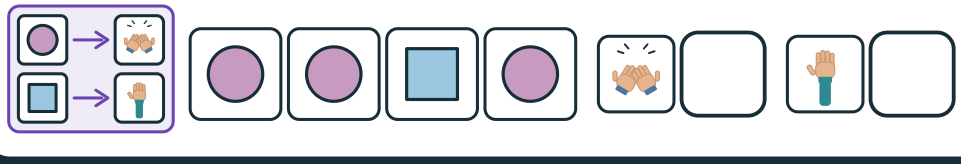


7 Búðu til þína eigin reglu.
Teiknaðu hreyfinguna.



HEILABROT

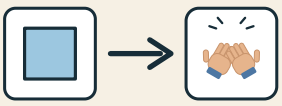
Hve oft klappar þú? Hve oft lyftir þú hendi?



VILLULEIT **Hver fylgir reglunni?**

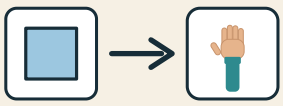


„Ferningur! Ég klappa.“





„Ferningur! Ég lyfti hendi.“



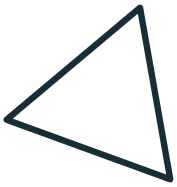
Segðu félaga hvers vegna.

Segðu félaga reglu. Félaginn fylgir henni.

Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Hve mörg horn?



2 Hve margir ferningar?



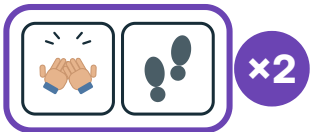
3 Hve margir kubbar?



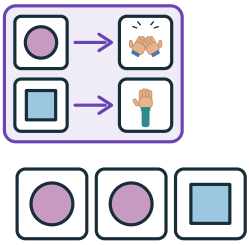
4 Hvaða tala kemur næst?

2 4 6 ?

5 Hve margar hreyfingar?



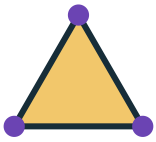
6 Hve oft klappar þú?



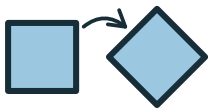
Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

Dragðu hring um myndina.



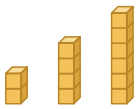
Hliðar og horn



Við snúum formum



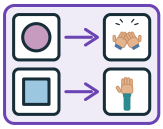
Byggjum með kubbum



Mynstur vex



Sama hreyfing aftur



Ef þetta, þá hitt



4. KAFLI

Tíu og tugir



Hve margir boltar?

Teldu fulla grind.

Teldu svo hina.

Í þessum kafla

1 Tíu og eitthvað meira ..... bls. 66
2 Tölurnar í röð ..... bls. 68
3 Tíu hjálpar ..... bls. 70
4 Tugir í hópum ..... bls. 74
5 Staðurinn skiptir máli ..... bls. 76
6 Við skiptum tug ..... bls. 78
✓ Hvað kann ég? ..... bls. 82

Orðin okkar



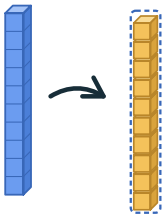
10

tugur



1

eining



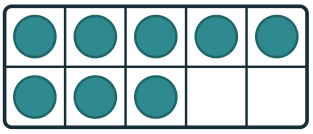
10

skipta tug

Hvað veit ég nú þegar?

Teldu punktana.

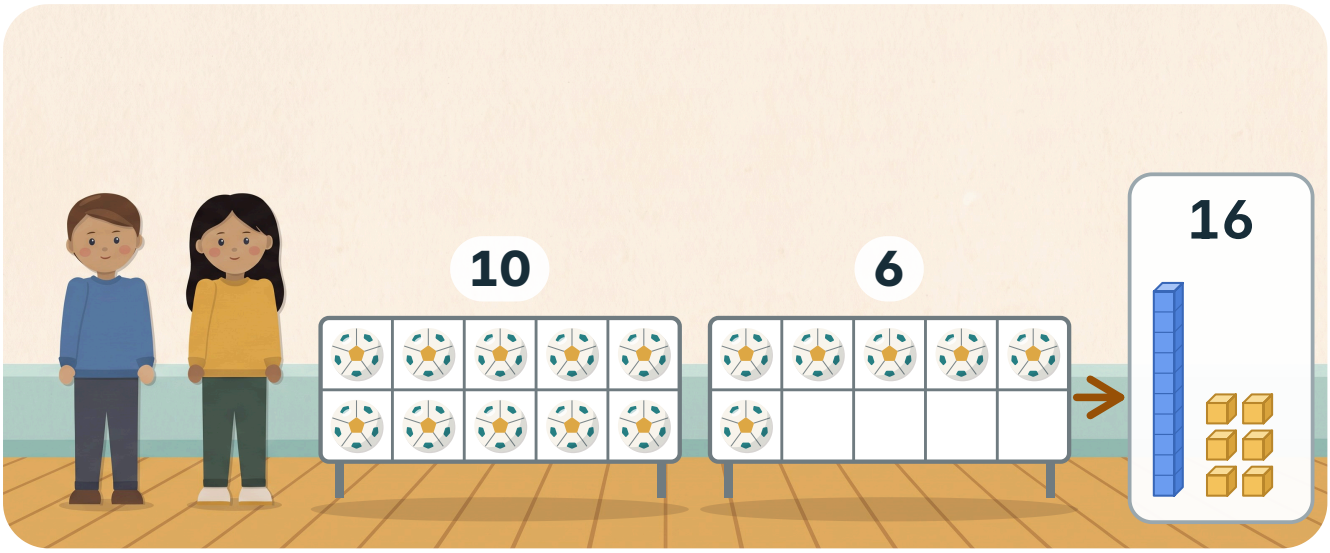
Dragðu hring um töluna.



5 6 7 8 9 10

1 Tíu og eitthvað meira

★ Ég get byggt tölu úr tug og einingum.

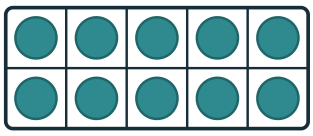


Hve margir boltar? Hvernig sérðu það fljótt?

SÝNIDÆMI

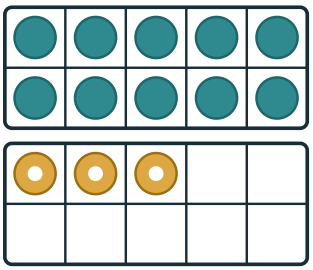
Hvernig sýnum við 13?

1



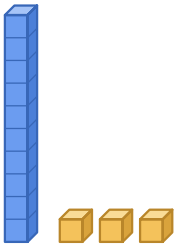
Ég fylli tugareit með tíu.

2



Ég set þrjá í næsta reit.

3

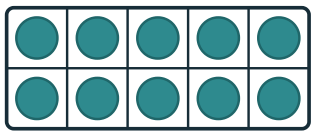


Einn tugur og þrjár einingar.

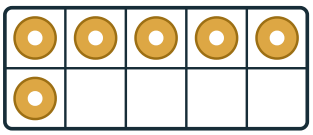
10 + 3 = 13

1 **PRÓFAÐU**

Teldu fyrst tíu.
Hve margir punktar eru alls?

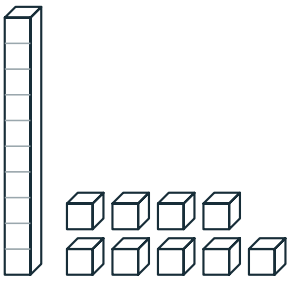


10

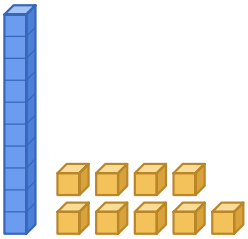


Æfðu þig

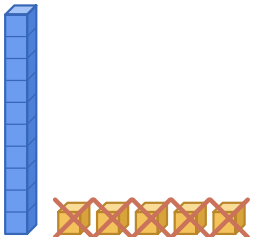
2 Sýndu 12.
Litaðu tug og einingar.



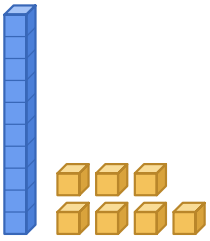
3 Þetta er 19.
Hve margar einingar eru lausar?



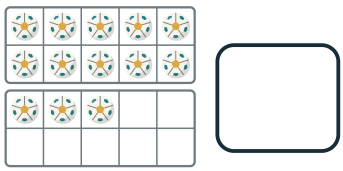
4 Fimm fara burt.
Hvað er eftir?

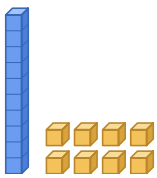


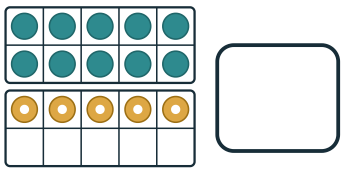
5 Hvaða tala er þetta?



6 Hve margir? Skrifaðu töluna.

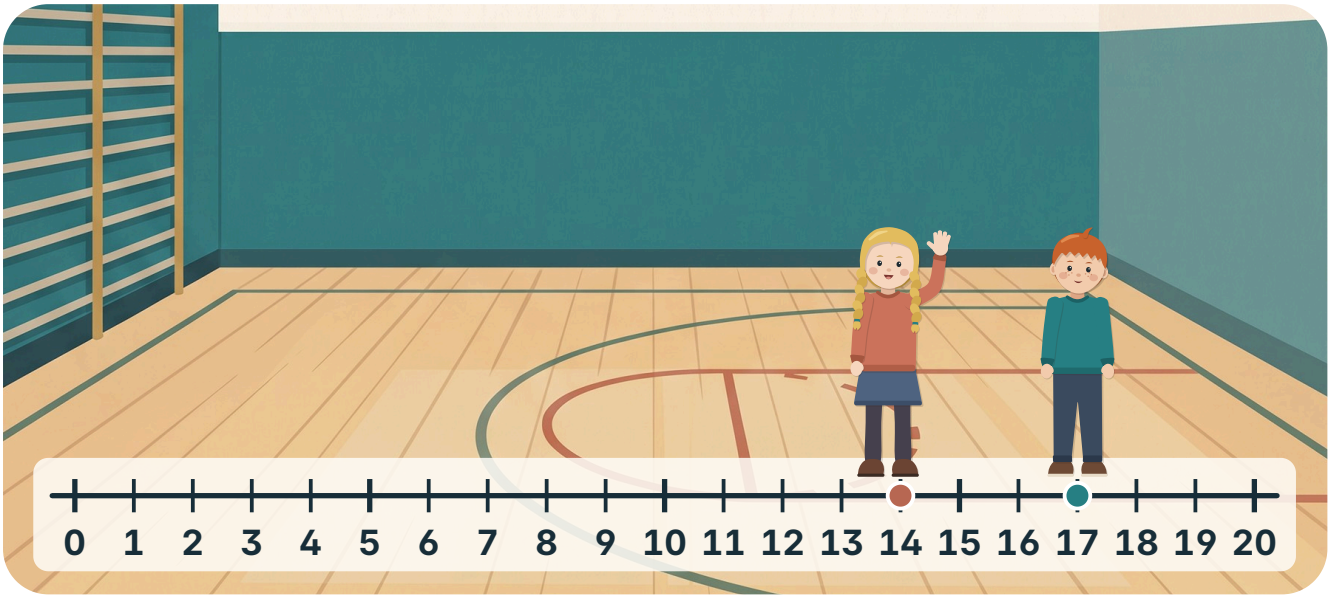






2 Tölurnar í röð

★ Ég get raðað tölum upp í tuttugu.



Hvaða tölur eru á milli Lóu og Ara?

SÝNIDÆMI

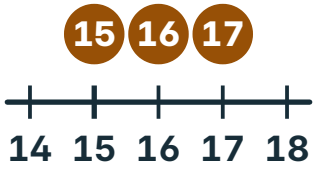
Hvað er á milli 15 og 17?

1



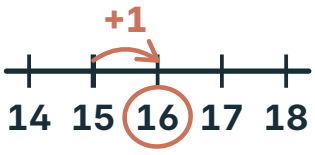
Ég finn 15 og 17.

2



Ég tel 15, 16, 17.

3

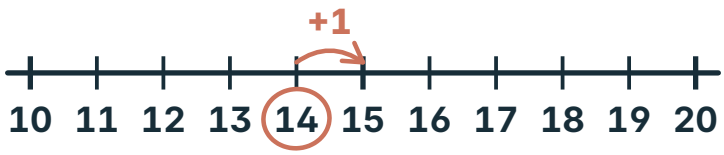


Miðtalan er einu meiri en 15.

16

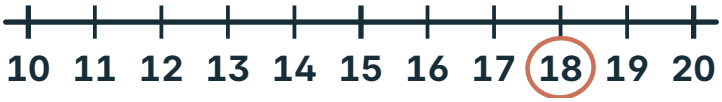
1 **PRÓFAÐU**

Farðu eitt bil til hægri.
Hvaða tala kemur næst á eftir 14?



Æfðu þig

2 Hvaða tala kemur næst á undan 18?



3 Raðaðu frá minnstu til stærstu.

16	11	19	13

4 Hvaða tölur vantar?

10	11		13	

5 Teldu aftur á bak.
Hvaða tölur vantar?

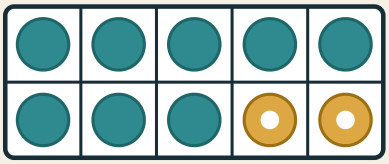
20	19		17	

6 Hvaða tala er á milli?

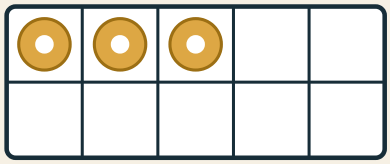
11		13
16		18
18		20

3 Tíu hjálpar

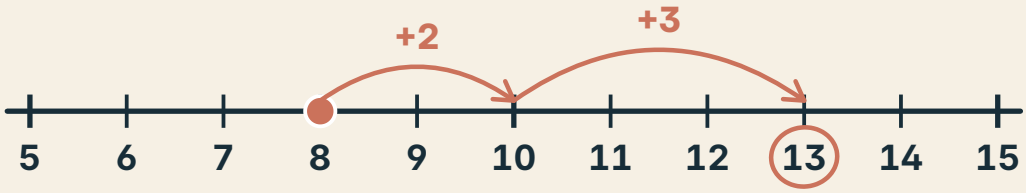
★ Ég get fyllt tíuna þegar ég legg saman.



8 + 2 = 10



10 + 3 = 13

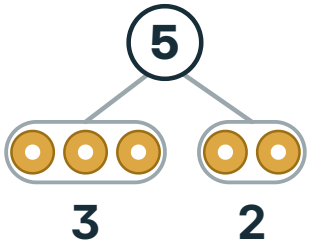


Átta og fimm. Hvernig hjálpar tían?

SÝNIDÆMI

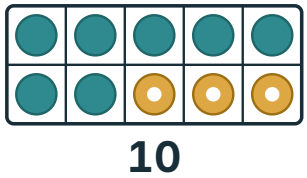
Reiknaðu 7 + 5. Fylltu tíuna fyrst.

1



Ég skipti 5 í 3 og 2.

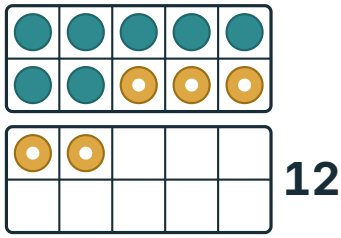
2



10

7 + 3 = 10

3



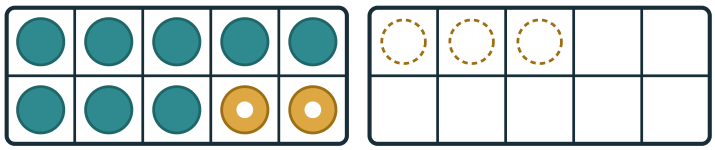
12

10 + 2 = 12

7 + 5 = 12

1 **PRÓFAÐU**

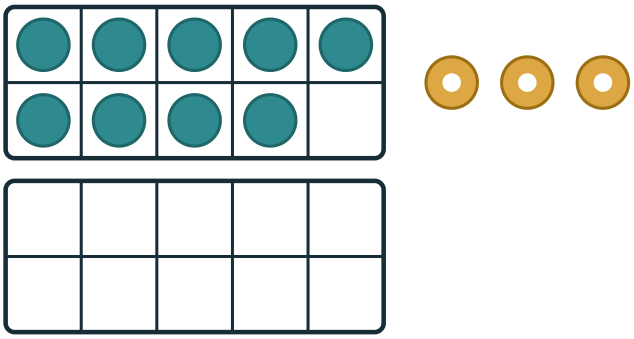
Fylltu tíuna fyrst.
Hve mikið er 8 + 5?



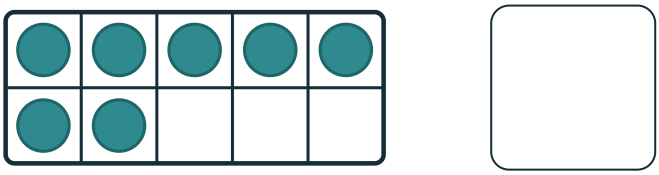
8 + 2 = 10

Æfðu þig

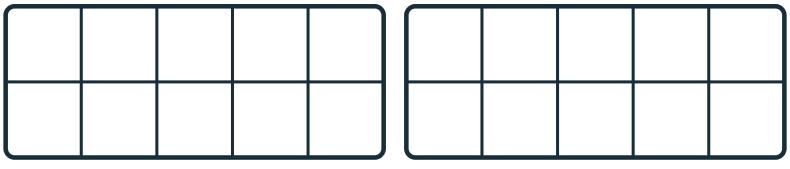
2 Fylltu tíuna fyrst.
Hve mikið er 9 + 3?



3 Hve marga vantar upp á 10?

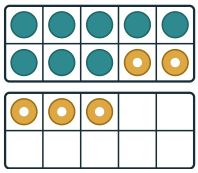


4 Teiknaðu 6 + 6 í reitina.
Hve margir eru alls?



MANSTU?

Fylltu tíuna fyrst. 8 + 5 er 8 + 2 og 3 í viðbót: 13.



13

LEIKUM Fyllum grindurnar

2 leikmenn | einn teningur | 20 kubbar

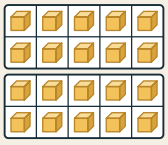
4

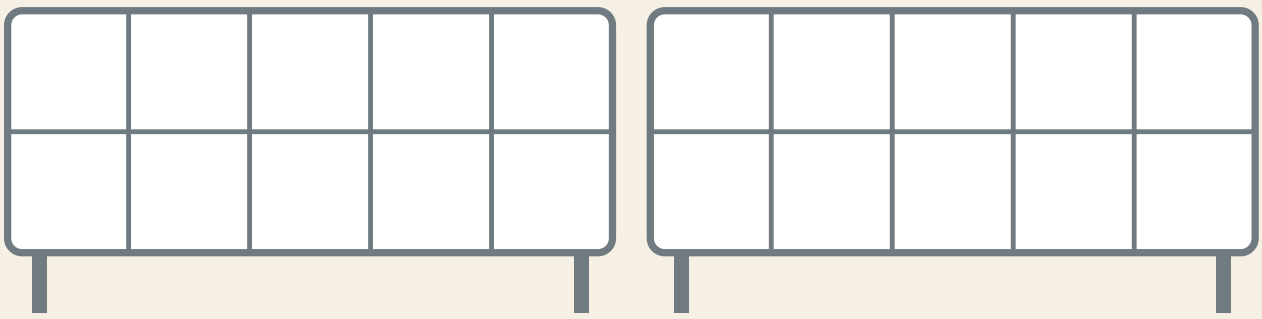
1. 
   Kastaðu teningnum.

2. 
   Settu jafnmarga kubba í grindurnar.

3. 
   Fylltu fyrri grindina fyrst.

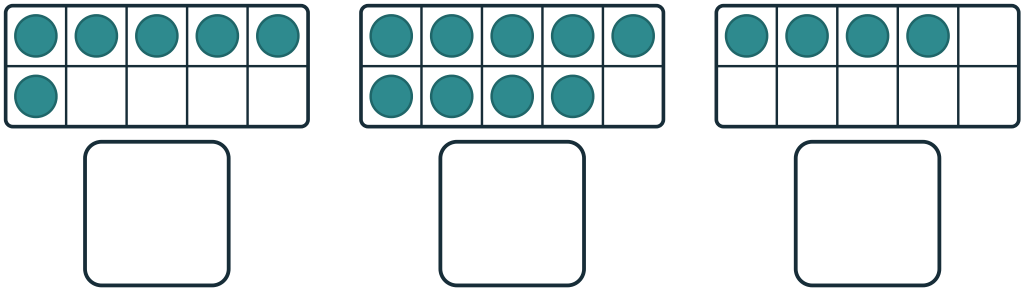
4. 
   Nú á félagi þinn að gera.

5. 
   Leiknum lýkur þegar 20 eru komnir.



Hve marga vantar upp á 10? En upp á 20?

5 Hve marga vantar upp á 10?



6 Hoppaðu fyrst upp á 10.
Hve mikið er 9 + 4?



HEILABROT

Notaðu tíuna: 8 + 7. Hvernig skiptir þú sjö?



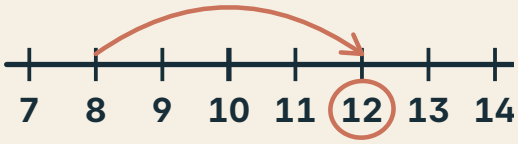
VILLULEIT **Hver hefur rétt fyrir sér?**

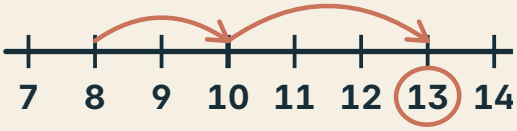


„8 + 5 = 12. Ég tel 8, 9, 10, 11, 12.“



„8 + 2 = 10 og 10 + 3 = 13.“



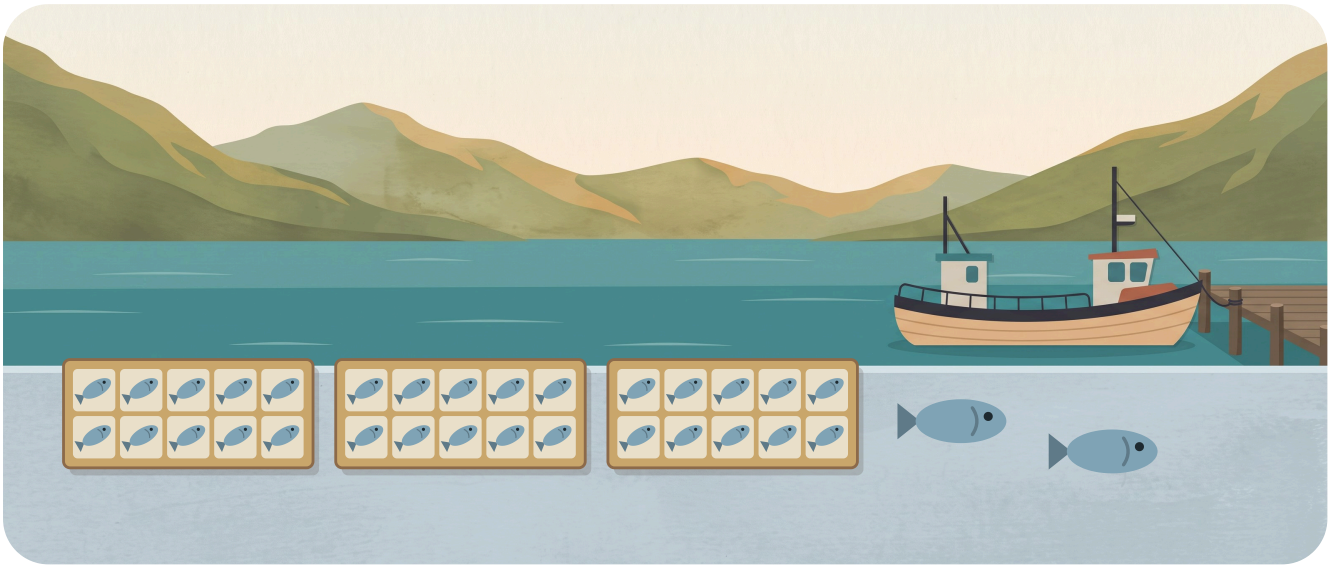


Segðu félaga hvers vegna.

Sýndu félaga hvernig tían hjálpar í 9 + 5.

4 Tugir í hópum

★ Ég get byggt tugi og talið þá.



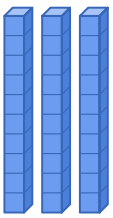
4

Hve margir fiskar komu í land?

SÝNIDÆMI

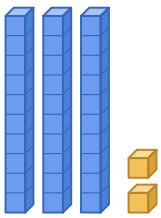
Hvernig sýni ég 32?

1



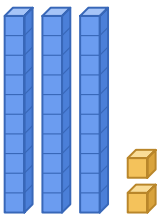
Ég tek þrjá tugi.

2



Ég bæti tveimur einingum við.

3



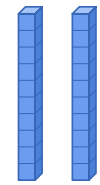
32

30 + 2 = 32

32 er 3 tugir og 2 einingar.

1 **PRÓFAÐU**

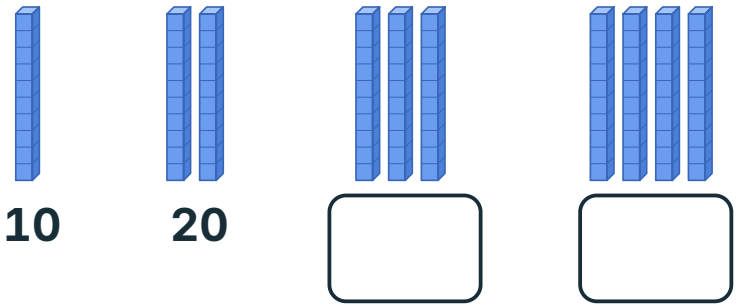
Teldu í tugum.
Hve margar einingar?



10

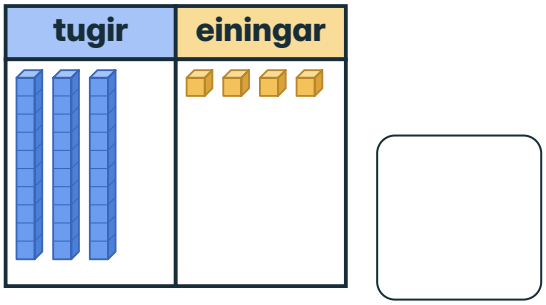
Æfðu þig

2 Teldu áfram um tíu.

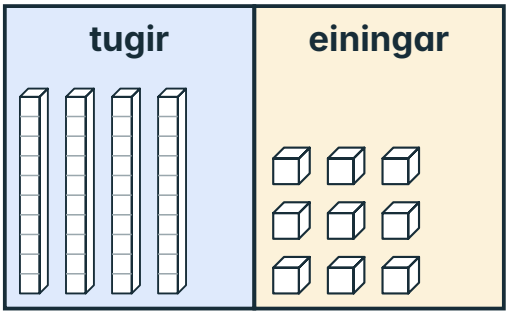


10 20

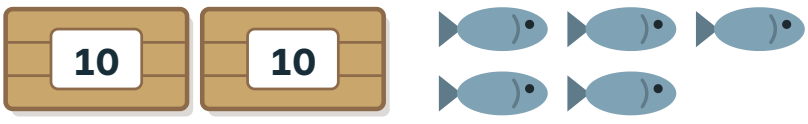
3 Hvaða tala er þetta?



4 Sýndu 26.
Litaðu tugi og einingar.

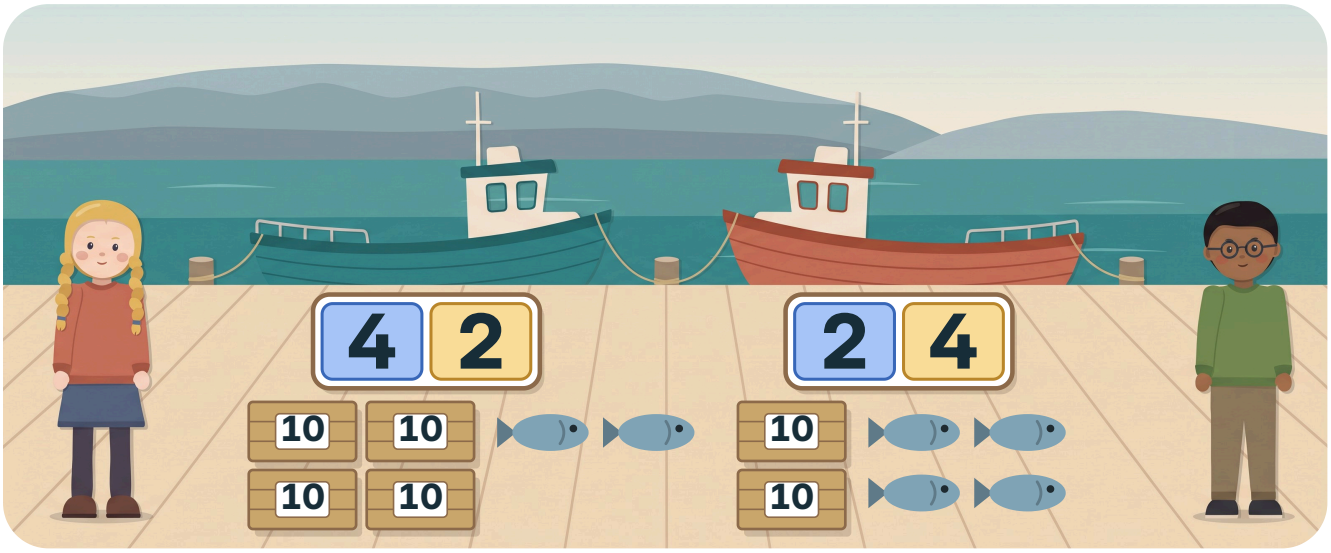


5 Teldu í tugum.
Hve margir fiskar eru alls?



5 Staðurinn skiptir máli

★ Ég get sagt hvað tölustafur merkir.



Sömu tölustafir. Hvað er ólíkt?

SÝNIDÆMI

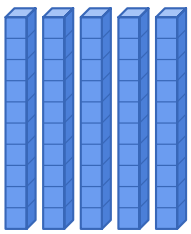
Hvað merkir 5 í 54?

1



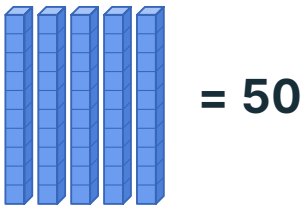
5 er í tugasætinu.

2



Það eru fimm tugir.

3



Fimm tugir eru 50.

5 í 54 merkir 50.

1 **PRÓFAÐU**

Hve marga tugi hefur 57?

tugir	einingar

Æfðu þig

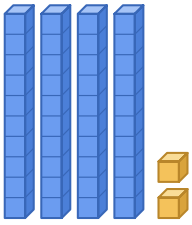
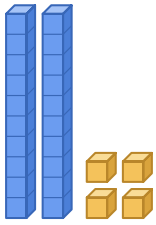
2 Hve margar einingar hefur 63?

tugir	einingar

3 Hvaða tala er þetta?

tugir	einingar

4 Dragðu hring um 42.
Hvað merkir 4? Ræddu við félaga.

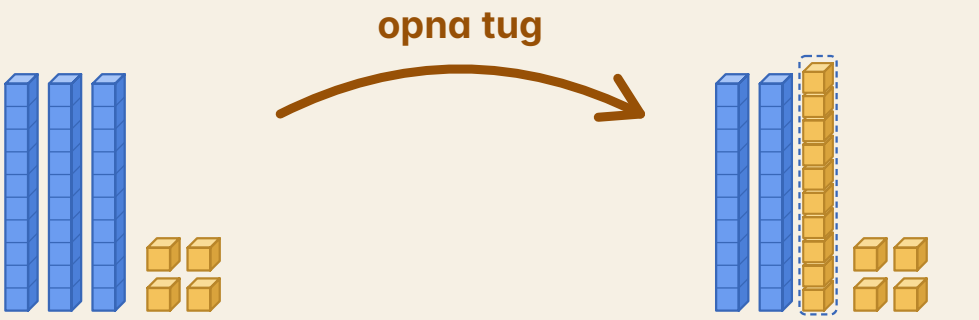



5 Hvað merkir 7? Dragðu hring um svarið.

74 (7) (70) **47** (7) (70)

6 Við skiptum tug

★ Ég get skipt tug í einingar.



3 tugir og 4

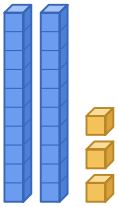
2 tugir og 14

Einn tugur er opnaður. Er þetta enn 34?

SÝNIDÆMI

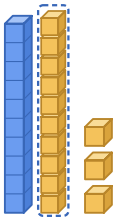
Sýndu 23 með aðeins einum tug.

1



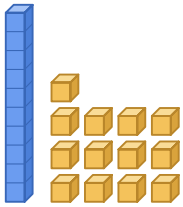
2 tugir og 3 einingar.

2



Ég opna annan tuginn.

3

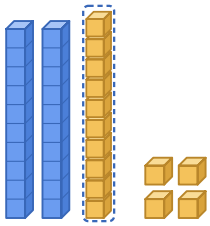


Nú: 1 tugur og 13 einingar.

10 + 13 = 23

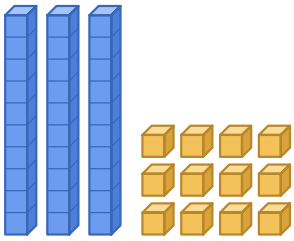
1 **PRÓFAÐU**

Einn tugur er opnaður.
Hve margar einingar eru nú?

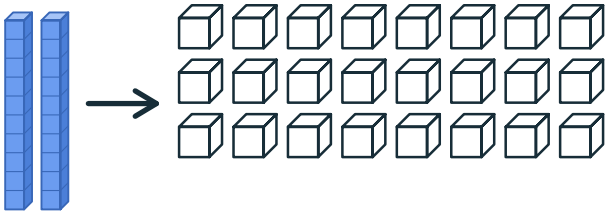


Æfðu þig

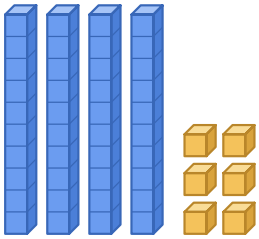
2 Þrír tugir og tólf einingar.
Hvaða tala er það?

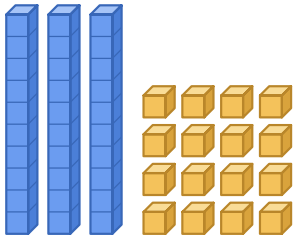


3 Opnaðu báða tugina.
Litaðu 20 einingar.



4 Er þetta sama tala?

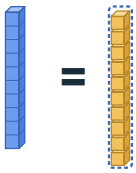




já nei

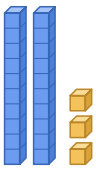
MANSTU?

Einn tugur er tíu einingar. Þegar tugur er opnaður breytist talan ekki.



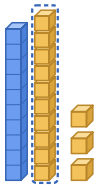
GERUM SAMAN ## Opnum tug

1



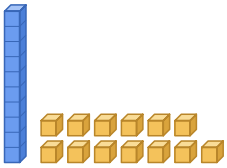
Búðu til tvo tugi og þrjár einingar.

2



Opnaðu annan tuginn.

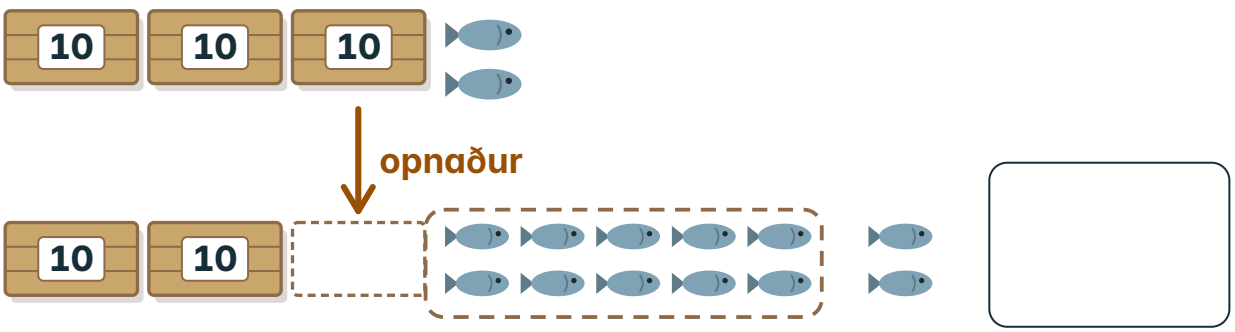
3



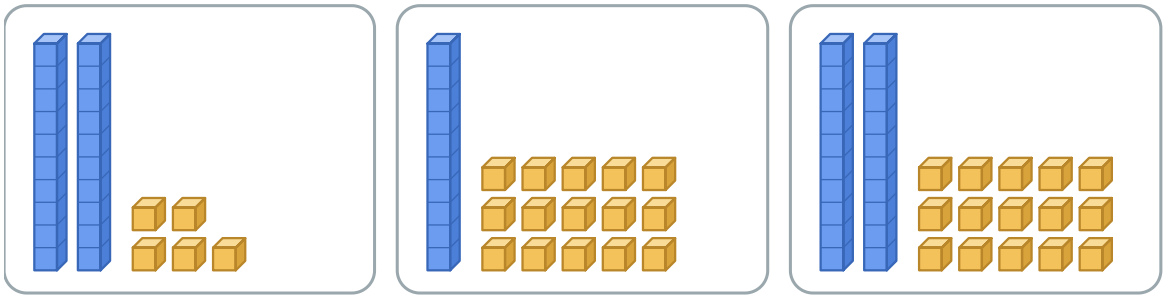
10 + 13 = 23

Sýndu einn tug og þrettán einingar. Teldu heildina.

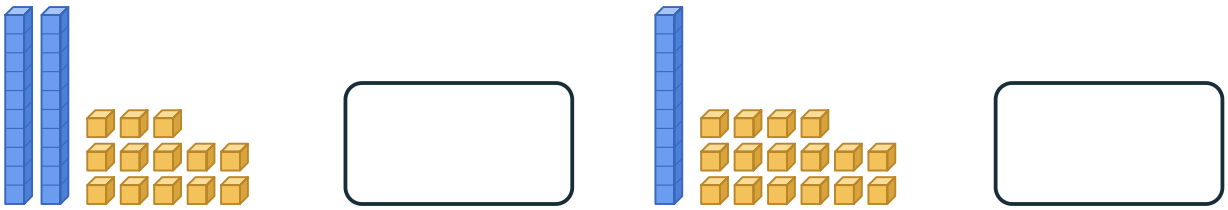
5 Einn kassi er opnaður.
Hve margir eru lausir?



6 Hvaða myndir sýna 25?
Dragðu hring um þær.



7 Hvaða tala er þetta?



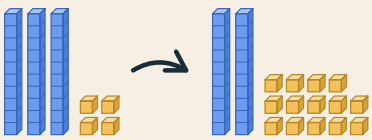
HEILABROT

Sýndu 31 á þrjá vegu með tugum og einingum.

VILLULEIT **Hver hefur rétt fyrir sér?**

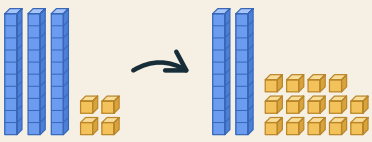


„Ég opnaði tug. Nú er talan minni.“





„Talan er sú sama. Einingarnar eru bara fleiri.“



Segðu félaga hvers vegna.

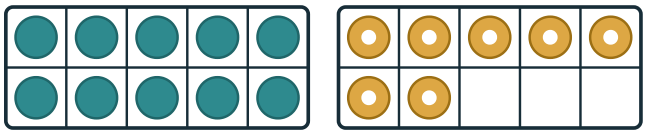
Sýndu félaga 34 á tvo vegu.

Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

4

1 Hve margir alls?



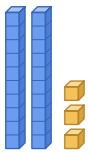
2 Hvaða tala kemur á eftir 16?



3 Hve mikið er 8 + 4?



4 Hvaða tala er þetta?

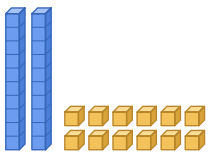


5 Hvað merkir 3 í 35?

35

3 30

6 Hvaða tala er þetta?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

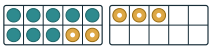
Dragðu hring um myndina.



Tíu og eitthvað meira

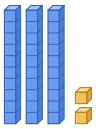


Tölurnar í röð

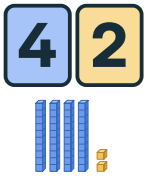


8 + 5

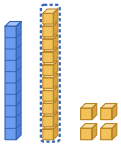
Tíu hjálpar



Tugir í hópum



Staðurinn skiptir máli

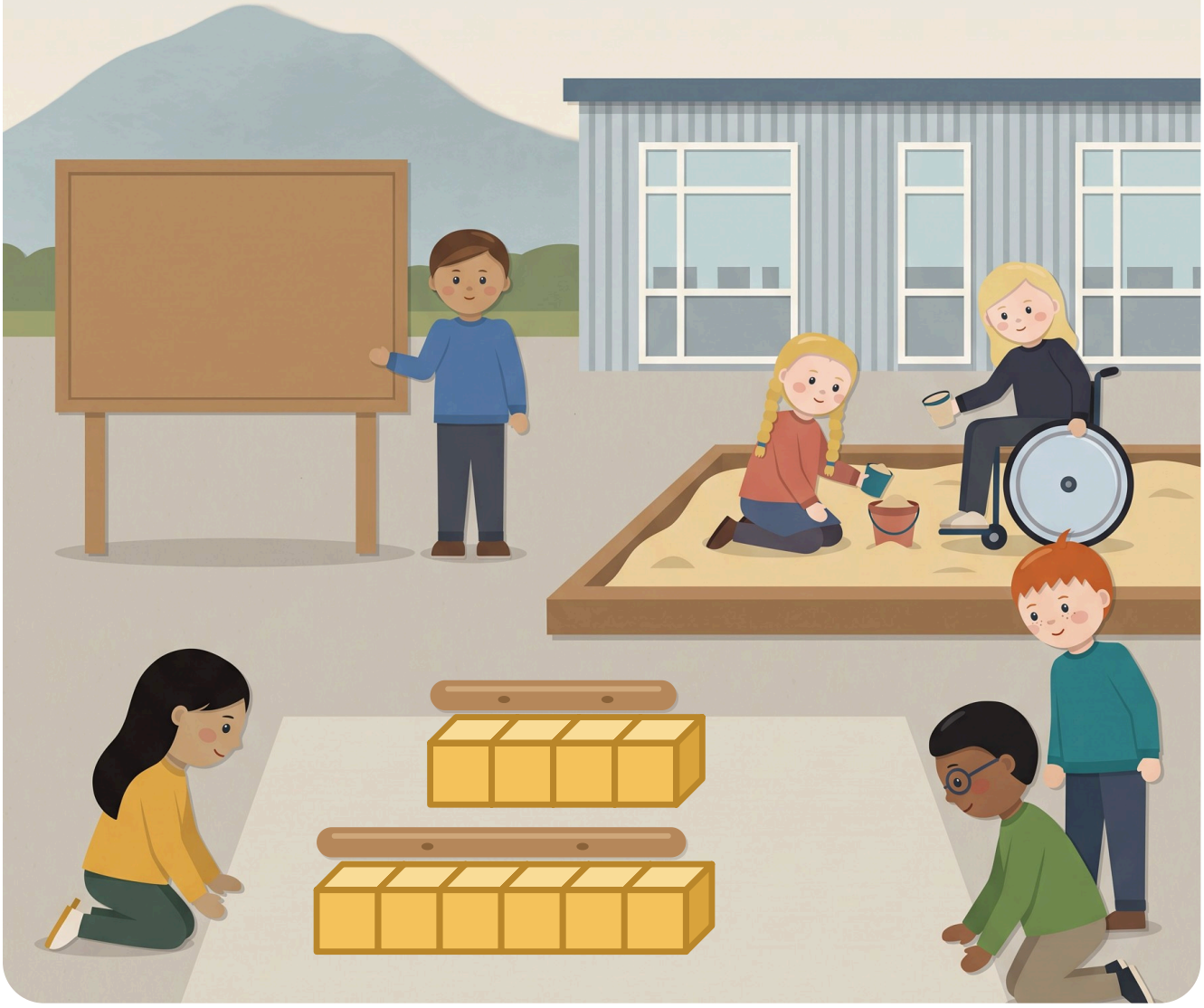


Við skiptum tug



5. KAFLI

Við mælum og skráum



5

Hvort prikið er lengra?

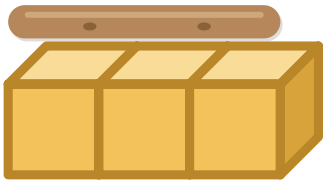
Teldu kubbana.

Bentu á lengra prikið.

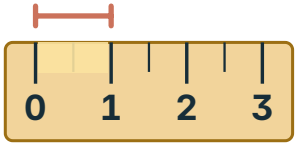
Í þessum kafla

1 Lengra eða styttra bls. 86
2 Hve mikið kemst í? bls. 90
3 Við lesum myndrit bls. 92
4 Byrjum við núll bls. 94
5 Heill tími bls. 96
6 Hálfur tími bls. 98
✓ Hvað kann ég? bls. 102

Orðin okkar



mæla



sentimetri



hálf

Hvað veit ég nú þegar?

Teldu kubbana.

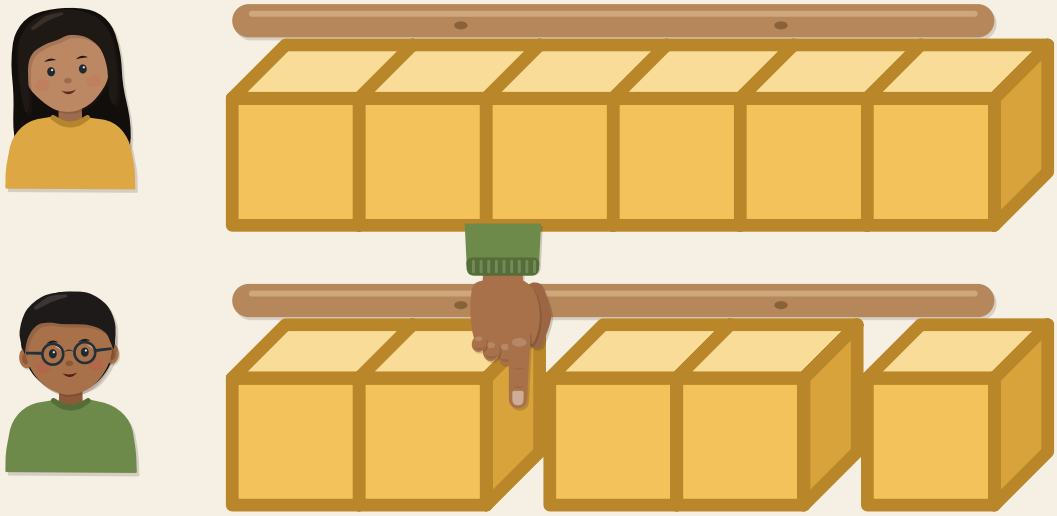
Dragðu hring um töluna.



3 4 5 6 7 8

1 Lengra eða styttra

★ Ég get borið saman lengdir.



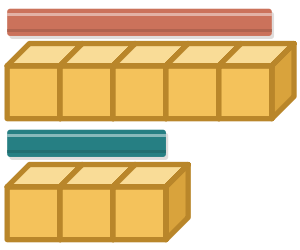
5

Hvort þeirra mælir rétt?

SÝNIDÆMI

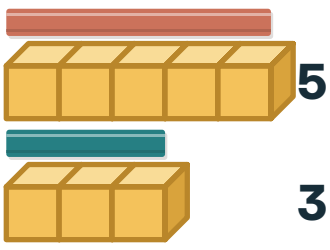
Lengja tekur fimm kubba. Önnur tekur þrjá.

1



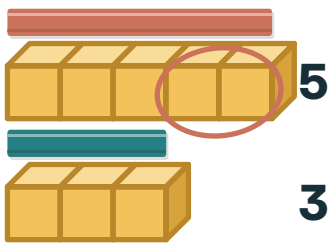
Ég nota jafnstóra kubba við báðar.

2



Ég tel: 5 og 3.

3

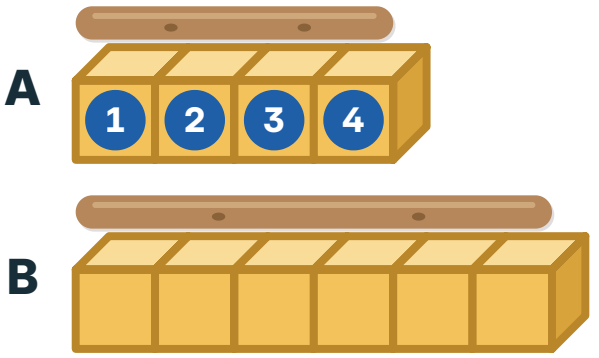


5 − 3 = 2.

Fyrri lengjan er tveimur kubbum lengri.

1 **PRÓFAÐU**

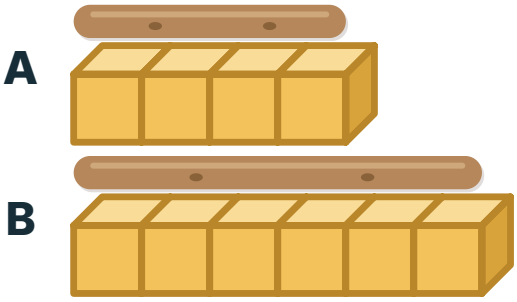
Teldu kubbana við hvort prik.
Dragðu hring um lengra prikið.



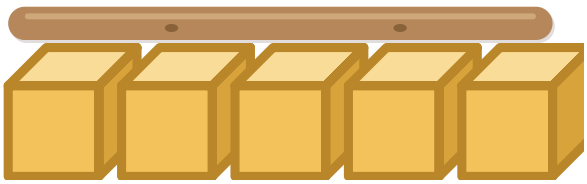
4

Æfðu þig

2 Hve mörgum kubbum lengra er prik B?

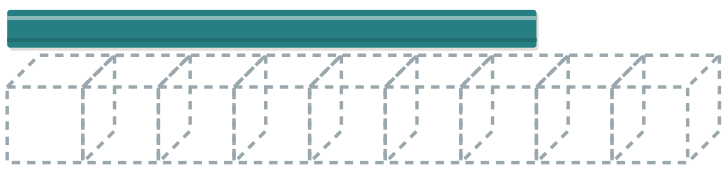


3 Er mælingin góð?



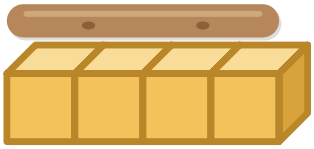
já nei

4 Litaðu kubbana undir borðanum.
Hve margir kubbar?



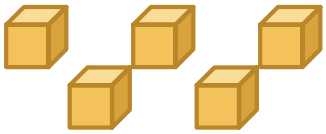
MANSTU?

Kubbarnir liggja þétt saman, án bila. Við byrjum við endann.



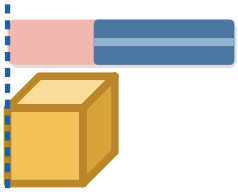
GERUM SAMAN ## Mælum strokleður

1



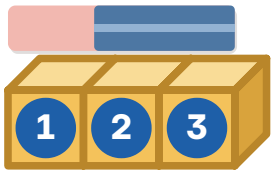
Veldu jafnstóra kubba.

2



Byrjaðu við endann.

3

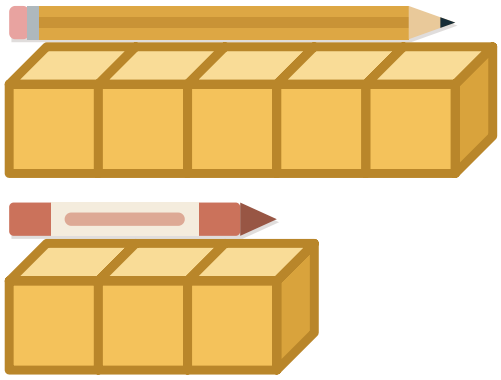


Leggðu kubbana þétt og teldu þá.

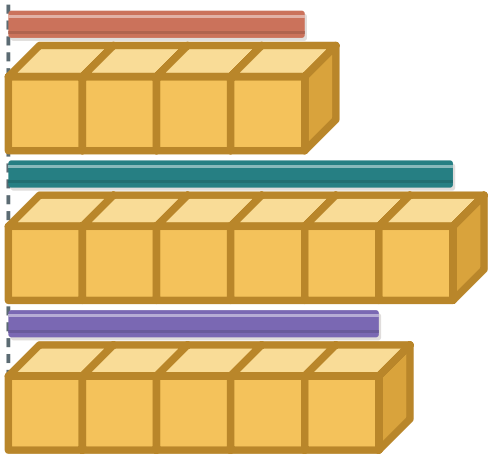
5

5 Mældu strokleðrið þitt með kubbum.
Hve margir kubbar?

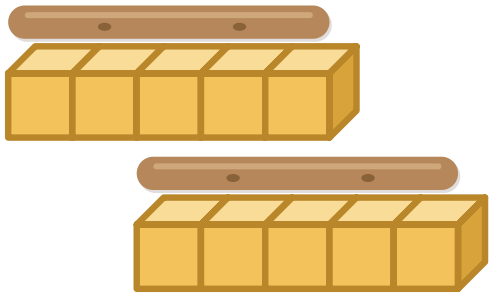
6 Dragðu hring um það sem er styttra.



7 Dragðu hring um lengsta borðann.

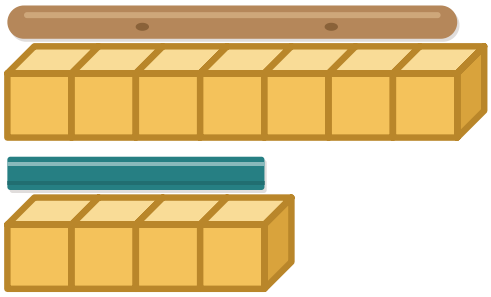


8 Teldu kubbana. Eru prikin jafnlöng?



já nei

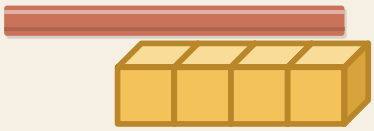
9 Hve mörgum kubbum styttri er borðinn?



VILLULEIT **Hvort þeirra mælir rétt?**



„Borðinn er 4 kubbar.“





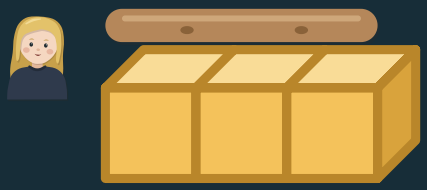
„Borðinn er 6 kubbar.“

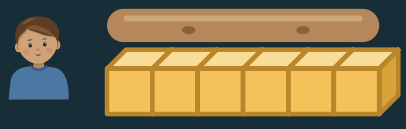


Segðu félaga hvers vegna.

HEILABROT

Sara og Óli mæla sama prikið. Sara fær 3 en Óli 6. Hvers vegna?

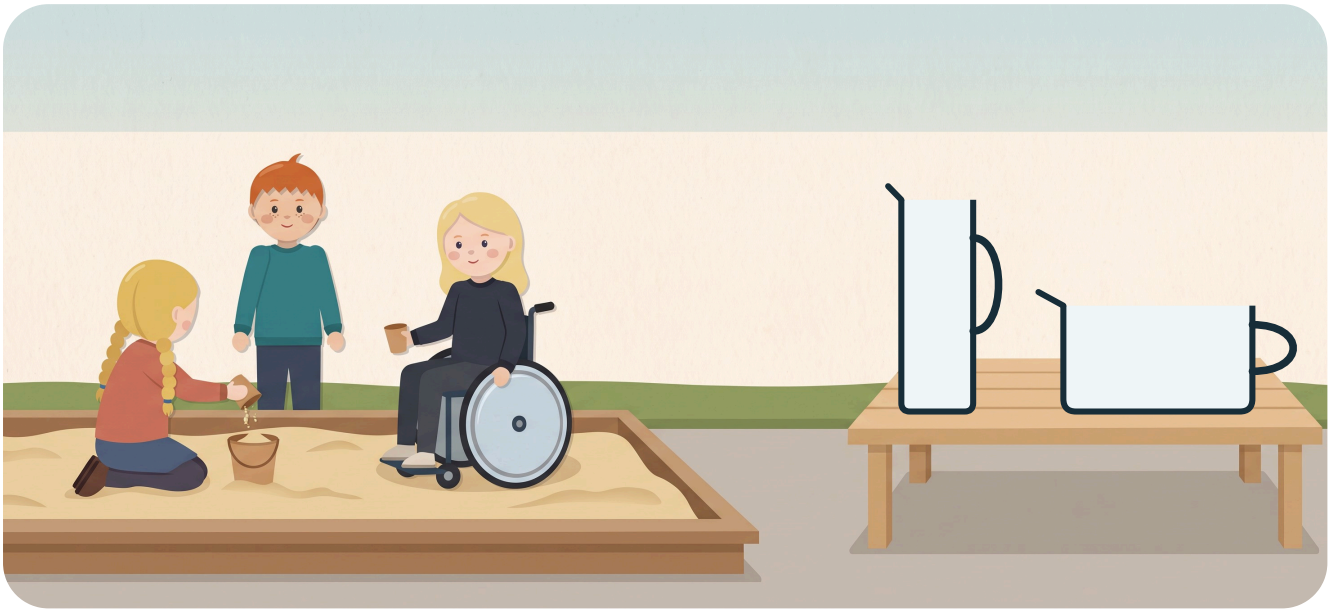




Sýndu félaga hvernig þú mælir án bila.

2 Hve mikið kemst í?

★ Ég get mælt með sama bolla.



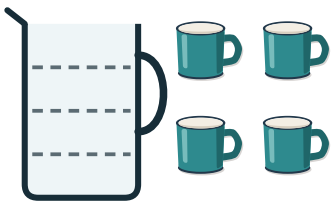
5

Hvor kannan tekur meira?

SÝNIDÆMI

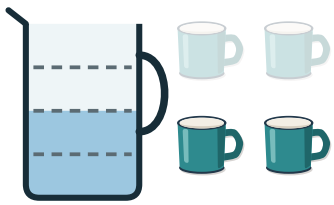
Kannan tekur fjóra bolla. Tveir eru komnir.

1



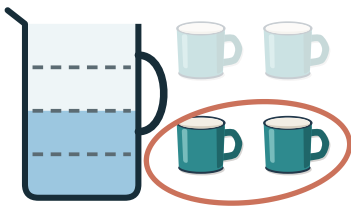
Ég þarf fjóra bolla alls.

2



Tveir bollar eru komnir.

3



4 − 2 = 2.

Tveir bollar í viðbót.

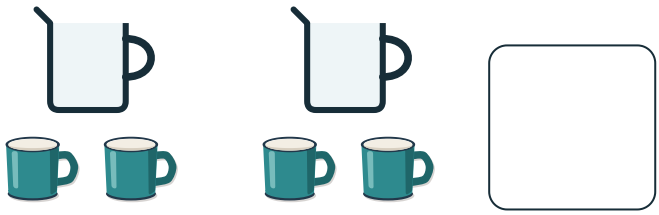
1 **PRÓFAÐU**

Teldu bollana.
Hvor kannan tekur meira?

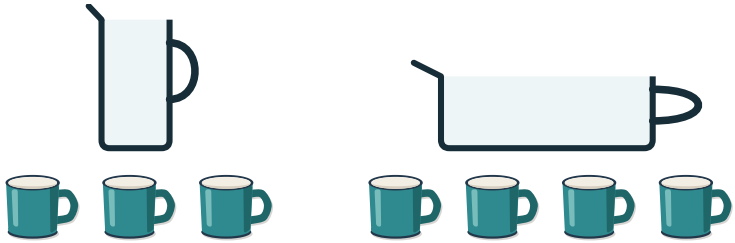


Æfðu þig

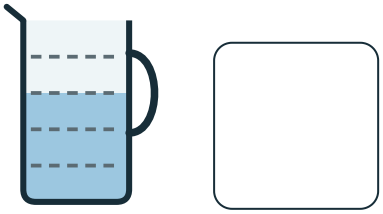
2 Hve marga bolla taka könnurnar saman?



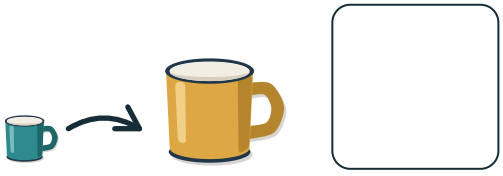
3 Hvor tekur meira?
Dragðu hring um hana.



4 Kannan tekur 5 bolla.
Hve marga vantar?

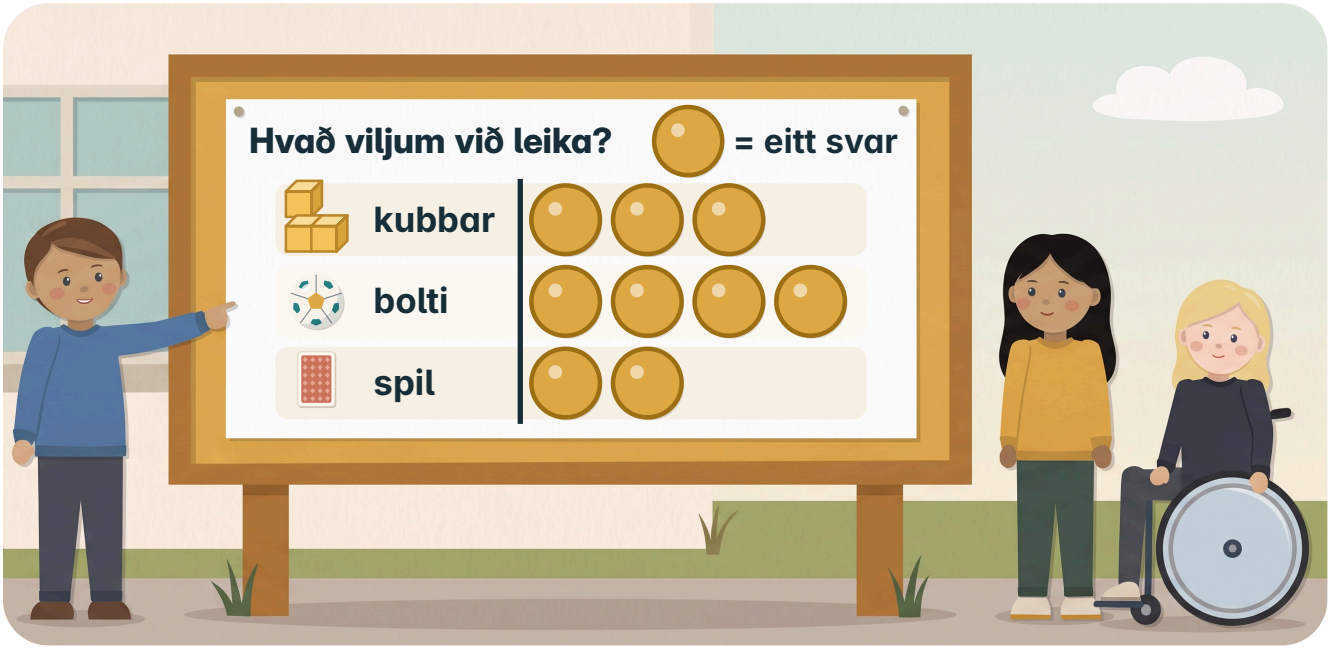


5 Fylltu stóra bollann með litla bollanum.
Hve margar ferðir?



3 Við lesum myndrit

★ Ég get lesið einfalt myndrit.

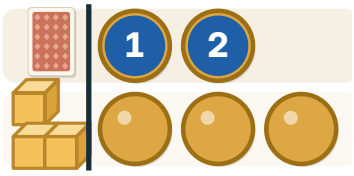


Hvað sýnir eitt merki?

SÝNIDÆMI

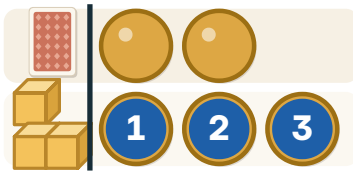
Hve margir völdu spil eða kubba?

1



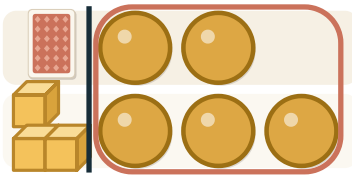
Spil: 2 merki.

2



Kubbar: 3 merki.

3

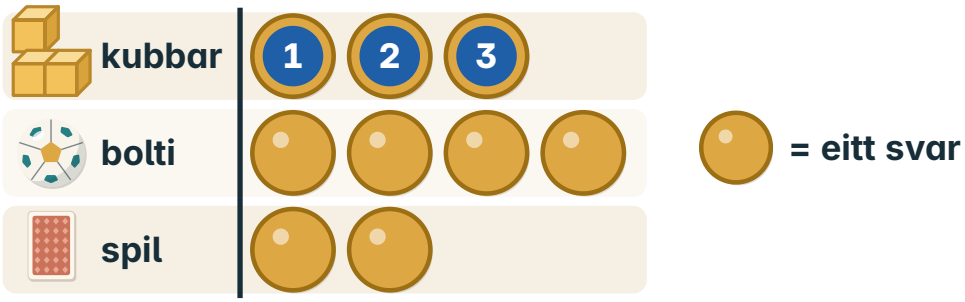


2 + 3 = 5.

Fimm svör.

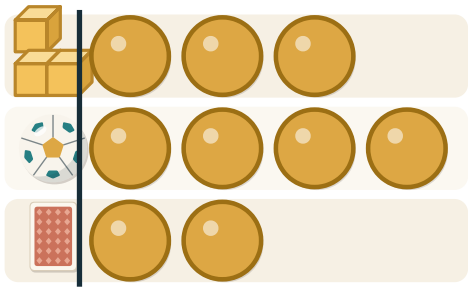
1 **PRÓFAÐU**

Dragðu hring um leikinn sem flestir völdu.

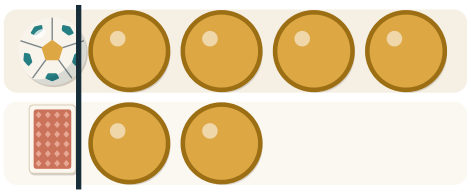


Æfðu þig

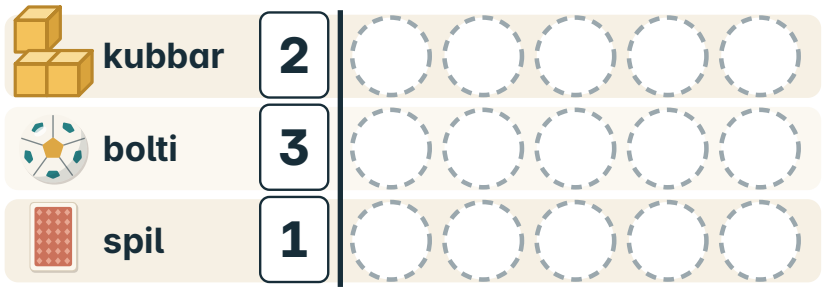
2 Hve mörg svör eru alls?



3 Hve mörgum fleiri völdu bolta en spil?



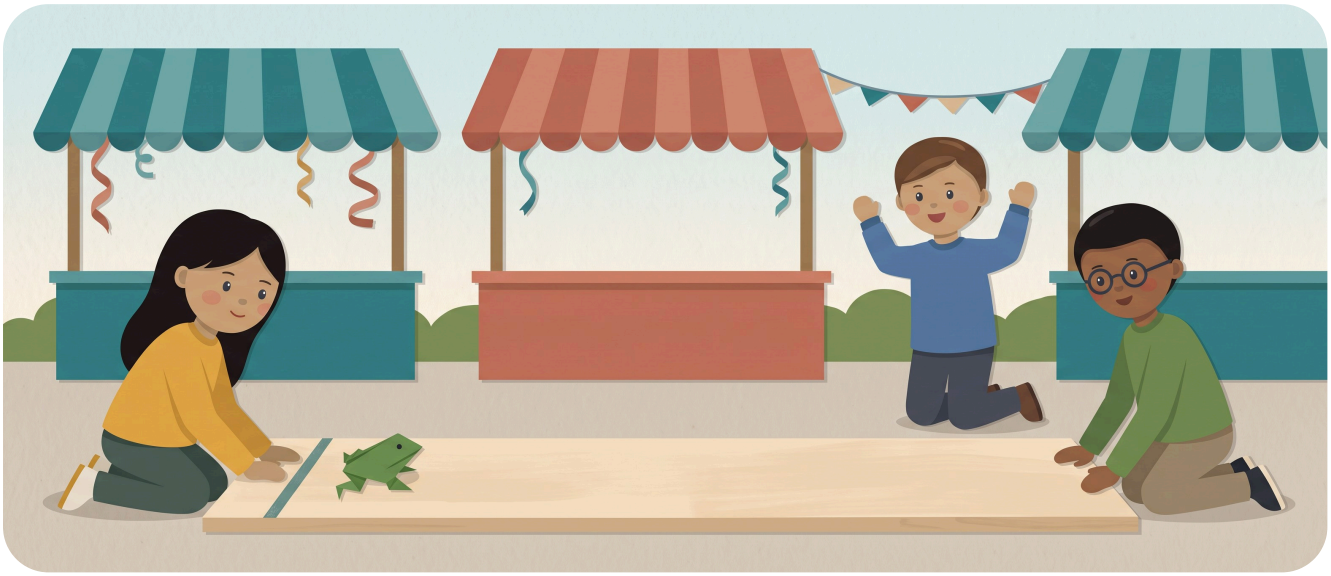
4 Litaðu eitt merki fyrir hvert svar.



Gerið myndrit í bekknum: eitt merki fyrir hvert barn.

4 Byrjum við núll

★ Ég get mælt frá núlli.



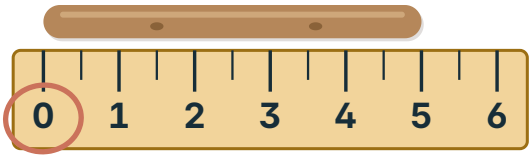
5

Hvaðan mælum við stökkið?

SÝNIDÆMI

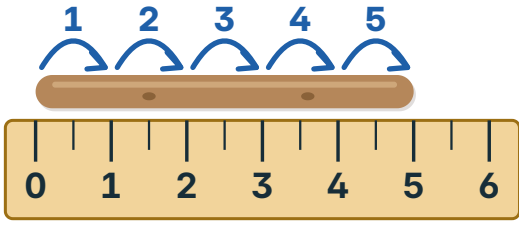
Prikið nær frá 0 að 5. Hve langt er það?

1



Ég byrja við núll.

2



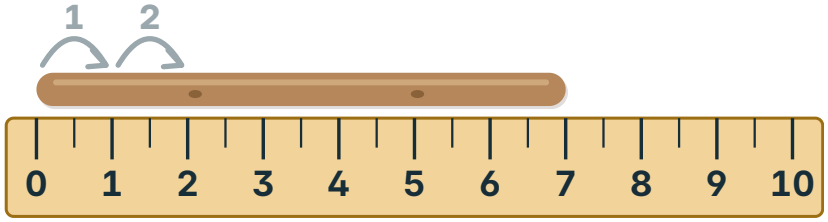
Ég tel fimm sentimetrabil.

Prikið er 5 cm.

5 cm · Raunstærð – prentið í 100% stærð

1 **PRÓFAÐU**

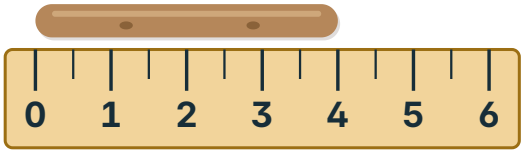
Hve langt er prikið?



cm

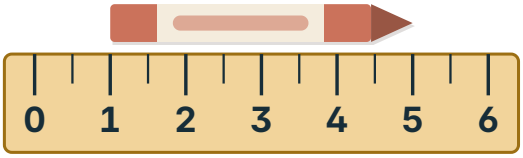
Æfðu þig

2 Hve langt er prikið?



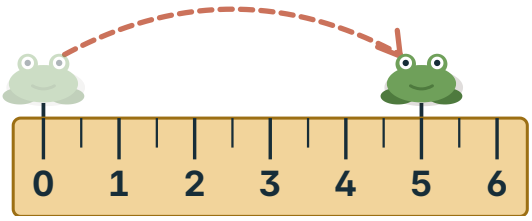
cm

3 Byrjar liturinn við núll?



já nei

4 Hve langt stökk froskurinn?



cm

5 Hvort er lengra? Dragðu hring um það.

6 cm 9 cm

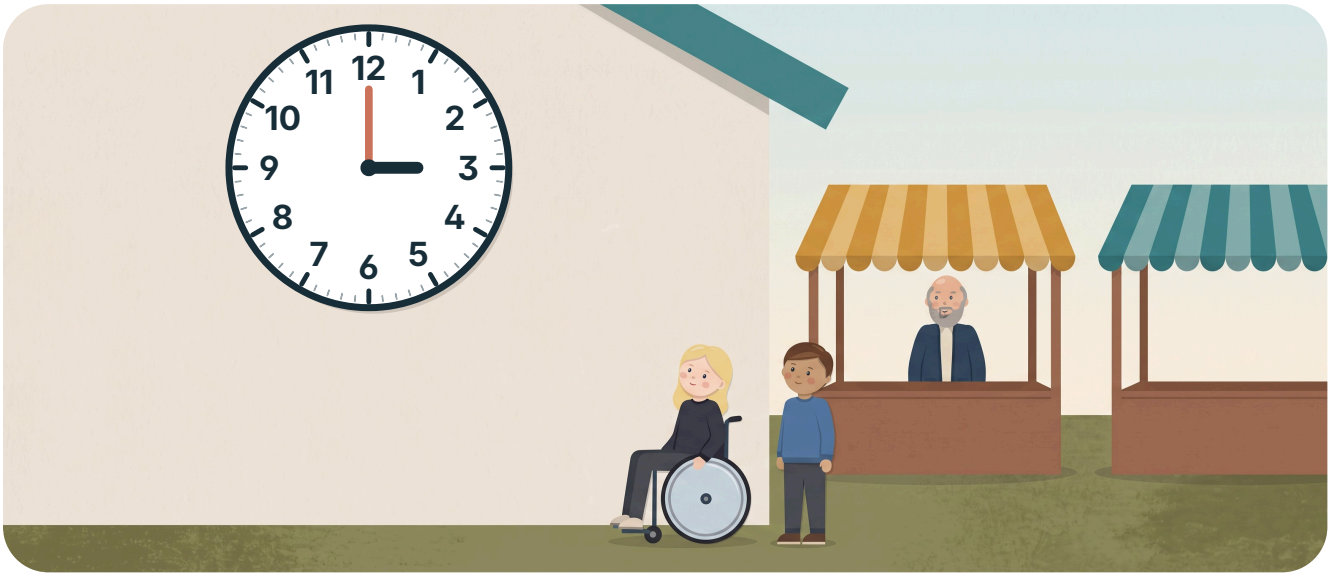
6 Mældu strokleðrið þitt.

cm

5 cm · Raunstærð – prentið í 100% stærð

5 Heill tími

★ Ég get lesið heila klukkutíma.



5

Hvað er klukkan?

SÝNIDÆMI

Klukkan er sex.

1



Stóri vísirinn fer á 12.

2



Litli vísirinn fer á 6.

3

6:00

Við skrifum 6:00.

Klukkan sex er 6:00.

1 **PRÓFAÐU**

Stóri vísirinn er á 12.
Hvað er klukkan?



☐:00

Æfðu þig

2 Hvað er klukkan?



☐:00

3 Hvað er klukkan?



☐:00

4 Teiknaðu vísana. Klukkan er tvö.



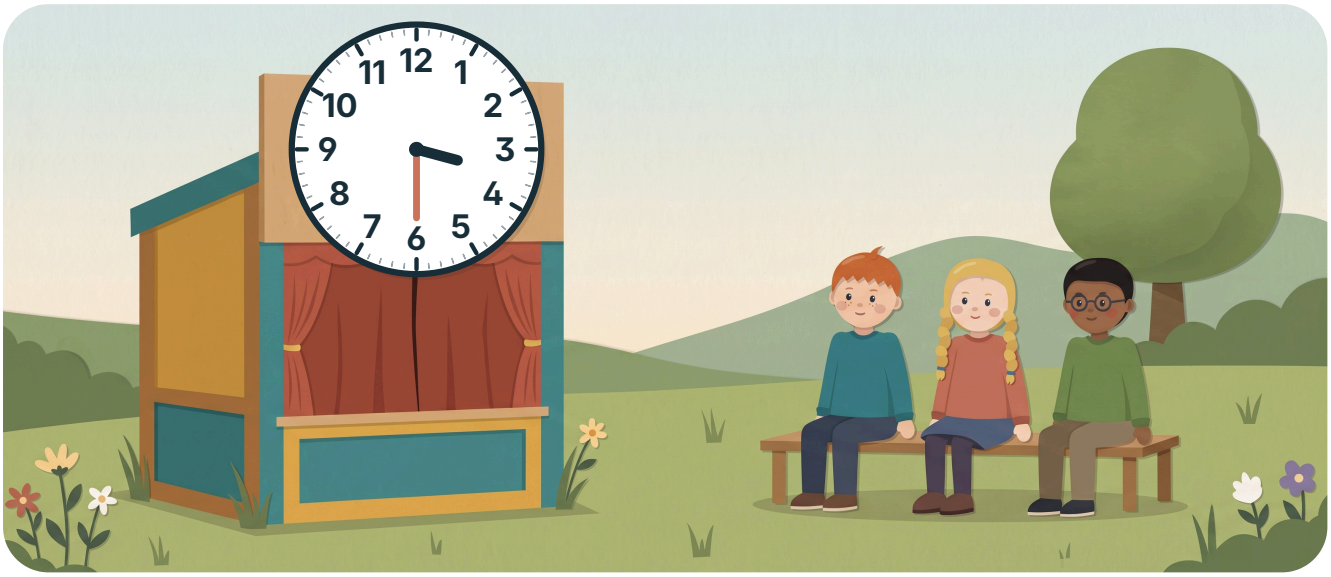
5 Klukkan er fjögur.
Hvað er hún eftir klukkutíma?



☐:00

6 Hálfur tími

★ Ég get lesið hálfa klukkutíma.



Hvar eru vísarnir?

SÝNIDÆMI

Klukkan er hálf fjögur.

1



Stóri vísirinn fer hálfan hring, á 6.

2



Litli vísirinn er mitt á milli 3 og 4.

3

3:30

Við skrifum 3:30.

Hálf fjögur er 3:30.

1 **PRÓFAÐU**

Klukkan er hálf þrjú.
Teiknaðu stóra vísinn.



Æfðu þig

2 Hvað er klukkan?
Dragðu hring um svarið.



hálf þrjú **hálf fjögur**

3 Klukkan er hálf átta.
Teiknaðu stóra vísinn.



4 Klukkan er 5:30.
Teiknaðu litla vísinn.



MANSTU?

Hálf: stóri vísirinn er á 6. Litli vísirinn er mitt á milli talna.



GERUM SAMAN **Búum til klukku**

1



Klipptu út klukkuna aftast í heftinu.

2



Stilltu hana á þrjú.

3



Færðu stóra vísinn hálfan hring.

5 Hálf sjö. Skrifaðu tímann.



____ :30

6 Teiknaðu vísana. Klukkan er hálf tíu.



7 Hvað er klukkan?



hálf átta

hálf níu

8 Tengdu klukku og tíma.



10:30



8:00



1:30

VILLULEIT **Klukkan er 3:30. Hvort þeirra segir rétt?**





„Klukkan er hálf þrjú.“



„Klukkan er hálf fjögur.“

Segðu félaga hvers vegna.

HEILABROT

Brúðuleikhúsið byrjar hálf fjögur og endar klukkan fjögur. Hve lengi stendur það?

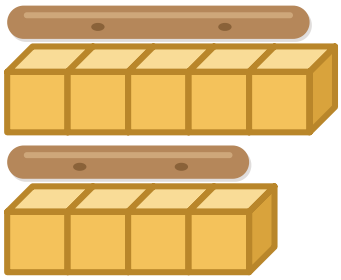


Sýndu félaga hálf fimm á klukkunni þinni.

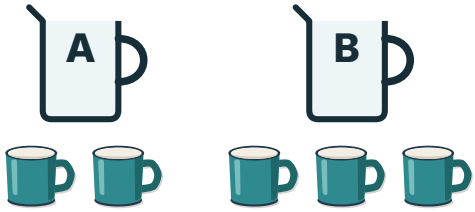
Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

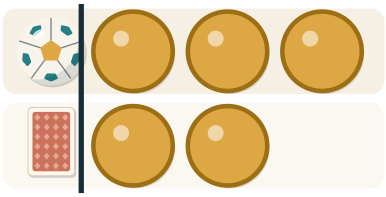
1 Dragðu hring um lengra prikið.



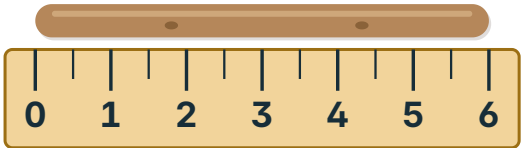
2 Hvor tekur meira?



3 Hve mörg svör alls?



4 Hve langt er prikið?



cm

5 Hvað er klukkan?



:00

6 Hvað er klukkan?



hálf fjögur

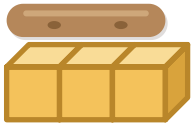
hálf fimm

5 cm · Raunstærð – prentið í 100% stærð

Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

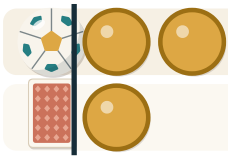
Dragðu hring um myndina.



Lengra eða styttra



Hve mikið kemst í?



Við lesum myndrit



Byrjum við núll



Heill tími

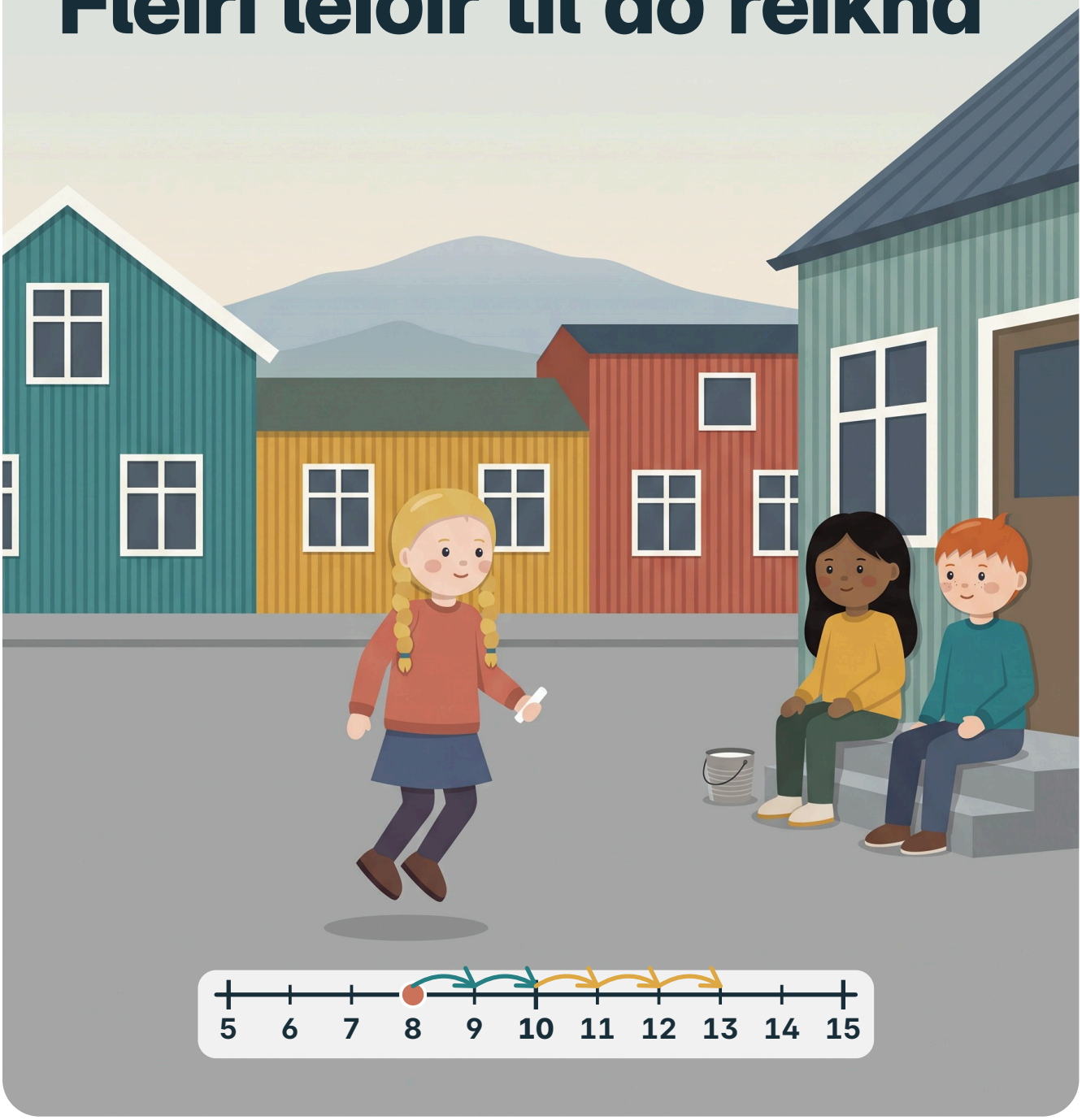


Hálfur tími



6. KAFLI

Fleiri leiðir til að reikna



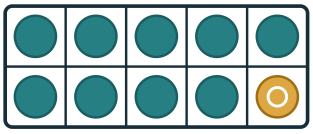
Hvar lendir Lóa?

- Lóa er á 8.
- Hún hoppar 2 og svo 3.

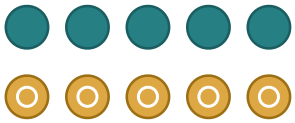
Í þessum kafla

1 Fyllum tuginn ..... bls. 106
2 Tvöföldun hjálpar ..... bls. 110
3 Aftur yfir tug ..... bls. 114
4 Leikum og rifjum upp ..... bls. 118
✓ Hvað kann ég? ..... bls. 122

Orðin okkar



fylla tuginn



tvöfalda

12 – 5 = 7

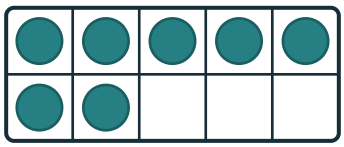
7 + 5 = 12

athuga

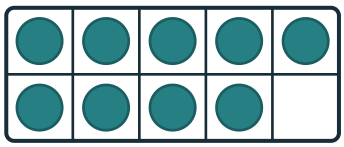
Hvað veit ég nú þegar?

Hve marga vantar upp í 10?

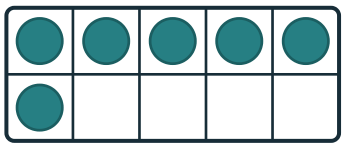
Dragðu hring um töluna.



1 2 3 4 5



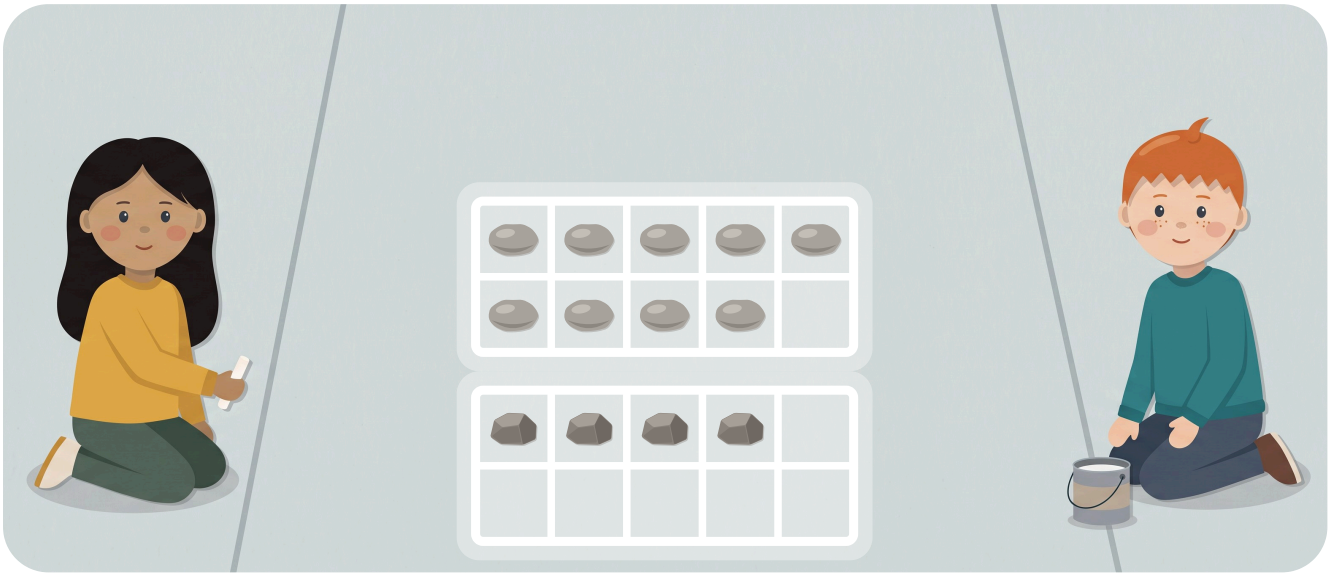
1 2 3 4 5



1 2 3 4 5

1 Fyllum tuginn

★ Ég get fyllt tíuna þegar ég legg saman.

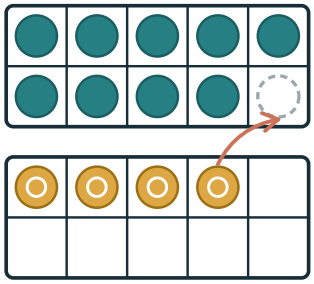


Hve marga steina vantar í efri rammann?

SÝNIDÆMI

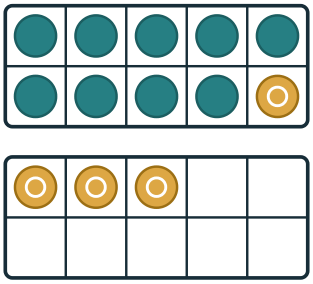
Hvað er 9 + 4?

1



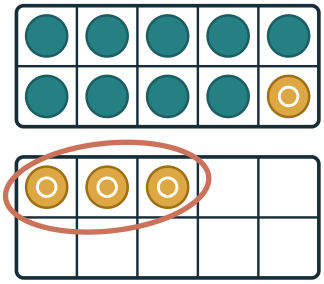
Ég færi einn af fjórum upp.

2



Tían er full. Þrír eru eftir.

3

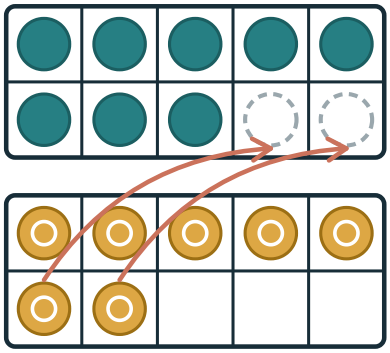


10 + 3 = 13.

9 + 4 = 13.

1 **PRÓFAÐU**

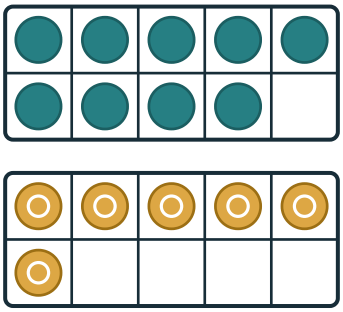
Fylltu tíuna fyrst.
Hvað er 8 + 7?



8 + 7 = ☐

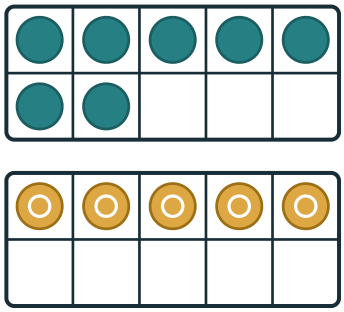
Æfðu þig

2 Fylltu tíuna.
Hvað er 9 + 6?



9 + 6 = ☐

3 Fylltu tíuna.
Hvað er 7 + 5?



7 + 5 = ☐

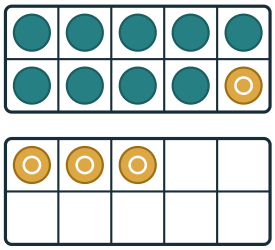
4 Hoppaðu fyrst á 10.
Hvað er 8 + 5?



8 + 5 = ☐

MANSTU?

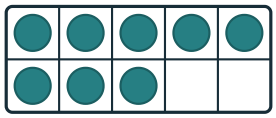
Fylltu tíuna fyrst. 9 + 4 = 10 + 3.



GERUM SAMAN

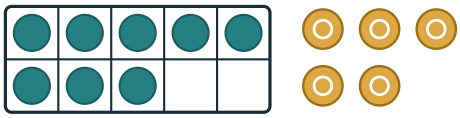
Fyllum rammann

1



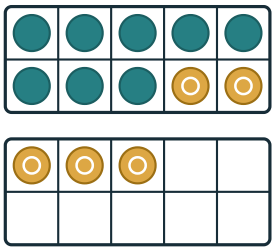
Settu 8 kubba í tíurammann.

2



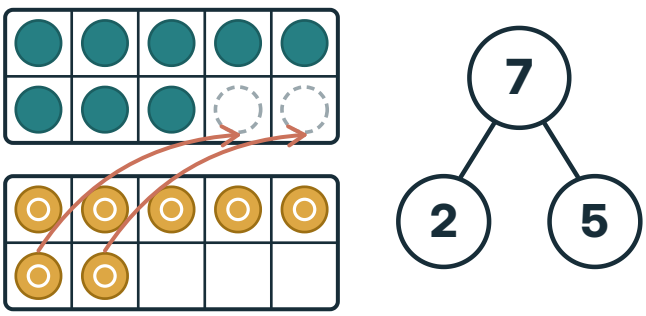
Settu 5 kubba við hliðina.

3

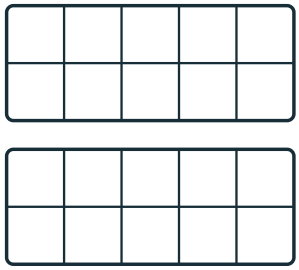
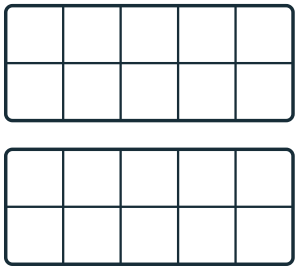
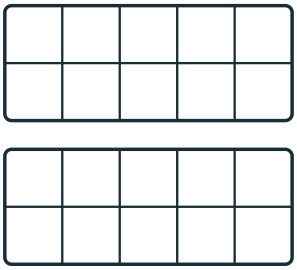


Færðu 2 kubba í rammann. Hve margir eru kubbarnir?

5 8 + 7: Sara skiptir 7 í 2 og 5.
Hvers vegna? Segðu félaga.



6 Litaðu í reitina og reiknaðu.

9 + 3 = ☐ **8 + 4 =** ☐ **9 + 7 =** ☐

7 Skrifaðu töluna sem vantar.

9 + 5 = 10 + ☐ **7 + 6 = 10 +** ☐

VILLULEIT **8 + 5. Hvort þeirra hefur rétt fyrir sér?**



Teitur: „8 + 5 = 10 + 5 = 15“

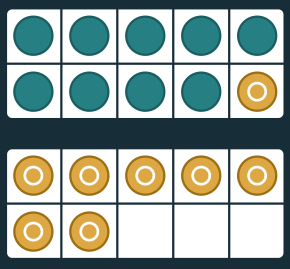


Edda: „8 + 5 = 10 + 3 = 13“

Segðu félaga hvers vegna.

HEILABROT

Lóa reiknar 9 + 8 svona: 10 + 7. Hvers vegna má það?



Sýndu félaga hvernig þú fyllir tíuna.

2 Tvöföldun hjálpar

★ Ég get notað tvöföldun til að leggja saman.



6

Hve mörg egg eru í kassanum?

SÝNIDÆMI

Hvað er 6 + 7?

1



6 + 6 = 12.

2



7 er einum meira en 6.

3



12 + 1

Einn í viðbót gefur 13.

6 + 7 = 13.

1 **PRÓFAÐU**

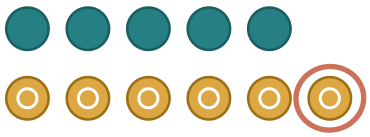
Hvað er 5 + 5?



5 + 5 = ☐

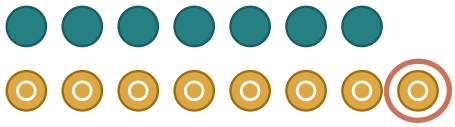
Æfðu þig

2 5 + 5 = 10.
Hvað er 5 + 6?



5 + 6 = ☐

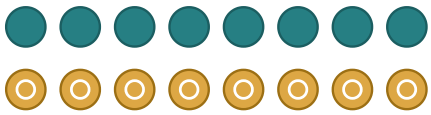
3 7 + 7 = 14.
Hvað er 7 + 8?



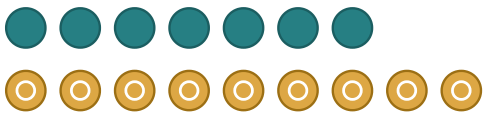
7 + 8 = ☐

4 Er 8 + 8 jafnt og 7 + 9?

8 + 8

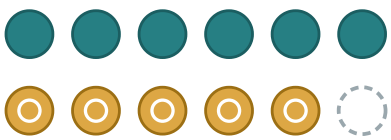


7 + 9



já nei

5 6 + 6 = 12.
Hvað er 6 + 5?



6 + 5 = ☐

MANSTU?

Tvöföldun: tveir jafnir hópar. 6 + 6 = 12, svo 6 + 7 = 13.



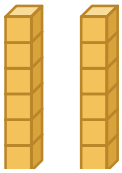
GERUM SAMAN ## Tveir eins turnar

1



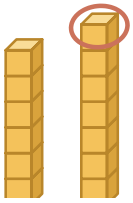
Byggðu turn úr 6 kubbum.

2



Byggðu annan eins turn.

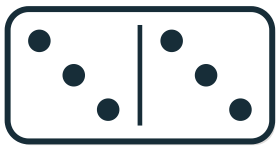
3

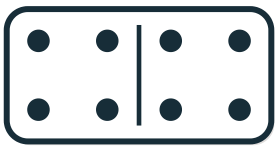


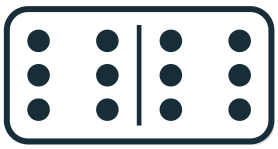
Bættu einum kubbi á annan turninn. Hve margir eru kubbarnir?

6

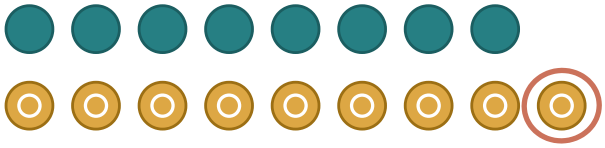
6 Teldu punktana.
Skrifaðu töluna.





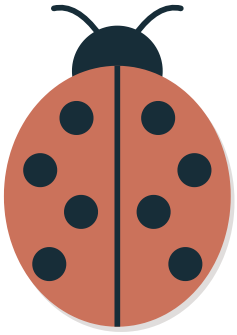


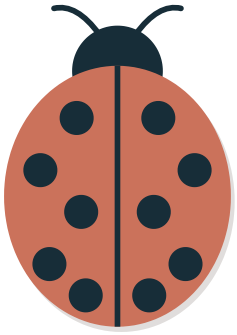
7 8 + 8 = 16.
Hvað er 8 + 9?



8 + 9 = ☐

8 Teldu doppurnar á hvorum væng.
Hve margar eru þær alls?





4 + 4 = ☐ **5 + 5 =** ☐

HEILABROT

Tvöföldunarleiðin: 1 + 1, 2 + 2, 3 + 3 ... Dragðu línu eftir svörunum.

2	9	5	3	7
4	6	1	9	5
7	8	10		1

VILLULEIT **6 + 7. Hvort þeirra hefur rétt fyrir sér?**



Lóa: „7 + 7 = 14, svo 6 + 7 = 15.“



Óli: „6 + 6 = 12, svo 6 + 7 = 13.“

Segðu félaga hvers vegna.

Sýndu félaga tvöföldun með kubbum.

3 Aftur yfir tug

★ Ég get stoppað á 10 þegar ég dreg frá.

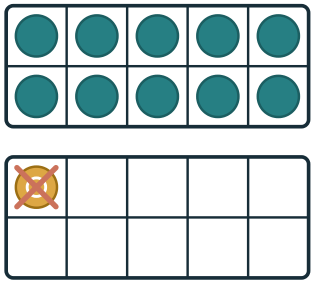


Hvar lendir Teitur?

SÝNIDÆMI

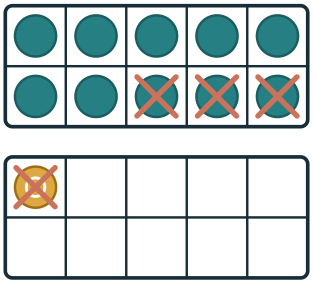
Hvað er 11 – 4?

1



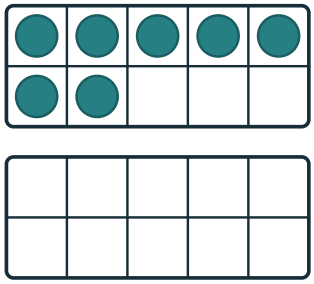
Ég tek 1. Þá eru 10 eftir.

2



Ég tek 3 í viðbót.

3

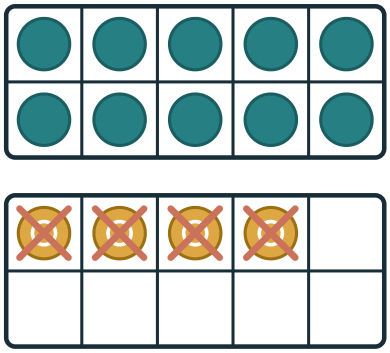


Sjö eru eftir.

11 – 4 = 7.

1 **PRÓFAÐU**

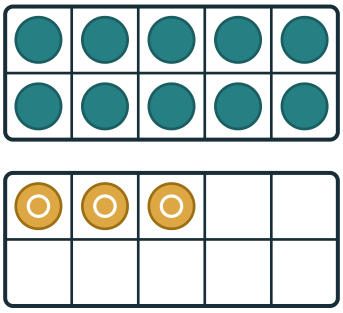
Taktu fyrst 4, svo 2.
Hvað er 14 − 6?



14 − 6 = ☐

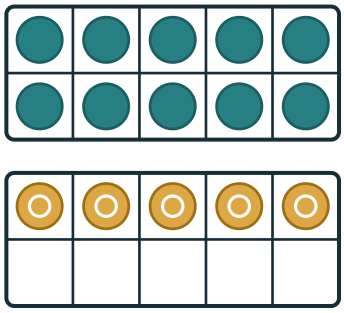
Æfðu þig

2 Hvað er 13 − 7?



13 − 7 = ☐

3 Hvað er 15 − 8?



15 − 8 = ☐

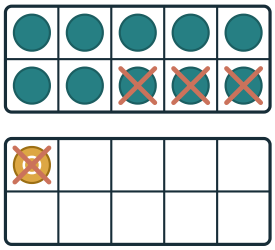
4 Hoppaðu fyrst á 10.
Hvað er 12 − 4?



12 − 4 = ☐

MANSTU?

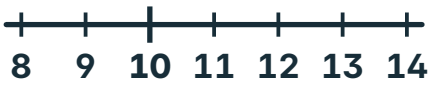
Taktu fyrst niður á 10. Taktu svo afganginn.



GERUM SAMAN

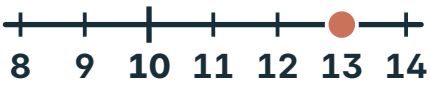
Aftur á bak á línunni

1



Teiknið talnalínu með krít.

2



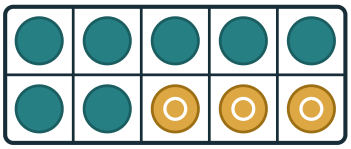
Stattu á 13.

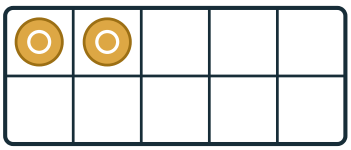
3



Hoppaðu 3 hopp á 10 og svo 2 í viðbót. Hvar lendir þú?

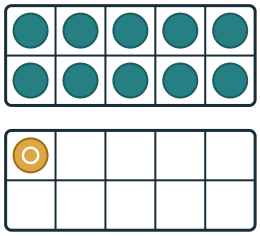
5 Athugaðu 12 − 5 = 7.
Hvað er 7 + 5?



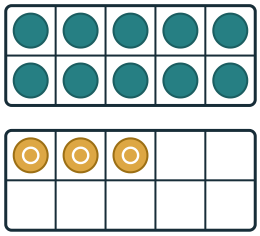


7 + 5 = ☐

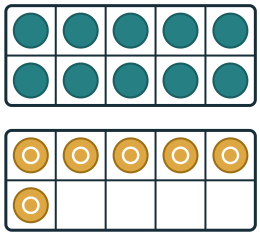
6 Strikaðu yfir og reiknaðu.



11 − 3 = ☐



13 − 5 = ☐



16 − 7 = ☐

7 Hve marga tekur þú burt til að fá 10?

13 − ☐ = 10

16 − ☐ = 10

12 − ☐ = 10

VILLULEIT **13 − 5. Hvort þeirra hefur rétt fyrir sér?**



Sara: „13 − 5 = 7“



Ari: „13 − 3 = 10 og 10 − 2 = 8“

Segðu félaga hvers vegna.

HEILABROT

14 − 6 = 8 og 15 − 7 = 8. Finndu fleiri dæmi sem gefa 8.

☐ − ☐ = 8 ☐ − ☐ = 8

Sýndu félaga hvernig þú stoppar á 10.

4 Leikum og rifjum upp

★ Ég get valið leið og athugað svarið.



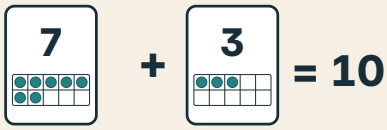
6

LEIKUM Tíuvinir

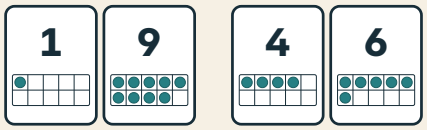
2–4 leikmenn 20 tíuvinaspjöld

1.  Leggið spjöldin á hvolf.

2.  Snúðu við tveimur spjöldum.

3.  Gera þau 10 saman? Þá eru þau tíuvinir.

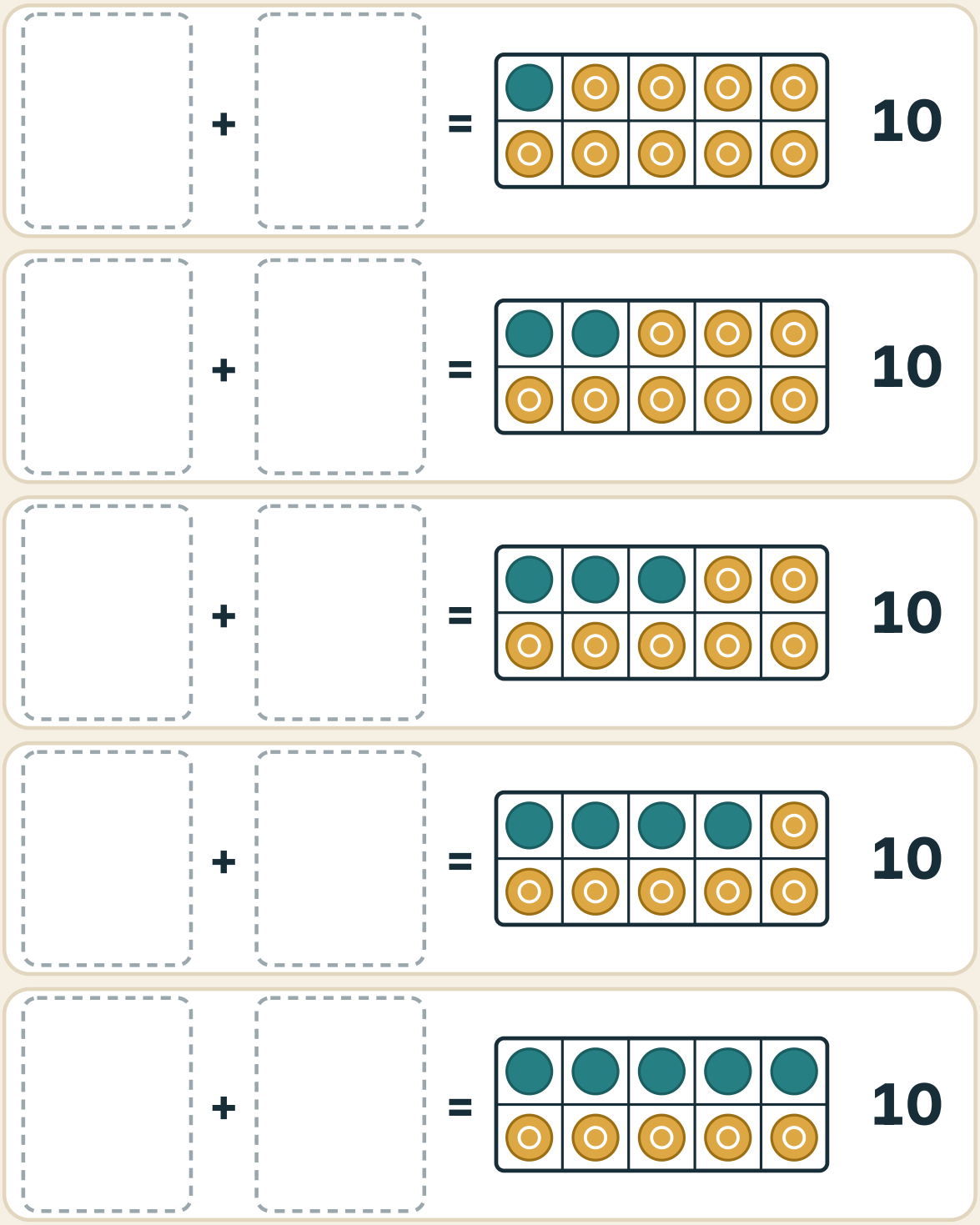
4.  Annars snýrðu þeim aftur við. Nú á félagi þinn leik.

5.  Haldið áfram þar til öll spjöldin eru pöruð.

Við finnum alla tíuvinina saman.

LEIKUM

Tíuvinir: tíuvinamottan



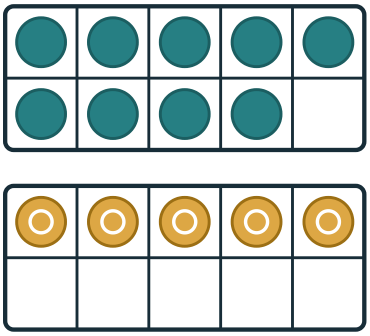
Leggið tíuvini saman á mottuna.

Hvaða spjald er tíuvinur 7?

Spjöldin eru aftast í heftinu.

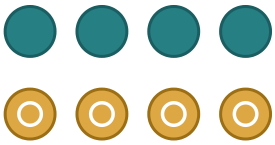
Rifjum upp

1 Fylltu tíuna.
Hvað er 9 + 5?

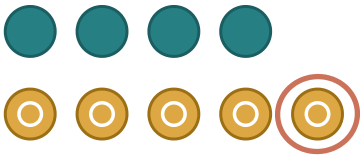


9 + 5 = ☐

2 Hvað er 4 + 4?
En 4 + 5?



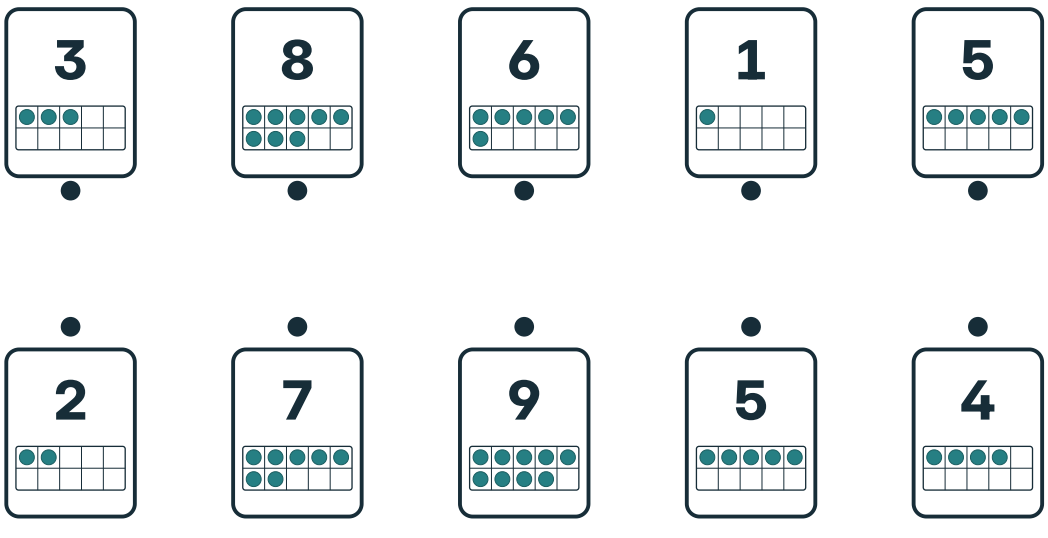
4 + 4 = ☐



4 + 5 = ☐

3 Tengdu tíuvini.



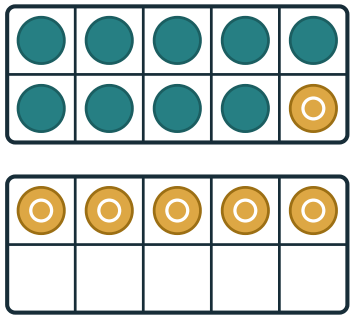


4 Hvað er 12 − 3?



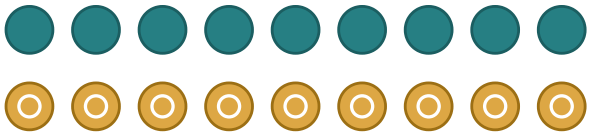
12 − 3 = ☐

5 15 − 6 = 9.
Athugaðu: hvað er 9 + 6?



9 + 6 = ☐

6 Reiknaðu 9 + 9.
Hvaða leið notaðir þú?



9 + 9 = ☐

7 Reiknaðu. Veldu leið.

8 + 6 = ☐ **7 + 8 =** ☐ **14 − 5 =** ☐

HEILABROT

Ari reiknar 6 + 8 með tvöföldun. Edda fyllir tíuna. Fá þau sama svar?



7 + 7



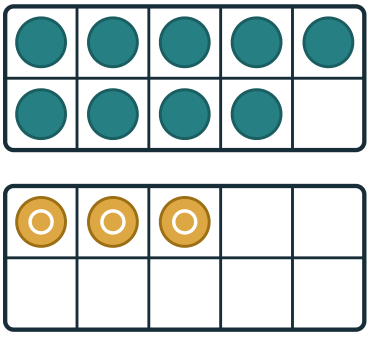
8 + 2 + 4

já nei

Hvað kann ég?

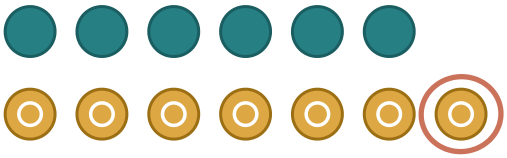
Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Fylltu tíuna.
Hvað er 9 + 3?



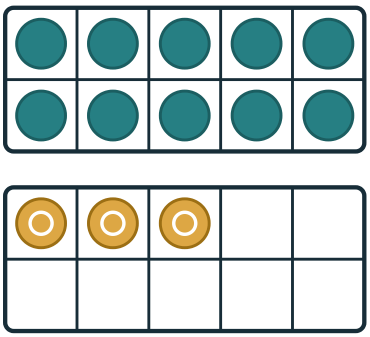
9 + 3 = ☐

2 6 + 6 = 12.
Hvað er 6 + 7?



6 + 7 = ☐

3 Taktu fyrst niður á 10.
Hvað er 13 − 4?

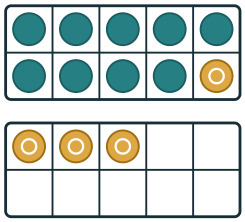


13 − 4 = ☐

Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

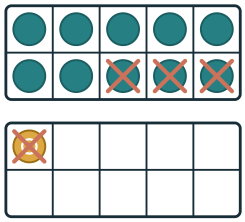
Dragðu hring um myndina.



Fyllum tuginn



Tvöföldun hjálpar



Aftur yfir tug



7. KAFLI

Jafnir hópar og jafnir hlutar



Eru jafnmargar bollur á bökkunum?

Teldu á hverjum bakka.

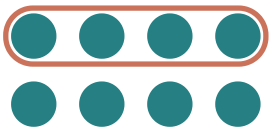
Í þessum kafla

1 Jafnmargir í hverjum ..... bls. 126
2 Teljum í skrefum ..... bls. 128
3 Raðir og dálkar ..... bls. 130
4 Tveir jafnir hlutar ..... bls. 134
5 Fjórir jafnir hlutar ..... bls. 136
6 Helmingur af safni ..... bls. 140
✓ Hvað kann ég? ..... bls. 142

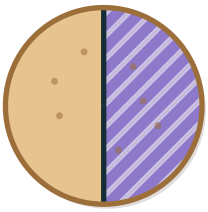
Orðin okkar



jafnir hópar



röð



helmingur

Hvað veit ég nú þegar?

Teldu bollurnar.

Dragðu hring um töluna.



4 5 6 7 8 9

1 Jafnmargir í hverjum

★ Ég get búið til jafna hópa.



Eru jafnmargar bollur á diskunum?

SÝNIDÆMI

Þrír diskar og tvær bollur á hverjum. Hve margar bollur eru alls?

1



Tvær á hverjum diski. Hóparnir eru jafnir.

2



Ég tel 2, 4, 6.

3

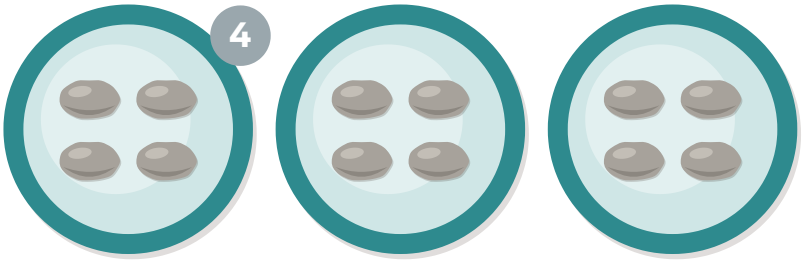


Síðasta talan er 6. Sex bollur alls.

2 + 2 + 2 = 6.

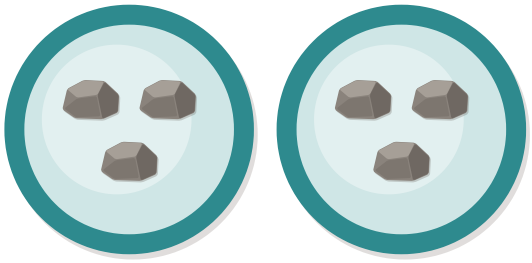
1 **PRÓFAÐU**

Hve margir steinar eru alls?



Æfðu þig

2 Hve margir steinar alls?



3 Eru hóparnir jafnstórir?



já

nei

4 Teiknaðu 2 kubba í hverja skál.
Hve margir kubbar?



2 Teljum í skrefum

★ Ég get talið í tveimur og í fimmum.



Hve mörg stígvél eru við bekkinn?

SÝNIDÆMI

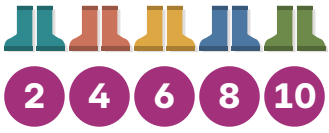
Fimm pör af stígvélum. Hve mörg stígvél eru alls?

1



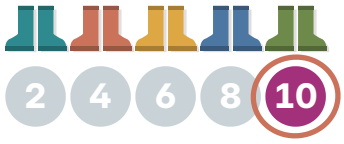
Í pari eru tvö stígvél.

2



Ég tel 2, 4, 6, 8, 10.

3



Síðasta talan er 10. Tíu stígvél.

10 stígvél.

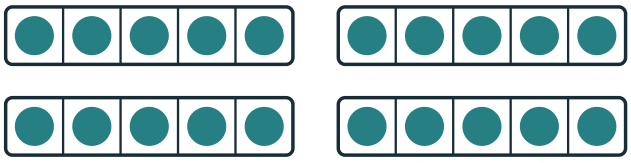
1 **PRÓFAÐU**

Hoppaðu tvö skref í einu.
Dragðu hring um næstu tvær tölur.



Æfðu þig

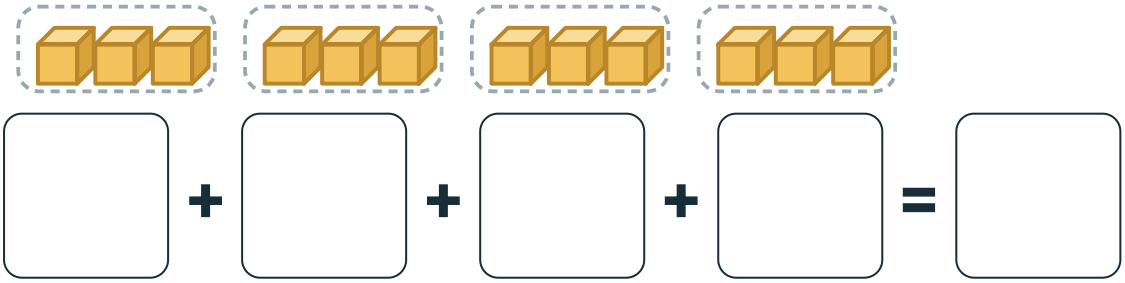
2 Teldu í fimmum.
Hve margir punktar?



3 Teldu í tveimur.
Hve margir vettlingar?



4 Skrifaðu dæmið.



5 Teldu í fimmum. Skrifaðu næstu tölur.



7

3 Raðir og dálkar

★ Ég get talið og teiknað jafnar raðir.

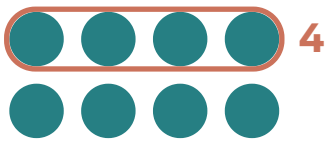


Hve margar raðir eru á bakkanum?

SÝNIDÆMI

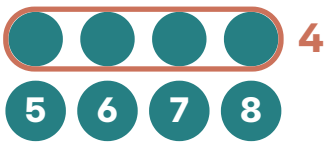
Tvær raðir með fjórum punktum í hvorri. Hve margir punktar eru alls?

1



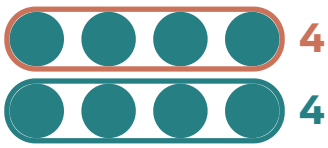
Í fyrri röðinni eru fjórir.

2



Ég tel áfram: 5, 6, 7, 8.

3

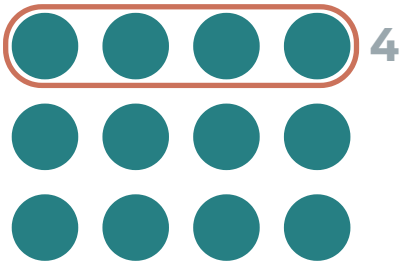


4 + 4 = 8.

8 punktar.

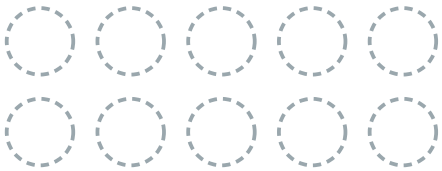
1 **PRÓFAÐU**

Teldu raðirnar.
Hve margir punktar alls?

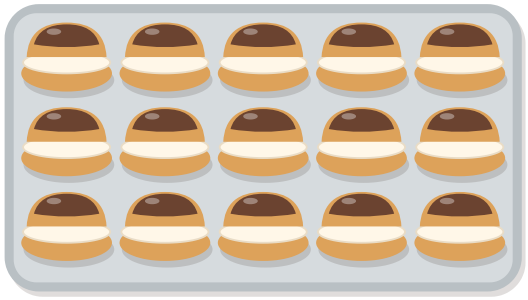


Æfðu þig

2 Litaðu tvær raðir með 5.
Hve margir punktar alls?



3 Dragðu hring um hverja röð.
Hve margar bollur?



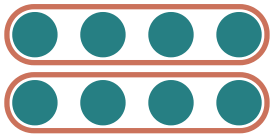
4 Skrifaðu dæmið.



\+ \+ =

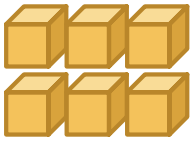
MANSTU?

Í hverri röð eru jafnmargir. Teldu raðirnar og svo í einni röð.



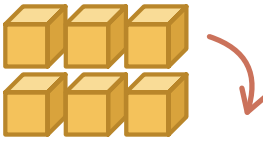
GERUM SAMAN **Röðum kubbum**

1



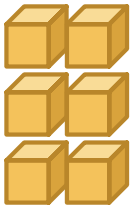
Leggðu 6 kubba í 2 raðir.

2



Snúðu blaðinu.

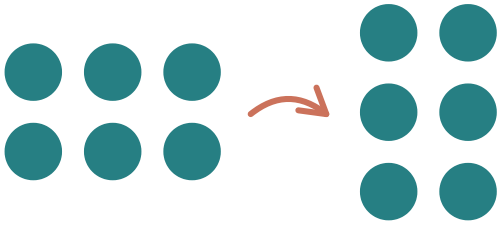
3



Teldu raðirnar aftur. Eru kubbarnir enn 6?

7

5 Myndinni er snúið.
Hve margar raðir? Hve margir punktar?



raðir ☐

punktar ☐

6 Tengdu hverja mynd við rétt dæmi.

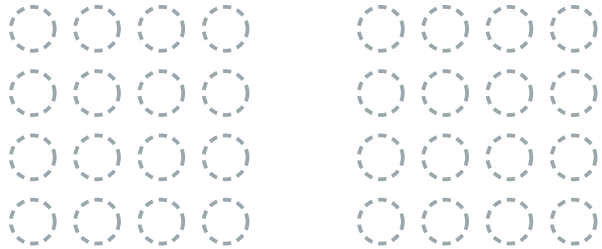


2 + 2 + 2

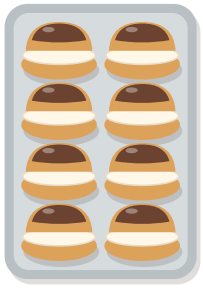
5 + 5

4 + 4

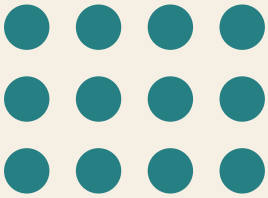
7 Litaðu 8 punkta í jafnar raðir.
Gerðu það aftur á annan hátt.



8 Teldu raðirnar.
Hve margar bollur?



VILLULEIT **Hvort þeirra hefur rétt fyrir sér?**





„3 raðir og 4 punktar: 7.“



„4 + 4 + 4 = 12.“

Segðu félaga hvers vegna.

HEILABROT

Bakarinn á 12 bollur. Hvernig getur hann raðað þeim í jafnar raðir?

Sýndu félaga raðirnar þínar.

4 Tveir jafnir hlutar

★ Ég get sýnt helming.

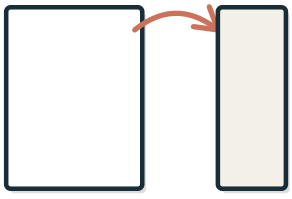


Hvernig fá Edda og Ari jafnt?

SÝNIDÆMI

Ég brýt blað í tvo hluta. Er hvor hluti helmingur?

1



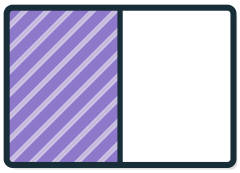
Ég brýt blaðið. Brúnirnar falla saman.

2



Ég opna blaðið. Línan skiptir því í tvennt.

3

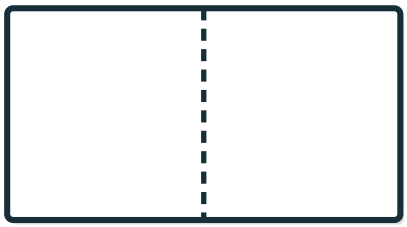


Hlutarnir eru jafnstórir.

Já. Hvor hluti er helmingur.

1 **PRÓFAÐU**

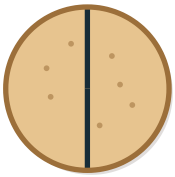
Litaðu annan helminginn.



Æfðu þig

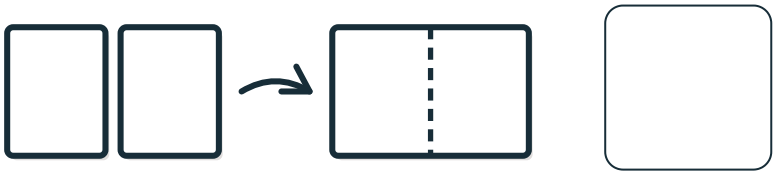
2 Eru hlutarnir helmingar?
Dragðu hring um já eða nei.





já nei já nei já nei

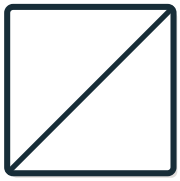
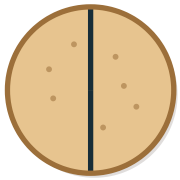
3 Hve margir helmingar mynda heilt blað?



4 Brjóttu blað í tvo jafna hluta.
Hvað heitir hvor hluti?

helmingur **heild**

5 Litaðu helming af hverri mynd.


5 Fjórir jafnir hlutar

★ Ég get sýnt fjórðung.

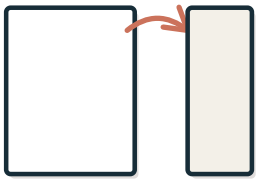


Hvernig fá öll fjögur jafnt?

SÝNIDÆMI

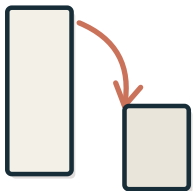
Hvernig geri ég fjórðunga úr blaði?

1



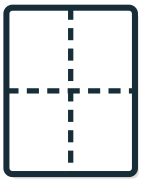
Ég brýt blaðið í helming.

2



Ég brýt það aftur í helming.

3

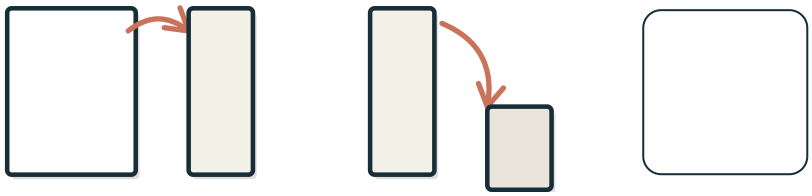


Ég opna blaðið: fjórir jafnir hlutar.

Hver hluti er einn fjórðungur.

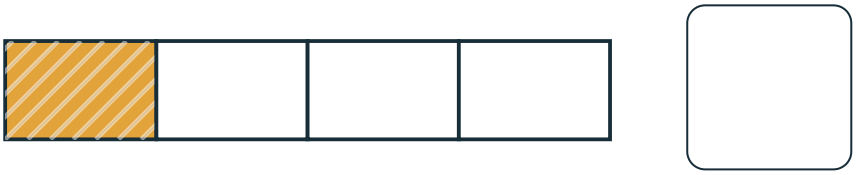
1 **PRÓFAÐU**

Brjóttu blað tvisvar.
Hve margir hlutar verða?

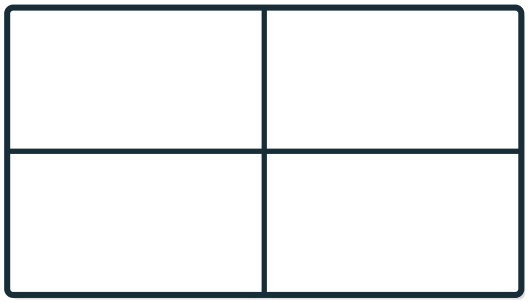


Æfðu þig

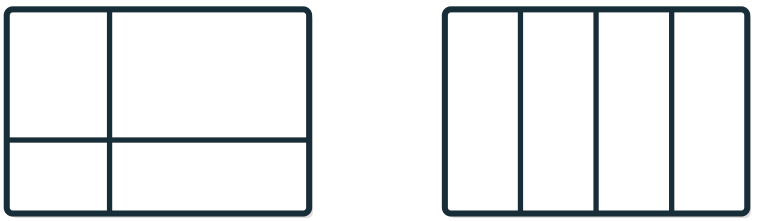
2 Hve margir fjórðungar mynda heila lengju?



3 Litaðu einn fjórðung.



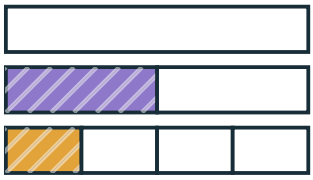
4 Eru þetta fjórðungar?
Dragðu hring um já eða nei.



já nei já nei

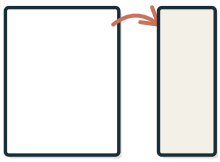
MANSTU?

Fjórðungur er einn af fjórum jöfnum hlutum.
Fjórir fjórðungar fylla heildina.



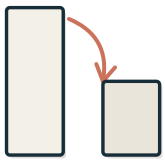
GERUM SAMAN ## Brjótum blaðið

1



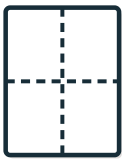
Brjóttu blað svo brúnirnar falli saman.

2



Brjóttu það aftur.

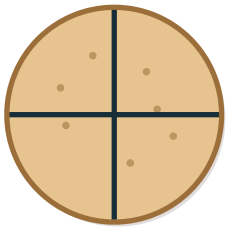
3



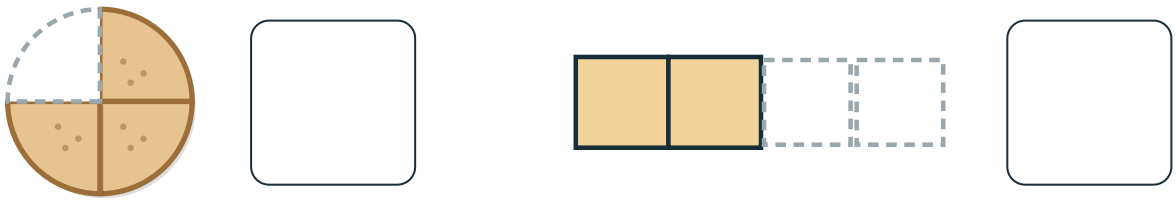
Opnaðu og strikaðu eftir brotlínunum.

7

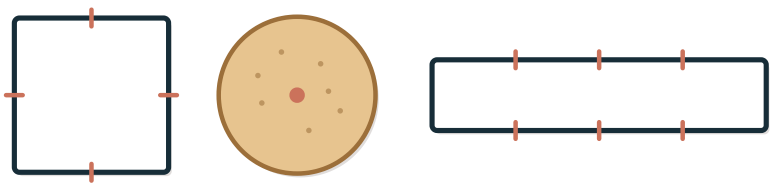
5 Litaðu einn fjórðung af flatkökunni.



6 Hve marga fjórðunga vantar?



7 Skiptu hverri mynd í fjóra jafna hluta.



8 Tengdu hverja mynd við rétt orð.

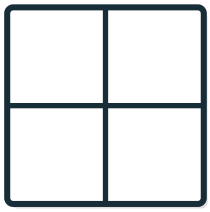


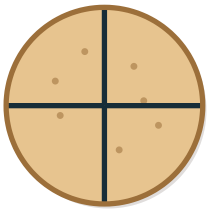
• **helmingur**



• **fjórðungur**

9 Litaðu einn fjórðung af hverri mynd.







VILLULEIT **Er hver bútur fjórðungur?**





„Já, bútarnir eru fjórir.“



„Nei, bútarnir eru ekki jafnstórir.“

Segðu félaga hvers vegna.

HEILABROT

Hvort er stærra: helmingur eða fjórðungur af sömu flatköku?

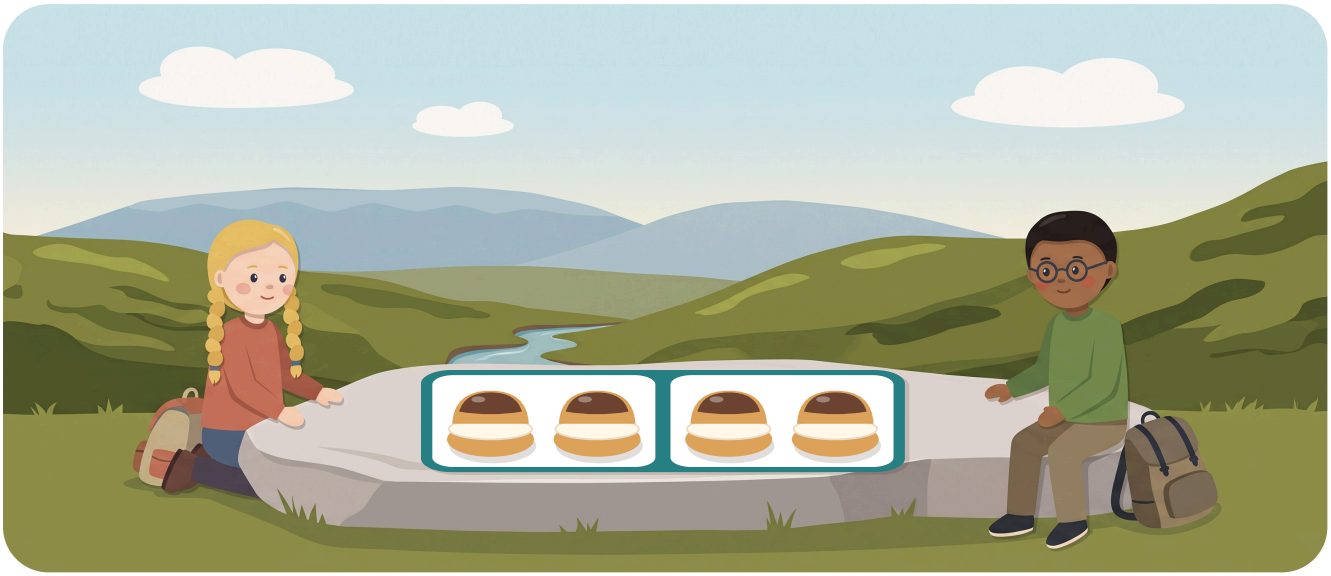




Sýndu félaga fjórðung af blaðinu þínu.

6 Helmingur af safni

★ Ég get fundið helming af safni.

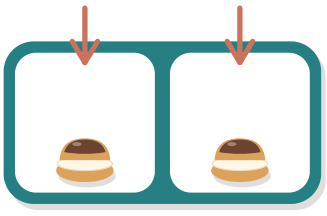


Eru jafnmargar bollur í hvoru hólfi?

SÝNIDÆMI

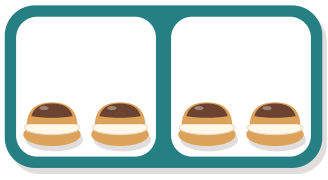
Hvað er helmingur af fjórum bollum?

1



Ég set eina bollu í hvort hólf í einu.

2



Bæði hólfin fá tvær.

3

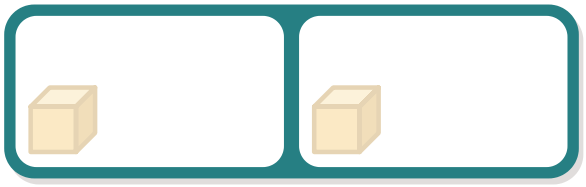


2 + 2 = 4.

Helmingur af 4 er 2.

1 **PRÓFAÐU**

Skiptu 8 kubbum jafnt í hólfin.
Hve margir eru í hvoru hólfi?

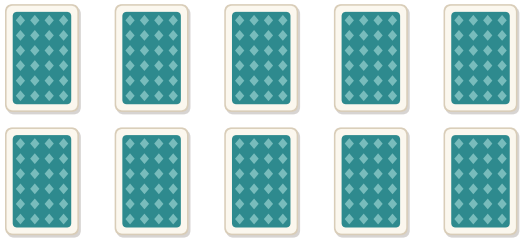


Æfðu þig

2 Dragðu hring um helming steinanna.
Hve margir?



3 Dragðu hring um helming spjaldanna.
Hve mörg?



4 Hvað er helmingur af 12?



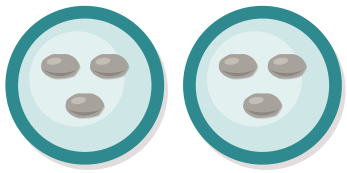
5 Sýndu félaga helming af 6 kubbum.
Hver er heildin?



Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

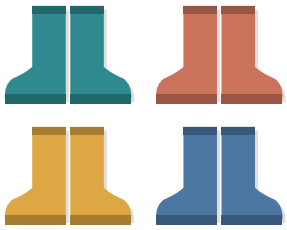
1 Eru hóparnir jafnir?



já

nei

2 Teldu í tveimur. Hve mörg stígvél?



3 Hve margir punktar?



4 Er þetta helmingur?



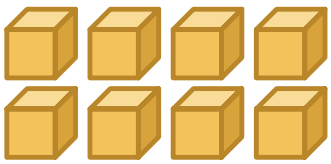
já

nei

5 Litaðu einn fjórðung.



6 Hvað er helmingur af 8?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

Dragðu hring um myndina.



Jafnmargir í hverjum



Teljum í skrefum



Raðir og dálkar



Tveir jafnir hlutar



Fjórir jafnir hlutar



Helmingur af safni



8. KAFLI

Við teljum og skráum



Hvort fann fleiri?

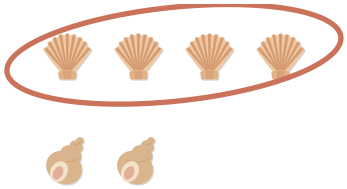
Teldu skeljar Eddu.

Teldu skeljar Ara.

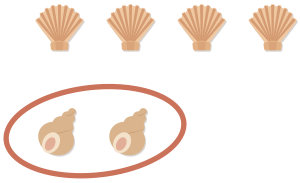
Í þessum kafla

1 Fleiri og færri bls. 146
2 Við skráum fjölda bls. 150
3 Sýnum það sem við kunnum bls. 154
4 Leikum og rifjum upp bls. 158
✓ Hvað kann ég? bls. 162

Orðin okkar



fleiri

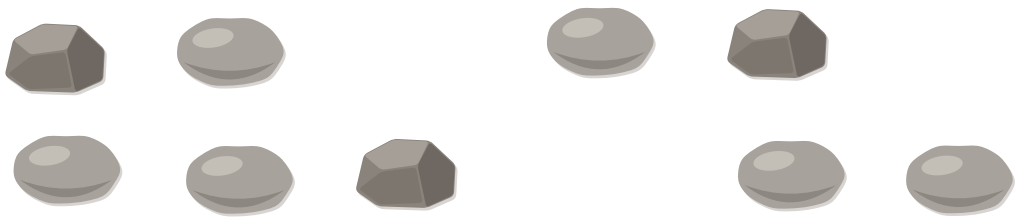


færri



strik

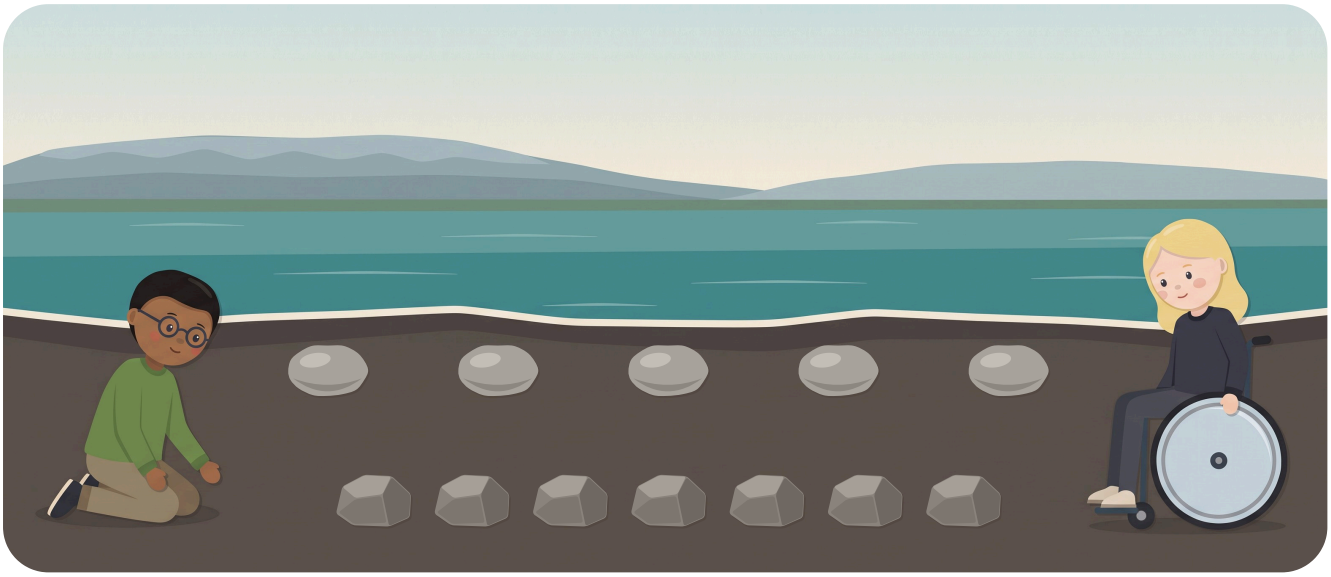
Hvað veit ég nú þegar?
Teldu steinana.
Dragðu hring um töluna.



6 7 8 9 10 11

1 Fleiri og færri

★ Ég get parað og fundið hve mörgum fleiri eða færri.

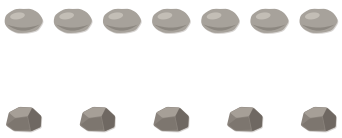


Hvor röðin hefur fleiri steina?

SÝNIDÆMI

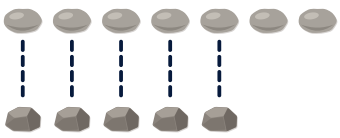
Berum saman sjö steina og fimm steina. Hvort safnið hefur fleiri?

1



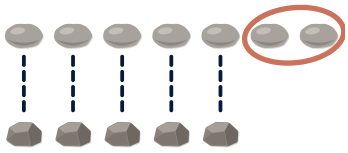
Sjö steinar og fimm steinar.

2



Ég para einn við einn.

3

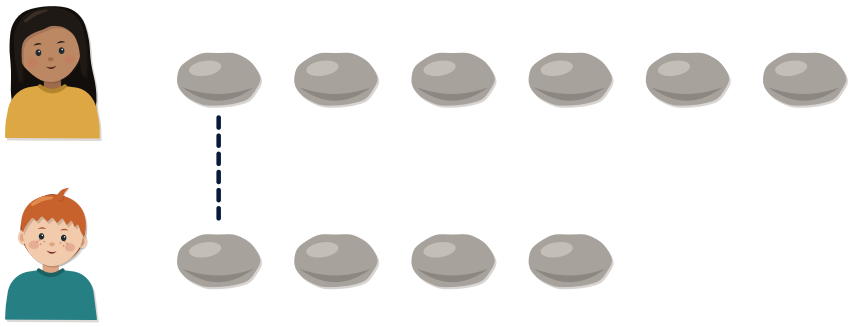


Fimm pör. Tveir eru eftir.

Sjö steinar eru tveimur fleiri en fimm. Fimm eru tveimur færri en sjö.

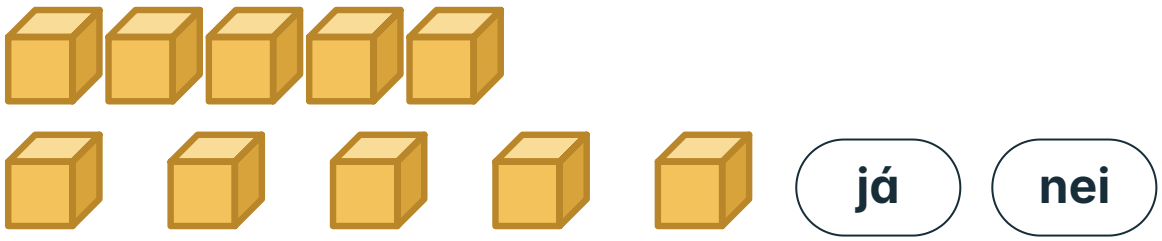
1 **PRÓFAÐU**

Paraðu steinana.
Hvort þeirra á fleiri? Dragðu hring.
Hve mörgum færri á Ari?

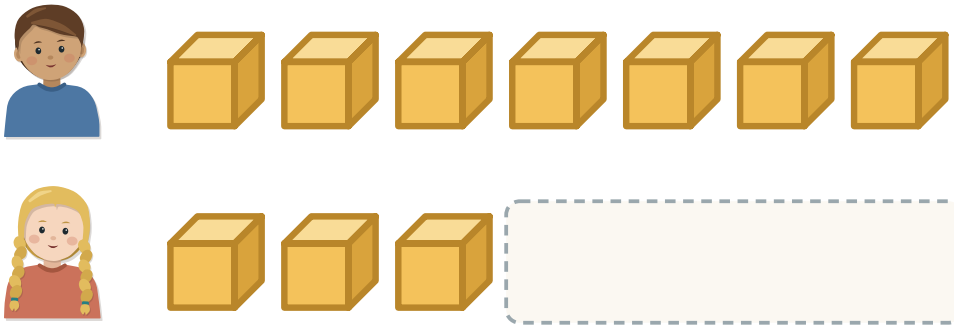


Æfðu þig

2 Neðri röðin er lengri.
Eru fleiri kubbar í henni?

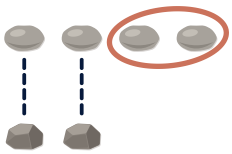


3 Lóa á 3 kubba. Óli á 7.
Teiknaðu kubbana sem Lóu vantar.
Hve marga?



MANSTU?

Paraðu einn við einn. Það sem er eftir segir hve mörgum fleiri.



GERUM SAMAN ## Búum til jöfn söfn

1



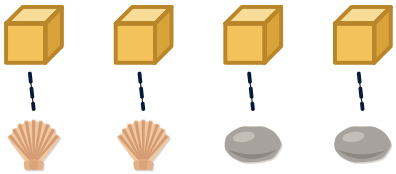
Taktu fjóra kubba.

2



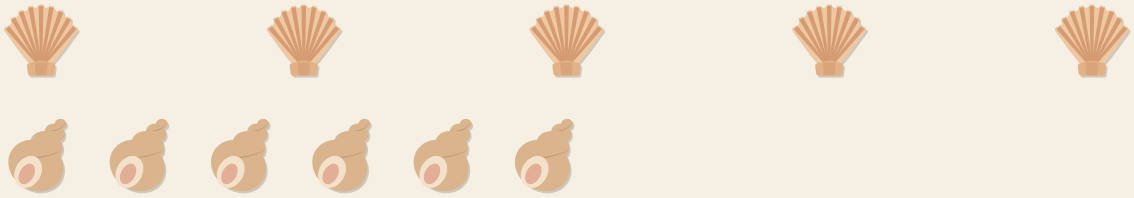
Finndu fjóra aðra hluti.

3



Paraðu. Ekkert er eftir. Söfnin eru jafnmörg.

VILLULEIT ## Hvor röðin hefur fleiri skeljar?





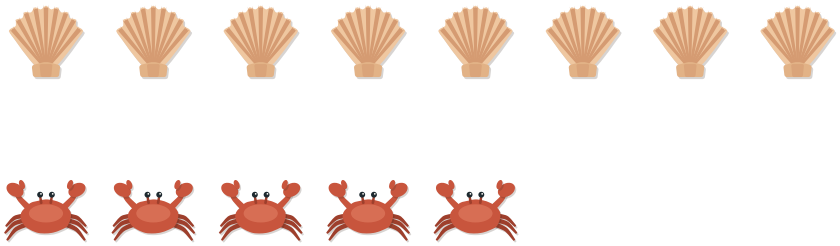
„Efri röðin. Hún er lengri.“



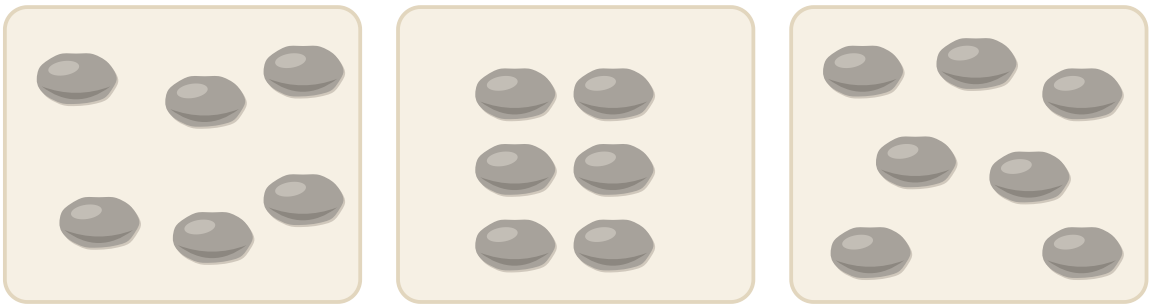
„Ég paraði. Neðri röðin hefur einni fleiri.“

Segðu félaga hvers vegna.

4 Paraðu krabba og skeljar.
Hve mörgum fleiri eru skeljarnar?



5 Hvaða tvö söfn eru jafnmörg?
Dragðu hring um þau.



6 Teiknaðu tveimur færri steina en skeljarnar eru.
Hve marga steina?



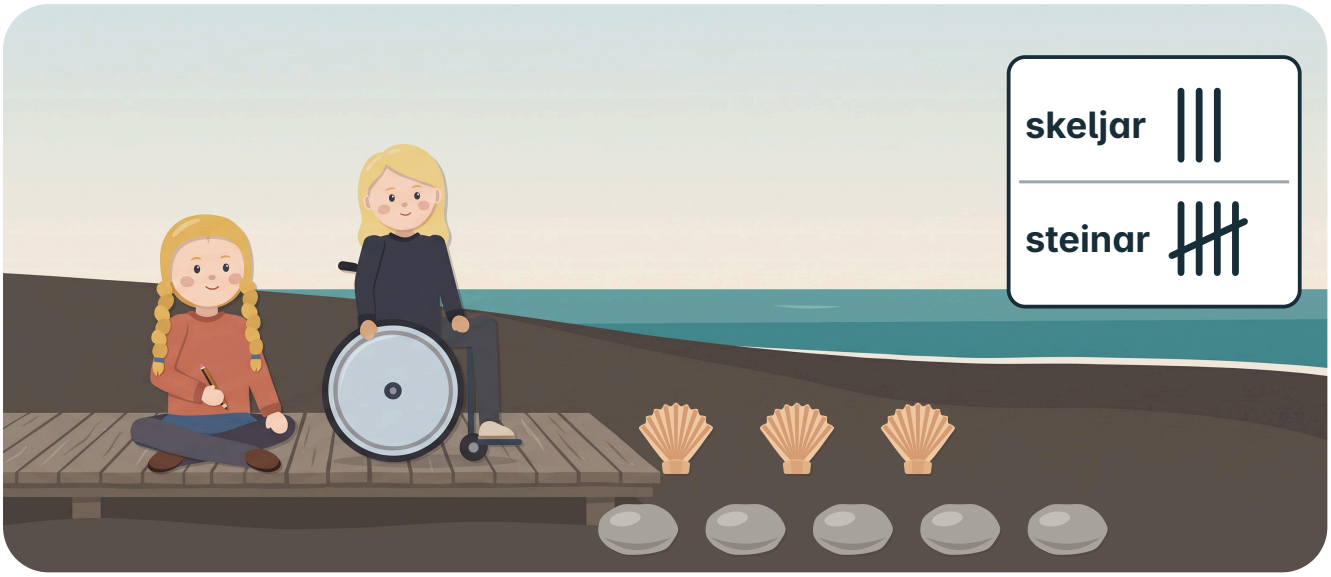
HEILABROT

Lóa á tveimur fleiri steina en Óli. Saman eiga þau 10. Hve marga á hvort?

Segðu félaga hvernig þú finnur hve mörgum fleiri.

2 Við skráum fjölda

★ Ég get skráð fjölda með strikum og tölu.

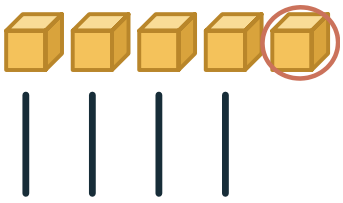


Hvað sýna strikin?

SÝNIDÆMI

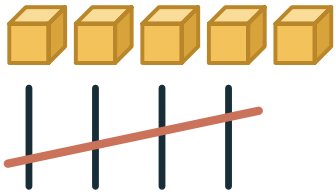
Ég tel fimm kubba. Hvernig skrái ég það?

1



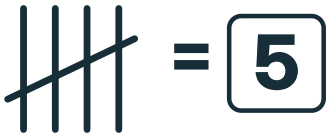
Fjórir kubbar, fjögur strik.

2



Fimmti kubburinn: strikið fer þvert yfir.

3



Fimm strik. Ég skrifa töluna 5.

Fimm strik og talan 5.

1 **PRÓFAÐU**

Gerðu eitt strik fyrir hvern kubb.
Skrifaðu töluna.



Æfðu þig

2 Hve mörg strik?



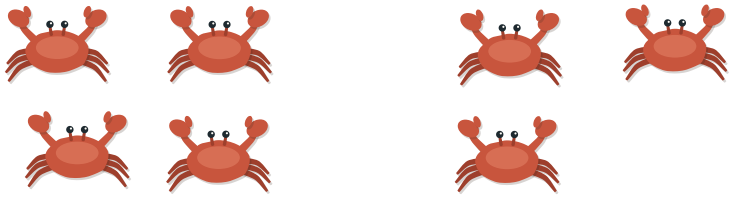
3 Skráðu sléttu og grófu steinana með strikum.
Hve margir eru alls?



slétt

gróf

4 Teldu krabbana.
Skráðu með strikum og tölu.



MANSTU?

Fjögur strik upp og það fimmta þvert yfir. Það eru fimm.

 = 5

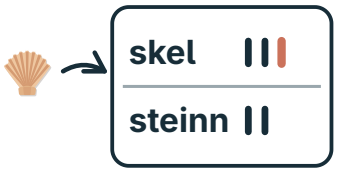
GERUM SAMAN ## Teljum úr skálinni

1



Settu skeljar og steina í skál.

2



Taktu einn hlut. Gerðu strik í rétta röð.

3



4

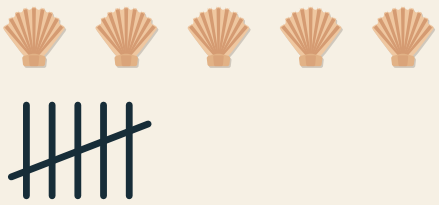
6

Teljið strikin. Skrifið tölurnar.

VILLULEIT ## Fimm skeljar. Hvort skráði rétt?

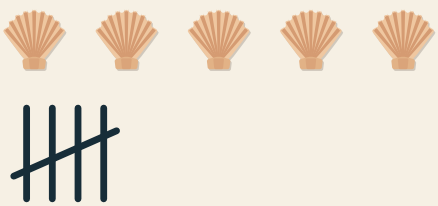


„Ég geri fimm strik og eitt þvert yfir.“





„Ég geri fjögur strik og það fimmta þvert yfir.“



Segðu félaga hvers vegna.

5 Teiknaðu þrjá hluti.
Skráðu fjöldann með strikum og tölu.

6 Tengdu strikin við rétta tölu.



7 Sýndu hvora tölu með strikum.

8

12

HEILABROT

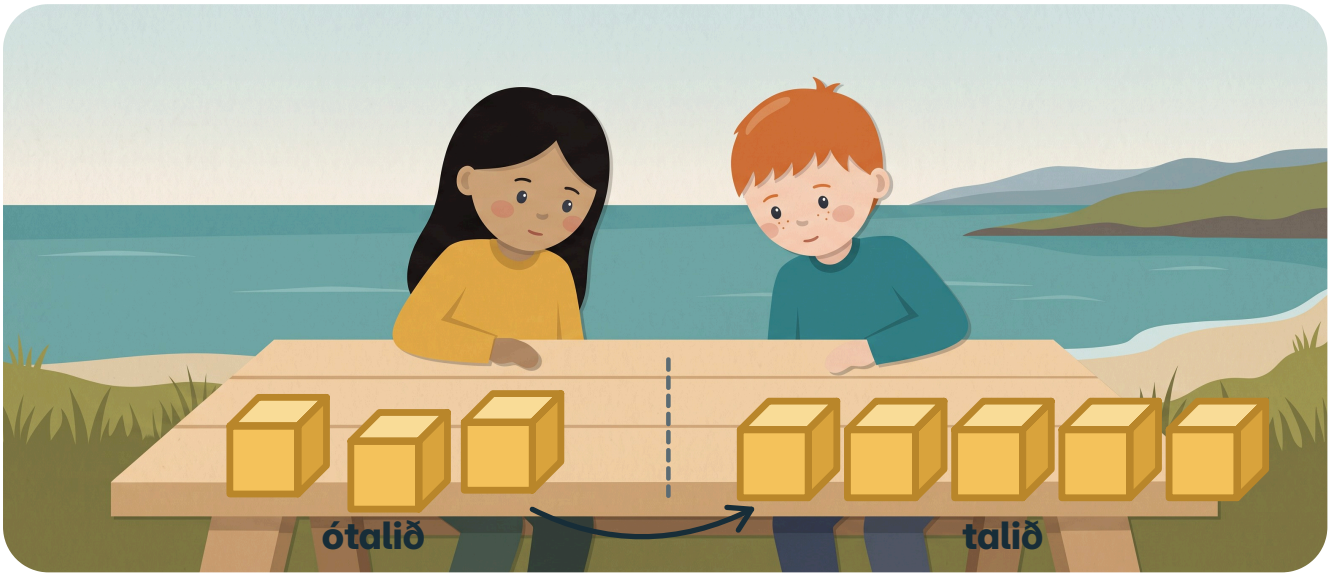
Teitur skráði skeljarnar sínar. Hve margar eru þær?



Sýndu félaga hvernig þú telur strikin í fimmum.

3 Sýnum það sem við kunnum

★ Ég get talið hvern hlut bara einu sinni.

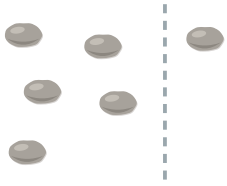


Hve margir kubbar eru taldir? Hve margir eru eftir?

SÝNIDÆMI

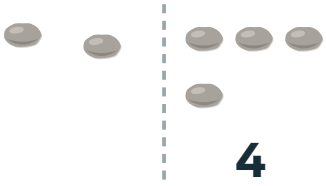
Hve margir steinar eru hér? Ég vil ekki telja neinn tvisvar.

1



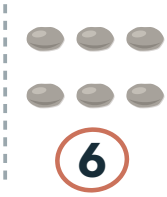
Ég færi einn og segi „einn“.

2



Ég færi hvern talinn stein.

3

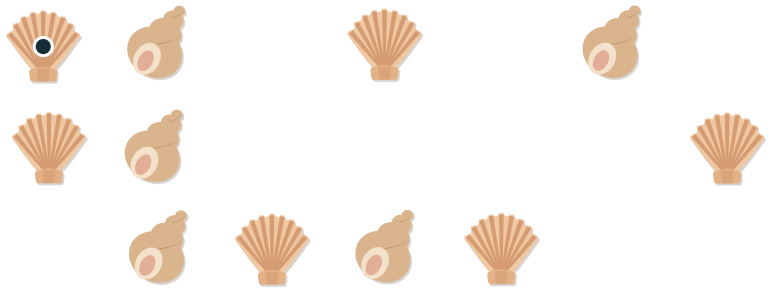


Ekkert er eftir. Sex!

Steinarnir eru 6. Enginn var talinn tvisvar.

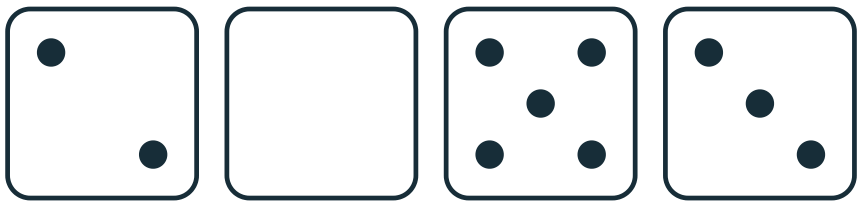
1 **PRÓFAÐU**

Settu punkt á hverja skel sem þú telur.
Hve margar skeljar?



Æfðu þig

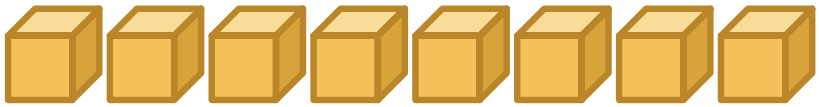
2 Raðaðu frá fæstum punktum til flestra.
Skrifaðu tölurnar.



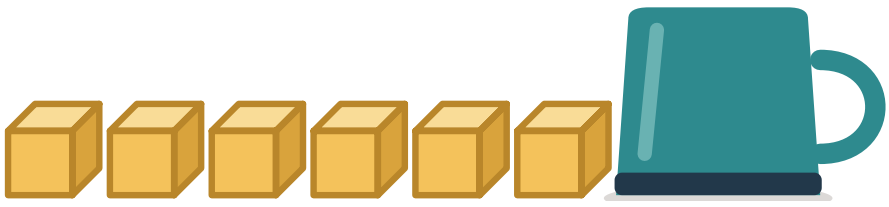
fæstir flestir

3 Óli felur 2 af 8 kubbum undir bollanum.
Hve margir kubbar eru nú alls?

fyrst

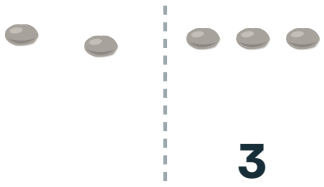


svo



MANSTU?

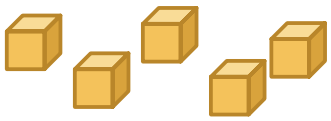
Færðu eða merktu hvern talinn hlut. Þá telur þú hann bara einu sinni.



3

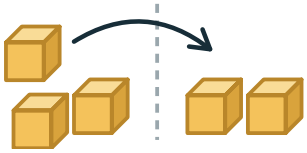
GERUM SAMAN **Teljum og athugum**

1



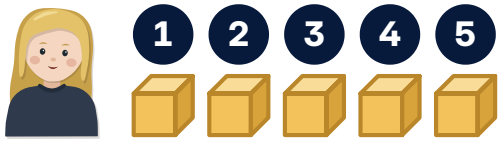
Félagi leggur kubba á borðið.

2



Færðu hvern talinn kubb til hliðar.

3



Félagi athugar: Var hver kubbur talinn einu sinni?

8

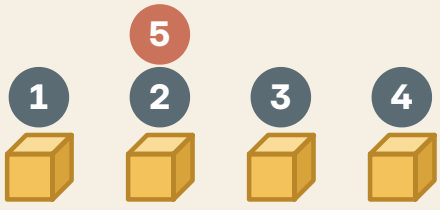
VILLULEIT **Fjórir kubbar. Hvort taldi rétt?**

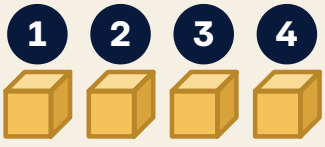


„Einn, tveir, þrír, fjórir, fimm. Fimm!“



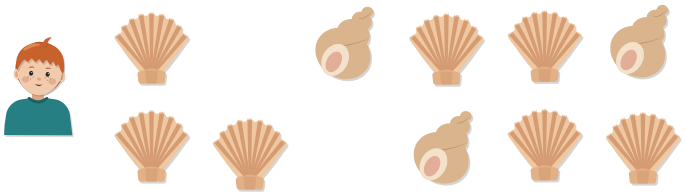
„Ég færði hvern talinn kubb. Fjórir!“





Segðu félaga hvers vegna.

4 Ari segir að skeljarnar séu 9.
Teldu. Hefur hann rétt fyrir sér?

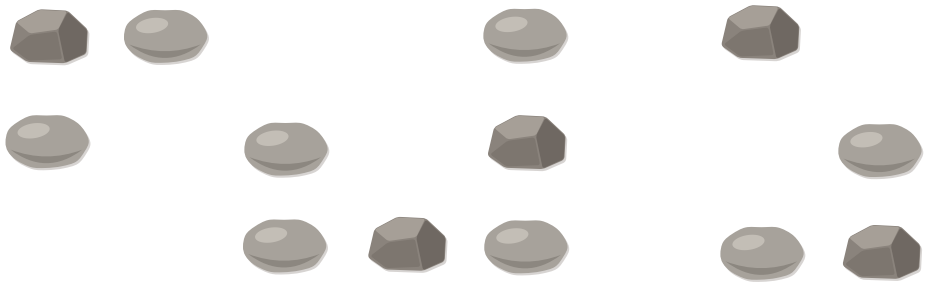


já nei

5 Hver fata fær eina skel.
Hve margar skeljar vantar?

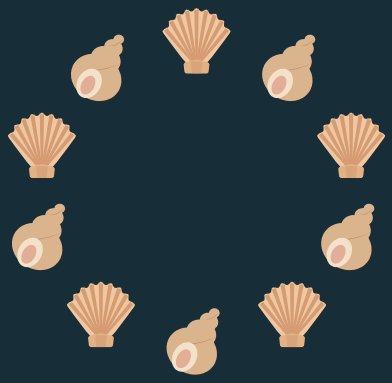


6 Settu punkt á hvern stein sem þú telur.
Hve margir steinar?



HEILABROT

Skeljarnar liggja í hring.
Hvernig veistu hvar þú byrjaðir? Hve margar eru þær?



Sýndu félaga hvernig þú telur svo enginn hlutur gleymist.

4 Leikum og rifjum upp

★ Ég get borið saman, skráð og talið.



LEIKUM Fjörustrik

2 leikmenn · einn teningur · blýantur

1 Kastaðu teningnum.

2 Finndu myndina við töluna.

3 Gerðu eitt strik í þá röð.

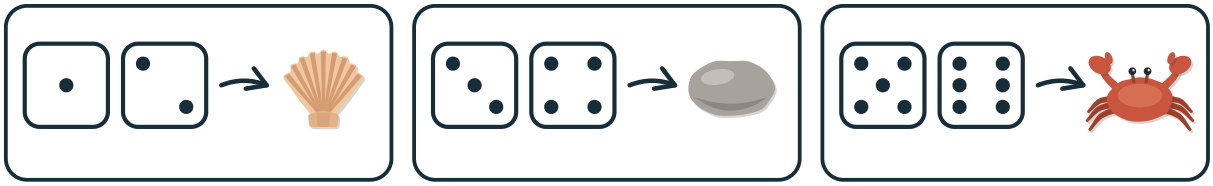
4 Nú á félagi þinn leik.

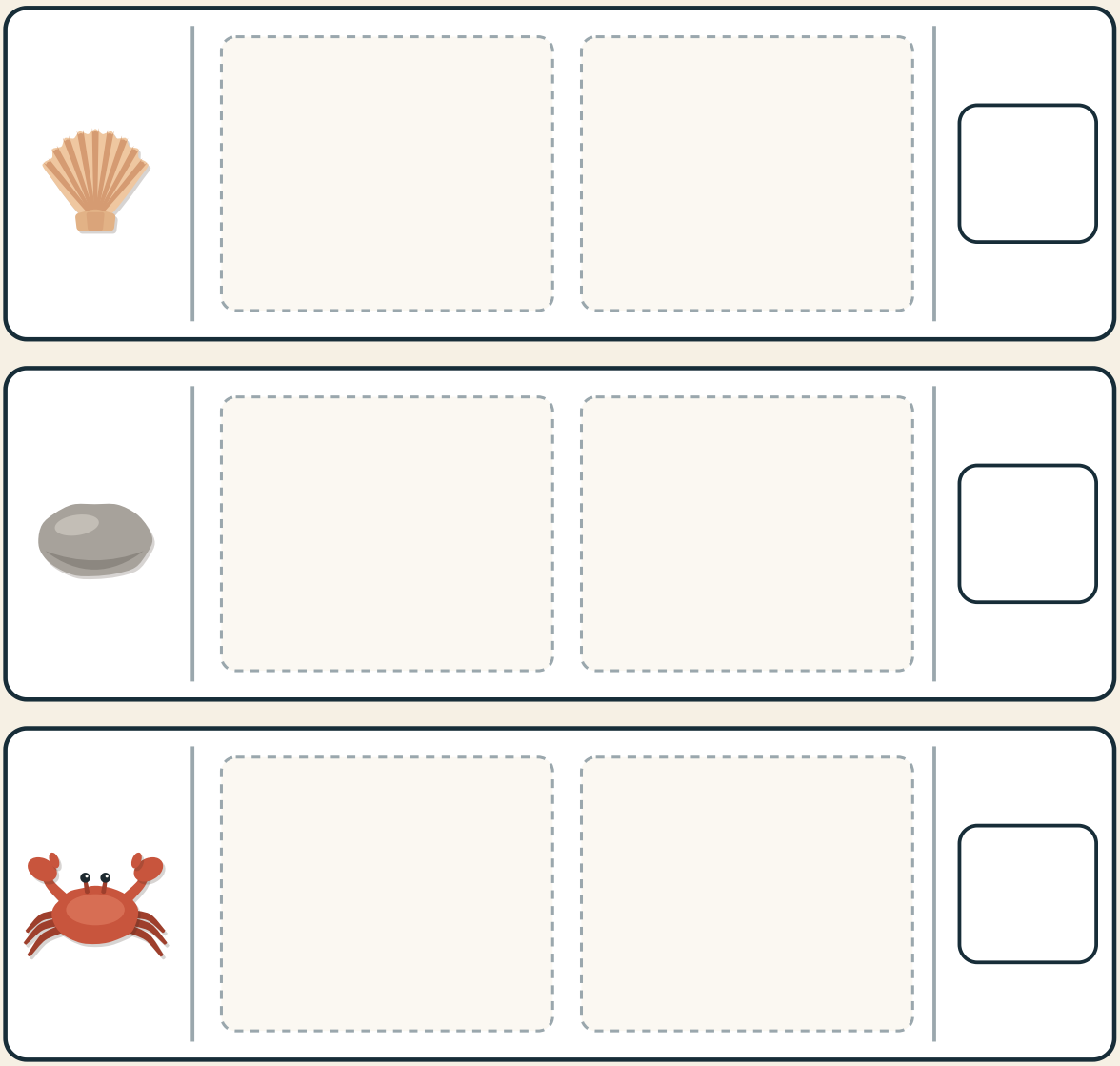
5 Hættið þegar ein röðin hefur 10 strik.

Við skráum saman á eitt blað.

LEIKUM

Fjörustrik





Skrifið töluna við hverja röð.

Hvaða röð hefur flest strik? Hve mörgum fleiri en röðin með fæst?

Rifjum upp

1 Paraðu fötur og skeljar.
Hve mörgum fleiri eru skeljarnar?





2 Teiknaðu jafnmarga steina og strikin sýna.



3 Hve margar skeljar? Hve margir krabbar?

skeljar	
krabbar	

4 Teldu krabbana og skeljarnar í pollinum.
Skráðu með strikum og tölu.



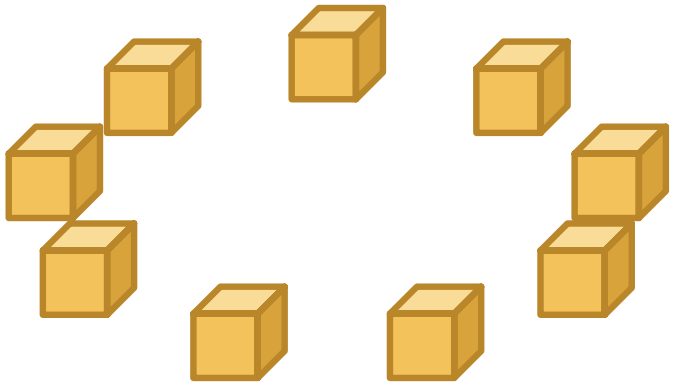
5 Sara setti punkt á hvern talinn stein.
Dragðu hring um steininn sem gleymdist.



6 Lóa og Óli skráðu skeljar.
Hvort fann fleiri? Dragðu hring.
Hve mörgum fleiri?




7 Teitur raðaði kubbunum í hring.
Hve margir eru þeir?



HEILABROT

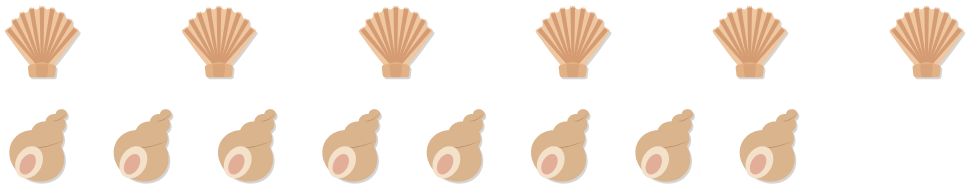
Edda á 5 skeljar. Ari á 3 fleiri. Gerðu strik fyrir skeljar Ara.



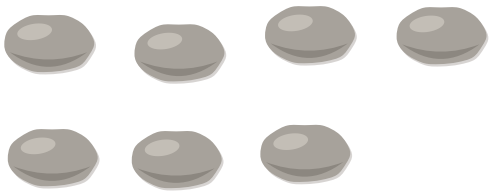
Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

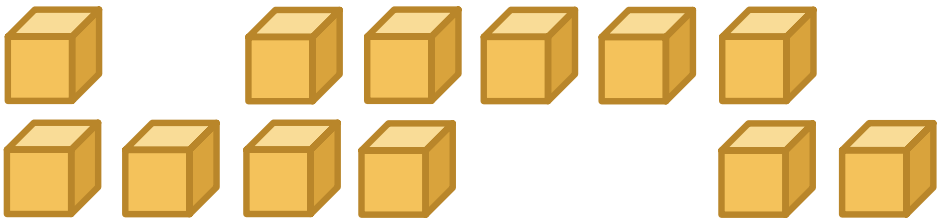
1 Hvor röðin hefur fleiri skeljar? Dragðu hring.
Hve mörgum fleiri?



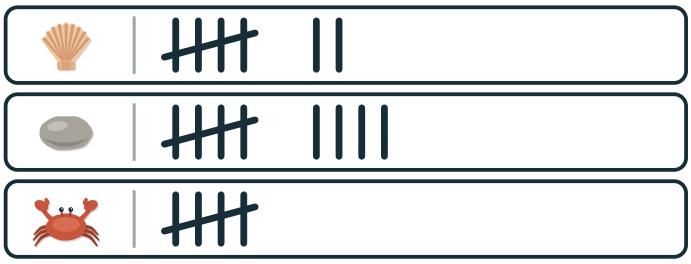
2 Skráðu steinana með strikum.
Skrifaðu töluna.



3 Settu punkt á hvern kubb sem þú telur.
Hve margir kubbar?



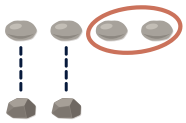
4 Hvaða röð hefur flest strik? Dragðu hring.
Hve mörgum fleiri en röðin með fæst?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

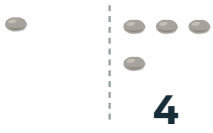
Dragðu hring um myndina.



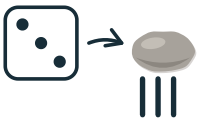
Fleiri og færri



Við skráum fjölda



Sýnum það sem við kunnum



Leikum og rifjum upp



9. KAFLI

Hlutar, saman og frá



Komast allir inn?

Strætó hefur 10 sæti.

Teldu fólkið og börnin.

Í þessum kafla

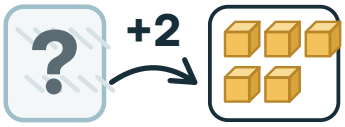
1 Vinir tíunnar ..... bls. 166
2 Hlutarnir skipta um stað ..... bls. 168
3 Allar leiðir að sex ..... bls. 170
4 Við finnum upphafið ..... bls. 172
5 Tvö lítil skref ..... bls. 176
6 Veljum reikning ..... bls. 180
✓ Hvað kann ég? ..... bls. 182

Orðin okkar



3 + 2 = 4 + 1

jafnt



? + 2 = 5

upphaf

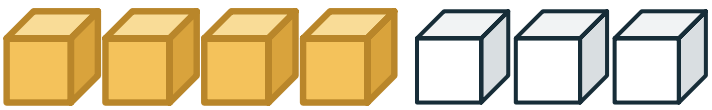


5 – 3 = 2

munur

Hvað veit ég nú þegar?

Hve margir kubbar eru alls?
Dragðu hring um töluna.



5 6 7 8 9 10

1 Vinir tíunnar

★ Ég get fundið tölur sem gefa tíu saman.

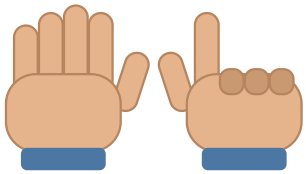


Strætó hefur 10 sæti. Hve mörg eru laus?

SÝNIDÆMI

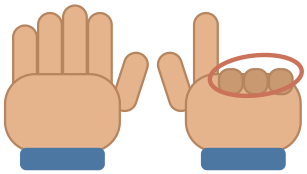
7 + __ = 10. Hvaða tölu vantar?

1



Ég sýni sjö fingur.

2



Þrír fingur eru niðri.

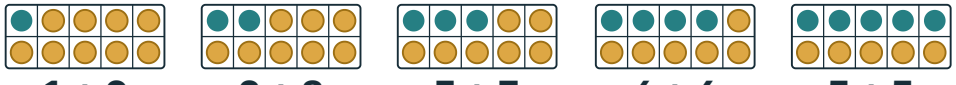
3

7 + 3 = 10

Sjö og þrír gera tíu.

Það vantar 3.

TÍUVINIR



1 + 9 2 + 8 3 + 7 4 + 6 5 + 5

1 **PRÓFAÐU**

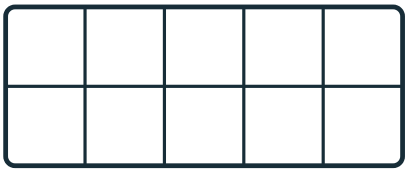
Teldu lausu sætin.
Skrifaðu töluna sem vantar.



$10 = 6 + \square$

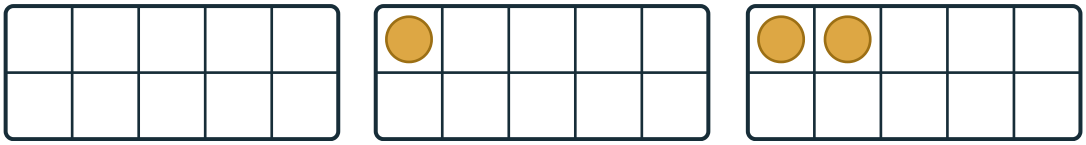
Æfðu þig

2 Litaðu helminginn af reitunum.
Skrifaðu tvo jafna hluta.



$10 = \square + \square$

3 Hvað vantar upp á tíu?
Skrifaðu töluna.



$0 + \square = 10$ $1 + \square = 10$ $2 + \square = 10$

4 Tengdu tölurnar sem gera tíu saman.

7	4	1	5
5	9	3	6

5 Skrifaðu vin tíunnar.

$8 + \square = 10$ $\square + 6 = 10$

$9 + \square = 10$ $\square + 3 = 10$

2 Hlutarnir skipta um stað

★ Ég get útskýrt af hverju heildin breytist ekki.



Teldu frá báðum endum. Færðu sömu tölu?

SÝNIDÆMI

Eru 3 + 5 og 5 + 3 jafnmikið?

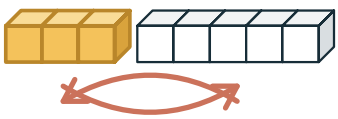
1



3 + 5

Þrír gulir og fimm hvítir.

2



Ég skipti um stað á hópunum.

3



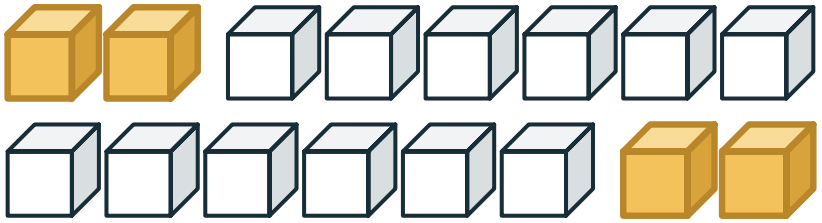
5 + 3 = 8

Sömu átta kubbarnir.

Já, bæði eru 8.

1 **PRÓFAÐU**

Reiknaðu 2 + 6 og 6 + 2.

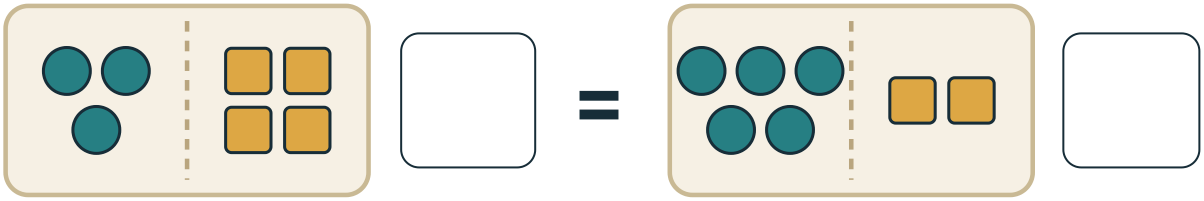


2 + 6 = 8

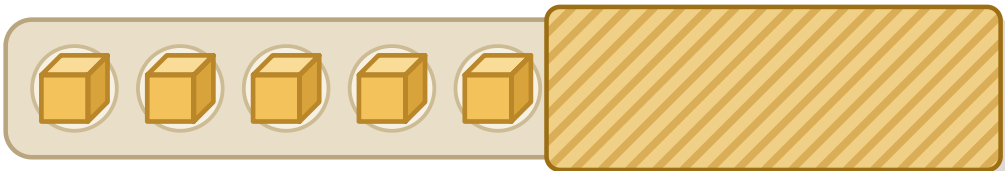
6 + 2 = ☐

Æfðu þig

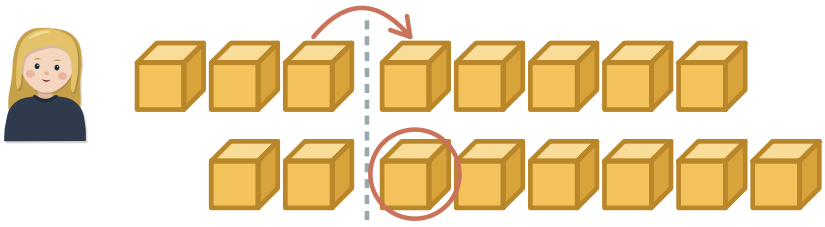
2 Teldu allt á hvoru spjaldi.
Skrifaðu töluna.



3 Níu kubbar eru alls. Fimm sjást.
Hve margir eru faldir?



4 Sara flytur einn kubb yfir.
Fjölgar kubbunum alls?



já nei

5 Skrifaðu töluna sem vantar.

6 + 3 = 3 + ☐ 1 + 8 = ☐ + 1 4 + 5 = 5 + ☐

3 Allar leiðir að sex

★ Ég get fundið skiptingar í röð.



Tvö eru í skýlinu og fjögur úti. Finndu aðrar leiðir.

SÝNIDÆMI

Finnum allar leiðir til að skipta sex í tvo hluta.

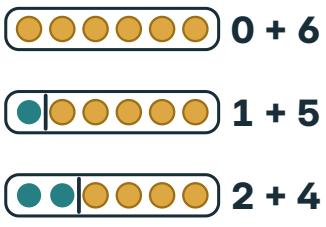
1



0 + 6

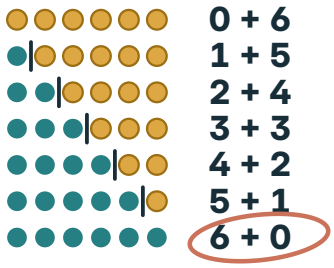
Ég byrja á 0 + 6.

2



Ég færi einn yfir í hvert sinn.

3

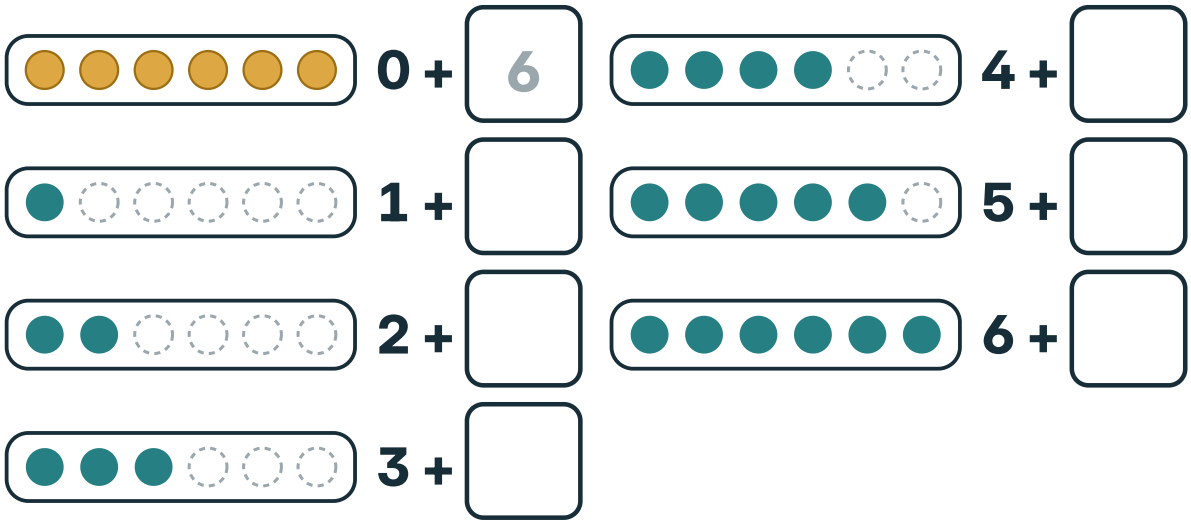


Ég enda á 6 + 0.

Sjö leiðir. Engin gleymist.

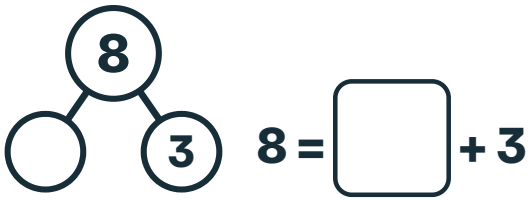
1 **PRÓFAÐU**

Teiknaðu punktana sem vantar.
Skrifaðu töluna.

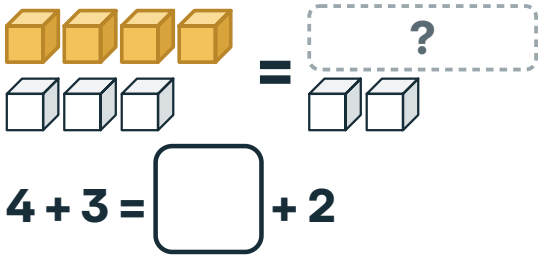


Æfðu þig

2 Hvað vantar?



3 Hvað vantar?



4 Teiknaðu þríhyrning.
Settu tvo punkta við hvert horn.
Hve margir punktar eru alls?

HEILABROT

Hve margar leiðir eru að sjö? Byrjaðu á 0 + 7.

4 Við finnum upphafið

★ Ég get fundið fjöldann í upphafi.

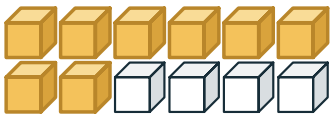


Þrír fara inn. Nú eru átta í strætó. Hve margir voru fyrst?

SÝNIDÆMI

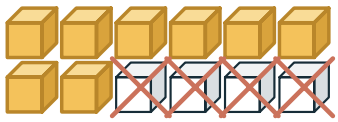
Nokkrir kubbar. Fjórir bætast við. Nú eru tólf.

1



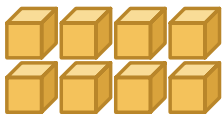
Nú eru 12 kubbar.

2



Ég tek burt þá 4 sem bættust við.

3



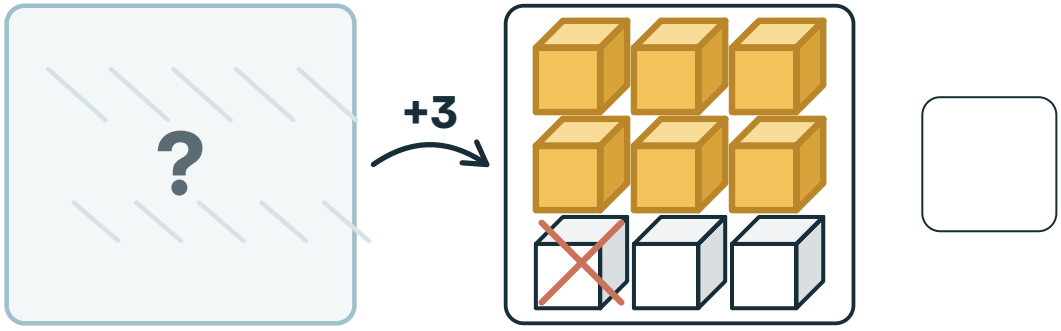
12 – 4 = 8

Fyrst voru 8.

Það voru 8 kubbar í upphafi.

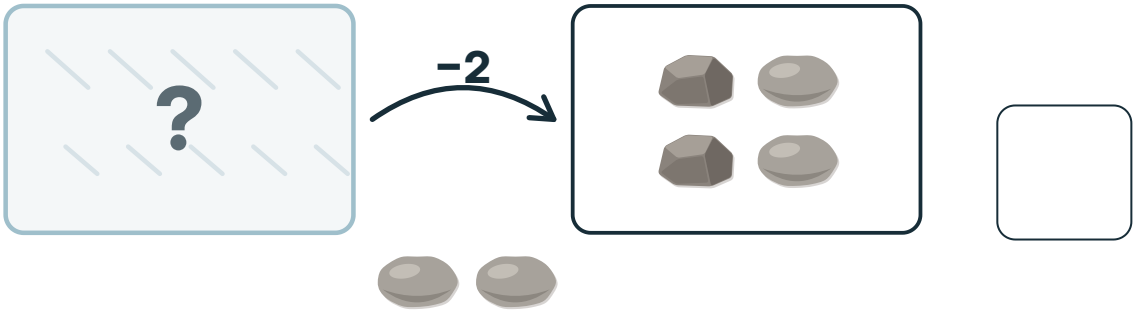
1 **PRÓFAÐU**

Þremur kubbum er bætt við. Nú eru níu.
Hve margir voru fyrst?

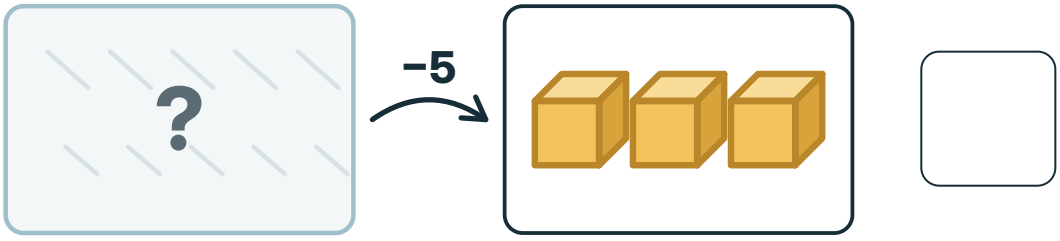


Æfðu þig

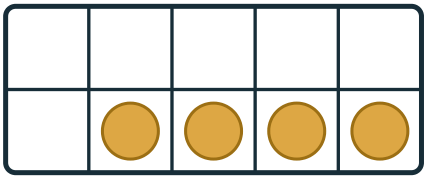
2 Tveir steinar eru teknir. Fjórir eru eftir.
Hve margir voru fyrst?



3 Fimm kubbar eru teknir. Þrír eru eftir.
Hve margir voru fyrst?



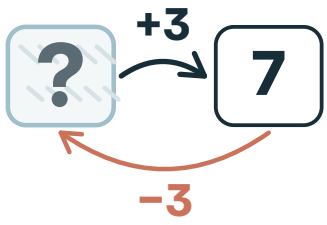
4 Skrifaðu töluna sem vantar.



□ + 4 = 10

MANSTU?

Bætt við? Taktu það burt. Tekið burt? Settu það aftur.



GERUM SAMAN **Hvað er undir bollanum?**

1



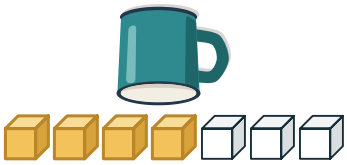
Félagi felur kubba undir bolla.

2



Félagi bætir 3 kubbum við og segir: Nú eru 7.

3



Hve margir eru undir bollanum? Lyftu bollanum og athugaðu.

9

VILLULEIT **Tveir fóru út. Nú eru fimm. Hve margir voru fyrst?**





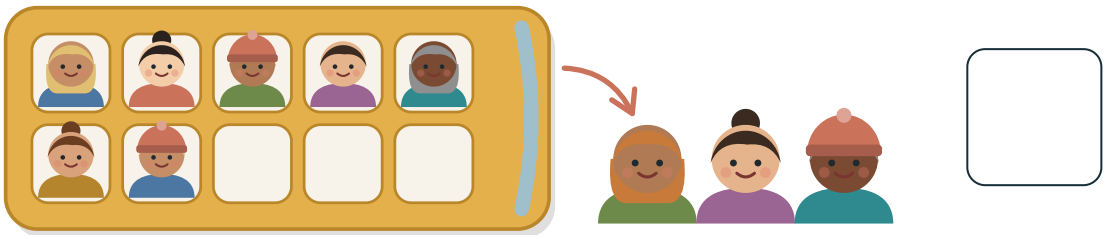
„5 − 2 = 3. Þrír.“



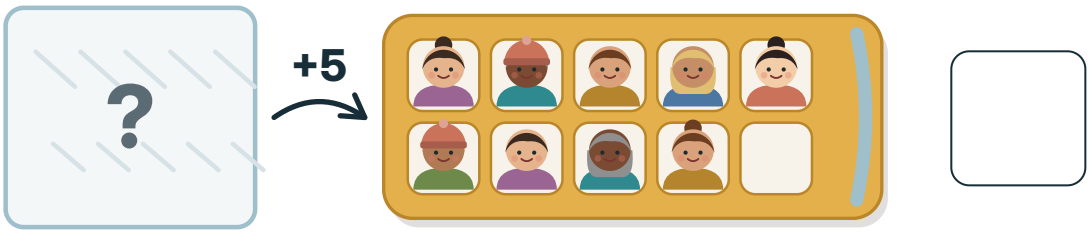
„Ég set þá tvo aftur inn. 5 + 2 = 7.“

Segðu félaga hvers vegna.

5 Þrír fóru út. Nú eru sjö.
Hve margir voru fyrst?



6 Fimm komu inn. Nú eru níu.
Hve margir voru fyrst?



7 Hvað var fyrst?
Skrifaðu töluna í reitinn.

□ + 2 = 7 □ − 3 = 5 □ + 6 = 9 □ − 4 = 4

□ + 3 = 8 □ − 2 = 6 □ + 5 = 7 □ − 5 = 1

HEILABROT

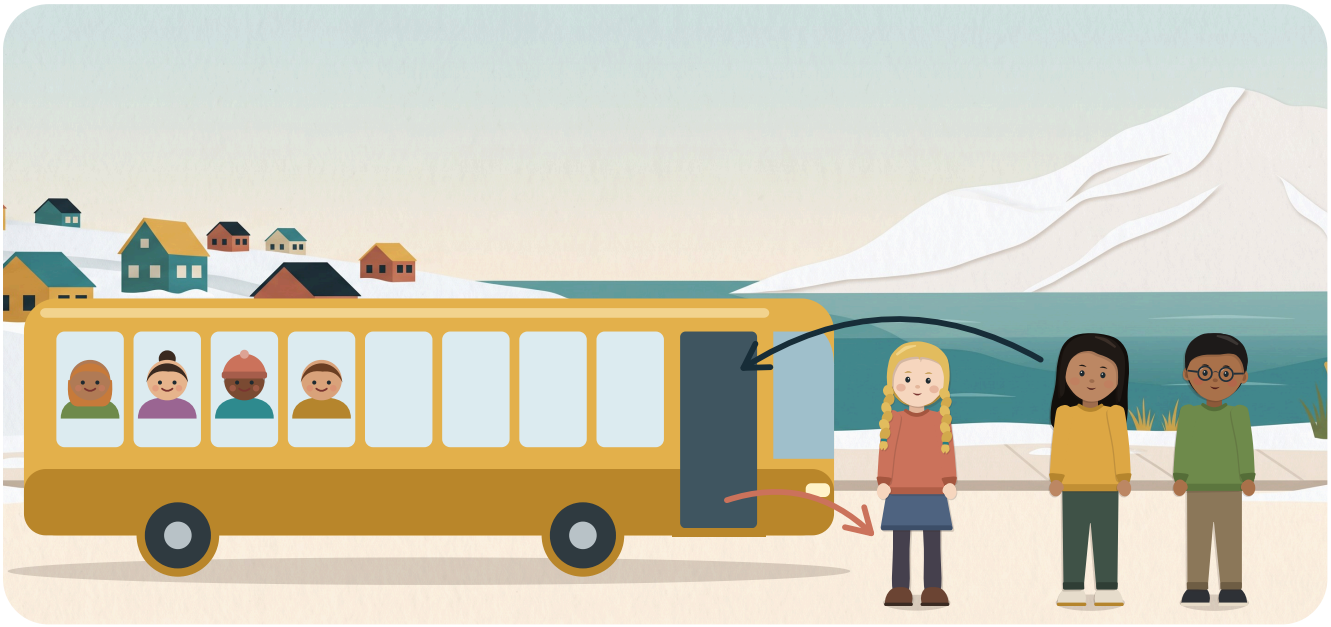
Þrír komu inn og svo fóru tveir út. Nú eru sex.
Hve margir voru fyrst?



Segðu félaga hvernig þú fannst upphafið.

5 Tvö lítil skref

★ Ég get fylgt tveimur breytingum.

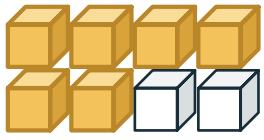


Tveir fara inn og einn fer út. Hve margir verða þá?

SÝNIDÆMI

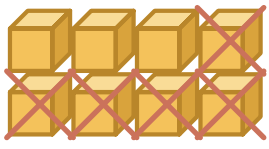
Sex kubbar. Tveimur er bætt við. Svo eru fimm teknir.

1



Fyrst: 6 + 2 = 8.

2



Svo: 8 − 5 = 3.

3

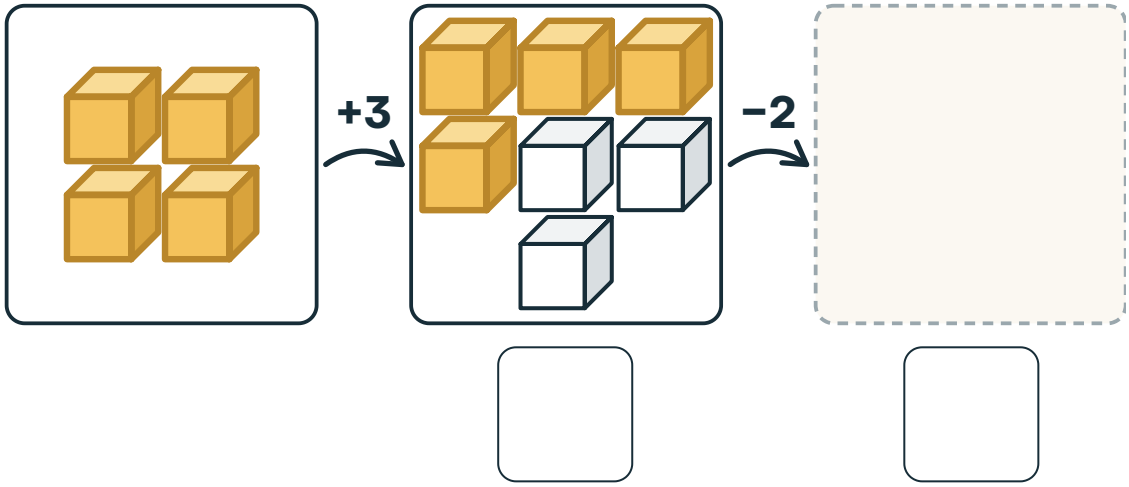


Þrír eru eftir.

3 kubbar eftir.

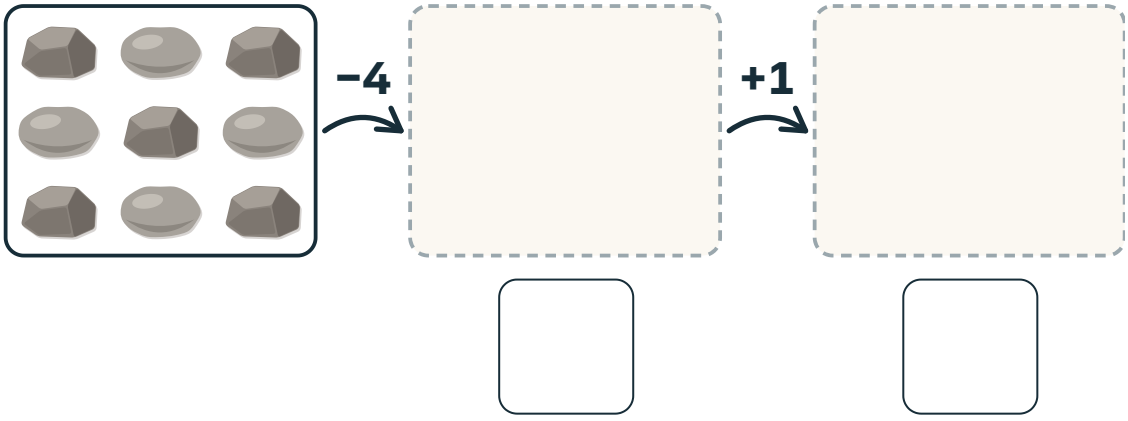
1 **PRÓFAÐU**

Fjórir kubbar. Þremur bætt við.
Svo eru tveir teknir. Hve margir nú?

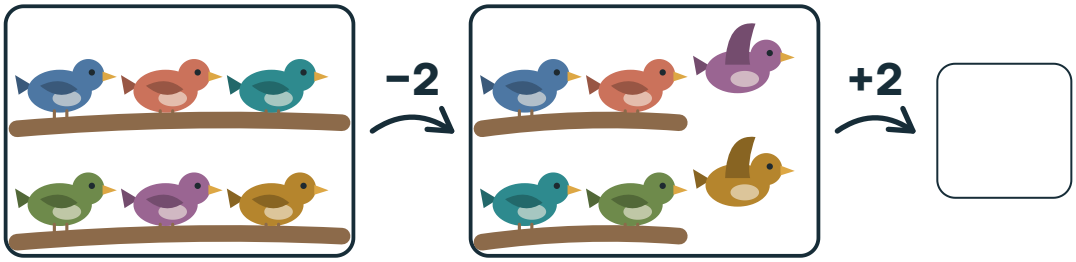


Æfðu þig

2 Níu steinar. Fjórir teknir.
Svo er einum bætt við. Hve margir nú?



3 Tveir fljúga burt og koma svo aftur.
Hve margir sitja nú?

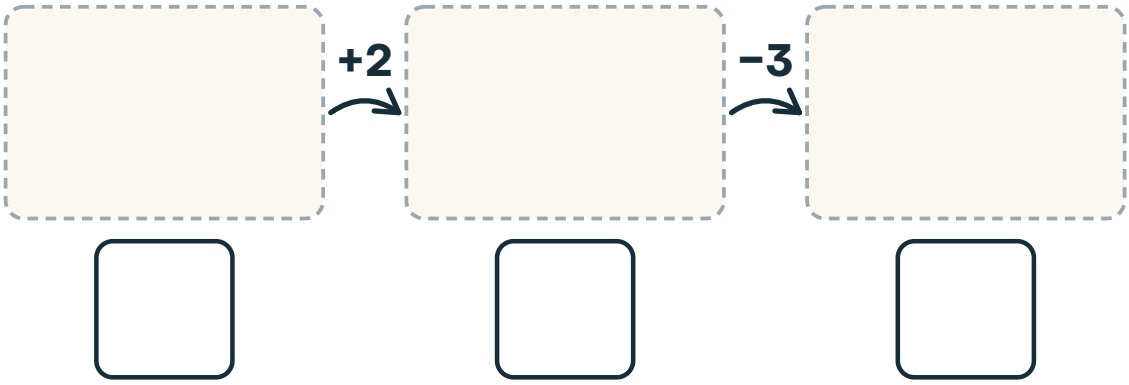


MANSTU?

Finndu fyrst hve margir eru eftir fyrra skrefið. Haltu svo áfram.



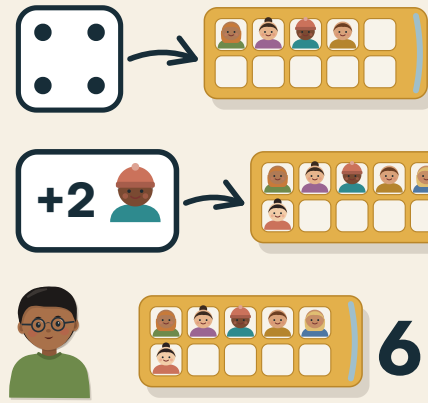
4 Teiknaðu söguna 5 + 2 − 3.
Skrifaðu töluna á hvert spjald.



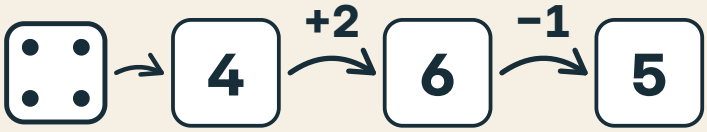
LEIKUM Strætóleikurinn

2 leikmenn · einn teningur · strætó og farþegar

1. Kastaðu. Settu svo marga farþega í strætó.
2. Farðu á næstu stöð. Gerðu eins og spjaldið.
3. Félagi telur og athugar.
4. Skiptist á við hverja stöð.
5. Á endastöð: Hve margir eru í strætó?

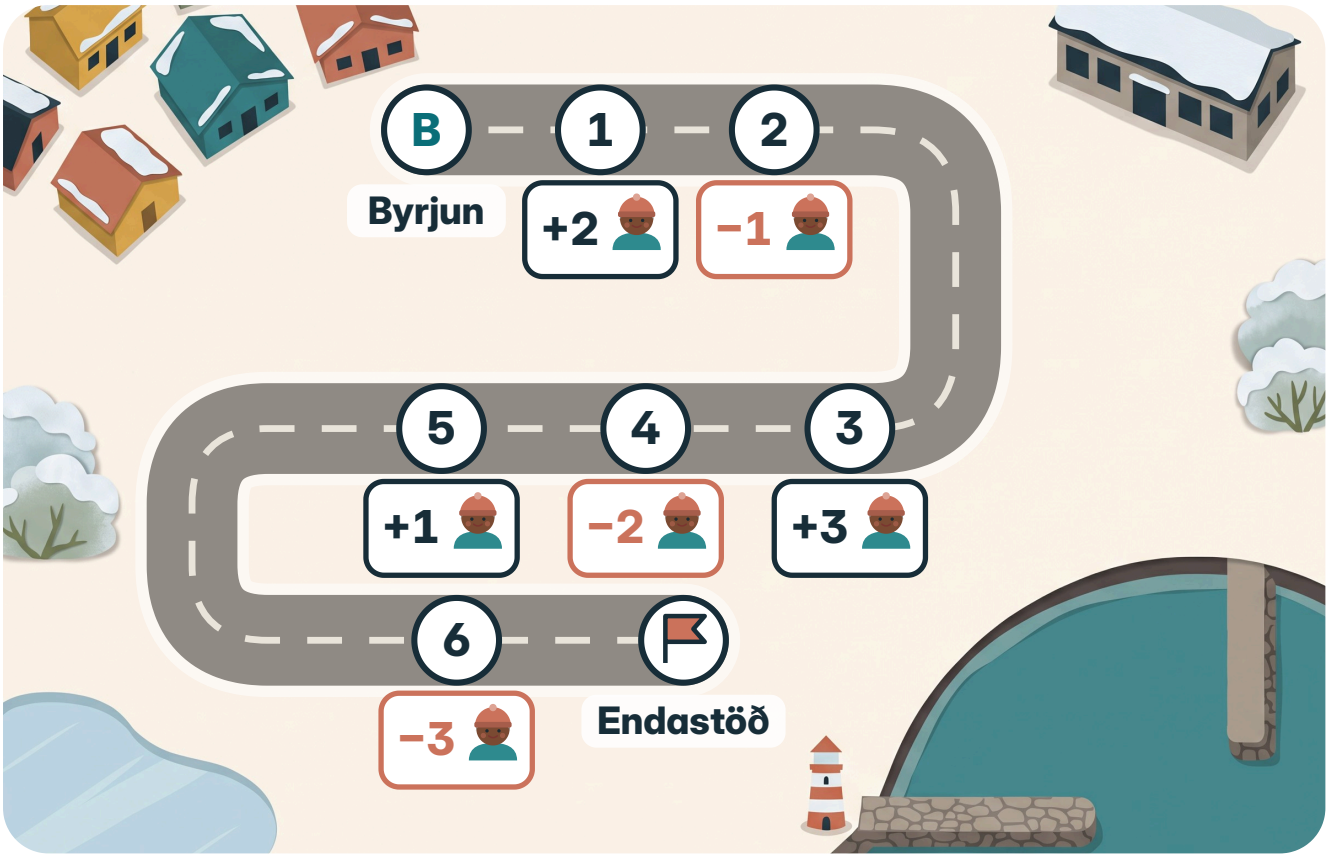


DÆMI



LEIKUM

Strætóleikurinn



Hvað tekur þú eftir á endastöð? Spilið aftur.

5 Reiknaðu fyrra skrefið og svo það seinna.

3	+4		−2		8	−3		+1	
5	+5		−6		9	−4		+3	

HEILABROT

Á endastöð eru jafnmargir og í byrjun. Hvers vegna?

Segðu félaga söguna þína í tveimur skrefum.

6 Veljum reikning

★ Ég get valið reikning sem passar við sögu.

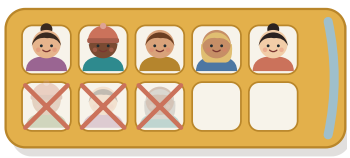


Segðu sögu um strætó. Passar + eða −?

SÝNIDÆMI

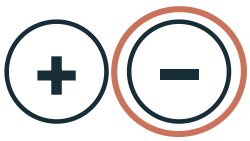
Átta eru í strætó. Þrír fara út. Hve margir eru eftir?

1



Þrír fara út.

2



Færri verða eftir.
Ég vel −.

3

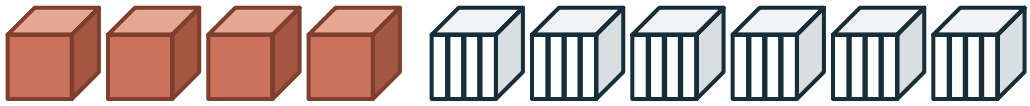
$8 - 3 = 5$

Ég reikna.

Fimm eru eftir.

1 **PRÓFAÐU**

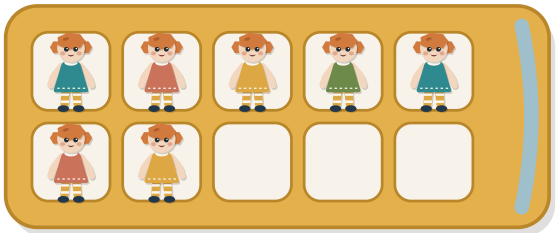
Fjórir rauðir og sex röndóttir kubbar.
Hve margir eru alls?



4 + − 6 = ☐

Æfðu þig

2 Tíu sæti. Sjö dúkkur sitja.
Hve mörg sæti eru laus?



10 + − 7 = ☐

3 Óli skrifaði rangt svar.
Skrifaðu rétta svarið.



7 − 2 = ~~9~~

7 − 2 = ☐

4 Ari á 9 límmiða. Edda á 6.
Hve mörgum fleiri á Ari?

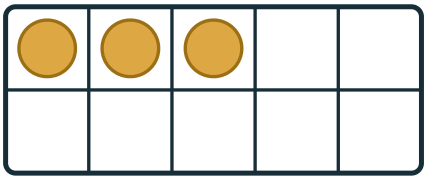


9 + − 6 = ☐

Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Hvað vantar?



$3 + \square = 10$

2 Hvað vantar?

$5 + 4 = 9$

$4 + 5 = \square$

3 Hvaða leið vantar?

$0 + 5$

$1 + 4$

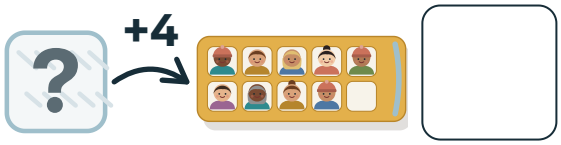
$\square + \square$

$3 + 2$

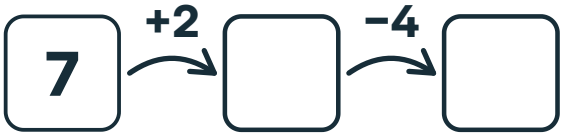
$4 + 1$

$5 + 0$

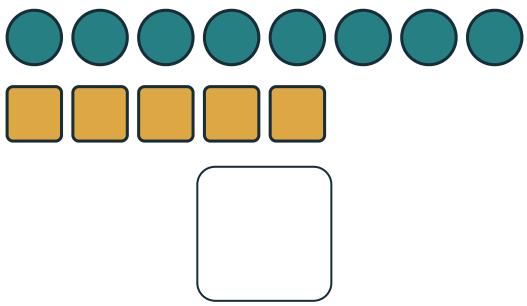
4 Fjórir komu inn.
Nú eru níu.
Hve margir voru fyrst?



5 7 kubbar.
2 bætt við.
Svo 4 teknir.
Hve margir nú?



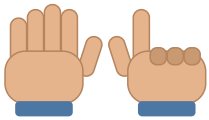
6 Hve mörgum fleiri eru hringirnir?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

Dragðu hring um myndina.

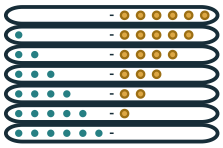


Vinir tíunnar



3 + 5 = 5 + 3

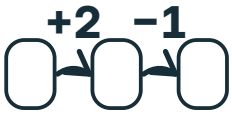
Hlutarnir skipta um stað



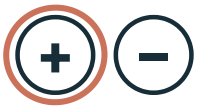
Allar leiðir að sex



Við finnum upphafið



Tvö lítil skref



Veljum reikning



10. KAFLI

Form og mynstur



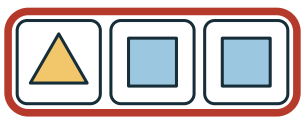
Hvaða fánar koma næst?

- Finndu hlutann sem endurtekur sig.
- Bentu á auðu fánana.

Í þessum kafla

1 Hvar er kubburinn? bls. 186
2 Mynstur sem endurtekur sig bls. 188
3 Formaleitin bls. 192
4 Teljari man fjöldann bls. 194
5 Skráum niðurstöður bls. 196
6 Búum til leik bls. 198
✓ Hvað kann ég? bls. 202

Orðin okkar



mynstur

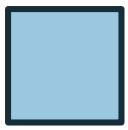


teljari



á milli

Hvað veit ég nú þegar?
Teldu hornin á ferningnum.
Dragðu hring um töluna.



1 2 3 4 5 6

1 Hvar er kubburinn?

★ Ég get lýst staðsetningu hluta.

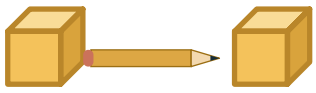


Hver er á milli Lóu og Teits? Hvað er undir bekknum?

SÝNIDÆMI

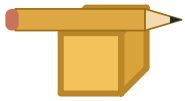
Hvar er blýanturinn?

1



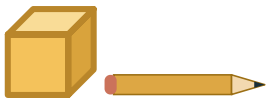
Á milli kubbanna.

2



Ofan á kubbnum.

3



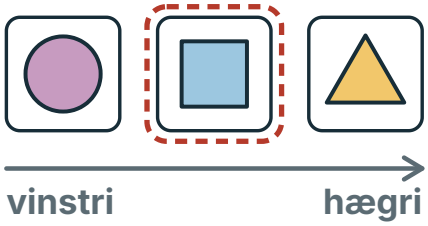
Við hliðina á kubbnum.

Orðin á milli, ofan á og við hliðina á segja hvar.

Leggðu blýant á milli tveggja kubba. Segðu félaga hvar hann er.

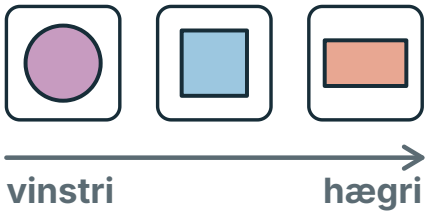
1 **PRÓFAÐU**

Hvað er hægra megin við ferninginn?
Dragðu hring um það.

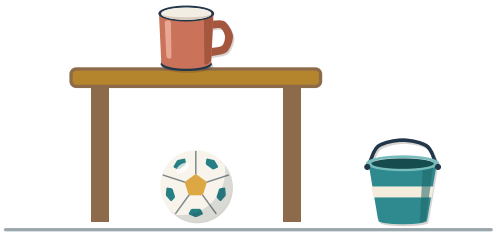


Æfðu þig

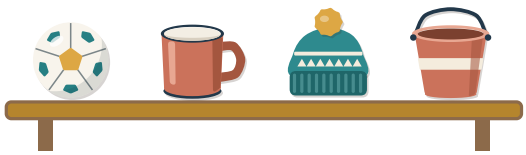
2 Hvað er vinstra megin við ferninginn?
Dragðu hring um það.



3 Hvað er undir borðinu?
Dragðu hring um það.



4 Hvað er á milli bollans og fötunnar?
Dragðu hring um það.

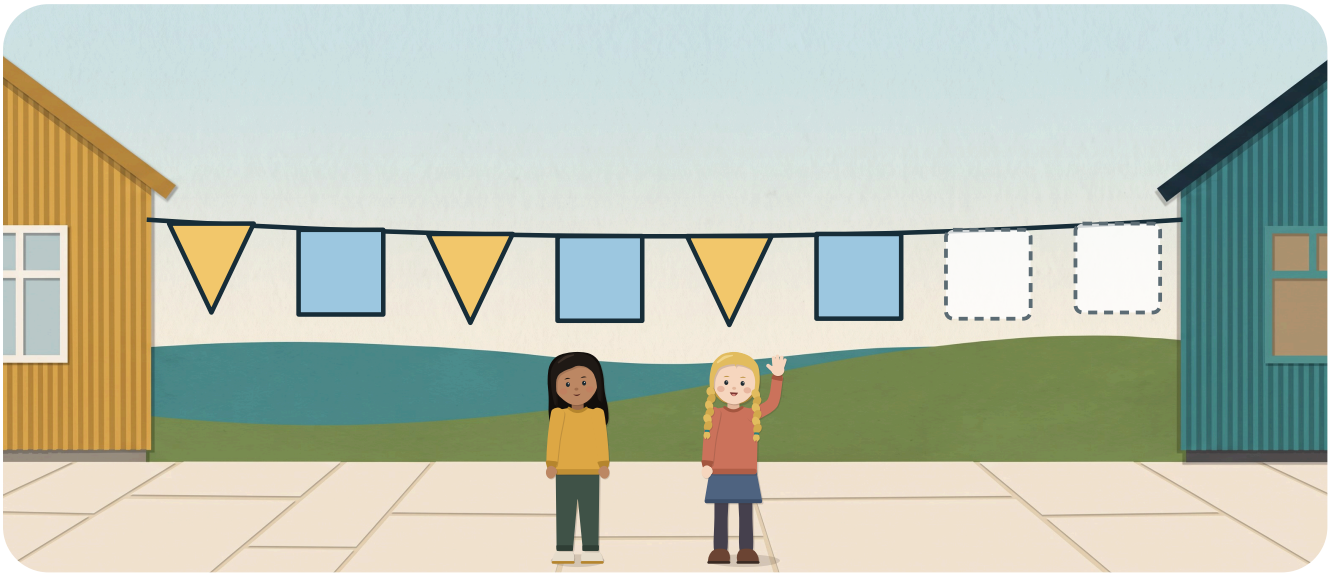


5 Teiknaðu tvo kubba, einn ofan á hinum.
Teiknaðu þriðja kubbinn við hliðina.

10

2 Mynstur sem endurtekur sig

★ Ég get haldið áfram endurteknu mynstri.

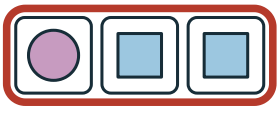


Hvaða fánar koma í auðu staðina?

SÝNIDÆMI

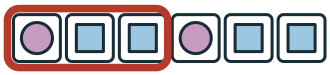
Hringur, ferningur, ferningur. Höldum áfram.

1



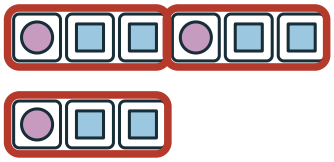
Ég finn hlutann sem kemur aftur.

2



Ég set sömu þrjú form aftur.

3



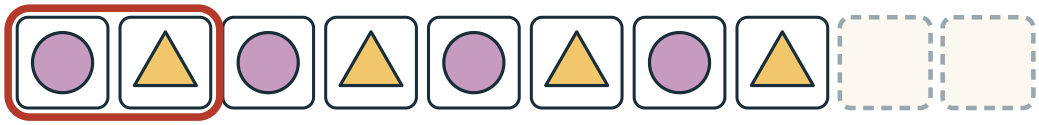
Og svo aftur.

hringur, ferningur, ferningur, hringur, ferningur, ferningur ...

Búðu til mynstur úr kubbum. Félagi heldur áfram.

1 **PRÓFAÐU**

Teiknaðu formin í auðu reitina.



Æfðu þig

2 Teiknaðu næstu þrjú form.



3 Mynstrið heldur áfram. Hvert er sjötta formið?
Dragðu hring um það.



4 Hvaða hreyfing kemur næst?
Dragðu hring um hana.



5 Eitt spjald er rangt.
Dragðu hring um það.

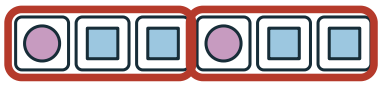


6 Tvö form vantar í mynstrið.
Teiknaðu þau.



MANSTU?

Finndu hlutann sem endurtekur sig. Settu ramma utan um hann.



GERUM SAMAN Klappmynstur

1



klapp stapp stapp

Félagi klappar og stappar: klapp, stapp, stapp.

2



Þú endurtekur hlutann.

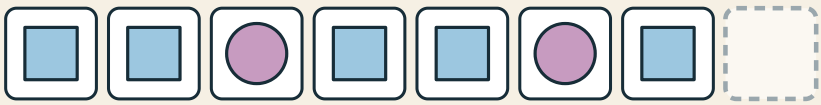
3



Skiptið um hlutverk. Búið til nýtt mynstur.

10

VILLULEIT Hvaða form kemur næst?





„Hringur.“



„Ferningur. Hlutinn er ferningur, ferningur, hringur.“

Segðu félaga hvers vegna.

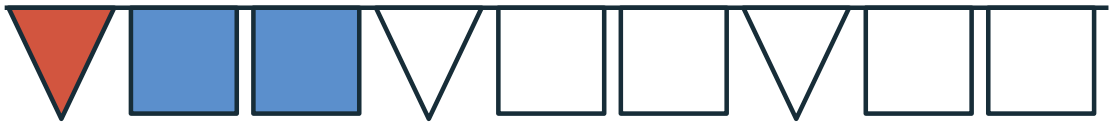
7 Settu ramma utan um hlutann sem endurtekur sig.



klapp stapp stapp skref klapp stapp stapp skref

8 Búðu til mynstur úr tveimur formum.
Settu ramma utan um hlutann sem endurtekur sig.

9 Litaðu fánalengjuna: rauður, blár, blár.
Haltu áfram til enda.



rauður blár blár

10 Tölur geta líka myndað mynstur.
Skrifaðu tölurnar sem vantar.

5 1 3 5 1 3 5 ☐ ☐

10

HEILABROT

Mynstrið er hringur, ferningur, ferningur. Hvert er tíunda formið?

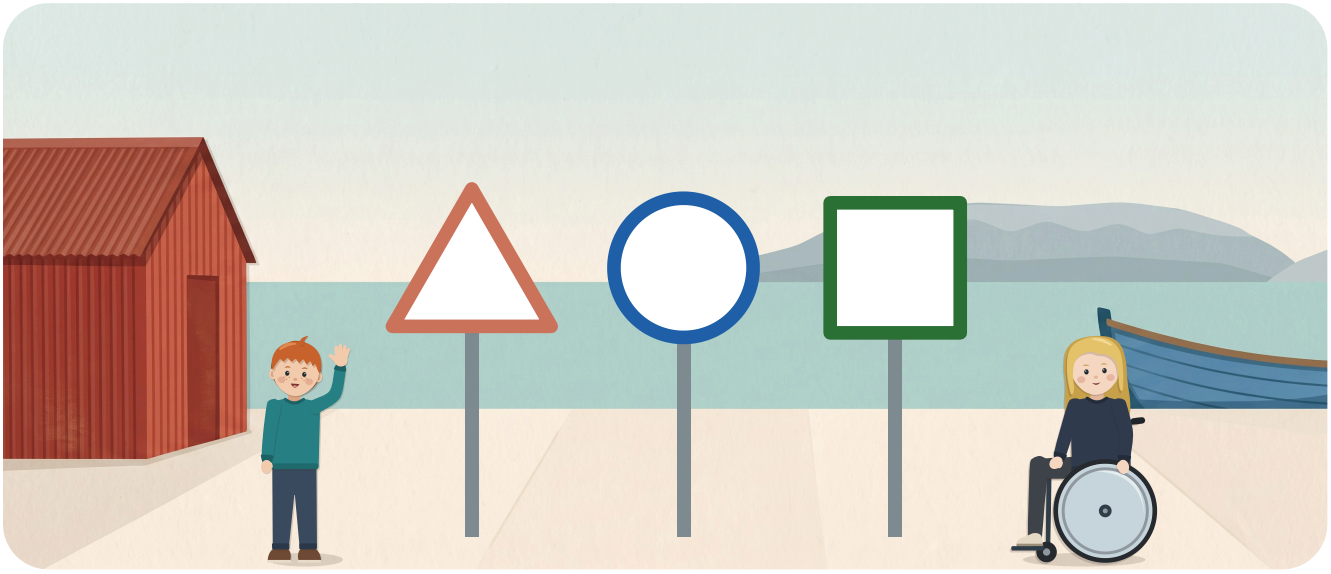


... 10. ☐

Sýndu félaga hlutann sem endurtekur sig.

3 Formaleitin

★ Ég get lýst formi með eigin orðum.

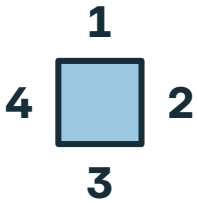


Lýstu einu skilti án þess að segja nafnið. Félagi finnur það.

SÝNIDÆMI

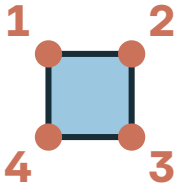
Ég hef fjórar jafnlangar hliðar. Hvað er ég?

1



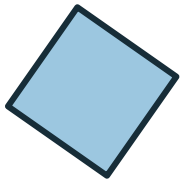
Ég tel hliðarnar: 4.

2



Ég tel hornin: 4.

3

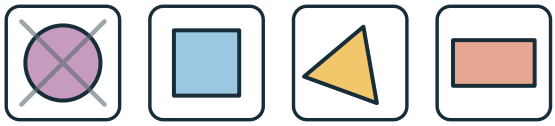


Ég snýst. Ég er enn ferningur.

Ég er ferningur.

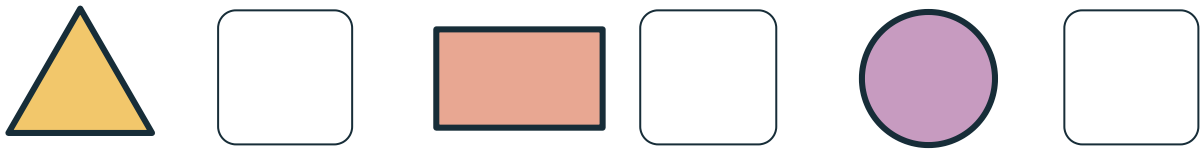
1 **PRÓFAÐU**

Ég hef þrjár beinar hliðar. Hvað heiti ég?
Dragðu hring um mig.



Æfðu þig

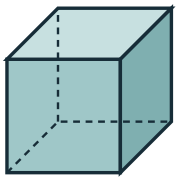
2 Teldu hornin á hverju formi.
Skrifaðu töluna í kassann.



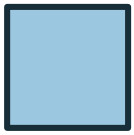
3 Teiknaðu ferning og hring.
Hve mörg horn alls?

4 Teiknaðu mynd úr tveimur þríhyrningum og hring.
Hve mörg form?

5 Segðu félaga muninn á teningi og ferningi.



teningur

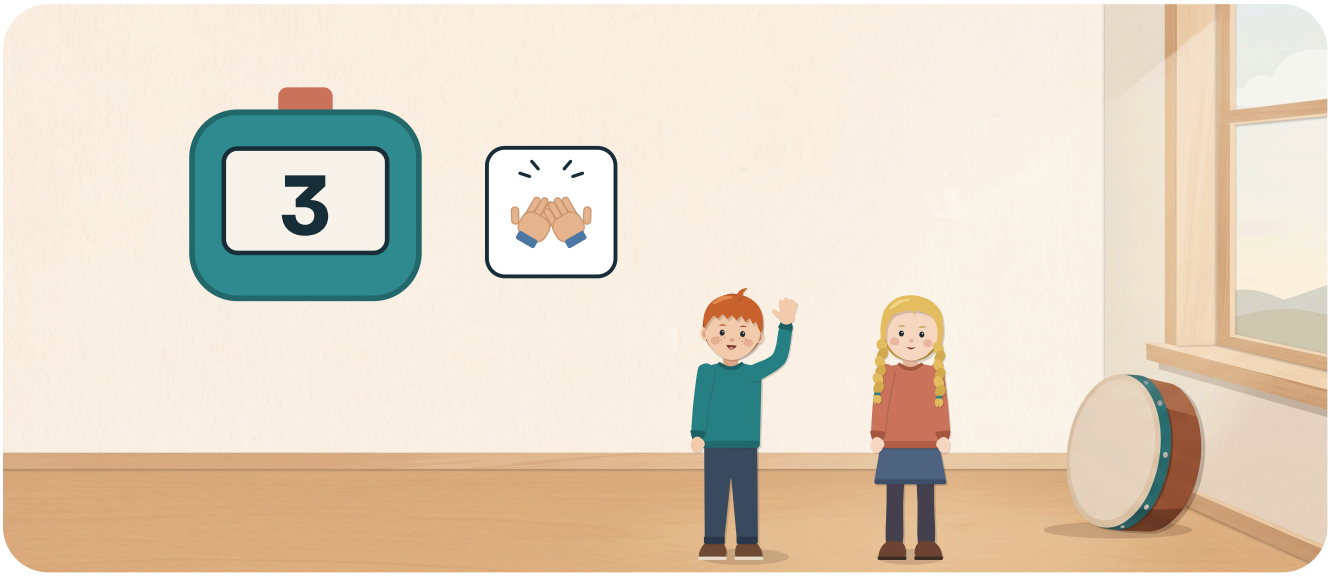


ferningur

Finndu hring og ferning í stofunni. Lýstu öðru fyrir félaga.

4 Teljari man fjöldann

★ Ég get uppfært teljara.



Teljarinn sýnir 3. Ari klappar einu sinni. Hvað sýnir hann þá?

SÝNIDÆMI

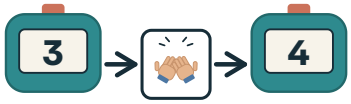
Teljari byrjar á 2. Bættu 1 við þrisvar.

1



Fyrsta klapp: 3.

2



Annað klapp: 4.

3



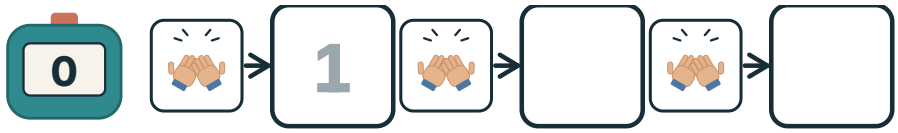
Þriðja klapp: 5.

Teljarinn sýnir 5.

Klappaðu nokkrum sinnum. Félagi er teljarinn og segir töluna.

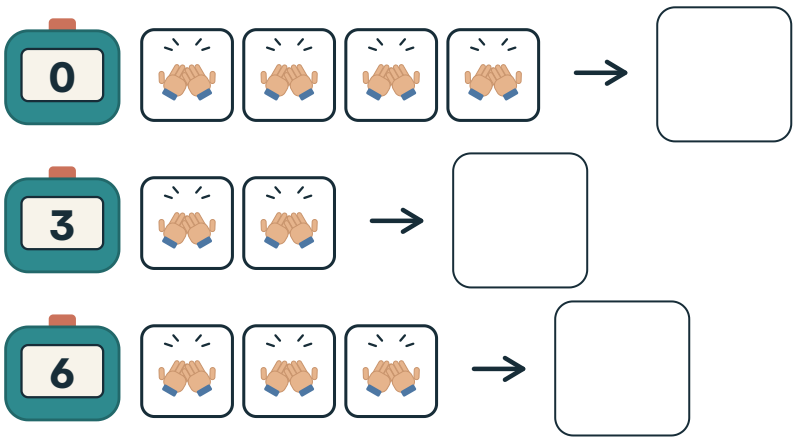
1 **PRÓFAÐU**

Teljarinn byrjar á 0.
Skrifaðu hvað hann sýnir eftir hvert klapp.



Æfðu þig

2 Teldu klöppin.
Hvað sýnir teljarinn þá?



3 Teljarinn var 2. Ari klappaði einu sinni.
Hann skrifaði 4. Hvað er rétt?



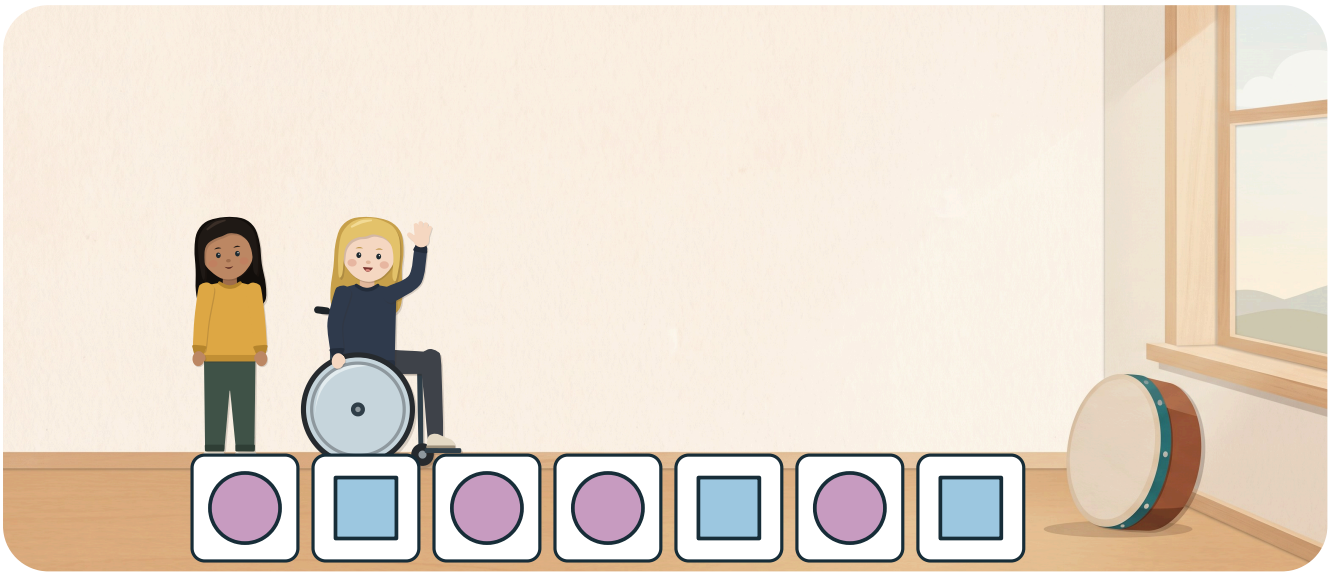
HEILABROT

Eftir þrjú klöpp sýnir teljarinn 7. Hvað sýndi hann fyrst?



5 Skráum niðurstöður

Ég get sýnt niðurstöður með merkjum.



Hvort eru fleiri hringir eða ferningar á gólfinu?

SÝNIDÆMI

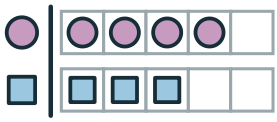
Fjögur spjöld eru hringir og þrjú ferningar. Hvernig skráum við?

1

hringir	4
ferningar	3

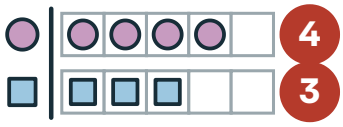
Í töflu: 4 og 3.

2



Í myndriti: eitt merki fyrir hvert spjald.

3



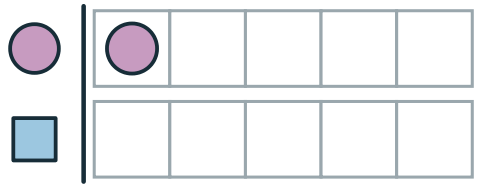
Ég athuga að tölurnar passi.

Hringir: 4 merki. Ferningar: 3 merki.

1 **PRÓFAÐU**

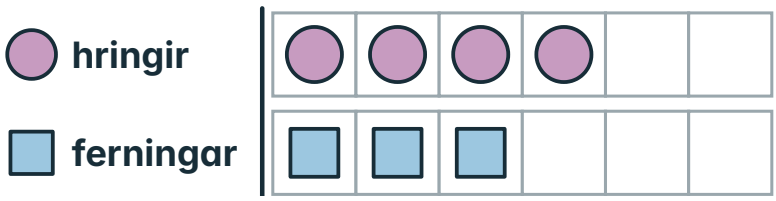
Teiknaðu eitt merki fyrir hvert spjald.

hringir	4
ferningar	3



Æfðu þig

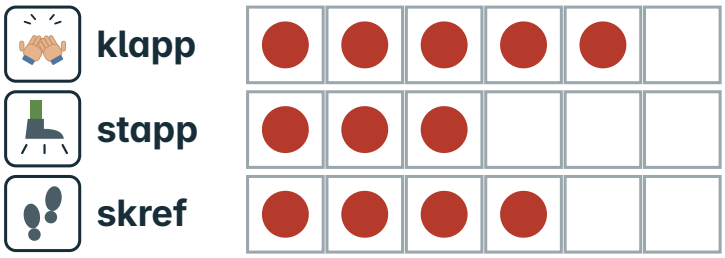
2 Hve mörg spjöld eru alls?
Hve mörgum fleiri eru hringirnir en ferningarnir?



alls ☐

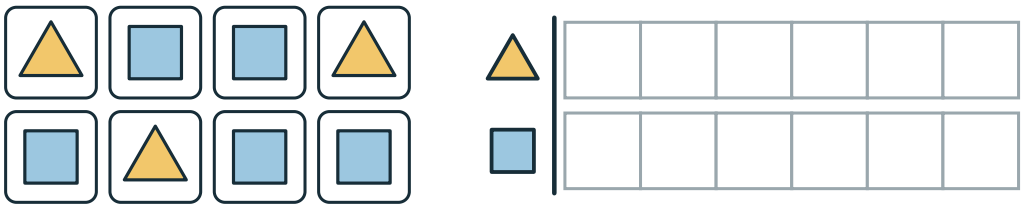
fleiri ☐

3 Segðu félaga eina niðurstöðu.
Sýndu hvar þú sérð hana.



dæmi

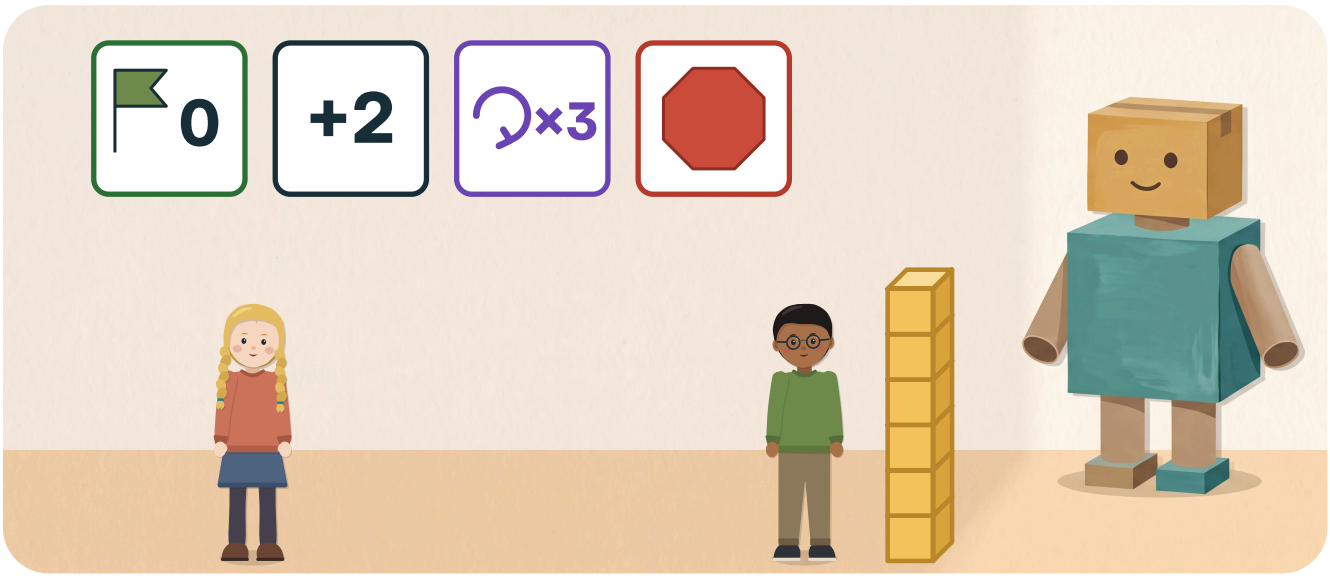
4 Teldu spjöldin.
Teiknaðu eitt merki fyrir hvert spjald.



Félagi spyr þig spurningar um myndritið.

6 Búum til leik

★ Ég get samið fyrirmæli sem segja hvenær á að hætta.



Lóa les spjöldin. Teitur er vélmennið og byggir. Passar turninn?

SÝNIDÆMI

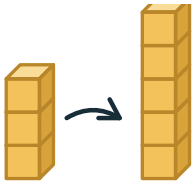
Byrjaðu með 1 kubb. Bættu 2 við. Gerðu það tvisvar. Hættu.

1



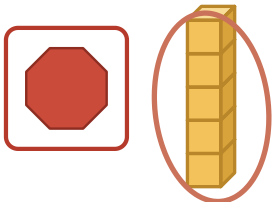
Ég byrja með 1.

2



Svo 3 og svo 5.

3

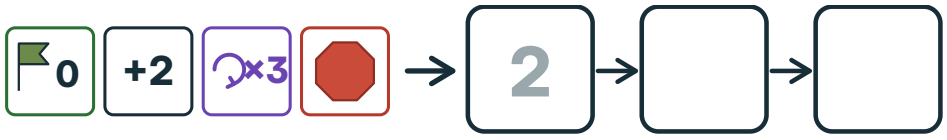


Ég hef gert það tvisvar. Ég hætti.

Turninn hefur 5 kubba.

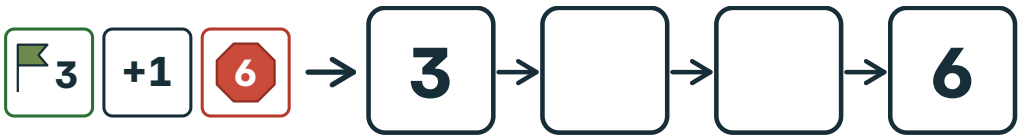
1 **PRÓFAÐU**

Fylgdu spjöldunum.
Skrifaðu fjöldann eftir hvert skref.

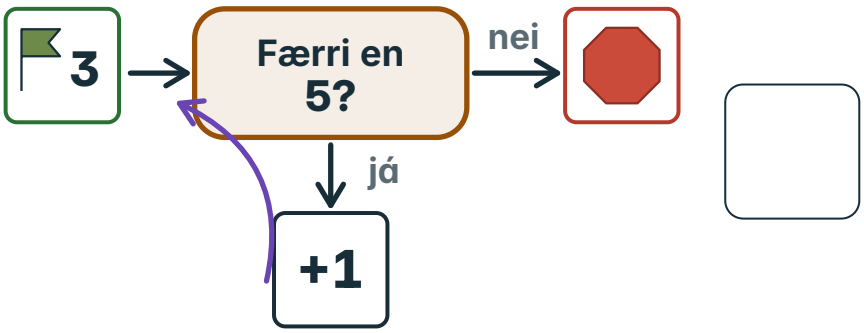


Æfðu þig

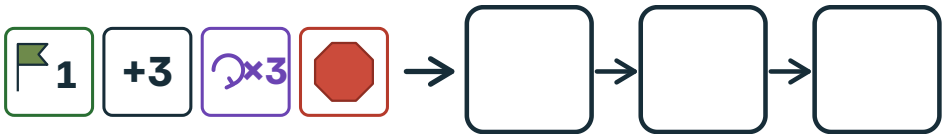
2 Byrjaðu með 3. Bættu einum við þar til þú hefur 6.
Skrifaðu hvert skref.



3 Byrjaðu með 3. Fylgdu örvunum.
Hve oft bætir þú einum við?



4 Fylgdu spjöldunum.
Skrifaðu fjöldann eftir hvert skref.



Byggðu turninn úr verkefni 4 með kubbum. Passar talan?

MANSTU?

Skýr fyrirmæli segja hvar við byrjum, hvað við gerum og hvenær við hættum.



LEIKUM Vélmennaleikurinn

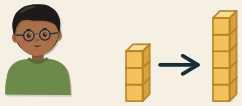
2 leikmenn · kubbar · spjöld (aftast)

1. 

Veldu spjöld: byrjun, skref, endurtekningu og stöðvun.

2. 

Lestu fyrirmælin fyrir félaga.

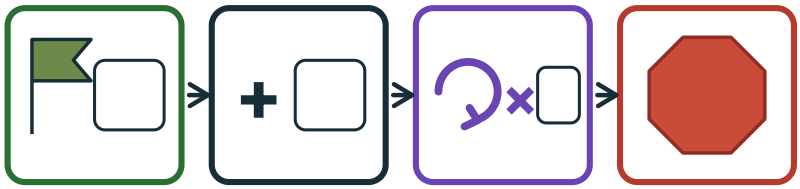
3. 
Félaginn er vélmenni og byggir.

4. 

Athugið saman: Passar turninn?

5. 
Skiptið um hlutverk.

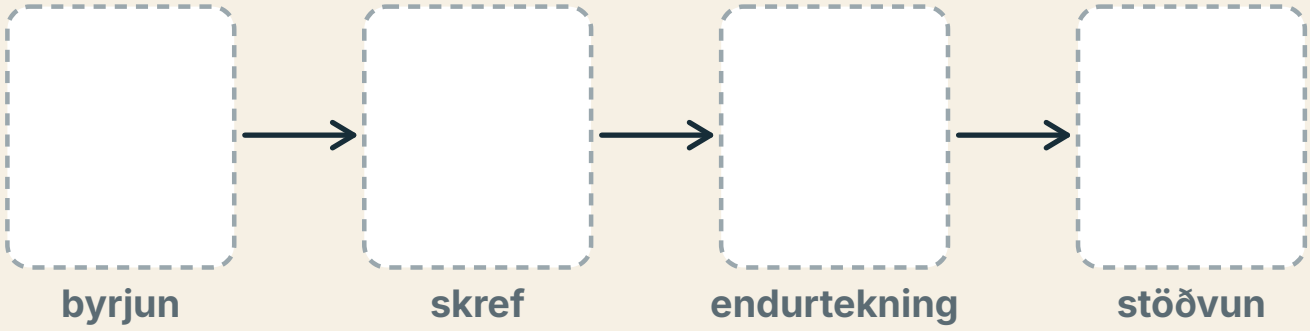
5 Búðu til þína eigin reglu.
Teiknaðu turninn. Hve margir kubbar eru í lokin?



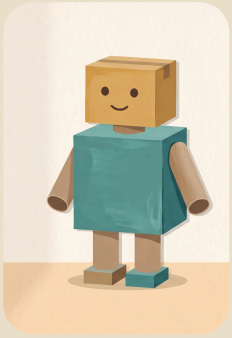
10

LEIKUM

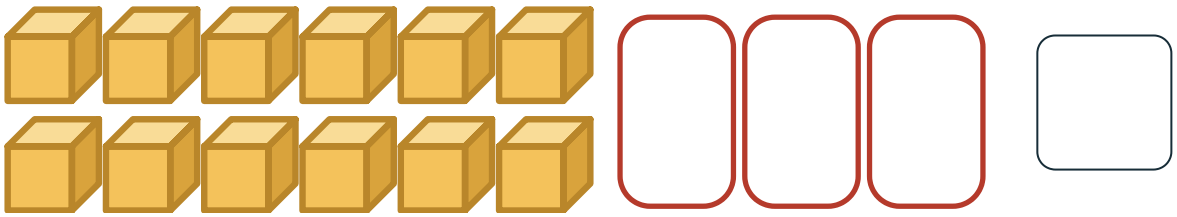
Vélmennaleikurinn



Hér byggir vélmennið turninn



6 Skiptu 12 kubbum jafnt í 3 hópa.
Hve margir eru í hverjum hópi?



HEILABROT

Byrjaðu með 10 kubba. Taktu 2 burt þar til enginn er eftir. Hve oft tekur þú burt?



Prófaðu regluna þína fyrst. Láttu svo félaga prófa.

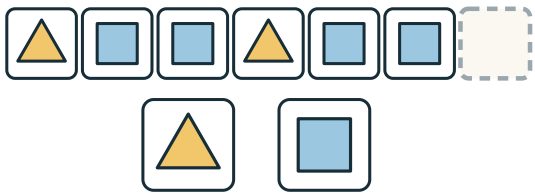
Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Hvað er á milli hringsins og ferningsins? Dragðu hring um það.



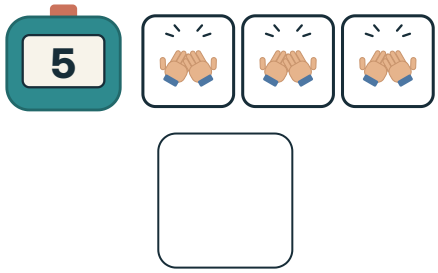
2 Hvað kemur næst? Dragðu hring.



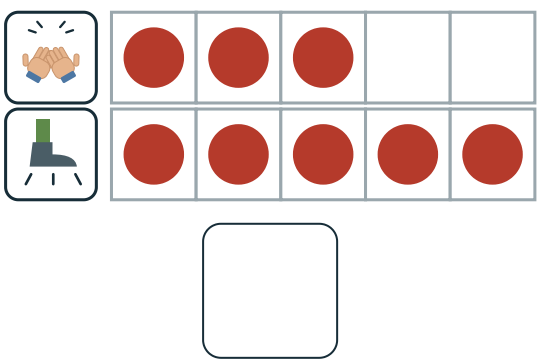
3 Ég hef fjögur horn. Allar hliðar mínar eru jafnlangar. Dragðu hring um mig.



4 Teljarinn sýnir 5. Teldu klöppin. Hvað sýnir hann þá?



5 Hve mörgum fleiri eru stöppin en klöppin?



6 Hve margir kubbar eru í lokin?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

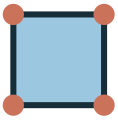
Dragðu hring um myndina.



Hvar er kubburinn?



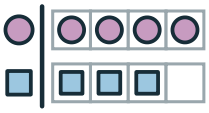
Mynstur



Formaleitin



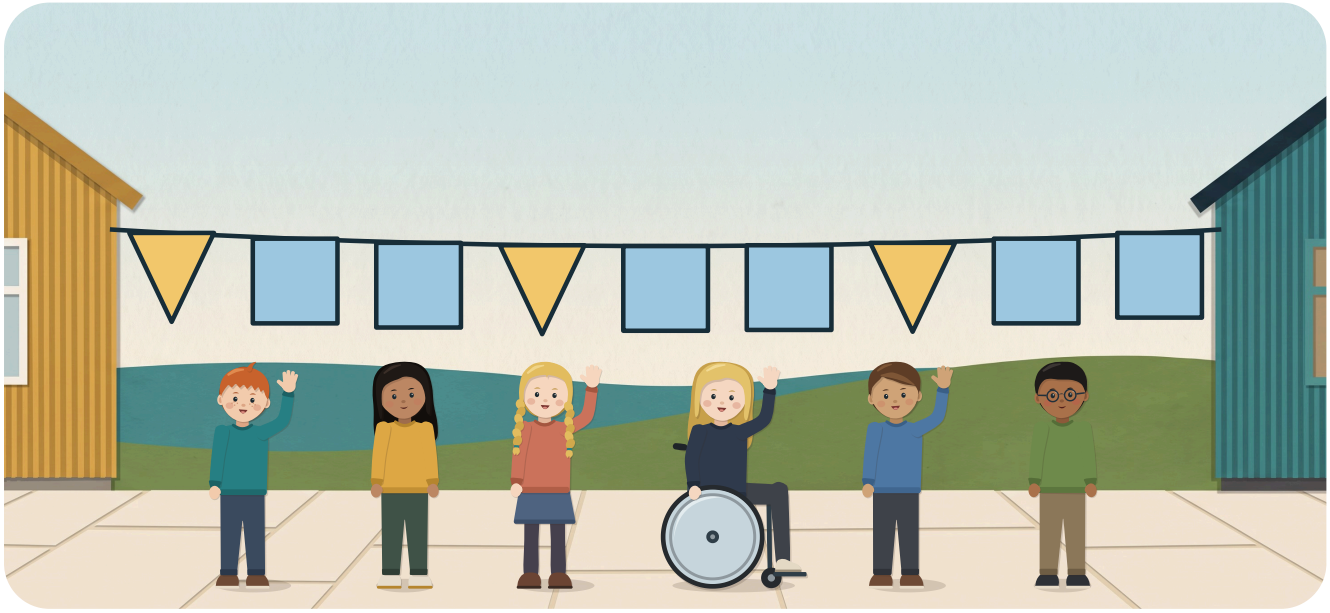
Teljari



Skráum niðurstöður

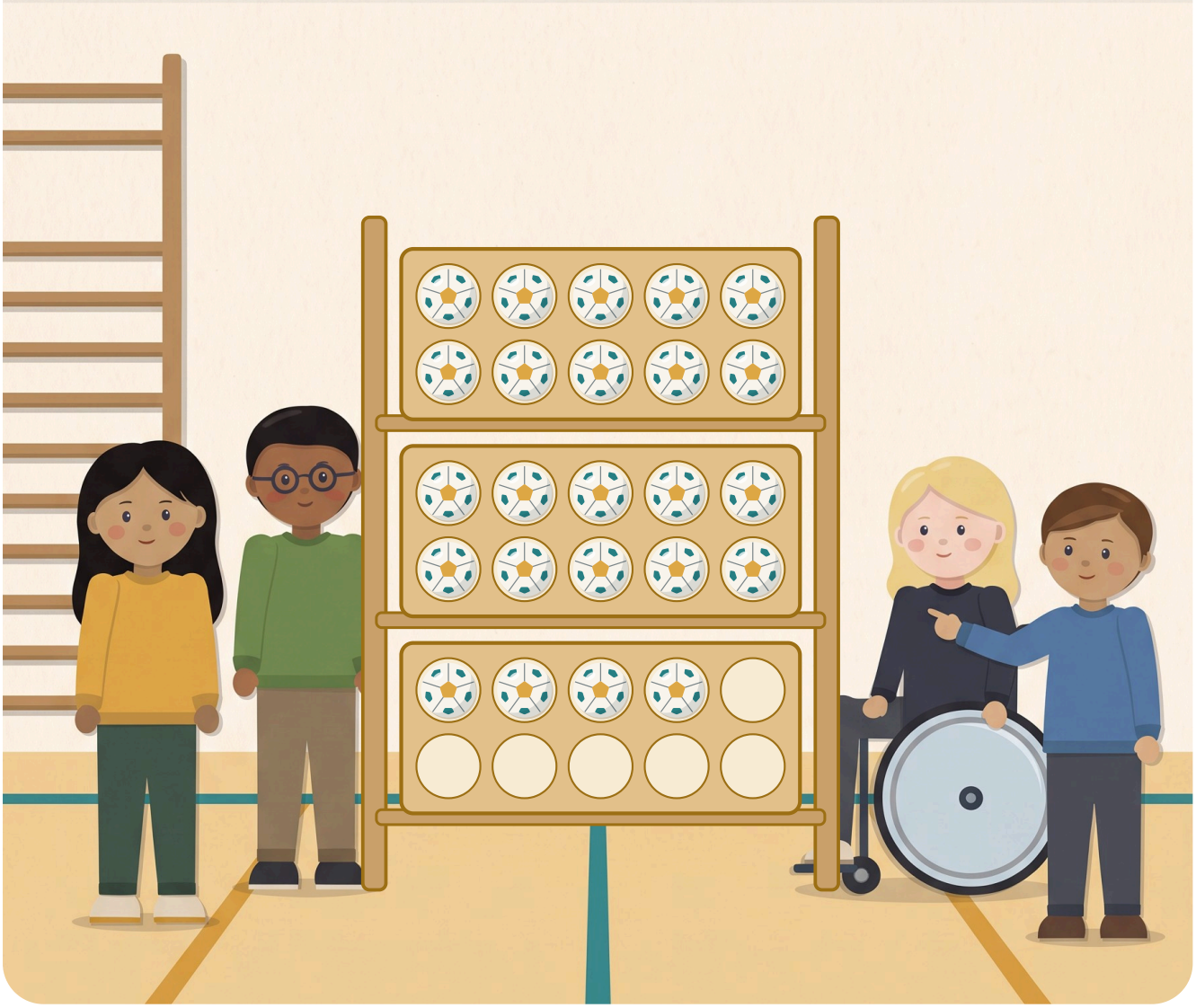


Búum til leik



11. KAFLI

Tíu og tugir



Hve margir boltar eru í grindunum?

Full grind: tíu.

Teldu svo hina.

Í þessum kafla

1 Tveir tugir ..... bls. 206
2 Aftur að tíu ..... bls. 210
3 Tölur í leik ..... bls. 212
4 Berum saman ..... bls. 214
5 Einn eða tíu í viðbót ..... bls. 218
6 Sætisgildisleit ..... bls. 220
✓ Hvað kann ég? ..... bls. 222

Orðin okkar



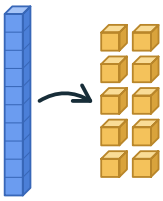
10

tugur



1

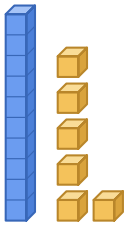
eining



skipta tug

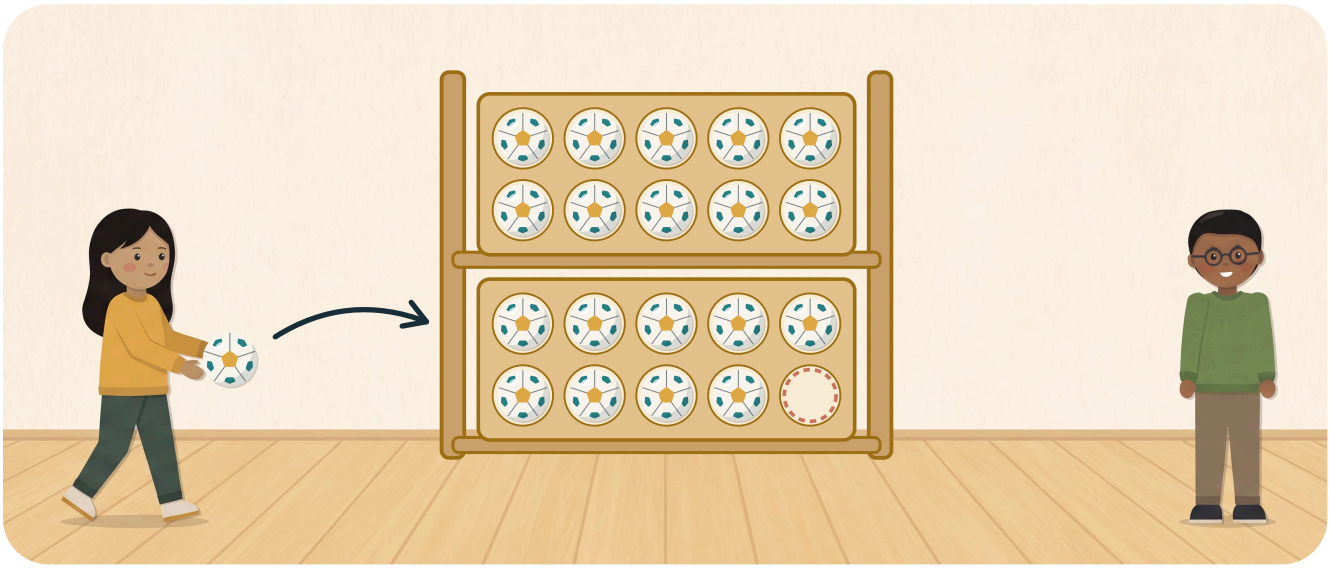
Hvað veit ég nú þegar?

Hve margir kubbar eru þetta?
Skrifaðu töluna.



1 Tveir tugir

★ Ég get skipt tíu einingum fyrir tug.

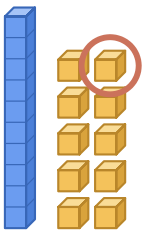


Edda setur boltann í grindina. Hve margir boltar eru þá?

SÝNIDÆMI

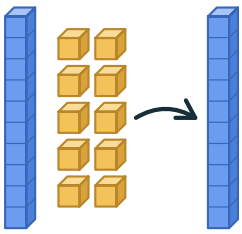
Reiknaðu 19 + 1.

1



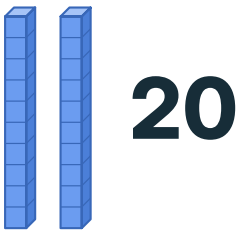
Níu einingar og ein verða tíu.

2



Tíu einingar verða nýr tugur.

3

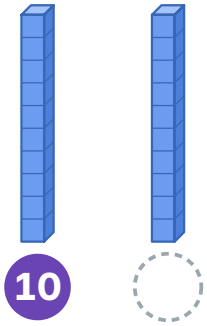


Nú eru tugirnir tveir.

19 + 1 = 20. Tveir tugir.

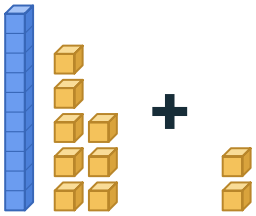
1 **PRÓFAÐU**

Hve margar einingar eru tveir tugir?



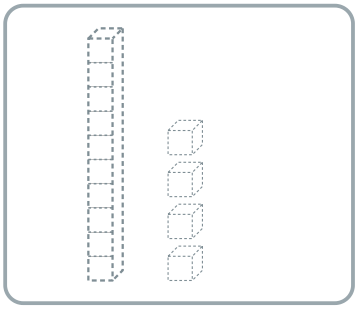
Æfðu þig

2 Einn tugur og átta einingar.
Tvær bætast við. Hve margir tugir eru þá?

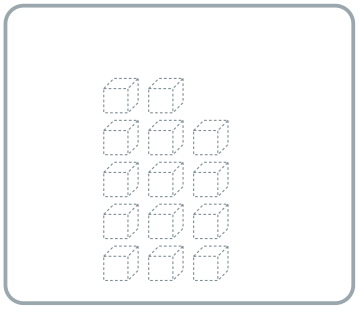


\+ ☐ **tugir**

3 Litaðu 14 á tvo vegu.

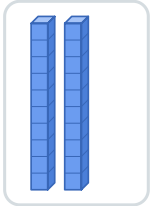


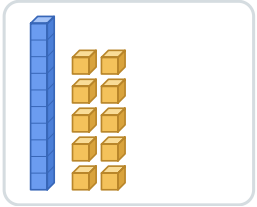
tugur og einingar

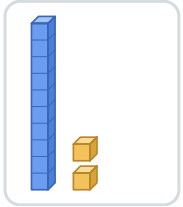


bara einingar

4 Dragðu hring um myndirnar sem sýna 20.

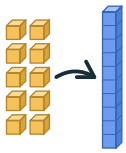






MANSTU?

Tíu einingar eru einn tugur. Fjöldinn breytist ekki.



VILLULEIT

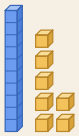
Er 1 tugur og 7 einingar jafnmikið og 7 tugir og 1 eining?

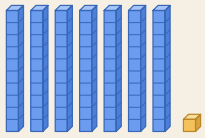


„Já, það eru sömu tölustafir.“



„Nei, sjö tugir eru miklu meira.“



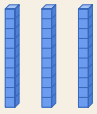


Segðu félaga hvort þeirra hefur rétt fyrir sér.

LEIKUM

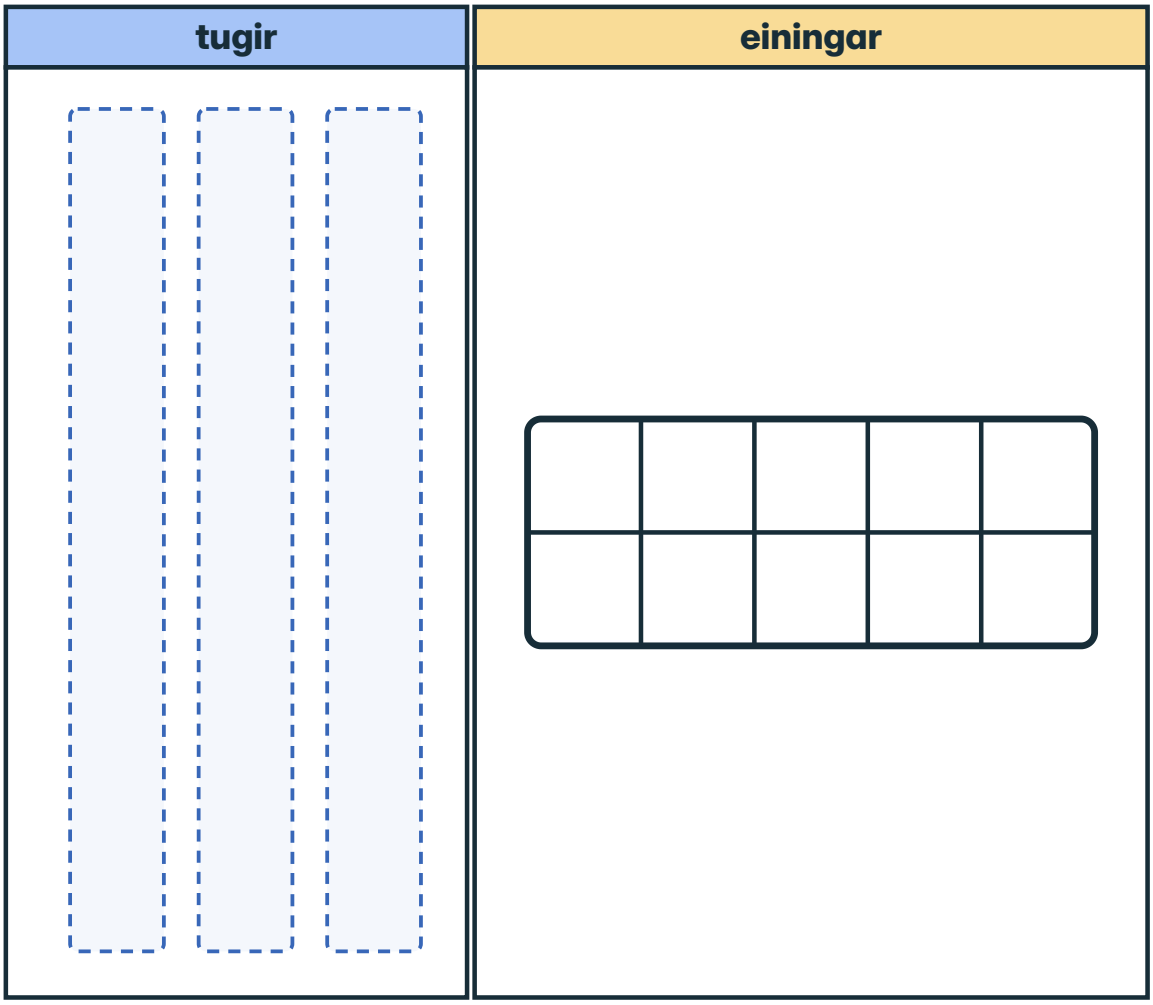
Skiptum í tug

2 leikmenn **einn teningur** **kubbar og tugastikur**

1. 
   Kastaðu teningnum.
2. 
   Settu jafnmarga kubba í reitina.
3. 
   Tíu kubbar? Skiptu þeim fyrir tugastiku.
4. 
   Nú er komið að félaga þínum.
5. 
   Haldið áfram þar til tugirnir eru þrír.

LEIKUM

Skiptum í tug



Við búum saman til þrjá tugi.

Hve marga kubba vantar í næsta tug?

HEILABROT

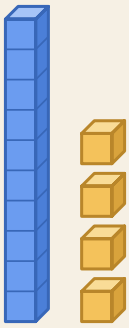
Sýndu 20 á þrjá vegu. Skrifaðu tölurnar sem vantar.

☐ tugir	1 tugur og ☐ einingar	☐ einingar

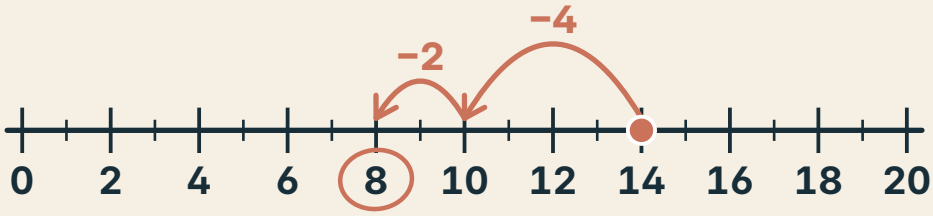
Segðu félaga: Hvenær verða einingar að tug?

2 Aftur að tíu

★ Ég get farið fyrst niður í tíu þegar ég dreg frá.



14

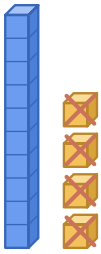


Við hoppum frá 14 niður í 8. Hvar stoppum við á leiðinni?

SÝNIDÆMI

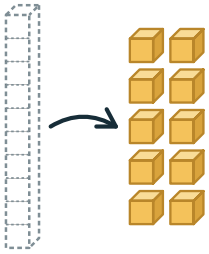
Reiknaðu 14 − 6. Ég skipti 6 í 4 og 2.

1



Ég tek fjórar: 14 − 4 = 10.

2



Ég opna tuginn: tíu einingar.

3

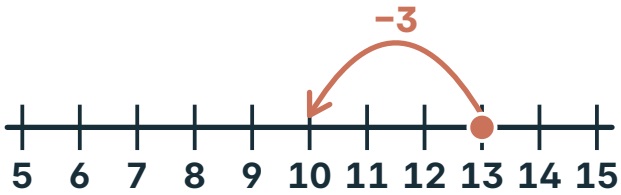


Ég tek tvær í viðbót: 10 − 2 = 8.

14 − 6 = 8

1 **PRÓFAÐU**

Reiknaðu 13 − 5. Farðu fyrst niður í 10.

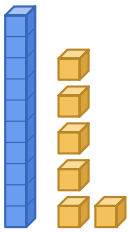


13 − 3 = 10

13 − 5 = ☐

Æfðu þig

2 Strikaðu yfir sex einingar. Reiknaðu 16 − 6.



16 − 6 = ☐

3 Reiknaðu 12 − 4. Hoppaðu fyrst niður í 10.

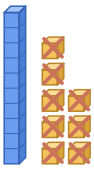


12 − 4 = ☐

4 Ari segir að 18 − 8 sé 1.
Hvað er rétt? Segðu félaga hvers vegna.



18 − 8 = 1



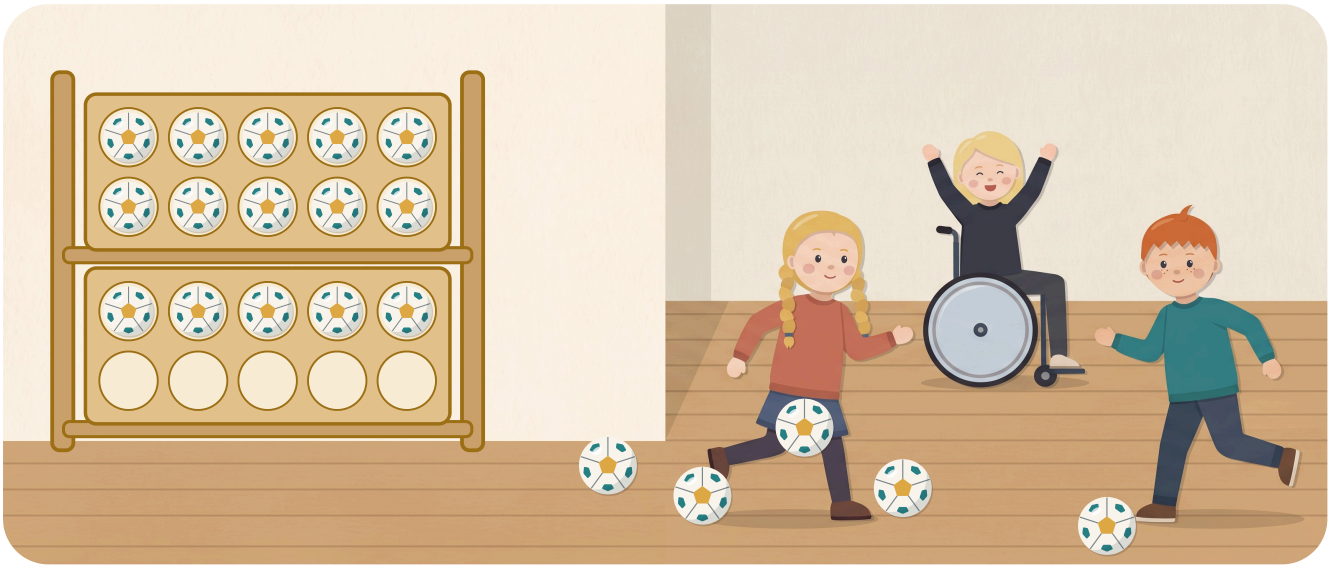
☐

5 Farðu fyrst niður í 10. Reiknaðu.

16 − 7 = ☐ **12 − 5 = ☐** **11 − 3 = ☐**

3 Tölur í leik

★ Ég get valið og sýnt reiknileið.

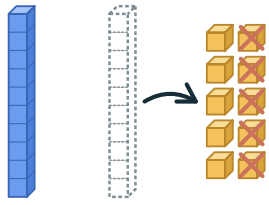


Hve margir boltar eru eftir í grindunum?

SÝNIDÆMI

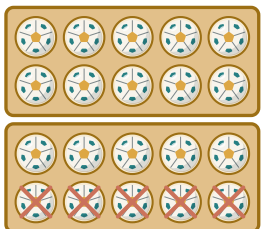
Tuttugu boltar. Fimm fara í leik. Hve margir eru eftir?

1



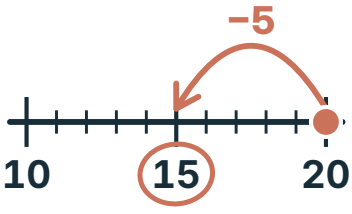
Með tugum: ég opna tug og tek fimm.

2



Með grindum: ég tek fimm bolta.

3

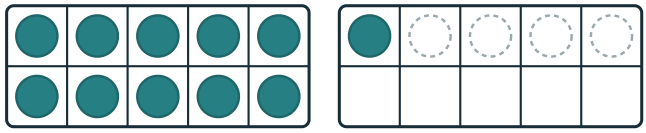


Með línu: ég hoppa fimm til baka.

20 − 5 = 15. Svarið er minna en 20.

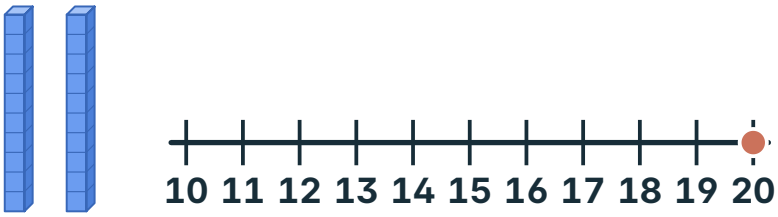
1 **PRÓFAÐU**

Ellefu börn eru í leik. Fjögur bætast við.
Hve mörg eru þau þá?



Æfðu þig

2 Tuttugu spjöld eru í kassa. Sjö eru notuð.
Hve mörg eru eftir? Veldu leið.



3 Skrifaðu töluna sem vantar.

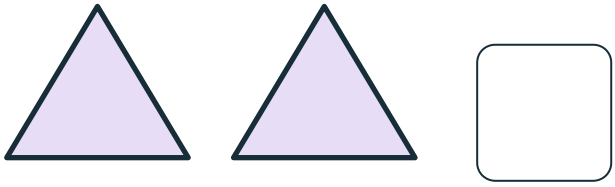


$9 + \square = 16$

4 Reiknaðu. Veldu leið.

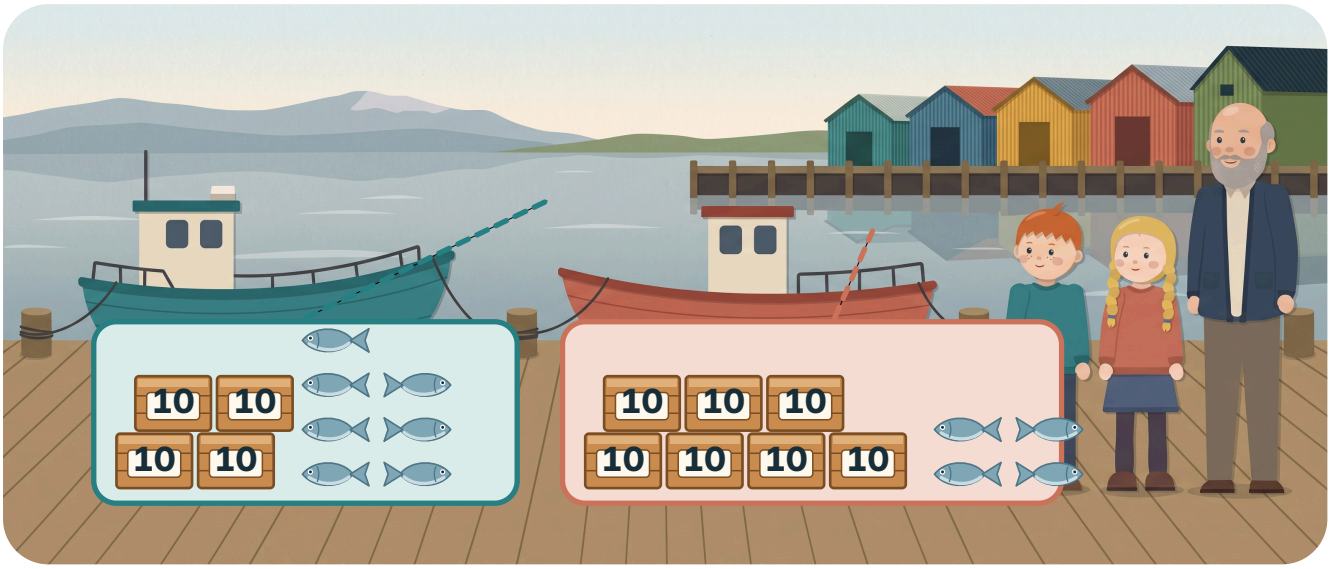
$12 + 7 = \square$ $20 - 4 = \square$ $16 - 9 = \square$

5 Rifjum upp: tveir þríhyrningar.
Hve mörg horn eru alls?



4 Berum saman

★ Ég get borið saman tölur með tugum og einingum.

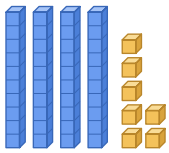


Hvor báturinn kom með fleiri fiska?

SÝNIDÆMI

Hvort er stærra, 47 eða 74?

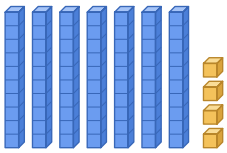
1



47

47 er fjórir tugir og sjö einingar.

2



74

74 er sjö tugir og fjórar einingar.

3

47 **74**

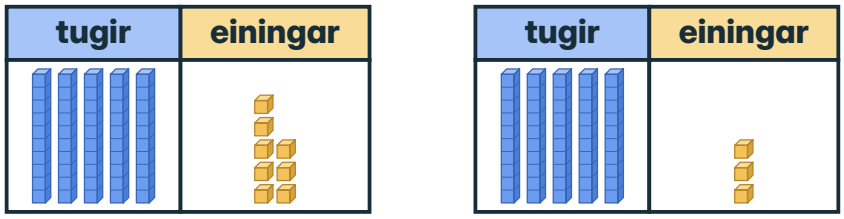
4 tugir 7 tugir

Sjö tugir eru fleiri en fjórir.

74 er stærra en 47.

1 **PRÓFAÐU**

Hvor talan er minni, 58 eða 53?
Dragðu hring um hana.



58 **53**

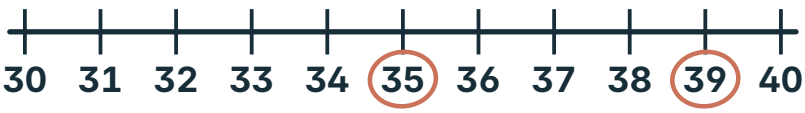
Tugir: 5 og 5. Þeir eru jafnmargir.

Æfðu þig

2 Merktu 74, 40, 60 og 47 á línuna.
Skrifaðu þær frá minnstu til stærstu.



3 Skrifaðu tölu sem er stærri en 35
en minni en 39.



4 Dragðu hring um stærri töluna.

36 eða **63** **29** eða **31** **80** eða **79**

MANSTU?

Berðu fyrst saman tugina. Ef þeir eru jafnmargir, berðu saman einingarnar.

47	74
tugir	tugir

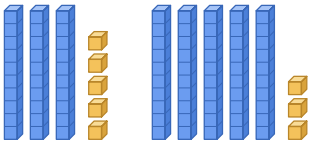
GERUM SAMAN **Byggjum og berum saman**

1

3	5

Dragðu tvö talnaspjöld.

2



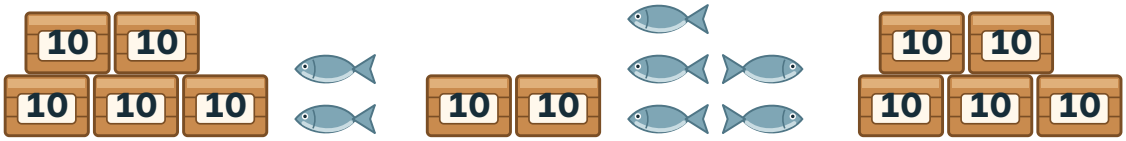
Búðu til tvær tölur: 35 og 53.

3

35 **53**

Hvor er stærri? Segðu félaga hvers vegna.

5 Skrifaðu hve margir fiskar eru.
Dragðu hring um stærstu töluna.



6 Skrifaðu tölurnar frá minnstu til stærstu.

61 16 60

minnst stærst

7 Teiknaðu 42 og 24 með tugum og einingum. Dragðu hring um stærri töluna.

tugir	einingar

42

tugir	einingar

24

HEILABROT

Ég er stærri en 60 og minni en 70. Einingarnar eru 5. Hvaða tala er ég?

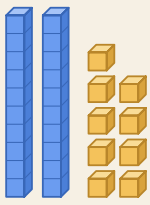
VILLULEIT **Hvor talan er stærri, 29 eða 31?**

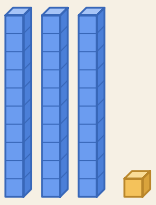


„29, því 9 er meira en 1.“



„31, því 3 tugir eru fleiri en 2.“



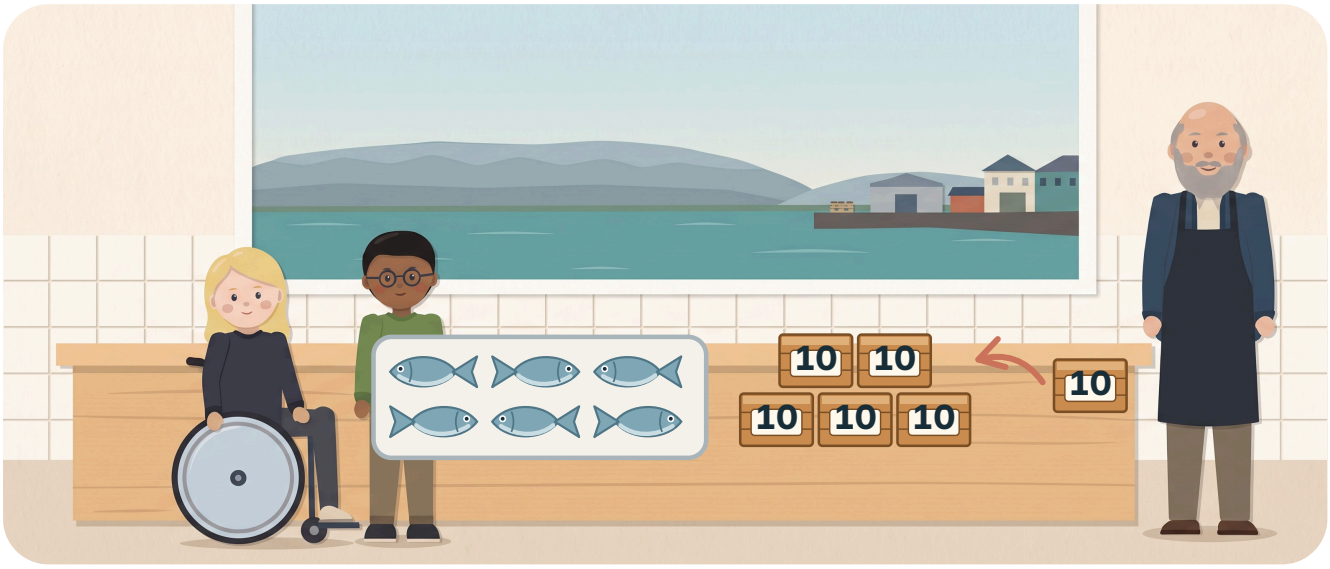


Segðu félaga hvort þeirra hefur rétt fyrir sér.

Segðu félaga: Hvort berðu fyrst saman, tugi eða einingar?

5 Einn eða tíu í viðbót

Ég get fundið hvað er einum eða tíu meira eða minna.

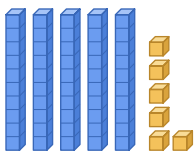


Einn kassi bætist við. Hve margir fiskar verða þá?

SÝNIDÆMI

Hvað er tíu meira en 56?

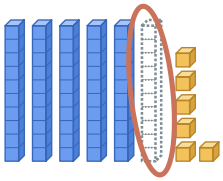
1



56

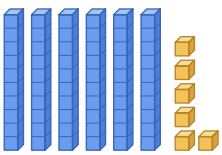
56 er fimm tugir og sex einingar.

2



Ég bæti einum tug við.

3



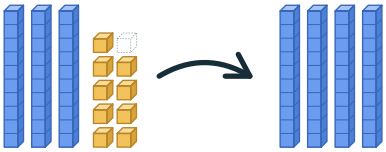
66

Einingarnar eru áfram sex.

56 + 10 = 66

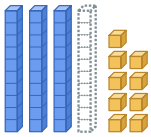
1 **PRÓFAÐU**

Hvað er einum meira en 39?

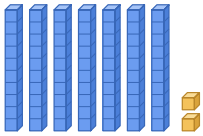


Æfðu þig

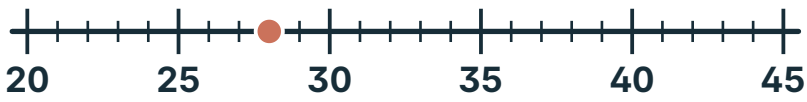
2 Hvað er tíu meira en 39?



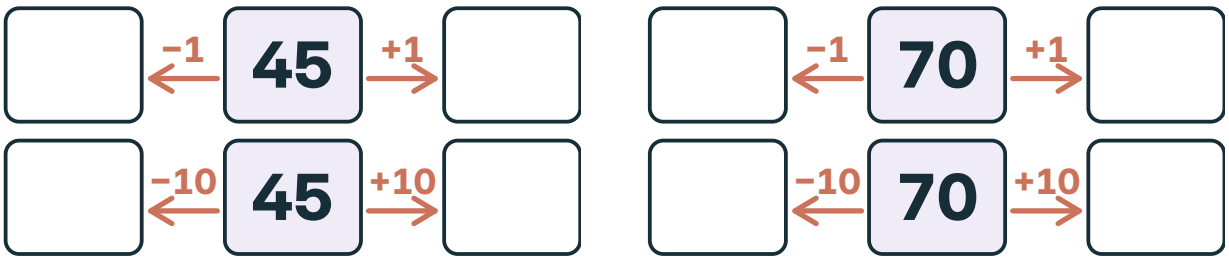
3 Strikaðu yfir einn tug.
Hvað er tíu minna en 72?



4 Þú stendur á 28. Hoppaðu 2 og svo 10 áfram.
Hvar lendirðu?



5 Skrifaðu tölurnar sem vantar.



6 Sætisgildisleit

★ Ég get skrifað tölu út frá tugum og einingum.

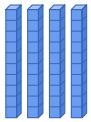


Á töflunni stendur 34. Hvað merkir 3 í 34?

SÝNIDÆMI

Fjórir tugir og engar einingar. Hvaða tala er það?

1

tugir	einingar
	

Fjórir tugir. Engar einingar.

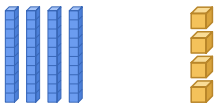
2

tugir	einingar
4	0

Ég skrifa 4 og 0.

3

40 4

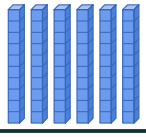


Núllið heldur sætinu. 40 er ekki 4.

4 tugir og 0 einingar eru 40.

1 **PRÓFAÐU**

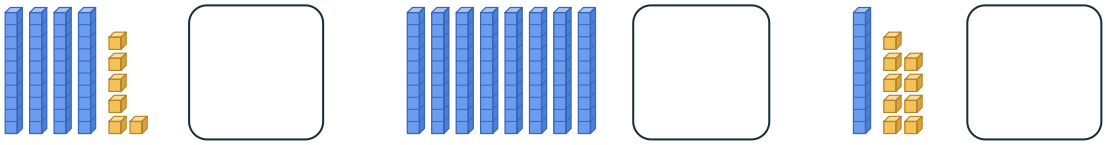
Ég hef 6 tugi og 0 einingar. Hvaða tala er ég?

tugir	einingar
	

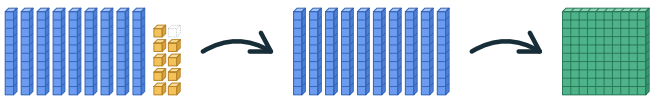
6 ☐

Æfðu þig

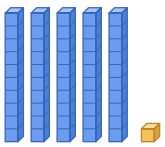
2 Skrifaðu töluna.



3 9 tugir og 9 einingar. Einn kubbur bætist við.
Hvaða tala er það þá?

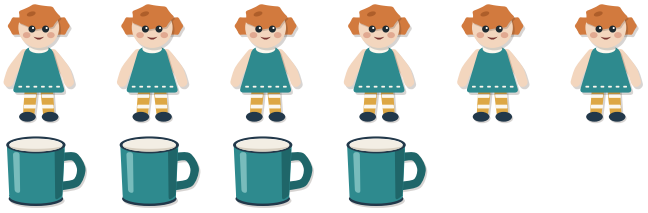


4 Skrifaðu 51 sem tugi og einingar.



51 = ☐ + ☐

5 Rifjum upp: sex dúkkur fá bolla.
Fjórir bollar eru til. Hve marga vantar?

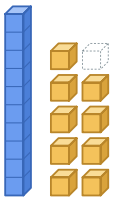


☐

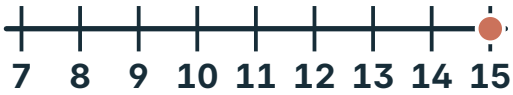
Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 1 tugur og 9 einingar.
Ein bætist við.
Hvaða tala er það?

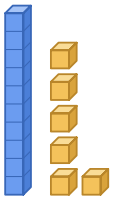


2 Reiknaðu 15 − 7.
Farðu fyrst niður í 10.



15 − 7 = ☐

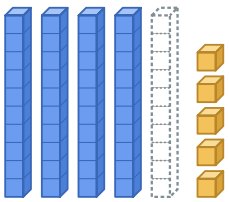
3 Sextán spjöld.
Sjö eru notuð.
Hve mörg eru eftir?



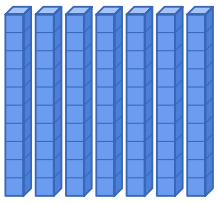
4 Dragðu hring um stærri töluna.

38 **83**

5 Hvað er tíu meira en 45?



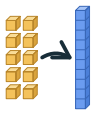
6 7 tugir og 0 einingar.
Hvaða tala er það?



Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

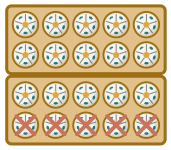
Dragðu hring um myndina.



Tveir tugir



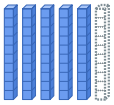
Aftur að tíu



Tölur í leik

47 74

Berum saman



Einn eða tíu í viðbót

4 0

Sætisgildisleit



12. KAFLI

Við mælum, skráum og borgum



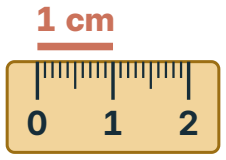
Hvaða leikur fékk flest atkvæði?

Teldu merkin í hverri röð.

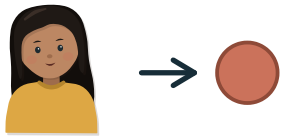
Í þessum kafla

1 Fyrst og síðan bls. 226
2 Við vitum ekki fyrirfram bls. 228
3 Lítil rannsókn bls. 232
4 Sama upphæð bls. 234
5 Í búðinni bls. 236
6 Mælum og áætlum bls. 240
✓ Hvað kann ég? bls. 242

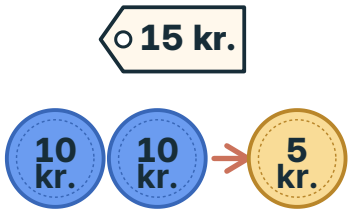
Orðin okkar



sentimetri



svar



til baka

Hvað veit ég nú þegar?
Hve margar krónur eru þetta?



kr.

1 Fyrst og síðan

★ Ég get raðað atburðum og borið saman tíma.



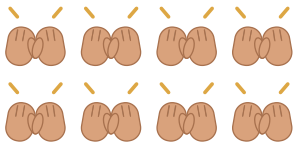
Ari klappar á meðan Edda gengur. Hvað mælir hann?

SÝNIDÆMI

Lóa og Ari fóru sömu leið. Lóa var 8 klöpp og Ari 3 klöpp. Hvort þeirra var fljótara?

1

Lóa



Lóa gekk: 8 klöpp.

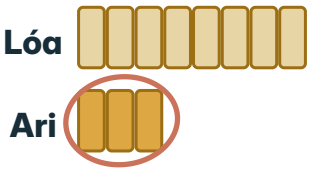
2

Ari



Ari hljóp: 3 klöpp.

3

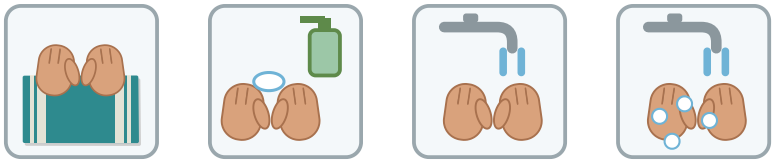


Færri klöpp: styttri tími.

Ari var fljótari.

1 **PRÓFAÐU**

Í hvaða röð þvoum við hendur? Skrifaðu 1–4.



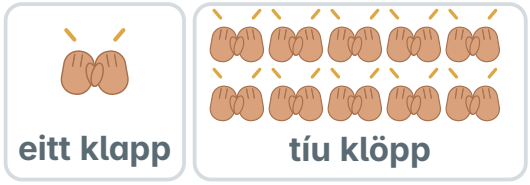
		1	

Æfðu þig

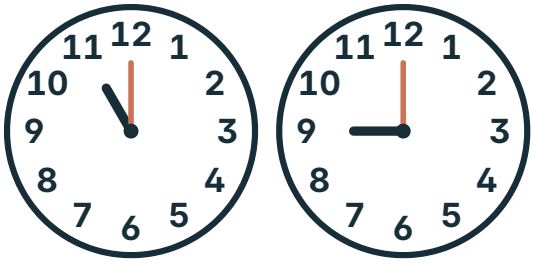
2 Í hvaða röð gerist þetta? Skrifaðu 1, 2 og 3.



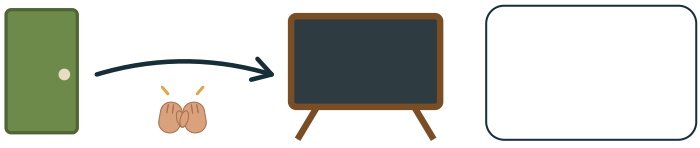
3 Hvort tekur lengri tíma á sama hraða?



4 Hvor klukkan er fyrr um morguninn?



5 Gakktu frá dýrunum að töflunni.
Félagi klappar jafnt. Hve mörg klöpp?

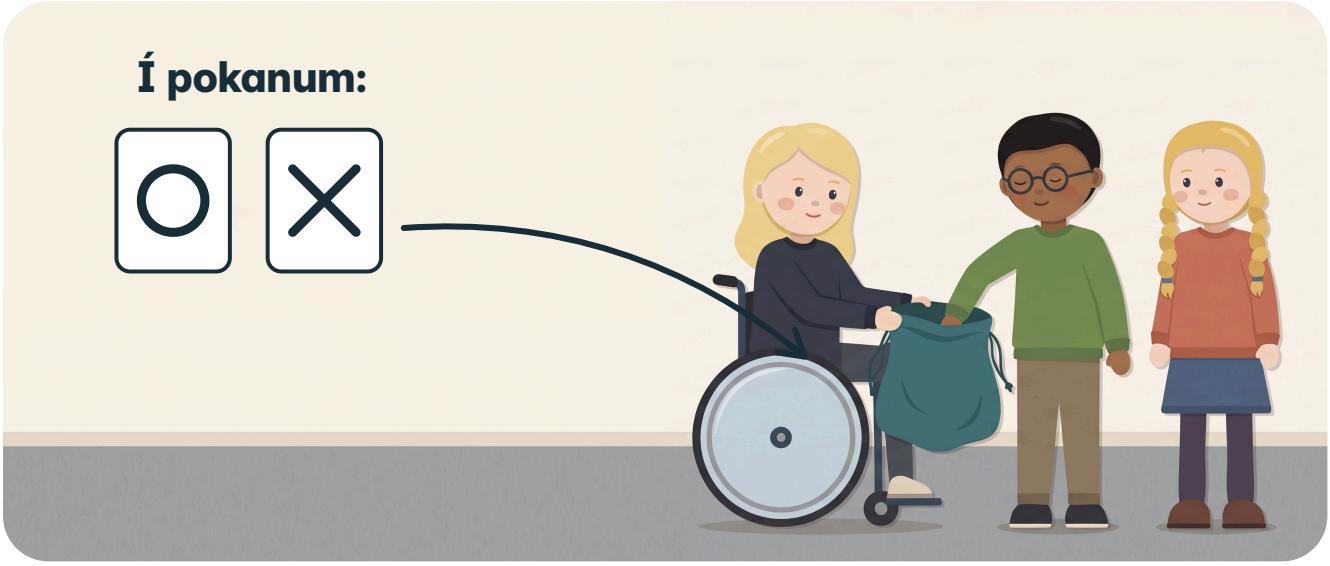


6 Geta tveir hópar verið mislengi að klappa tíu sinnum?

já nei

2 Við vitum ekki fyrirfram

★ Ég get dregið úr poka og skráð hvað kemur.



Hvaða spjald dregur Teitur upp úr pokanum?

SÝNIDÆMI

Hvers vegna getur annað spjald komið næst?

1



Spjaldið fer aftur í pokann.

2



Við kíkjum ekki ofan í pokann.

3



Hringur eða kross: bæði geta komið.

Bæði hringur og kross geta komið.

1 **PRÓFAÐU**

Veistu örugglega hvort hringur eða kross kemur næst?



Í pokanum:

○ ✕ ?

já nei

Bæði spjöldin eru í pokanum.

Æfðu þig

2 Getur þríhyrningur komið úr þessum poka?



Í pokanum:

○ ✕ | △ ?

já nei

3 Dragðu hring um rétta orðið.

Í pokanum	Út kemur			
○ ○ ○	○	öruggt	gæti gerst	ómögulegt
○ ✕	✕	öruggt	gæti gerst	ómögulegt
○ ✕	△	öruggt	gæti gerst	ómögulegt

4 Úr hvorum pokanum er líklegra að fá hring?
Dragðu hring um pokann.

A ○ ○ ○ ✕

B ○ ✕ ✕ ✕

MANSTU?

Við vitum ekki hvað kemur næst. Við getum skráð það sem kemur.



GERUM SAMAN ## Spáum og drögum

1



Spáðu: hve margir hringir koma?

2



Dragðu án þess að kíkja.

3

	○	×
1	\	
2		\

Settu spjaldið aftur og merktu í skrána.

VILLULEIT ## 6 hringir og 4 krossar komu. Hvað kemur næst?



„Hringur! Hann kom oftast.“



„Við vitum það ekki. Bæði geta komið.“

○ 𝍸 | × ||||

Segðu félaga hvort þeirra hefur rétt fyrir sér.

5 Spáðu fyrst. Dragðu svo tíu sinnum og merktu í skrána.

dráttur	○	✕
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

1. Spáðu.

Spá: ☐ **hringir**



2. Dragðu og merktu.

3. Teldu merkin. Alls:

○ ☐ ✕ ☐

6 Lóa dró tíu sinnum. Teldu merkin hennar.



○	𝍸
✕	𝍸 I

○ ☐ ✕ ☐

HEILABROT

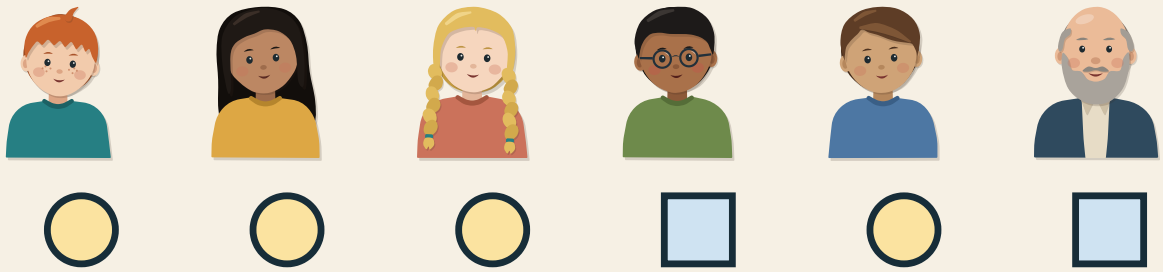
Hvernig getur þú látið hring koma oftar upp úr pokanum?

Segðu félaga: Fékkstu það sem þú spáðir?

3 Lítil rannsókn

★ Ég get gert litla könnun og sagt frá henni.

Sara spyr: Hring eða ferning?

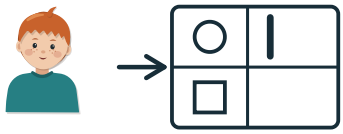


Hver valdi ferning?

SÝNIDÆMI

Sara spurði sex: Hring eða ferning?

1



Ég set eitt merki fyrir hvert svar.

2



Ég tel merkin: hringur 4, ferningur 2.

3

$$4 + 2 = 6$$

Ég legg saman: sex svöruðu.

4

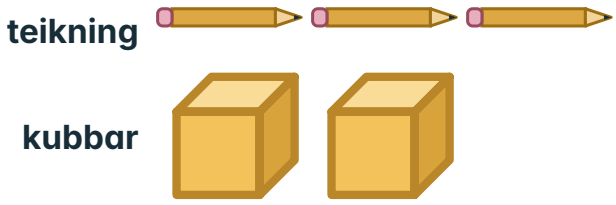


Ég segi frá: Fleiri völdu hring.

Fleiri völdu hring. Gögnin segja bara frá þessum sex.

1 **PRÓFAÐU**

Þrír völdu teikningu og tveir völdu kubba.
Hve margir svöruðu?



3 + 2 = ☐

Æfðu þig

2 Spyrðu þrjá félaga: Hring eða ferning?
Merktu eitt merki fyrir hvert svar.

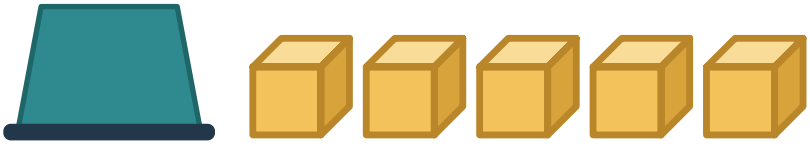


Alls: ☐

3 Segðu félaga eina setningu um könnunina þína.

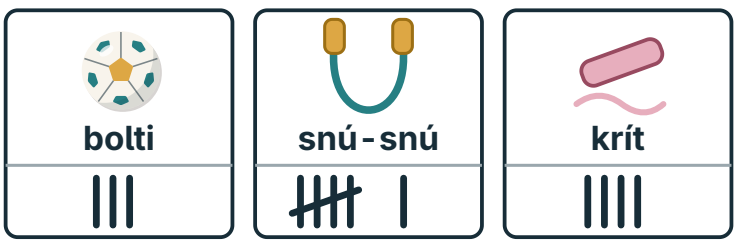
_____ völdu hring og _____ ferning.

4 Rifjum upp: átta kubbar alls.
Þrír eru undir bollanum. Hve margir sjást?



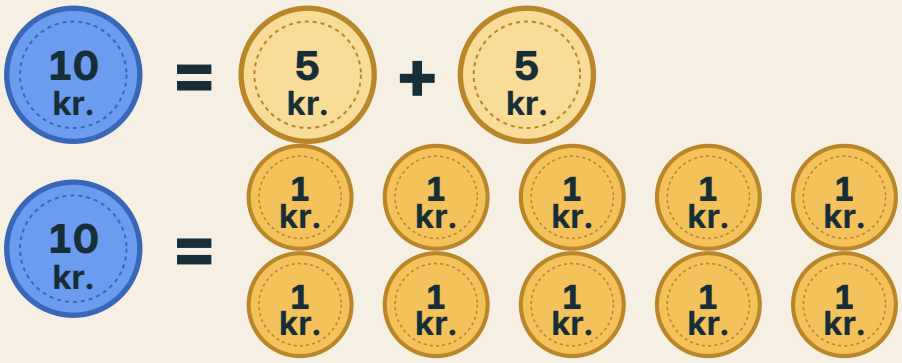
☐

5 Hvaða leik völdu flestir? Dragðu hring um hann.



4 Sama upphæð

★ Ég get sýnt sömu upphæð á tvo vegu.



Hvað er eins í báðum röðunum?

SÝNIDÆMI

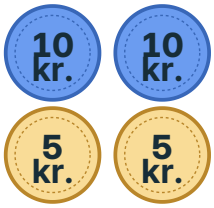
Sýnum 30 kr. á tvo vegu.

1



Þrír 10 kr. peningar.

2



Tveir 10 kr. og tveir 5 kr.

3

10 + 10 + 10

10 + 10 + 5 + 5

Bæði eru 30 kr.

10 + 10 + 10 = 10 + 10 + 5 + 5

MUNDU

Teldu krónurnar, ekki peningana. Einn peningur getur verið meira virði en þrír.



3 peningar: 3 kr.



1 peningur: 5 kr.

1 **PRÓFAÐU**

Dragðu hring um peninga sem gera 15 kr.



Æfðu þig

2 Hve margar krónur eru þrír 5 kr. peningar?



_____ kr.

3 Hvort er meira virði? Dragðu hring um svarið.

A 

B 

A B jafnmikið

4 Sýndu 20 kr. á tvo vegu. Teiknaðu peningana.

20 kr.

20 kr.

5 Hve margar krónur eru þetta?



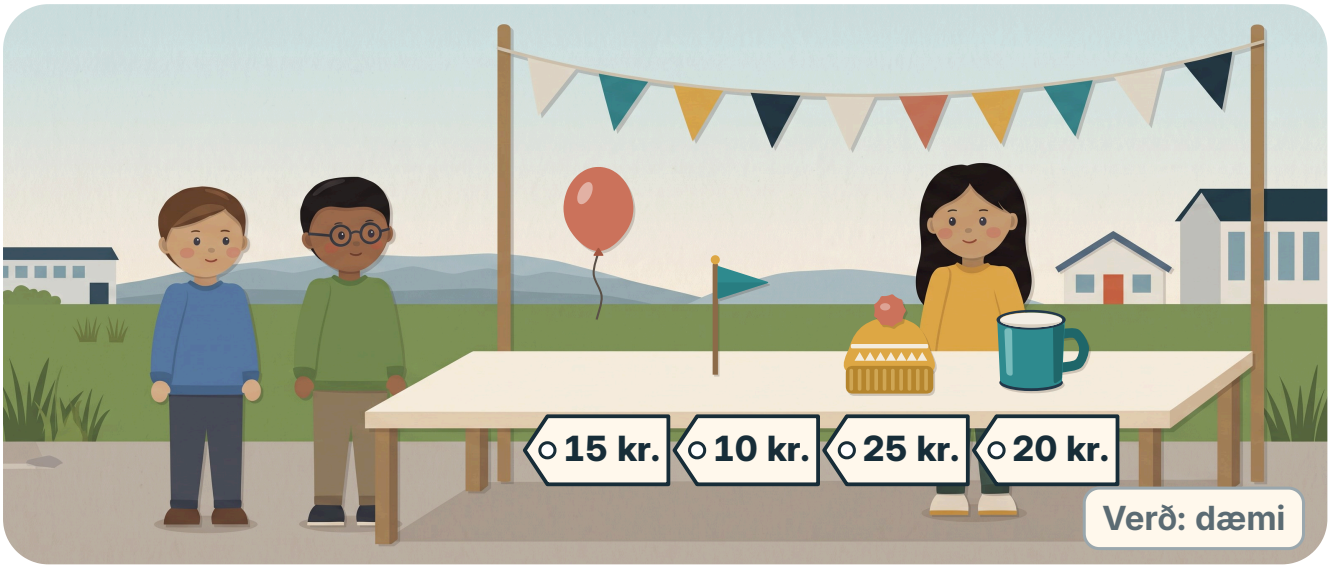
_____ kr.

HEILABROT

Edda á þrjá peninga. Þeir eru samtals 20 kr.
Hvaða peningar eru það?

5 Í búðinni

★ Ég get fundið hvað hlutir kosta saman og hvað ég fæ til baka.

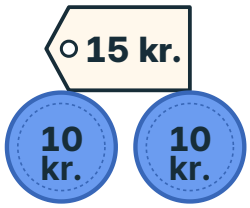


Hvað kosta fáninn og blaðran saman?

SÝNIDÆMI

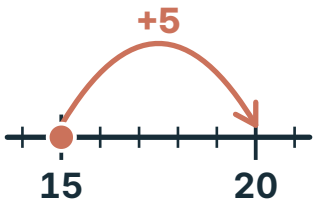
Hlutur kostar 15 kr. Þú borgar 20 kr. Hvað færðu til baka?

1



Ég borga 20 kr.

2



Ég tel frá 15 upp í 20.

3



= 20 kr.

Athugun:
15 + 5 = 20.

Ég fæ 5 kr. til baka.

1 **PRÓFAÐU**

Blaðran kostar 15 kr. og hatturinn 25 kr.
Hvað kosta þau saman?





15 + 25 = ☐ **kr.**

Æfðu þig

2 Tveir pennar kosta 10 kr. hvor.
Hvað kosta þeir saman?





☐ **kr.**

3 Tveir hlutir kosta samtals 40 kr.
Þú borgar 50 kr. Hvað færðu til baka?





☐ **kr.**

4 Þú átt 30 kr. Hlutur kostar 25 kr.
Duga peningarnir? Hvað er eftir?





Duga þeir? já nei

Eftir: ☐ **kr.**

12

MANSTU?

Saman: ég legg verðin saman. Til baka: ég tel frá verðinu upp í það sem ég borga.

15 kr. + 10 kr.

= 25 kr.

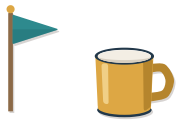
GERUM SAMAN ## Leikum verslun

1

5 kr. 10 kr. 15 kr.

Búið til verðspjöld: 5, 10 og 15 kr.

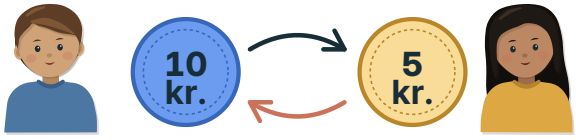
2



= ?

Veljið tvo hluti. Hvað kosta þeir saman?

3



Kaupandi borgar og seljandi gefur til baka. Skiptist á.

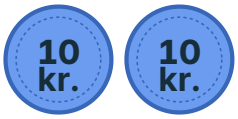
5 Dragðu hring um tvo hluti sem kosta samtals 20 kr.



6 Óli kaupir bolla og fána. Hann borgar 20 kr. Hvað fær hann til baka?



Óli borgar:



_____ kr.

7 Hvað færðu til baka?

35 kr.	Ég borga	50 kr.	til baka		kr.
12 kr.	Ég borga	10 kr. 10 kr.	til baka		kr.
70 kr.	Ég borga	100 kr.	til baka		kr.
25 kr.	Ég borga	10 kr. 10 kr. 10 kr.	til baka		kr.

HEILABROT

Þú átt 50 kr. Þú kaupir tvo hluti og færð 10 kr. til baka. Hvað gætu hlutirnir kostað?

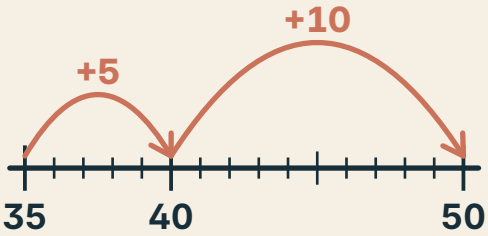
VILLULEIT **Hlutur kostar 35 kr. Ég borga 50 kr.**



„Ég fæ 25 kr. til baka.“



„Ég fæ 15 kr. til baka.“



Segðu félaga hvort þeirra hefur rétt fyrir sér.

Segðu félaga: Hvernig athugar þú hvað þú færð til baka?

6 Mælum og áætlum

★ Ég get mælt í cm og valið rétta einingu.

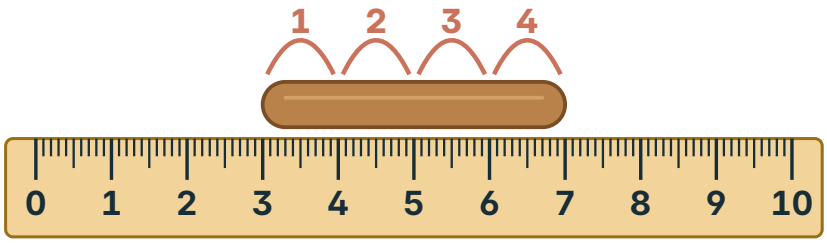


Hvernig getum við mælt hve langt froskurinn stökk?

SÝNIDÆMI

Prik nær frá 3 cm að 7 cm. Hve langt er það?

1



Ég tel bilin: 3 að 4, 4 að 5, 5 að 6 og 6 að 7.

2

7 − 3 = 4

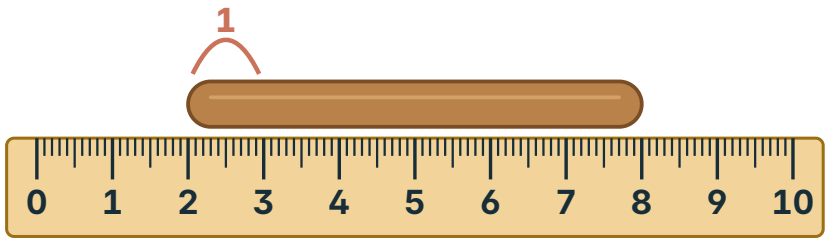
Það eru fjögur bil.

Prikið er 4 cm.

Raunstærð – prentið í 100% stærð — 5 cm

1 **PRÓFAÐU**

Prikið nær frá 2 cm að 8 cm. Hve langt er það?

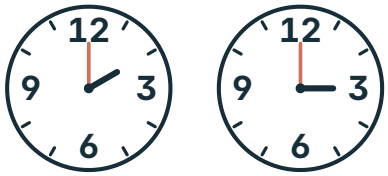


☐ cm

Raunstærð – prentið í 100% stærð — 5 cm

Æfðu þig

2 Leikur byrjar kl. 2 og endar kl. 3. Hve lengi stendur hann?



byrjar

endar

1 klst. | 2 klst. | 3 klst.

3 Blýantur er 12 ___ langur. Hvaða eining passar?



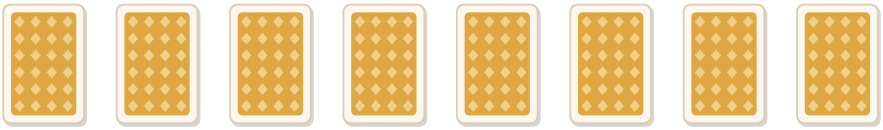
Ekki í réttri stærð

cm | kr. | klst.

4 Giskaðu á lengd blýantsins þíns. Mældu svo.

Gisk: ☐ **cm** **Mæling:** ☐ **cm**

5 Rifjum upp: skiptu 8 spjöldum í 4 jafna hópa. Hve mörg eru í hverjum hópi?



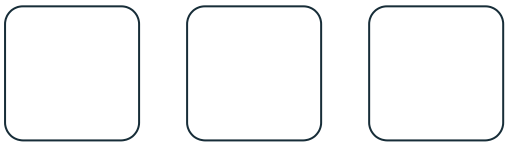
☐

Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Raðaðu klukkunum.
Skrifaðu 1, 2 og 3.



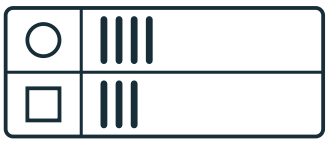


2 Getur kross komið úr pokanum?



já nei

3 Hve margir svöruðu?

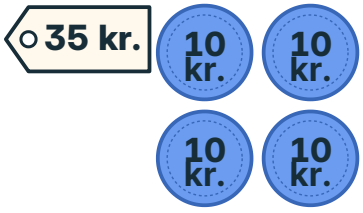




4 Dragðu hring um peninga sem gera 25 kr.



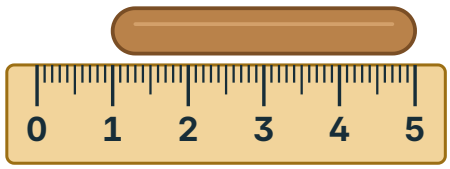
5 Hlutur kostar 35 kr.
Þú borgar 40 kr.
Hvað færðu til baka?





kr.

6 Hve langt er prikið?





cm

Raunstærð – prentið í 100% stærð — 5 cm

Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

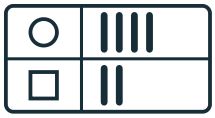
Dragðu hring um myndina.



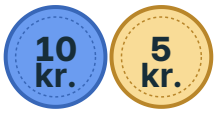
Fyrst og síðan



Við vitum ekki fyrirfram



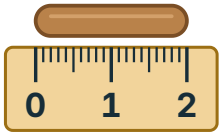
Lítil rannsókn



Sama upphæð



Í búðinni

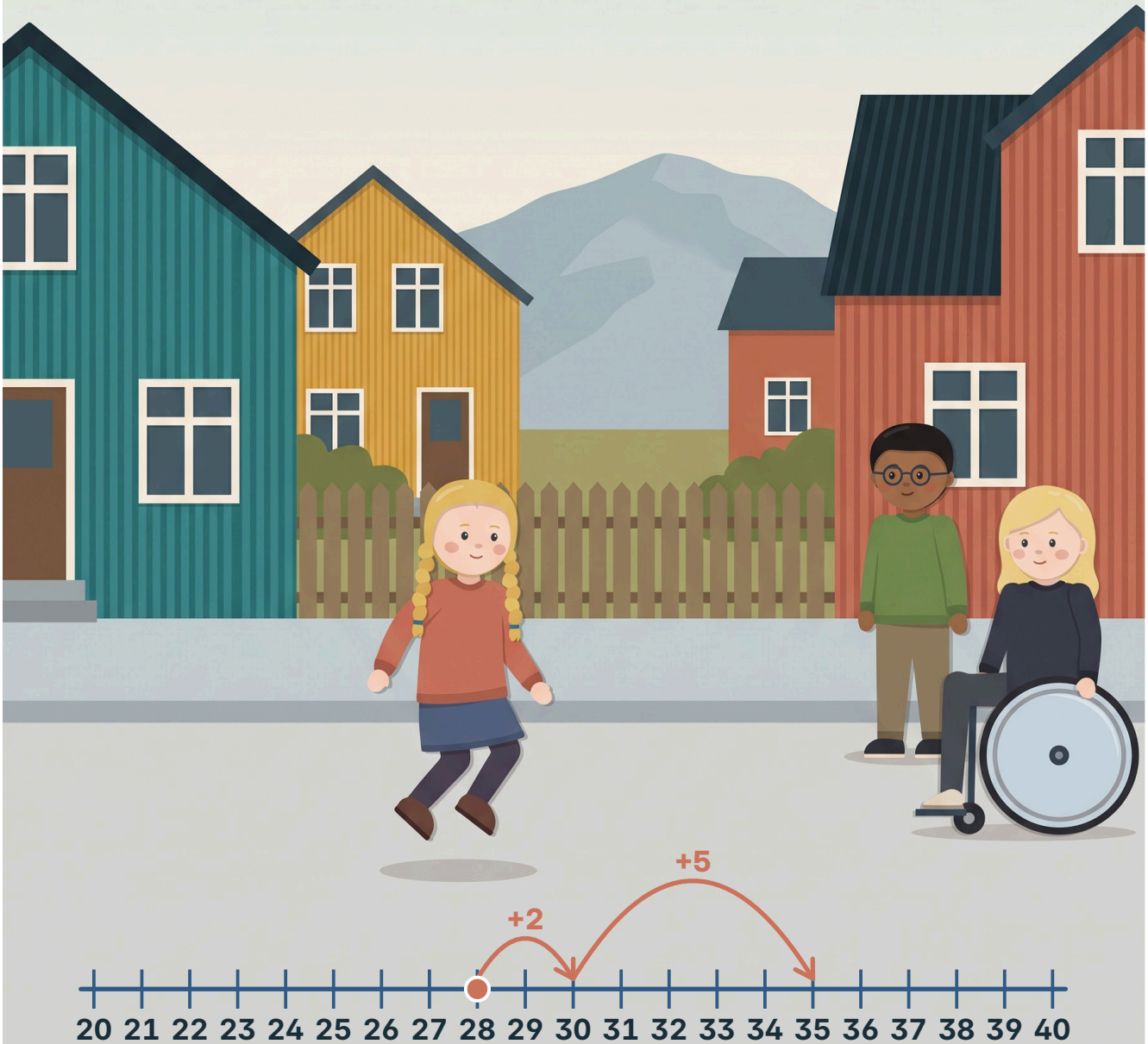


Mælum og áætlum



13. KAFLI

Fleiri leiðir til að reikna



Hvar lendir Lóa?

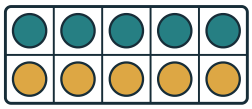
Hún byrjar á 28.

Hún hoppar 2 og svo 5.

Í þessum kafla

1 Stærri tölur, sama hugmynd ..... bls. 246
2 Opnum tug ..... bls. 250
3 Er svarið trúlegt? ..... bls. 254
4 Leikum og rifjum upp ..... bls. 258
✓ Hvað kann ég? ..... bls. 262

Orðin okkar



5 + 5 = 10

tvöfalda

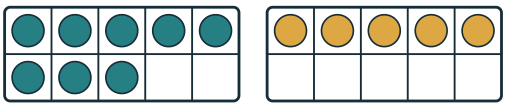
12 – 5 = 7
7 + 5 = 12 ✓

athuga

39 + 22
↓
um 60

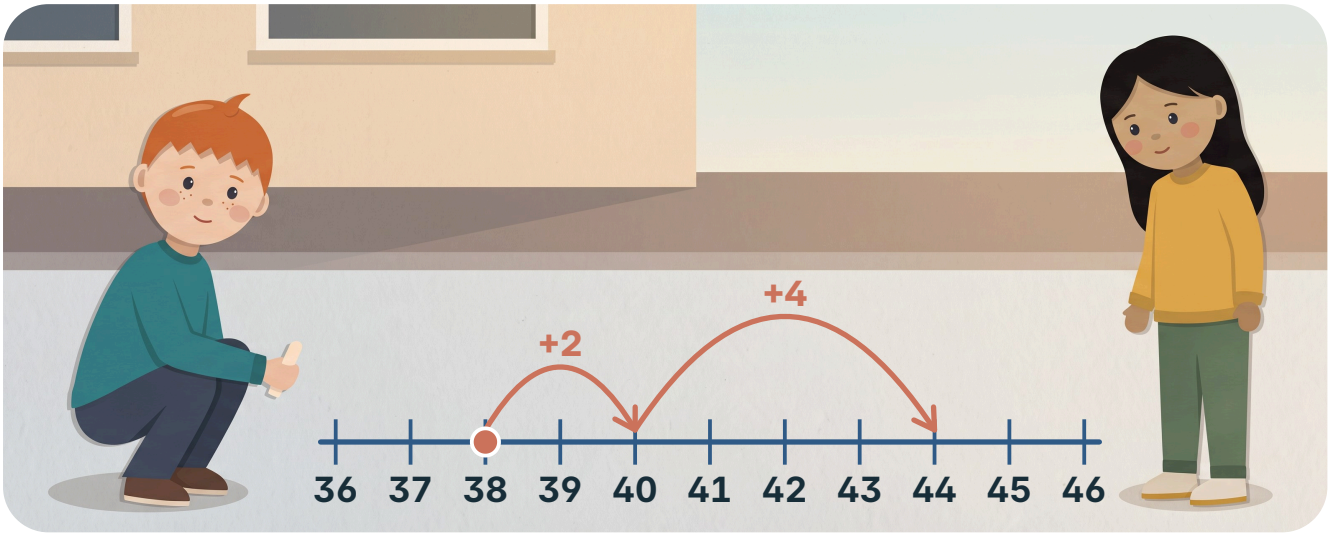
áætla

Hvað veit ég nú þegar?
Fylltu tíu fyrst.
Hvað er 8 + 5?



1 Stærri tölur, sama hugmynd

★ Ég get lagt saman yfir næsta tug.

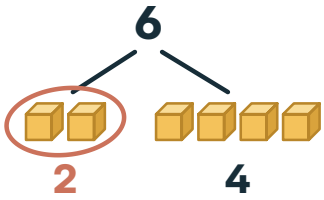


Ari teiknar hoppin. Á hvaða tug stoppar hann?

SÝNIDÆMI

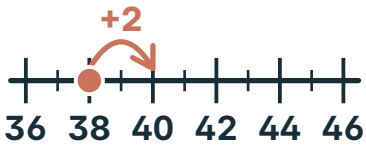
Reiknum 38 + 6 með stoppi á 40.

1



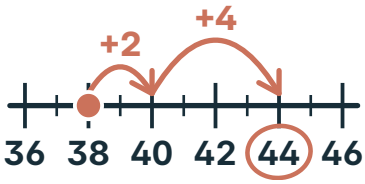
Skiptum 6 í 2 og 4.

2



38 + 2 = 40. Nú erum við á tug.

3

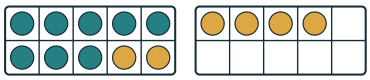


40 + 4 = 44.

38 + 6 = 44

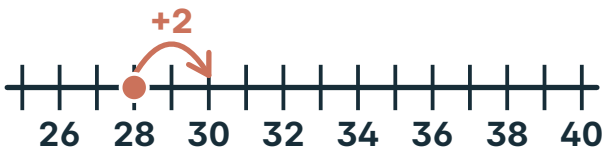
SAMA HUGMYND

8 + 2 + 4 = 14
38 + 2 + 4 = 44



1 **PRÓFAÐU**

Reiknaðu 28 + 7.
Hoppaðu fyrst upp í 30.



28 + 7 = ☐

Æfðu þig

2 Hve mikið vantar upp í næsta tug?

47 + ☐ **= 50** **62 +** ☐ **= 70** **85 +** ☐ **= 90**

3 Reiknaðu 46 + 8.
Teiknaðu hoppin á línuna.



46 + 8 = ☐

4 Hoppaðu upp í næsta tug. Reiknaðu svo.

57 + 5 = ☐



69 + 4 = ☐



35 + 8 = ☐



48 + 6 = ☐



75 + 7 = ☐



26 + 9 = ☐



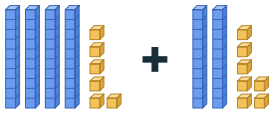
MANSTU?

Fylltu tuginn fyrst. Svo bætir þú restinni við.



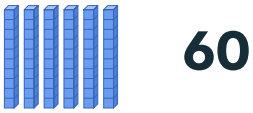
GERUM SAMAN Tugir og einingar saman

1



Búðu til 46 og 27.

2



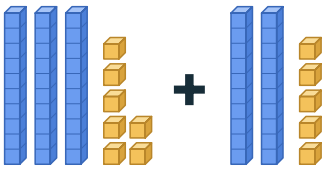
Tugir saman: 40 + 20 = 60.

3



Einingar saman: 6 + 7 = 13. Tíu einingar verða tugur.

5 Reiknaðu 37 + 25 með tugum og einingum.



tugir

30 + 20 = ☐

einingar

7 + 5 = ☐

37 + 25 = ☐

6 Skiptu seinni tölunni og fylltu tuginn fyrst.

36 + 7 = 36 + ☐ + ☐ = ☐

58 + 5 = 58 + ☐ + ☐ = ☐

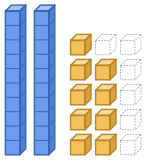
67 + 6 = 67 + ☐ + ☐ = ☐

7 Sýndu tvær leiðir til að reikna 29 + 6.

Leið 1: hopp



Leið 2: kubbar



29 + 6 = ☐

8 Edda sippar 48 sinnum. Svo 5 sinnum í viðbót. Hve oft sippar hún alls?





48 + 5 = ☐

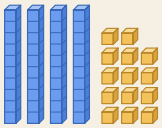
HEILABROT

47 + ? = 55. Hvaða tölu vantar? Hoppaðu fyrst upp í 50.

VILLULEIT **Hvað er 46 + 8?**

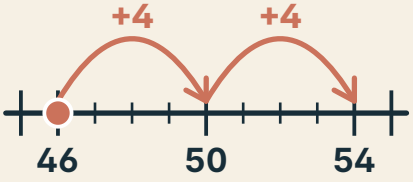


„414. Fjórir tugir og fjórtán.“





„54. Fyrst 4 upp í 50, svo 4.“



Segðu félaga hvort þeirra hefur rétt fyrir sér.

Segðu félaga: Hvers vegna stoppum við á tug?

2 Opnum tug

★ Ég get skipt tug þegar tekið er frá.

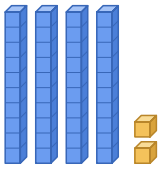


Lóa á að taka 7 einingar. Hvað þarf hún að gera?

SÝNIDÆMI

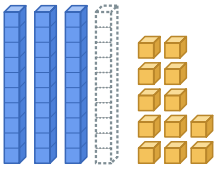
Reiknum 42 − 7.

1



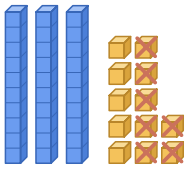
42 er 4 tugir og 2 einingar.

2



Ég opna einn tug: 3 tugir og 12 einingar.

3

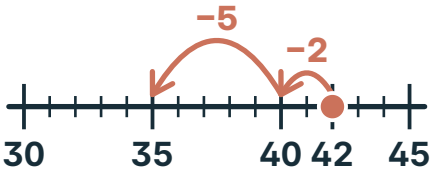


Ég tek 7. Eftir eru 3 tugir og 5.

42 − 7 = 35

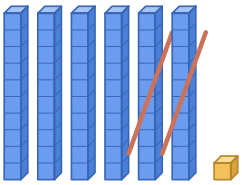
ÖNNUR LEIÐ

Hoppaðu 2 niður á 40. Svo 5 niður á 35.



1 **PRÓFAÐU**

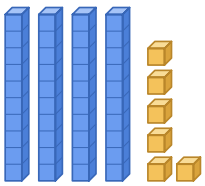
Reiknaðu 61 – 24.
Taktu fyrst tugina. Opnaðu svo tug.



61 – 20 = 41 **61 – 24 =** ☐

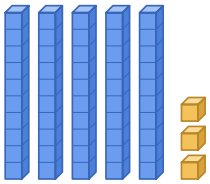
Æfðu þig

2 Reiknaðu 46 – 8. Opnaðu tug.



46 – 8 = ☐

3 Reiknaðu 53 – 26.
Taktu fyrst 2 tugi. Opnaðu svo tug.



53 – 26 = ☐

4 Opnaðu tug ef þú þarft. Reiknaðu.

34 – 6 **51 – 4** **70 – 3** **82 – 5**



☐ ☐ ☐ ☐

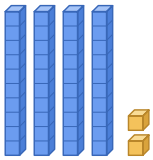
MANSTU?

Of fáar einingar? Opnaðu tug. Einn tugur verður tíu einingar.



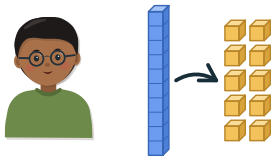
GERUM SAMAN **Skipti sem hjálpa**

1



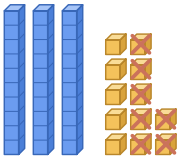
Búðu til 42 með tugum og einingum.

2



Skiptu einum tug í tíu einingar.

3



Taktu sjö einingar. Teldu það sem er eftir.

5 Ari reiknar 52 − 9 = 43.
Athugaðu með samlagningu.



43 + 9 = ☐

6 Reiknaðu. Athugaðu svo með samlagningu.

54 − 8 = ☐

☐ **+ 8 = 54**

63 − 5 = ☐

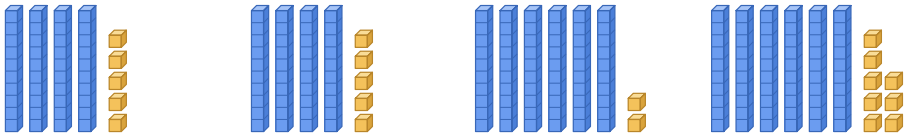
☐ **+ 5 = 63**

71 − 6 = ☐

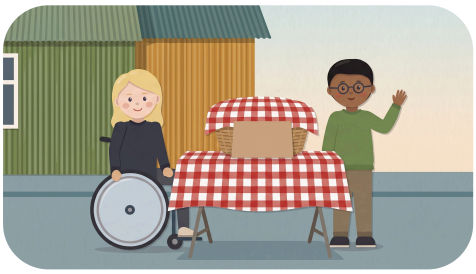
☐ **+ 6 = 71**

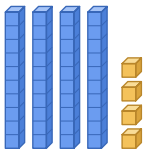
7 Í hvaða dæmum þarf að opna tug?
Dragðu hring um þau.

45 – 3 **45 – 7** **62 – 5** **68 – 4**



8 Sara og Teitur eru með 44 kleinur.
Þau selja 7. Hve margar eru eftir?





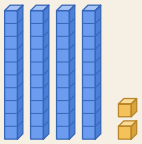
44 – 7 = ☐

HEILABROT

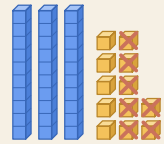
60 – 1 = ? Það eru engar einingar. Hvað gerir þú?

VILLULEIT **Hvað er 42 – 7?**

„45. Ég tók 2 frá 7.“



„35. Ég opnaði tug.“

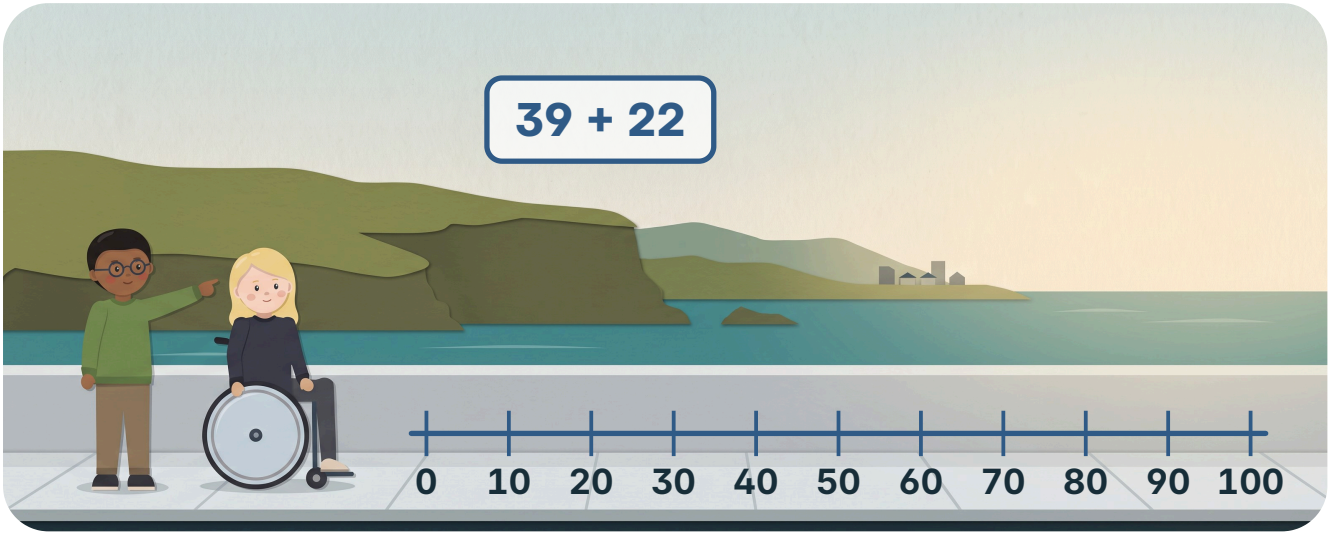


Segðu félaga hvort þeirra hefur rétt fyrir sér.

Segðu félaga: Hvenær þarftu að opna tug?

3 Er svarið trúlegt?

★ Ég get metið hvort svar sé trúlegt.

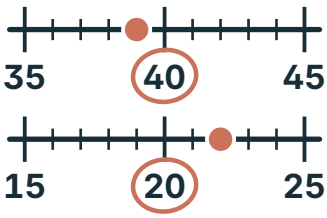


Hvar á línunni er 39 + 22, um það bil?

SÝNIDÆMI

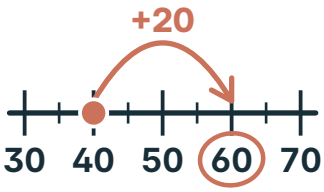
Áætlum fyrst 39 + 22. Reiknum svo.

1



39 er nálægt 40.
22 er nálægt 20.

2



40 + 20 = 60.
Svarið er um 60.

3

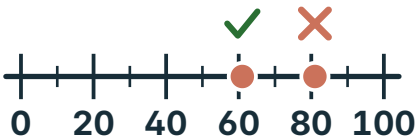


Nákvæmt:
39 + 22 = 61.

61 er nálægt 60. Svarið er trúlegt.

TRÚLEGT?

61 er nálægt 60: trúlegt.
81 er langt frá 60: ekki trúlegt.



1 **PRÓFAÐU**

Áætlaðu fyrst 48 + 31.
Reiknaðu svo nákvæmlega.

48 er nálægt 50. 31 er nálægt 30.



Áætlun: um ☐ **48 + 31 =** ☐

Æfðu þig

2 Ari reiknar 41 − 8 og fær 83.
Getur það passað?



41 − 8 = 83

já nei **Rétt:** ☐

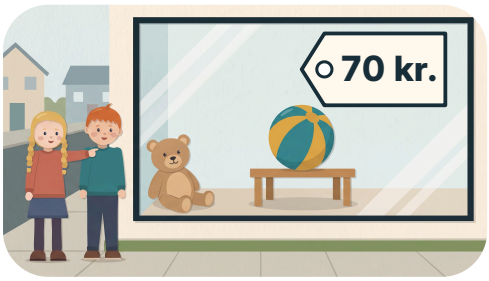
3 Veldu leið og reiknaðu 58 + 13.

Leið:



58 + 13 = ☐

4 Lóa á 39 kr. og Ari á 42 kr.
Boltinn kostar 70 kr. Eiga þau nóg?



saman um ☐ **kr.**

já nei

MANSTU?

Áætlun er ekki nákvæmt svar. Hún segir hvort svarið geti passað.

39 + 22
↓
um 60

GERUM SAMAN **Áætlum og reiknum**

1

39 22

Dragðu tvö talnaspjöld.

2

um 60?

Segðu áætlun: um hvað?

3

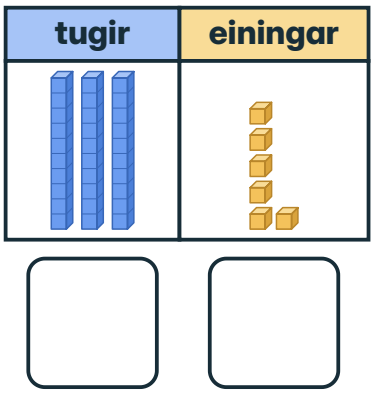
39 + 22 = 61 um 60 ✓

Reiknaðu svo. Var áætlunin nálægt?

5 Dragðu hring um trúlega svarið.

29 + 31	6	60	600
72 − 9	13	63	81
45 + 47	22	92	912
61 − 28	3	33	89
38 + 39	17	77	707

6 Rifjum upp: hve margir tugir og hve margar einingar eru í 36?



7 Skrifaðu áætlun.

29 + 19 um ☐

41 + 38 um ☐

52 + 17 um ☐

HEILABROT

Lóa segir: 49 + 49 er um 100. Hefur hún rétt fyrir sér?

VILLULEIT **Hvað er 39 + 22 um það bil?**



„Um 40.“

39 → 40



„Um 60.“

40 + 20 = 60

Segðu félaga hvort þeirra hefur rétt fyrir sér.

Segðu félaga: Hvernig veistu að svarið er trúlegt?

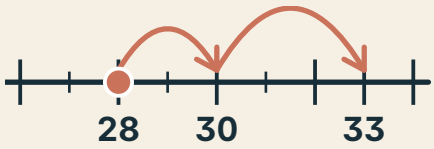
4 Leikum og rifjum upp

★ Ég get valið leið og reiknað.



LEIKUM Hoppum yfir tug

2 leikmenn | einn teningur | tvö peð

1. 20  Settu peðin á 20.
2.  Kastaðu teningnum.
3. 

Hoppaðu. Segðu stoppið á tugnum.
4.  Nú á félagi þinn að gera.
5. 60  Haldið áfram þar til bæði peðin eru á 60.

Við komumst bæði á 60.

LEIKUM

Hoppum yfir tug



Hve mörg skref eru upp í næsta tug?

1 Hvar lendir peðið?
Hoppaðu fyrst upp í næsta tug.



27 + 4 = ☐



36 + 6 = ☐

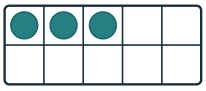


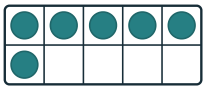
48 + 5 = ☐

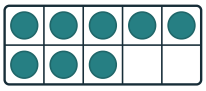
Peðin eru aftast í heftinu.

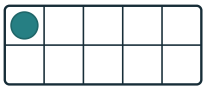
Rifjum upp

2 Skrifaðu tíuvininn.


3 + ☐ = 10


6 + ☐ = 10


8 + ☐ = 10


1 + ☐ = 10

3 Tvöfaldaðu.
Notaðu svo 7 + 7 til að reikna 7 + 8.


6 + 6 = ☐


7 + 7 = ☐


8 + 8 = ☐


7 + 8 = ☐

4 Farðu fyrst niður í 10.
Reiknaðu svo.

Dæmi: 14 − 6 = 14 − 4 − 2 = 8

13 − 5 = 13 − 3 − ☐ = ☐

12 − 3 = 12 − 2 − ☐ = ☐

16 − 9 = 16 − 6 − ☐ = ☐

15 − 7 = 15 − 5 − ☐ = ☐

5 Þú átt 50 kr. Þú kaupir eitt leikfang.
Hve mikið áttu eftir?





36 kr.

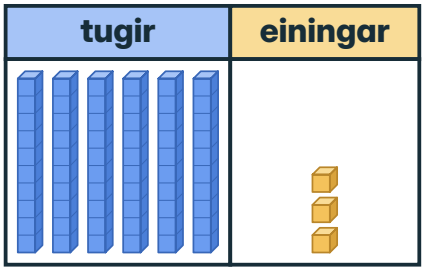
kr.



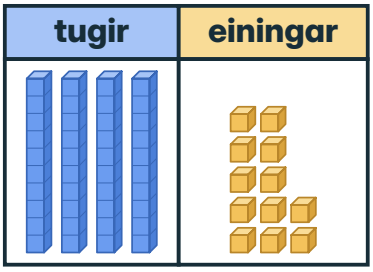
27 kr.

kr.

6 Hvaða tala er 6 tugir og 3 einingar?



7 Hvaða tala er 4 tugir og 12 einingar?



HEILABROT

Þraut: Litaðu leiðina. Stígðu aðeins á rétt dæmi.

byrja

5 + 5 = 10	6 + 6 = 12	4 + 4 = 9
3 + 3 = 7	7 + 7 = 14	2 + 2 = 5
6 + 6 = 11	8 + 8 = 16	9 + 9 = 18

endir

Hvað kann ég?

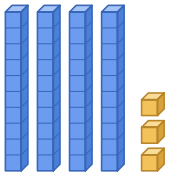
Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

1 Reiknaðu 47 + 6. Hoppaðu fyrst upp í 50.



47 + 6 = ☐

2 Reiknaðu 43 − 8. Opnaðu tug.



43 − 8 = ☐

3 51 + 28. Dragðu hring um trúlega svarið.

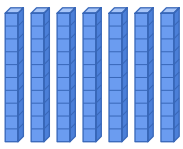
29 **79** **709**

4 Veldu leið og reiknaðu 26 + 18.



26 + 18 = ☐

5 Reiknaðu 70 − 4. Engar einingar? Opnaðu tug.



70 − 4 = ☐

6 Áætlaðu fyrst 38 + 41. Reiknaðu svo.

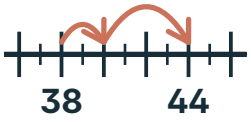
Áætlun: um ☐

38 + 41 = ☐

Sýndu félaga hvernig þú hugsaðir.

Þetta vil ég skoða aftur

Dragðu hring um myndina.



Stærri tölur, sama hugmynd



Opnum tug

39 + 22

um 60

Er svarið trúlegt?



Leikum og rifjum upp



14. KAFLI

Jafnir hópar og jafnir hlutar



Eru jafnmargar bollur á öllum bökkunum?

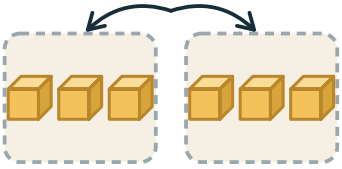
Teldu bollurnar.

Hvaða bakki er öðruvísi?

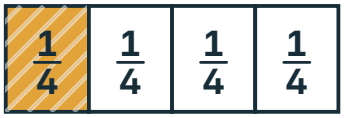
Í þessum kafla

1 Skiptum á milli ..... bls. 266
2 Hve margir hópar? ..... bls. 270
3 Hópar í sögum ..... bls. 272
4 Fjórðungur af safni ..... bls. 274
5 Sama heild ..... bls. 278
6 Skiptum jafnt ..... bls. 280
✓ Hvað kann ég? ..... bls. 282

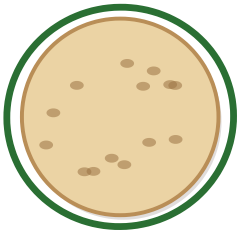
Orðin okkar



skipta jafnt



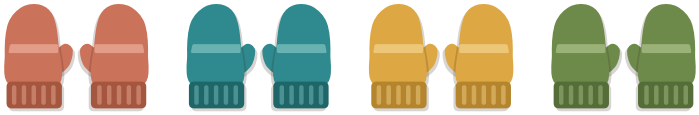
fjórðungur



heild

Hvað veit ég nú þegar?

Teldu vettlingana tvo og tvo.
Dragðu hring um töluna.



6 7 8 9 10

1 Skiptum á milli

★ Ég get skipt safni jafnt.

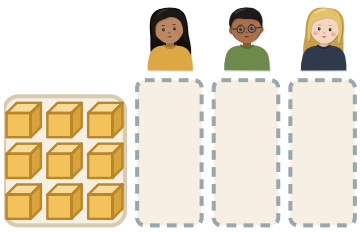


Hver á að fá síðustu bolluna?

SÝNIDÆMI

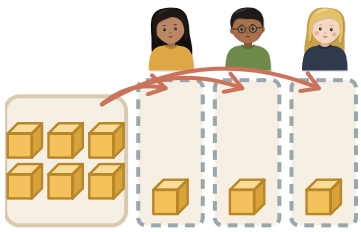
Skiptu níu kubbum jafnt á þrjú börn.

1



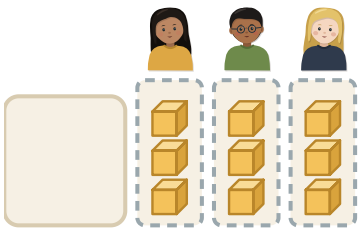
Níu kubbar og þrjú börn.

2



Ég gef hverju barni einn kubb í einu.

3

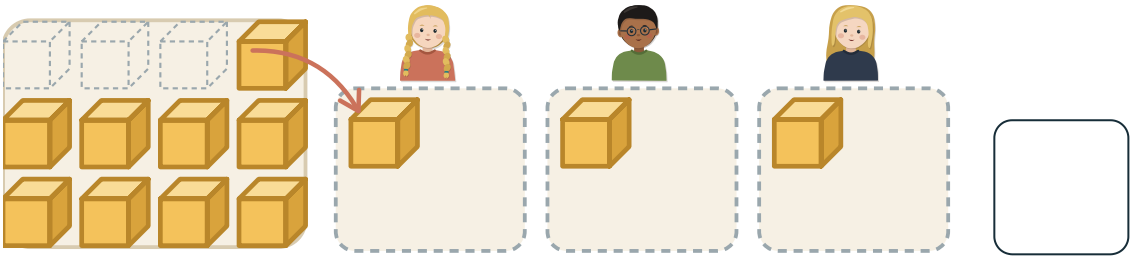


Allir kubbarnir eru farnir.

3 kubbar á hvert barn.

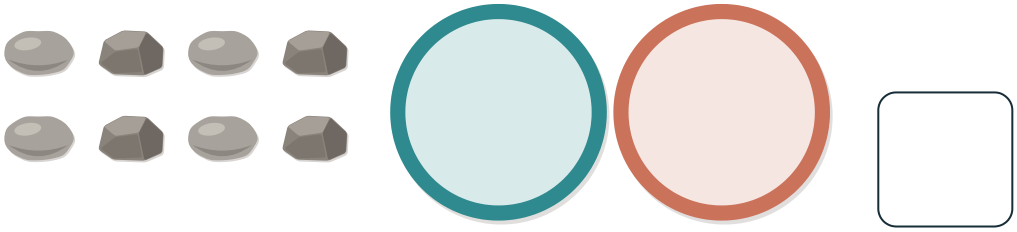
1 **PRÓFAÐU**

Skiptu tólf kubbum á þrjú börn.
Hve marga fær hvert barn?

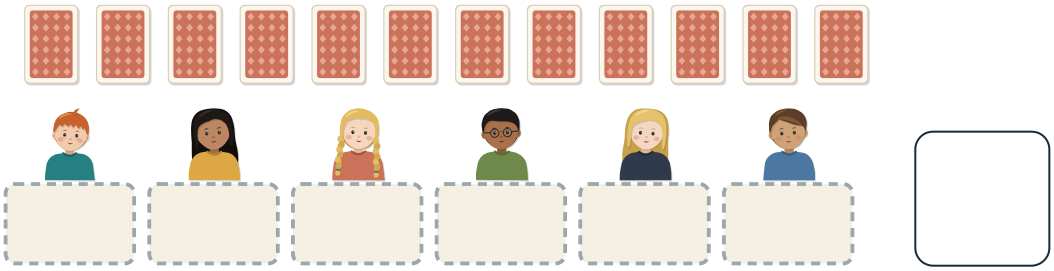


Æfðu þig

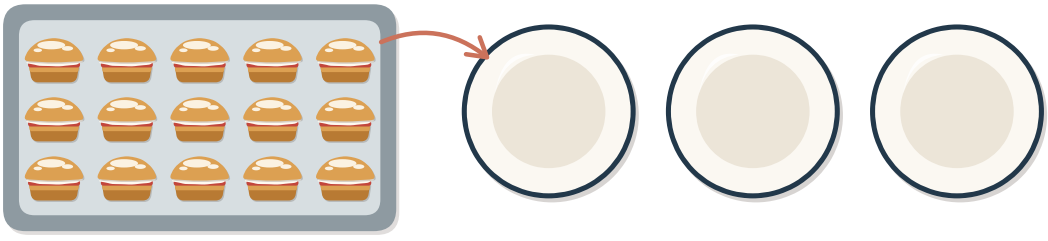
2 Skiptu átta steinum á tvær skálar.
Hve margir fara í hvora skál?



3 Sex börn skipta tólf spjöldum jafnt.
Hve mörg spjöld fær hvert barn?

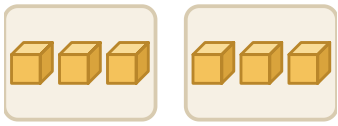


4 Skiptu fimmtán bollum á þrjá diska.
Hve margar fara á hvern disk?



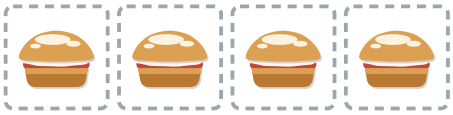
MANSTU?

Gefðu einn í einu þar til allt er farið. Þá fá allir jafnmargt.



GERUM SAMAN ## Bakarinn

1



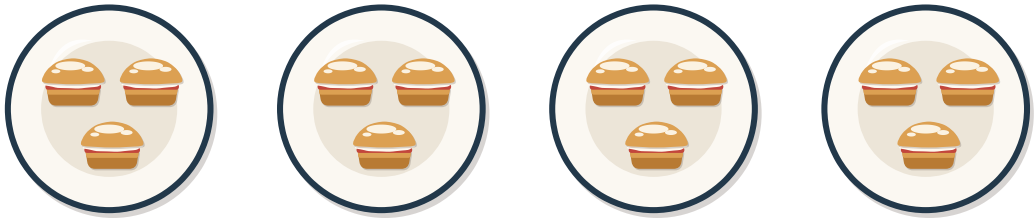
Klipptu út tólf bollur aftast í heftinu.

2



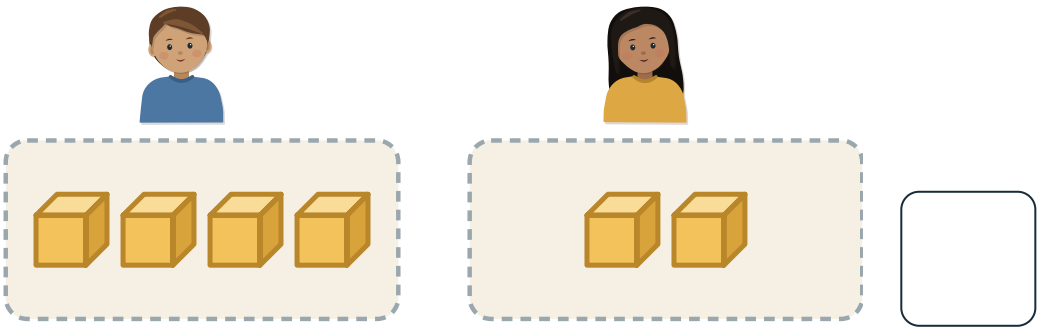
Veldu 2, 3, 4 eða 6 diska.

3

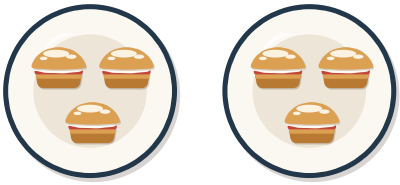


Gefðu eina bollu á hvern disk í einu. Hve margar fær hver diskur?

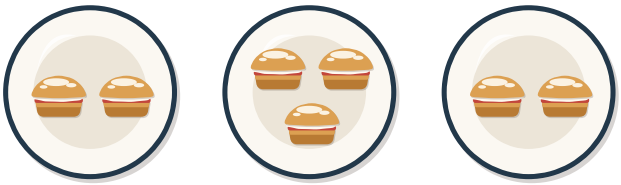
5 Óli fékk fjóra kubba en Edda tvo.
Lagaðu skiptinguna. Hve marga fær hvort þá?



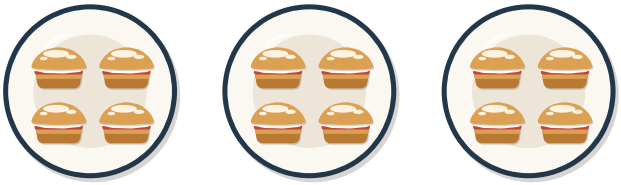
6 Er skipt jafnt?
Dragðu hring um já eða nei.

a 

já nei

b 

já nei

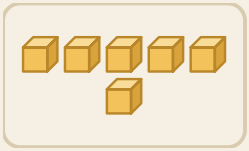
c 

já nei

VILLULEIT **Hvort þeirra skiptir tíu kubbum jafnt?**

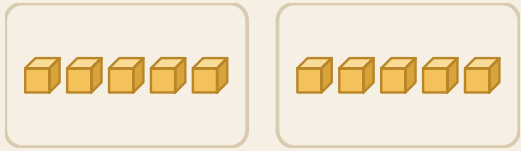


„Ég gef sex og fjóra.
Það eru tveir hópar.“





„Ég gef einn í einu.
Fimm og fimm.“



Segðu félaga hvers vegna.

HEILABROT

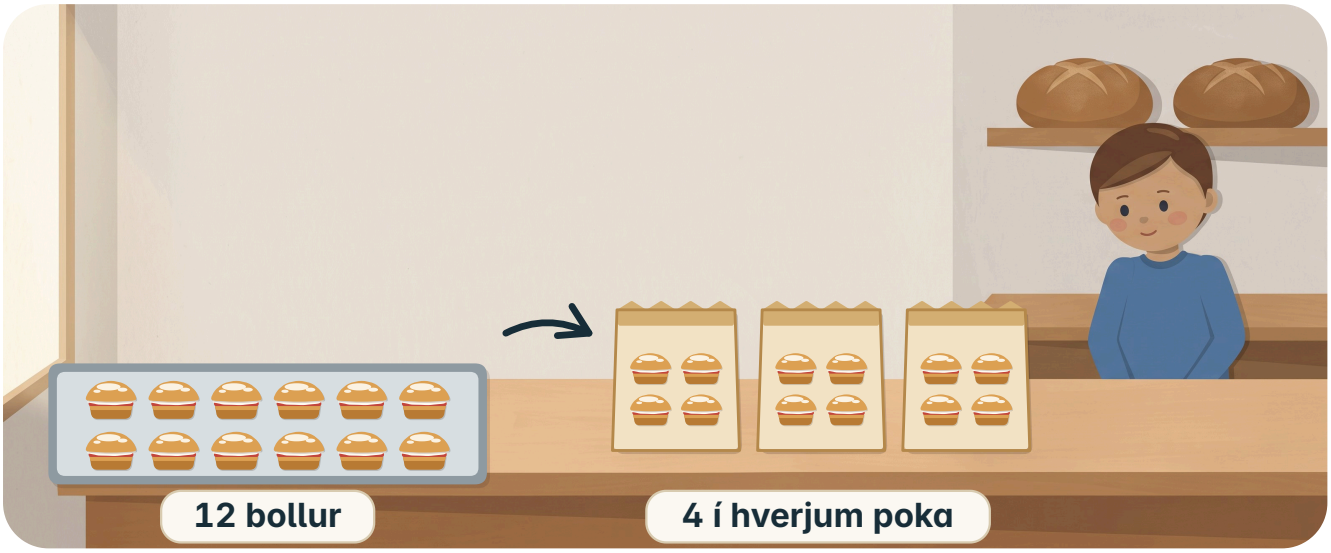
Þrettán kubbar, þrjú börn. Hvert fær fjóra.
Hvað verður um þann sem er eftir?



Sýndu félaga hvernig þú gefur einn í einu.

2 Hve margir hópar?

★ Ég get fundið hve margir hóparnir verða.



Hvað teljum við: bollur eða poka?

SÝNIDÆMI

Fimmtán kubbar fara fimm saman í poka. Hve marga poka þarf?

1



Ég fylli einn poka. Tíu eru eftir.

2



Ég fylli tvo poka í viðbót.

3

1 2 3

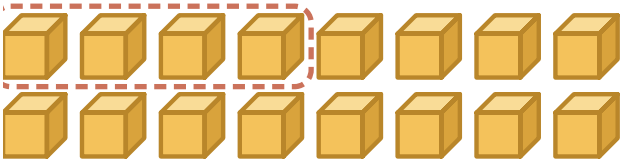


Ég tel pokana.

3 pokar.

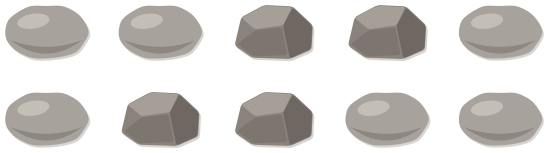
1 **PRÓFAÐU**

Settu sextán kubba í poka, fjóra í hvern.
Hve marga poka þarf?

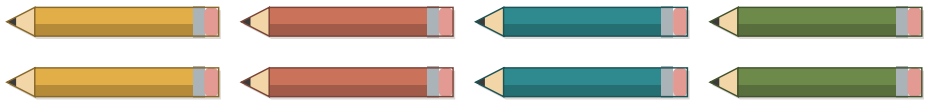


Æfðu þig

2 Dragðu hring um hvert par af steinum.
Hve mörg pör?

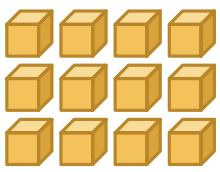


3 Tveir blýantar fara í hvern pakka.
Hve margir pakkar?



4 Báðir rammarnir sýna tólf kubba.
Skrifaðu svarið í hvorn ramma.

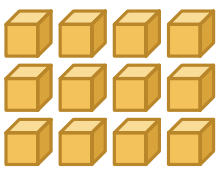
Skiptu á 3 börn.





á hvert barn

4 kubbar í hvern poka.

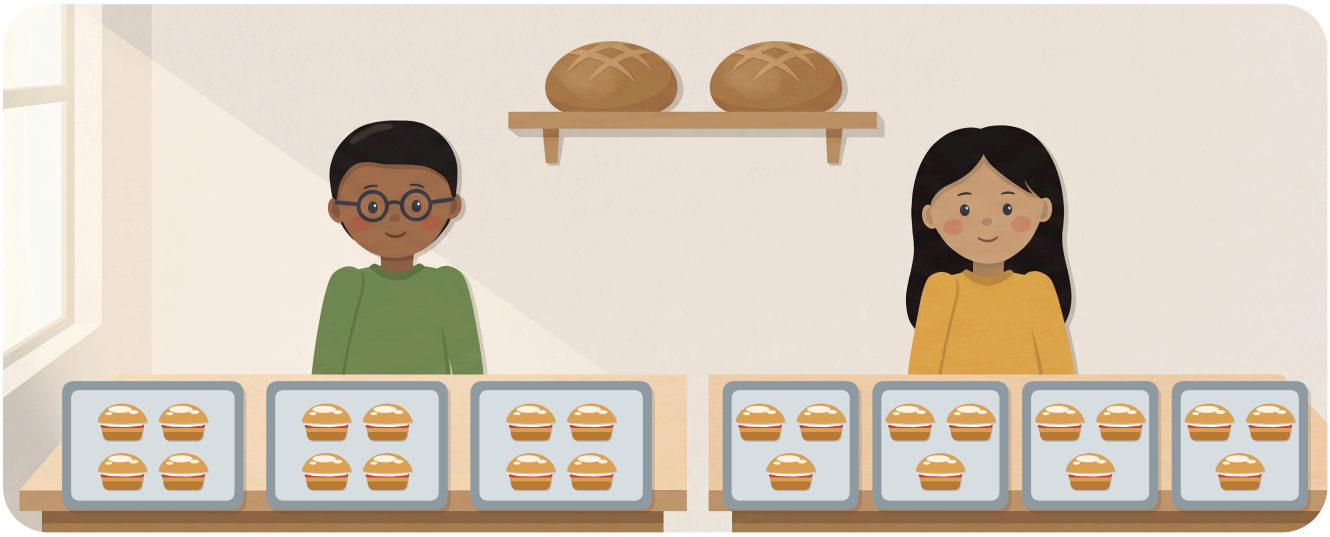




pokar

3 Hópar í sögum

★ Ég get leyst sögur um jafna hópa.

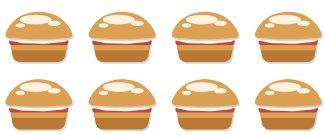


Teitur og Edda baka bæði 12 bollur. Hvað er ólíkt?

SÝNIDÆMI

Átta bollur skiptast jafnt á tvo bakka. Hve margar fara á hvern?

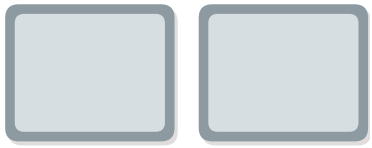
1



8 er heildin.

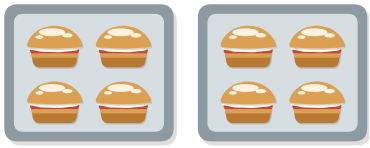
2

1 **2**



2 er fjöldi bakka.

3

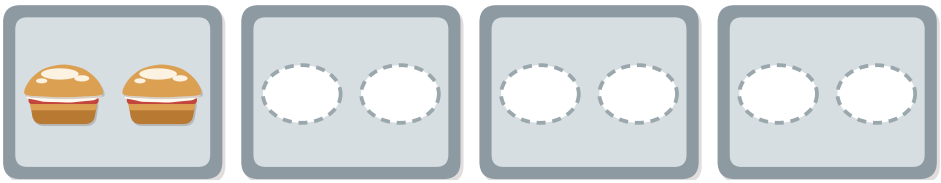


Ég gef eina í einu: 4 og 4.

4 bollur á hvern bakka.

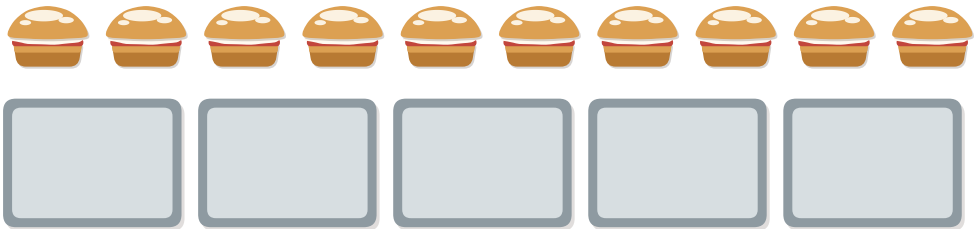
1 **PRÓFAÐU**

Fjórir bakkar með tveimur bollum á hverjum.
Hve margar bollur eru alls?

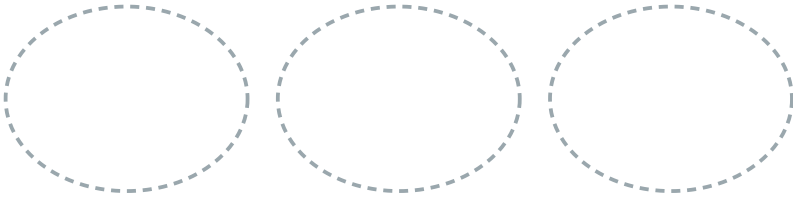


Æfðu þig

2 Tíu bollur skiptast jafnt á fimm bakka.
Hve margar fara á hvern bakka?



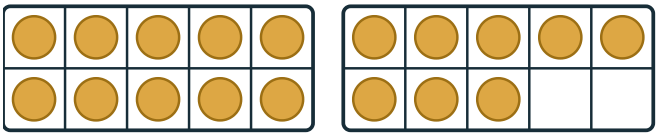
3 Teiknaðu þrjá hópa, fimm í hverjum.
Hve margir eru alls?



Segðu félaga söguna þína.

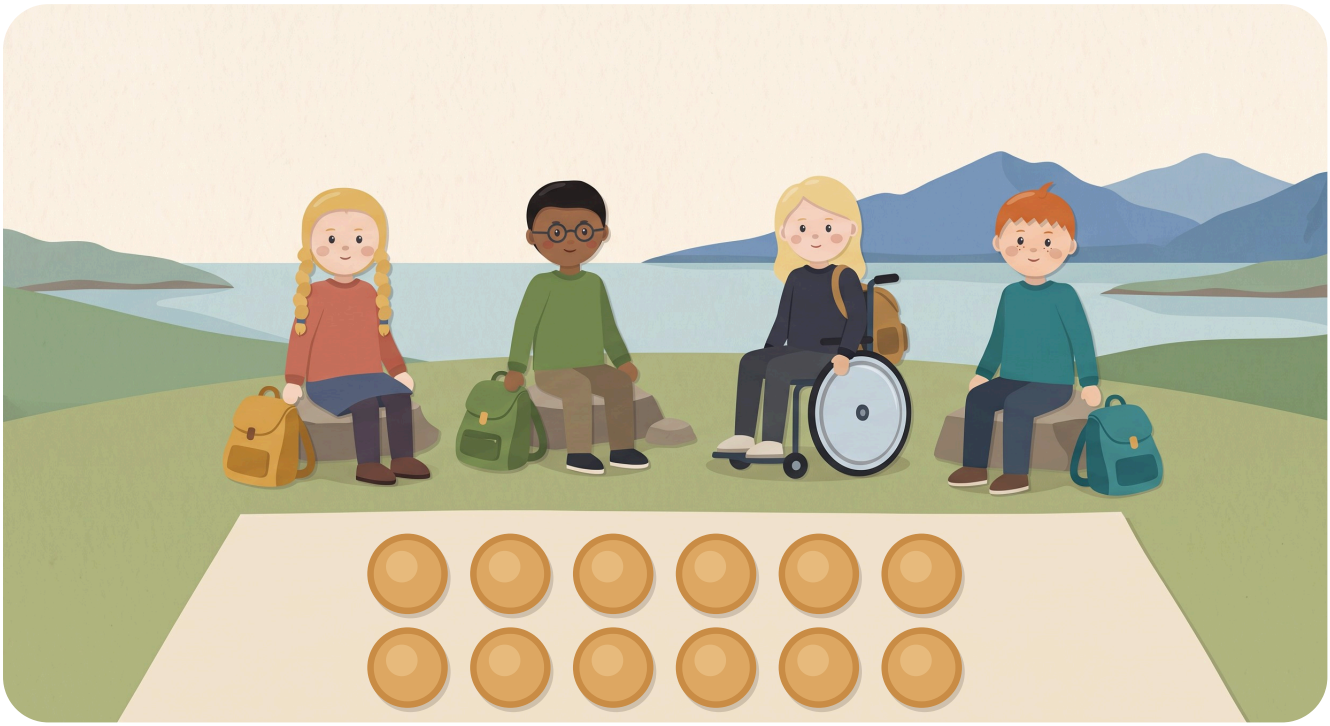
4 **RIFJUM UPP**

18 − 6 = ?
Strikaðu yfir sex.
Hve margir eru eftir?



4 Fjórðungur af safni

★ Ég get fundið fjórðung af safni.



Hvernig skipta þau tólf kexkökum jafnt?

SÝNIDÆMI

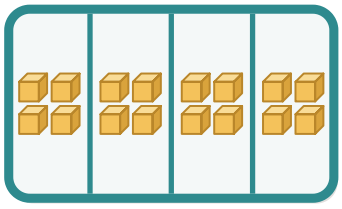
Hvað er fjórðungur af sextán kubbum?

1



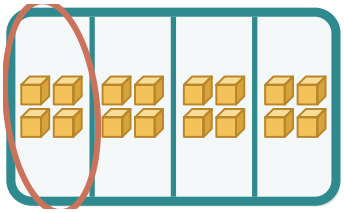
Sextán kubbar.

2



Ég bý til fjóra jafna hópa.

3

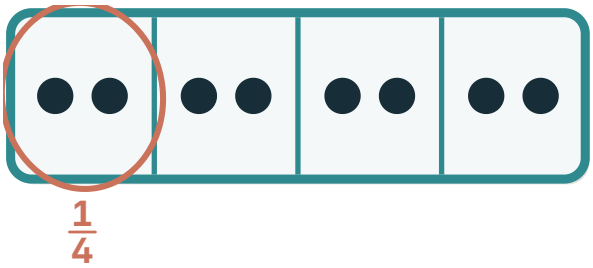


Einn hópur er fjórðungur.

Fjórðungur af 16 er 4.

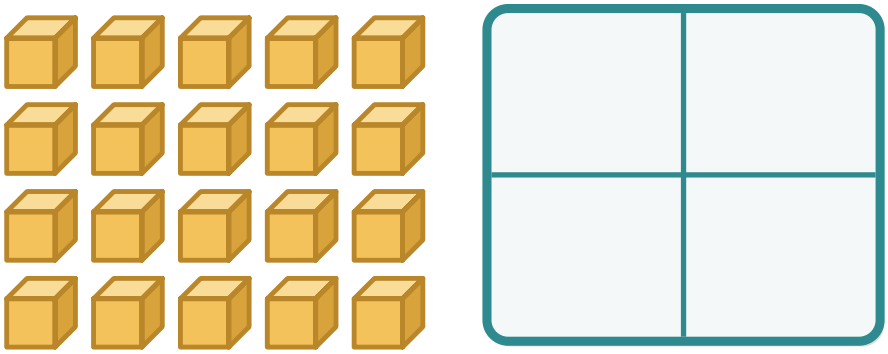
1 **PRÓFAÐU**

Átta punktar í fjórum jöfnum hópum.
Hve margir punktar eru fjórðungur?

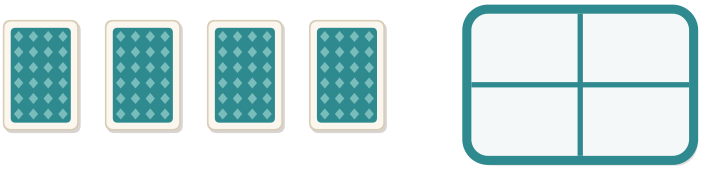


Æfðu þig

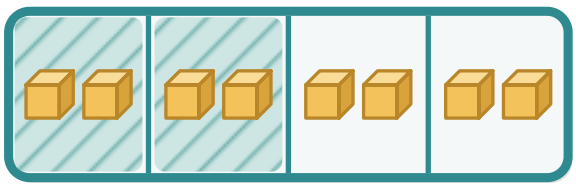
2 Skiptu tuttugu kubbum í fjóra jafna hópa.
Hve margir kubbar eru fjórðungur?



3 Hvað er fjórðungur af fjórum spjöldum?

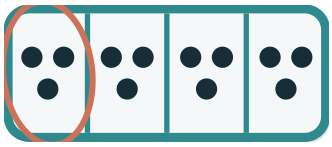


4 Hvað eru tveir fjórðungar af átta kubbum?



MANSTU?

Fjórðungur er einn af fjórum jöfnum hópum.



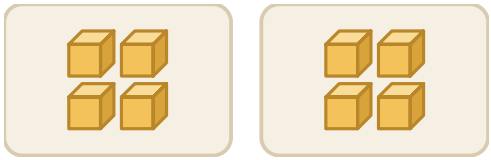
GERUM SAMAN ## Helmingur og fjórðungur

1



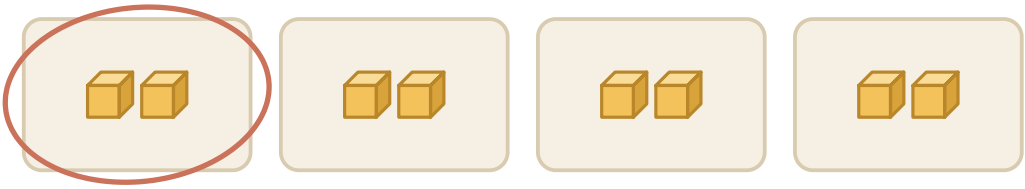
Leggðu átta kubba á borðið.

2



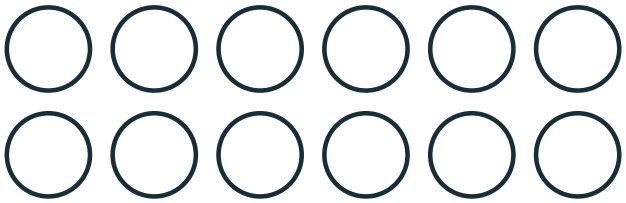
Skiptu þeim á tvær mottur. Það er helmingur.

3



Skiptu þeim á fjórar mottur. Hve margir eru fjórðungur?

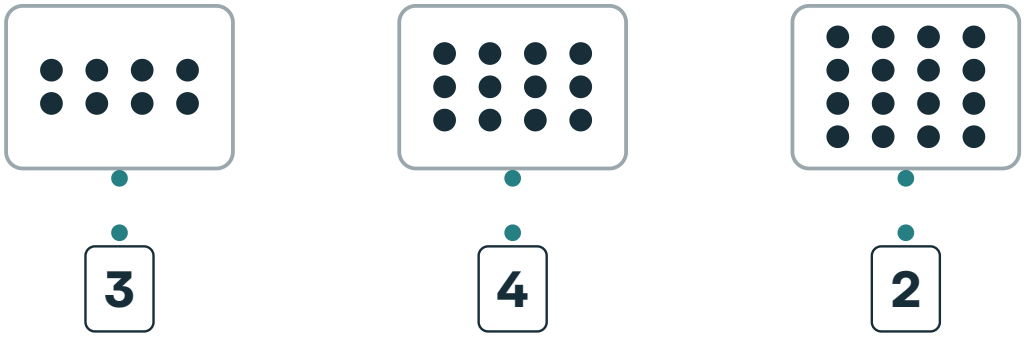
5 Litaðu fjórðung af hringjunum.
Hve marga hringi litaðir þú?



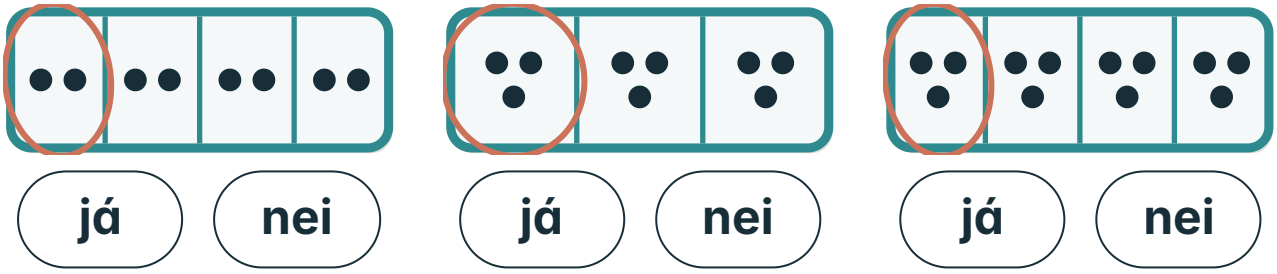
6 Einn fjórðungur er þrjár kexkökur.
Hve margar kexkökur eru alls?



7 Hvað er fjórðungur af hverju safni?
Dragðu línu að réttri tölu.



8 Er hringaði hópurinn fjórðungur?
Dragðu hring um já eða nei.



VILLULEIT **Hvað er fjórðungur af tólf?**



„Fjórir, af því að hóparnir eru fjórir.“



„Þrír. Ég skipti tólf í fjóra jafna hópa.“



Segðu félaga hvers vegna.

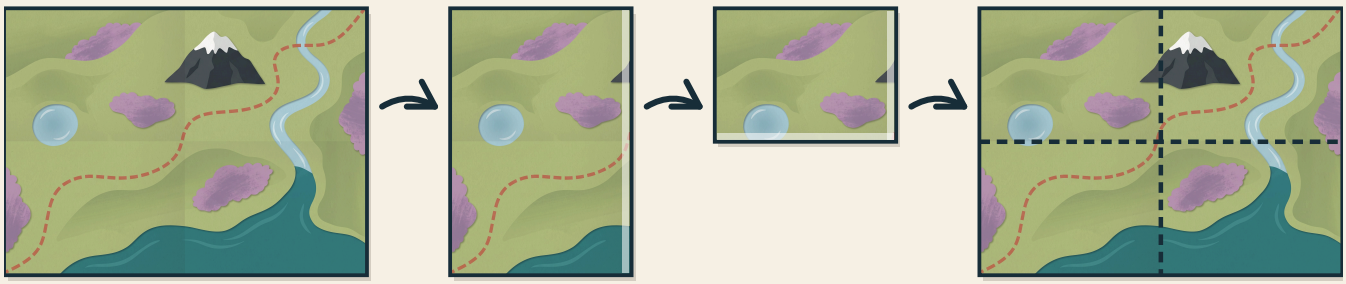
HEILABROT

Helmingur af átta er fjórir. Hvað er helmingur af þeim helmingi?

Sýndu félaga fjórðung af tólf kubbum.

5 Sama heild

★ Ég get borið saman helming og fjórðung af sömu heild.

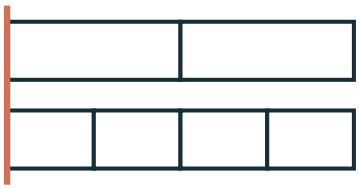


Hve margir fjórðungar eru í einum helmingi kortsins?

SÝNIDÆMI

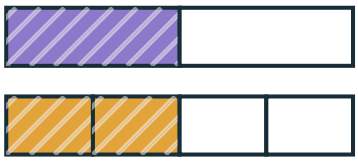
Ná tveir fjórðungar jafnlangt og helmingur?

1



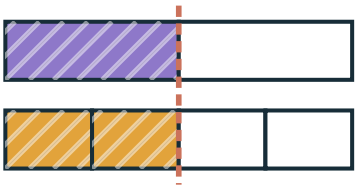
Ég legg lengjurnar saman, upphafið á sama stað.

2



Ég lita helming og tvo fjórðunga.

3

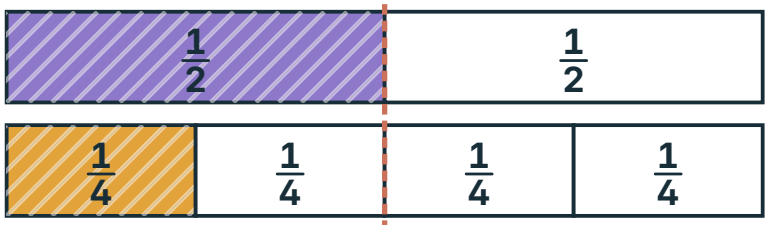


Þau enda á sama stað.

Já. Tveir fjórðungar eru jafnstórir og helmingur.

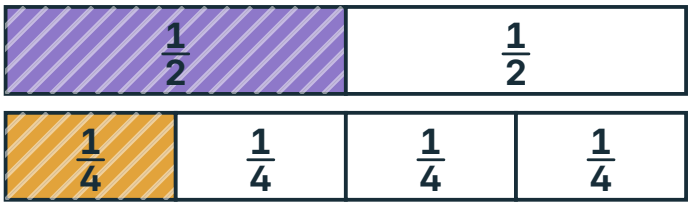
1 **PRÓFAÐU**

Hve margir fjórðungar ná jafnlangt og einn helmingur?



Æfðu þig

2 Hvor hlutinn er stærri?
Dragðu hring um orðið.



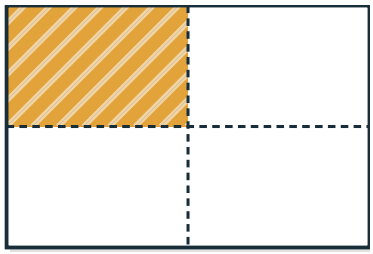
helmingur

fjórðungur

3 Getur helmingur af litlu blaði verið minni en fjórðungur af stóru blaði?



lítið blað

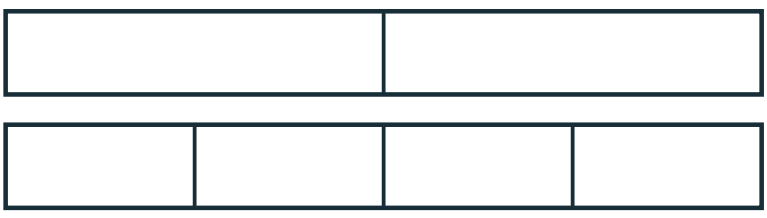


stórt blað

já

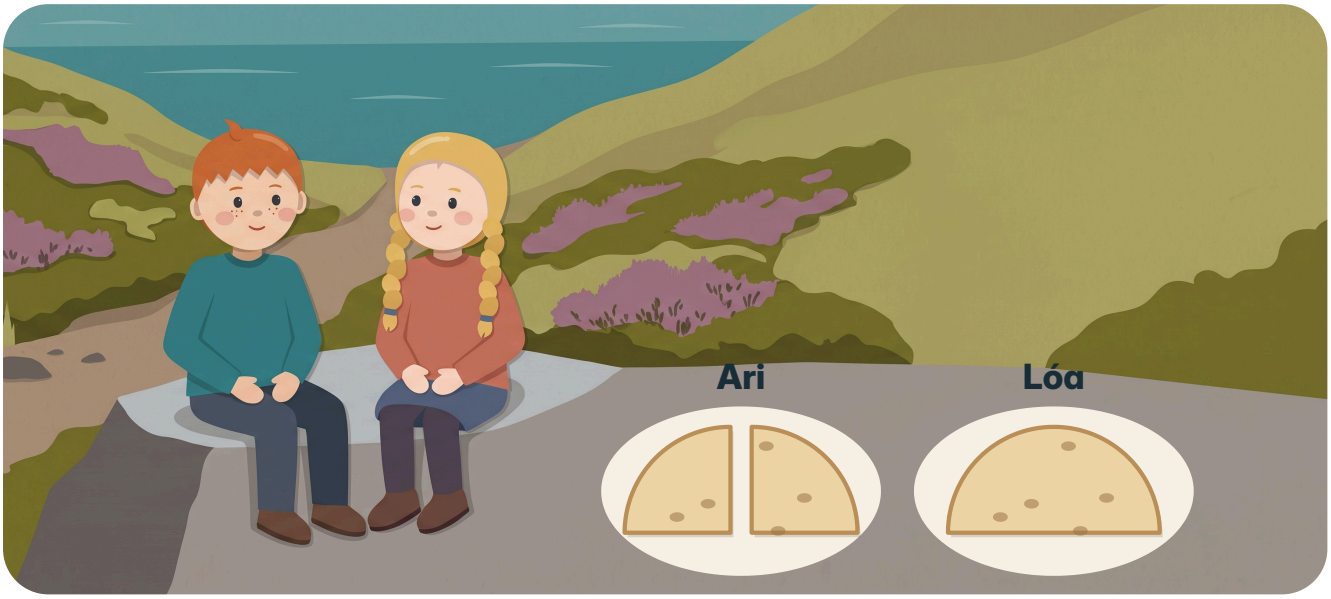
nei

4 Litaðu helming af efri lengjunni.
Litaðu tvo fjórðunga af neðri lengjunni.



6 Skiptum jafnt

★ Ég get sagt hvort skipt er jafnt og hvers vegna.

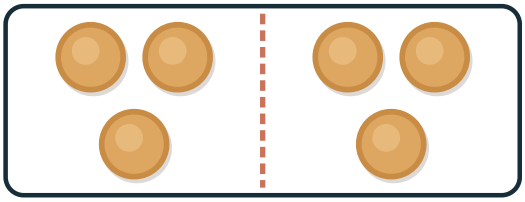


Ari fær tvo fjórðunga. Lóa fær helming. Fá þau jafnmikið?

SÝNIDÆMI

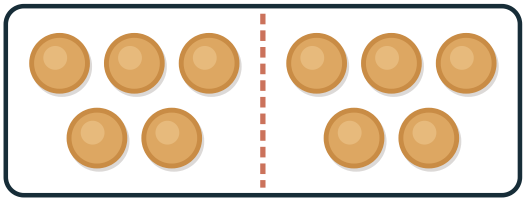
Er helmingur alltaf jafnmikið?

1



Helmingur af sex kexkökum er þrjár.

2

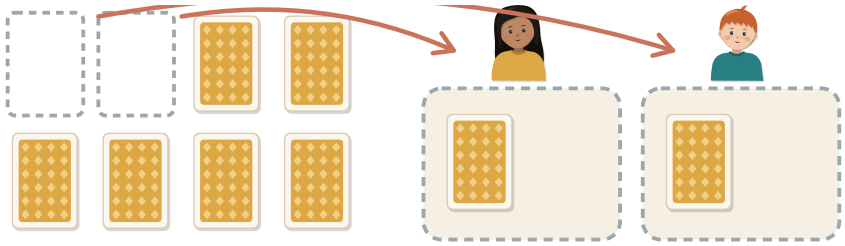


Helmingur af tíu kexkökum er fimm.

Nei. Það fer eftir því hver heildin er.

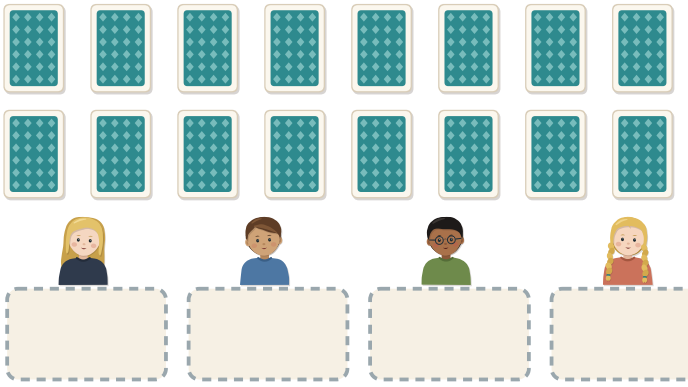
1 **PRÓFAÐU**

Tvö börn skipta átta spjöldum jafnt.
Hve mörg spjöld fær hvort barn?

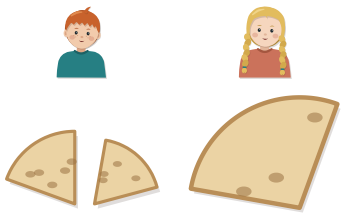


Æfðu þig

2 Fjögur börn skipta sextán spjöldum jafnt.
Hve mörg spjöld fær hvert barn?

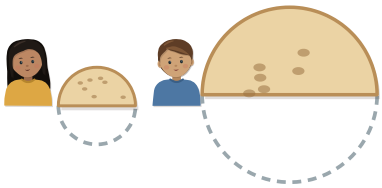


3 Ari fær tvo bita.
Lóa fær einn.
Fær Ari meira?



já
nei

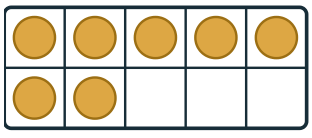
4 Edda og Óli fá bæði helming.
Fá þau jafnmikið?



já
nei

5 **RIFJUM UPP**

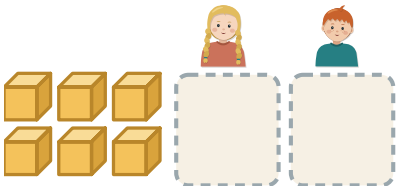
7 + ? = 10
Hvað vantar upp á tíu?



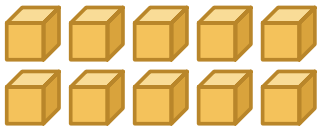
Hvað kann ég?

Gerðu hvert verkefni. Sýndu félaga hvernig þú hugsaðir.

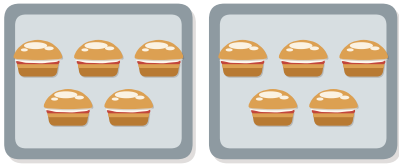
1 Sex kubbar, tvö börn.
Hve marga fær hvort?



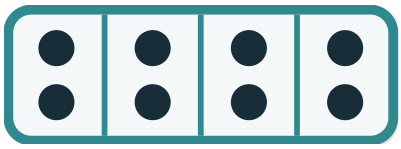
2 Tíu kubbar.
Fimm í hvern poka.
Hve marga poka þarf?



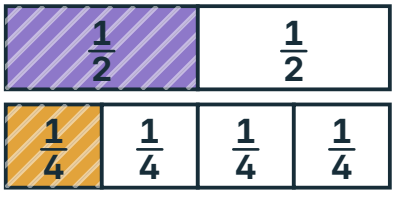
3 Tveir bakkar.
Fimm bollur á hvorum.
Hve margar alls?



4 Hvað er fjórðungur af átta punktum?



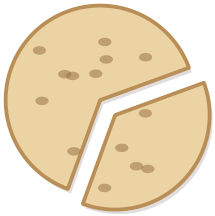
5 Hvor hlutinn er stærri?



helmingur

fjórðungur

6 Er skipt jafnt?



já

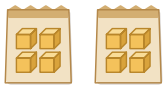
nei

Sýndu félaga hvernig þú hugsaðir.

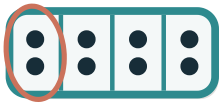
Þetta vil ég skoða aftur

Dragðu hring um myndina.

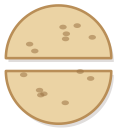

Skiptum á milli


Hve margir hópar?


Hópar í sögum


Fjórðungur af safni


Sama heild

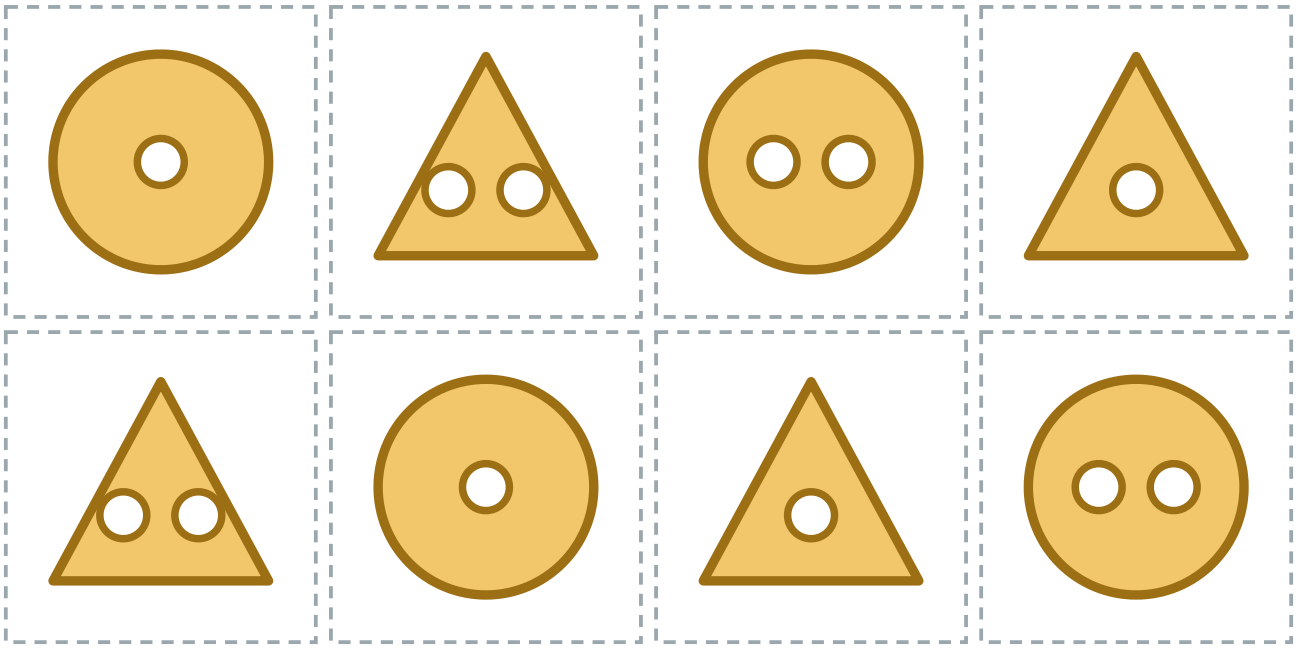

Skiptum jafnt

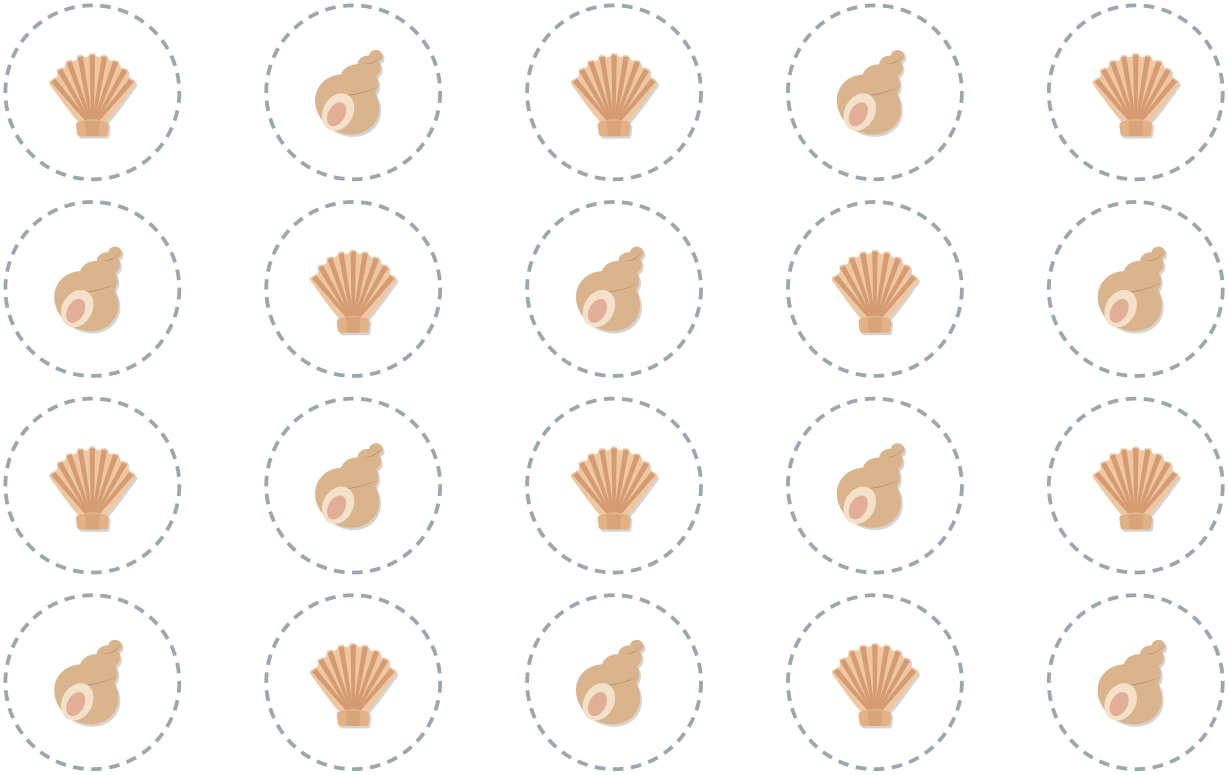


Klipptu út

1

Fyrir kafla 1: flokkunarspjöld (Fjársjóðskistan) og skeljar fyrir leikinn Fyllum föturnar.

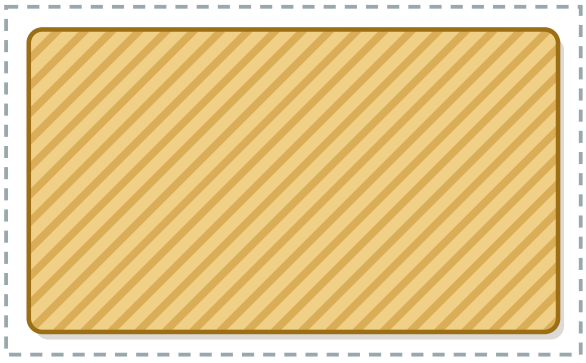




Klipptu út

Fyrir kafla 2: farþegar fyrir leikinn Tveir strætóar og felublað fyrir Hluti er falinn.

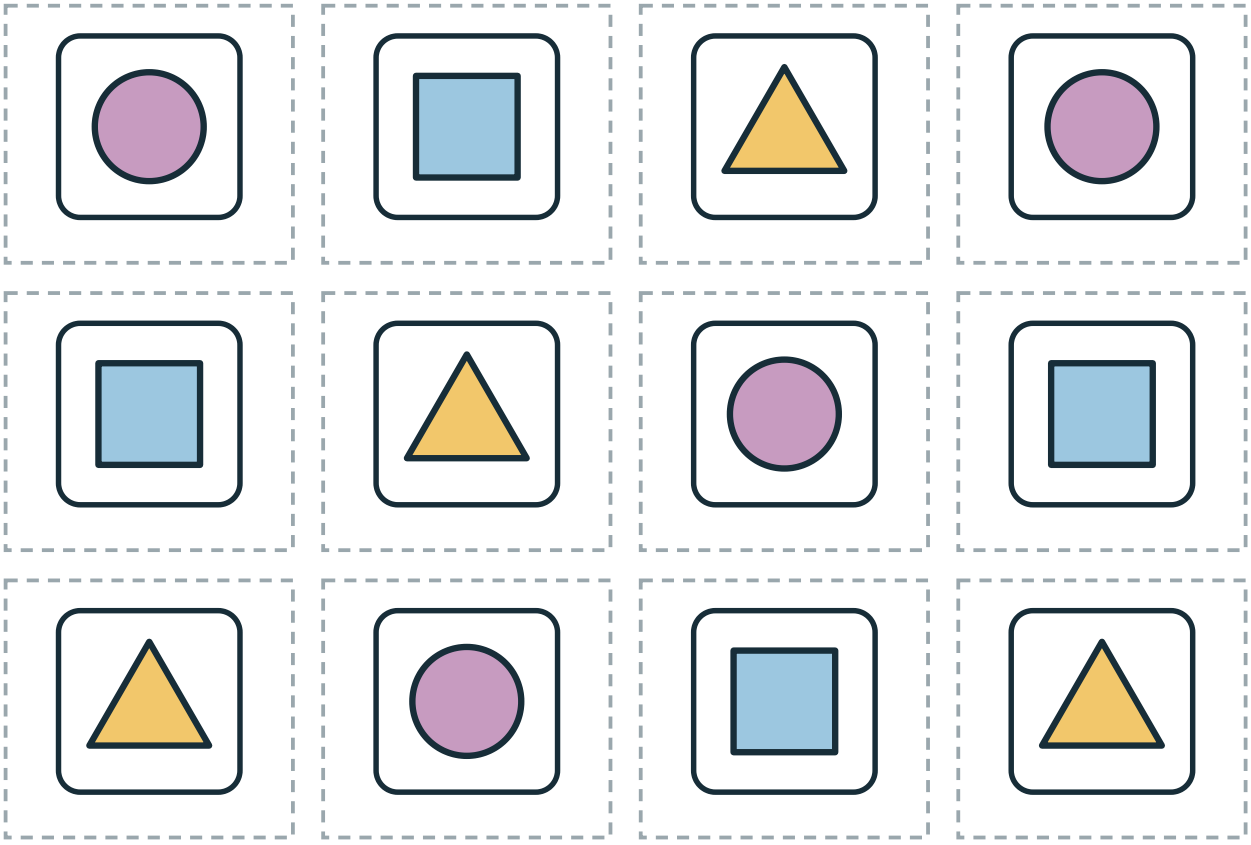


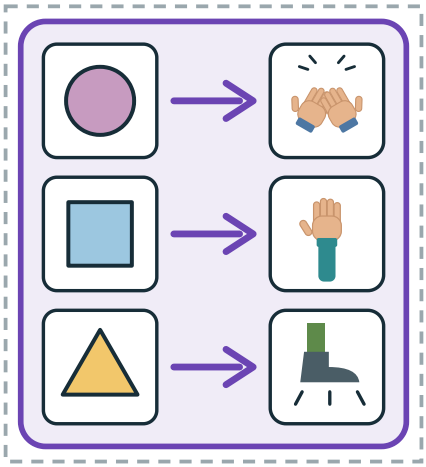


felublað

Klipptu út

Fyrir kafla 3: formspjöld og reglubréf fyrir leikinn Fylgdu reglunni.

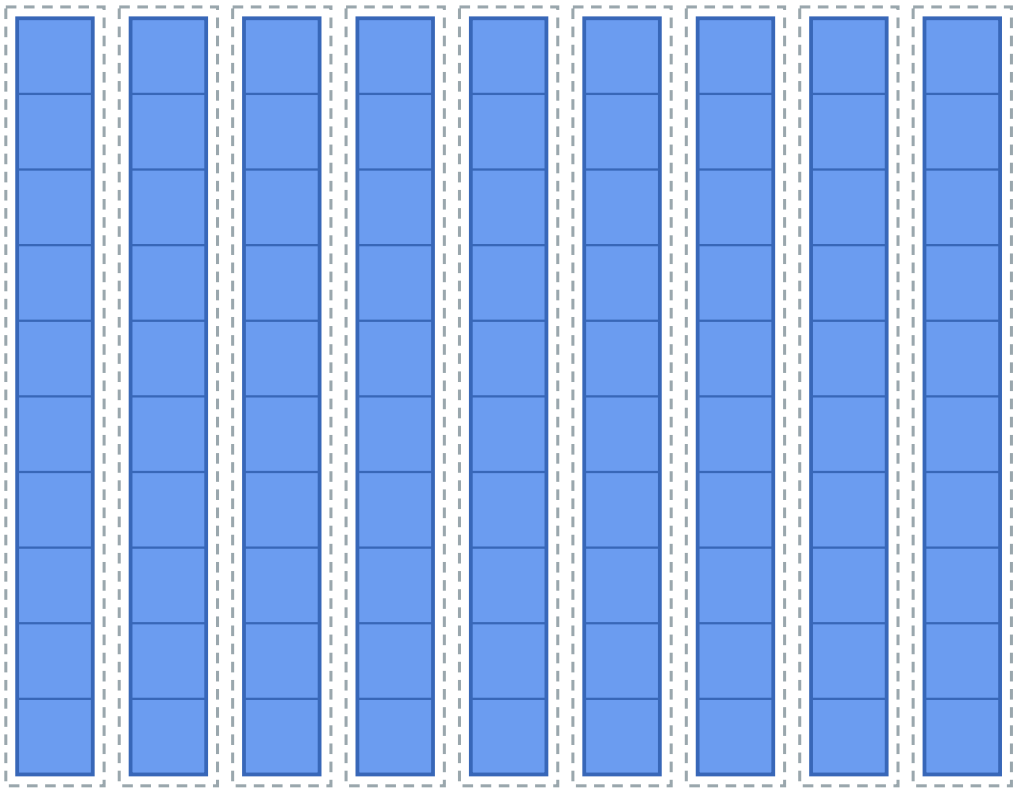


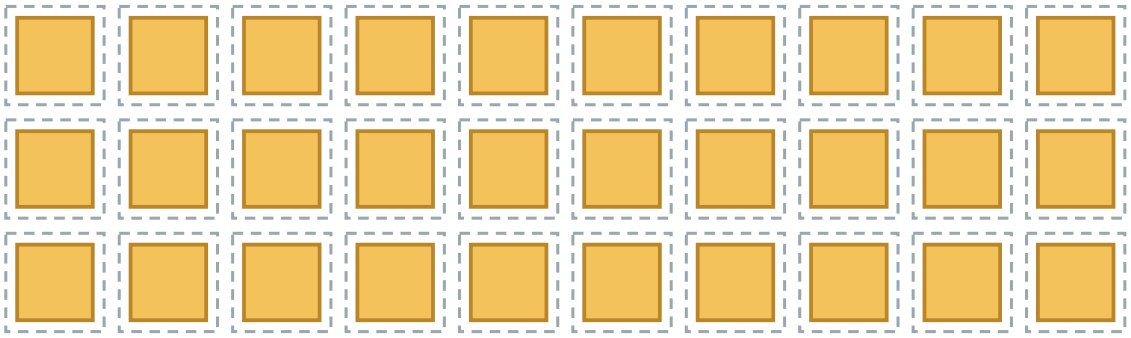


reglubréf

Klipptu út

Fyrir kafla 4: tugir og einingar. Notið einingarnar líka í leiknum Fyllum grindurnar.

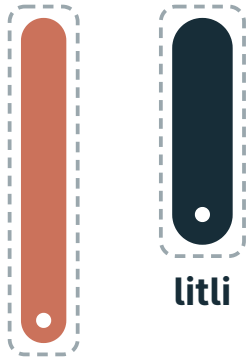


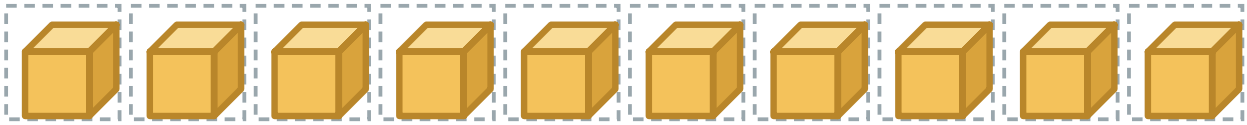


Klipptu út

Fyrir kafla 5: klukka með tveimur vísum (festið með splitti) og kubbalengja til að mæla.

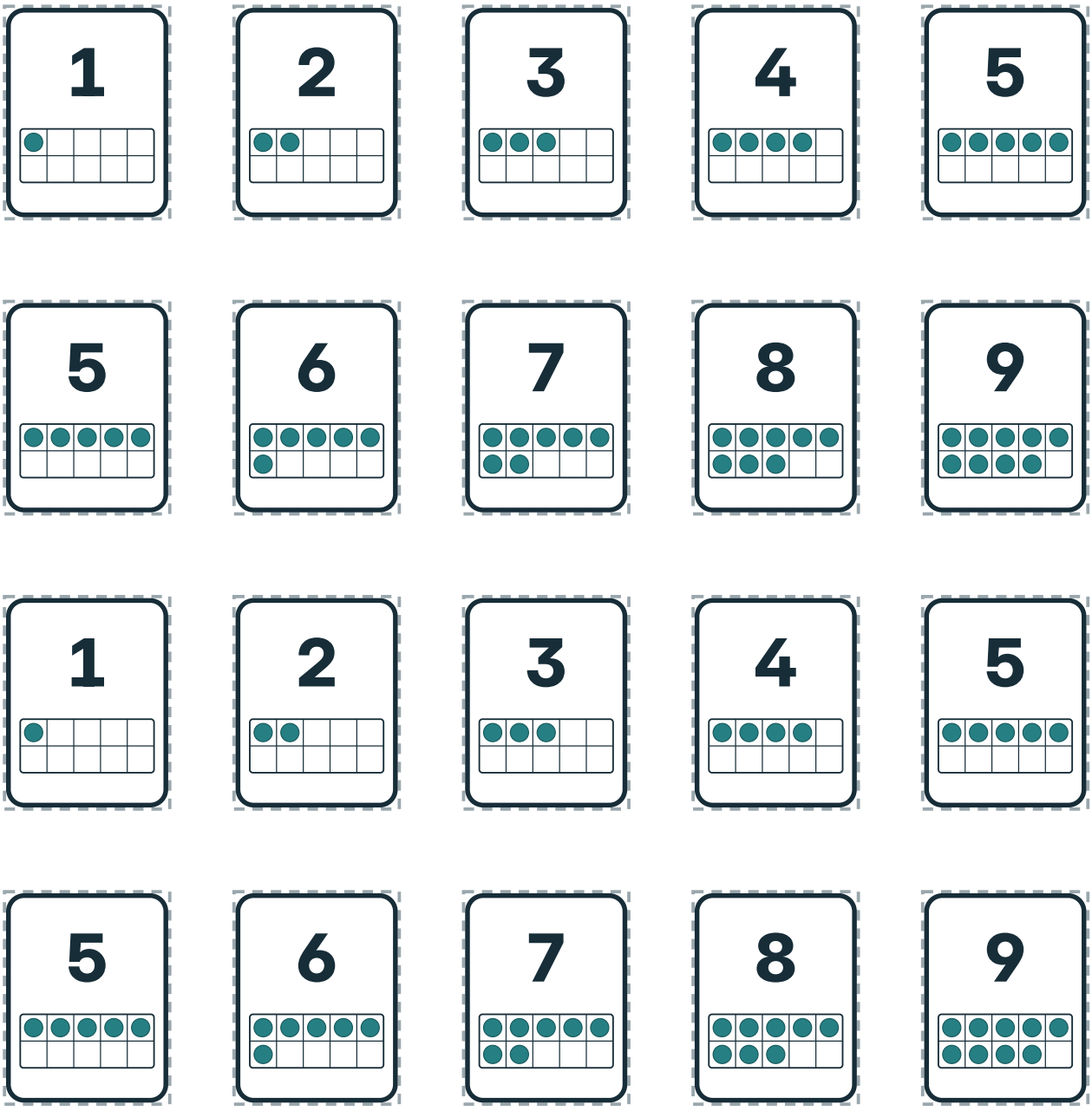






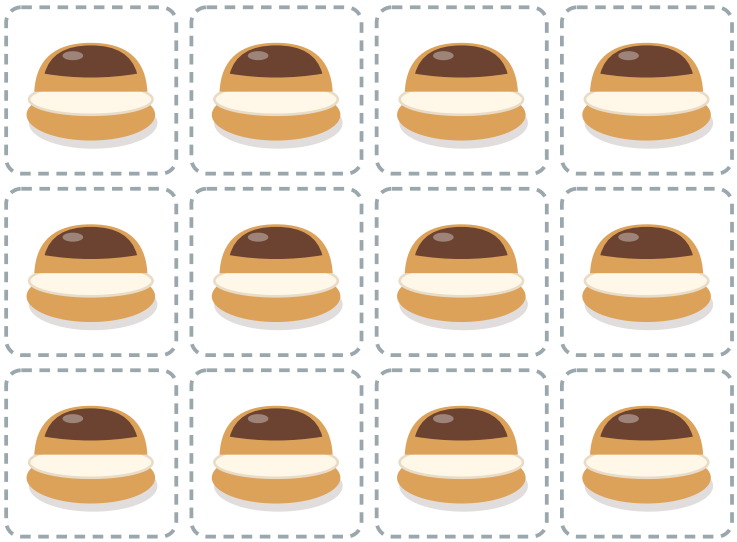
Klipptu út

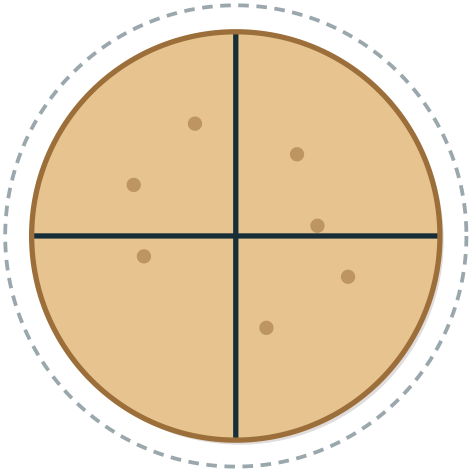
Fyrir kafla 6: tuttugu tíuvinaspjöld fyrir leikinn Tíuvinir (tvö sett).

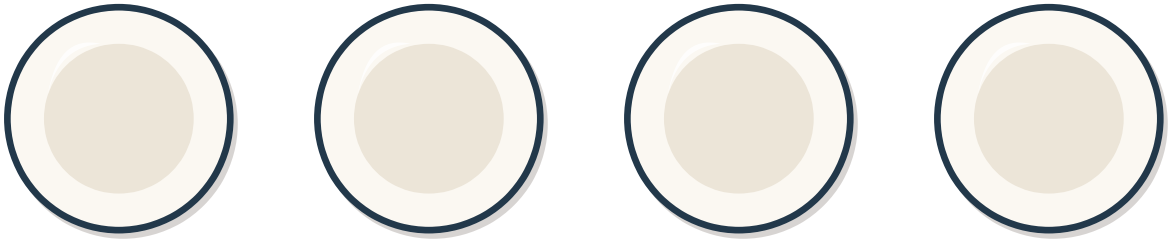


Klipptu út

Fyrir kafla 7: tólf bollur til að skipta á diska og flatkaka sem skiptist í helminga og fjórðunga.

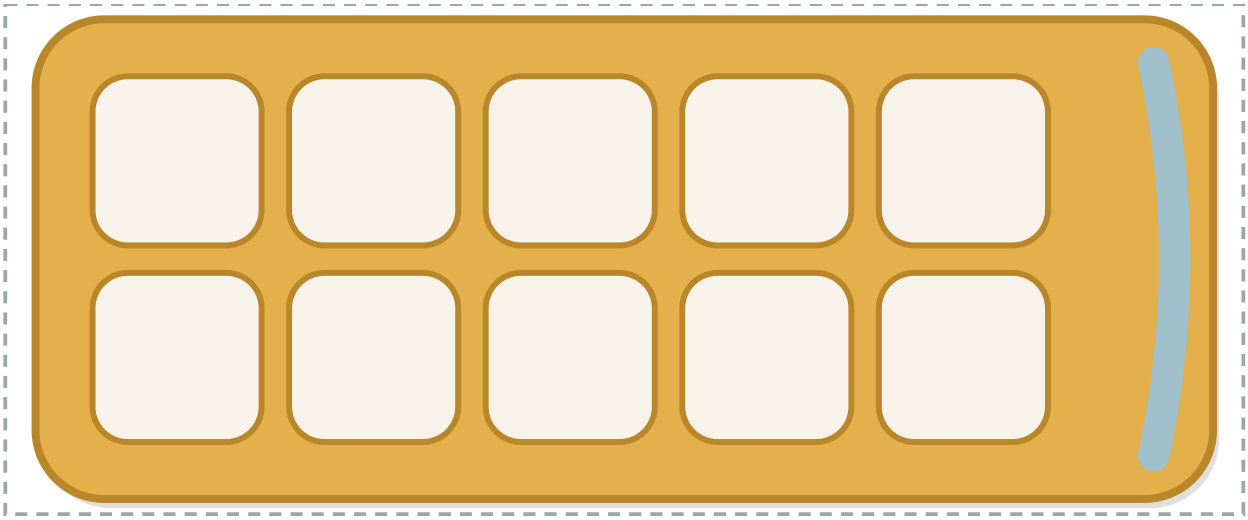






Klipptu út

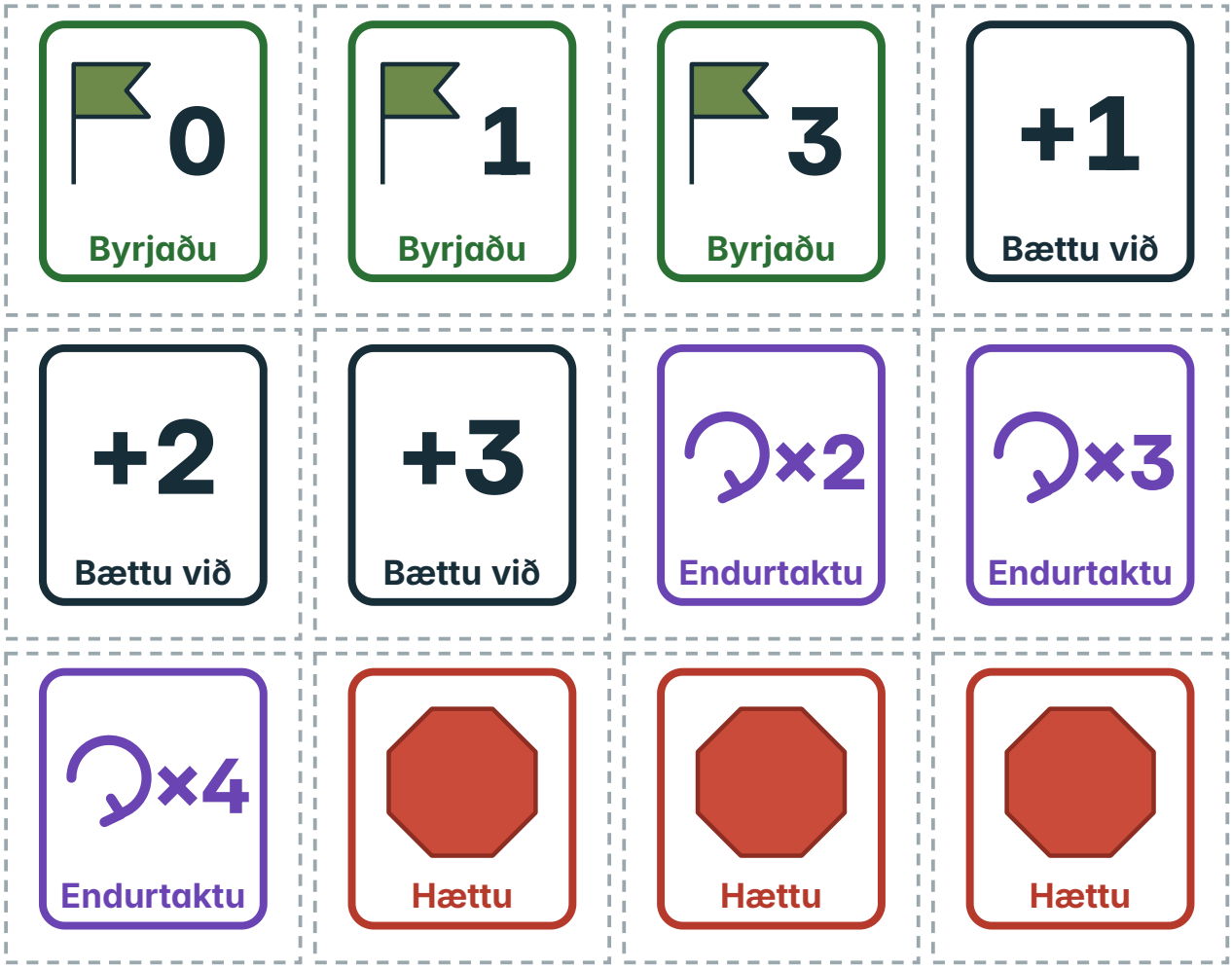
Fyrir kafla 9: strætó og tíu farþegar fyrir Strætóleikinn. Kubbar duga líka sem farþegar.





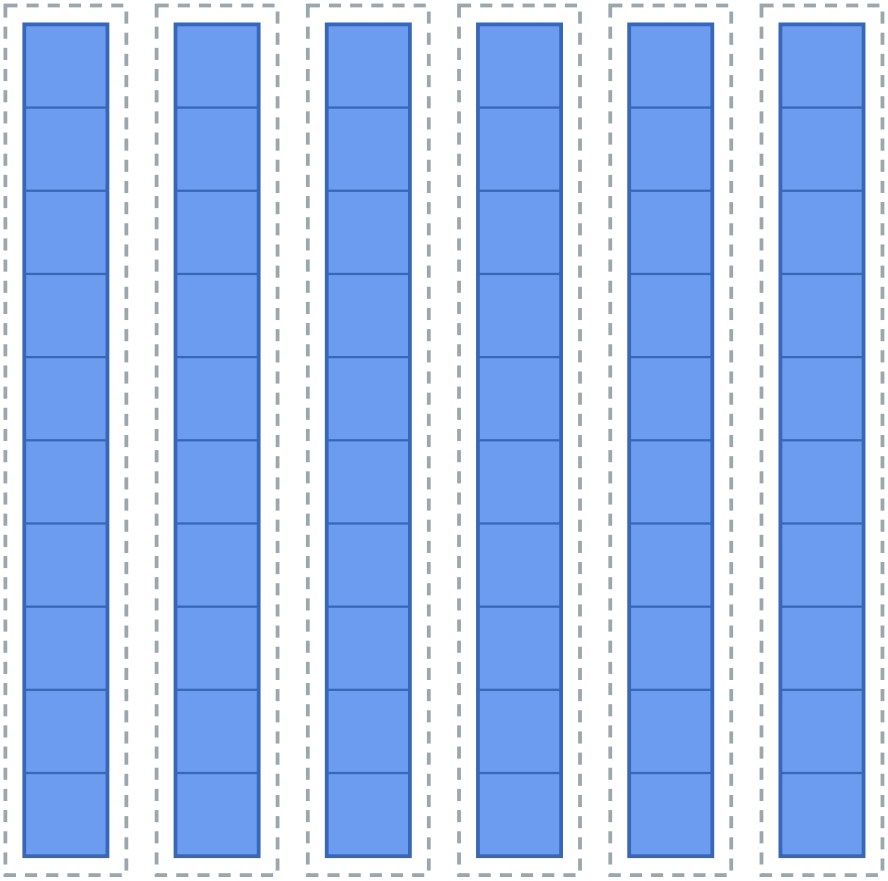
Klipptu út

Fyrir kafla 10: spjöld fyrir Vélmennaleikinn. Byrjun, skref, endurtekning og stöðvun.



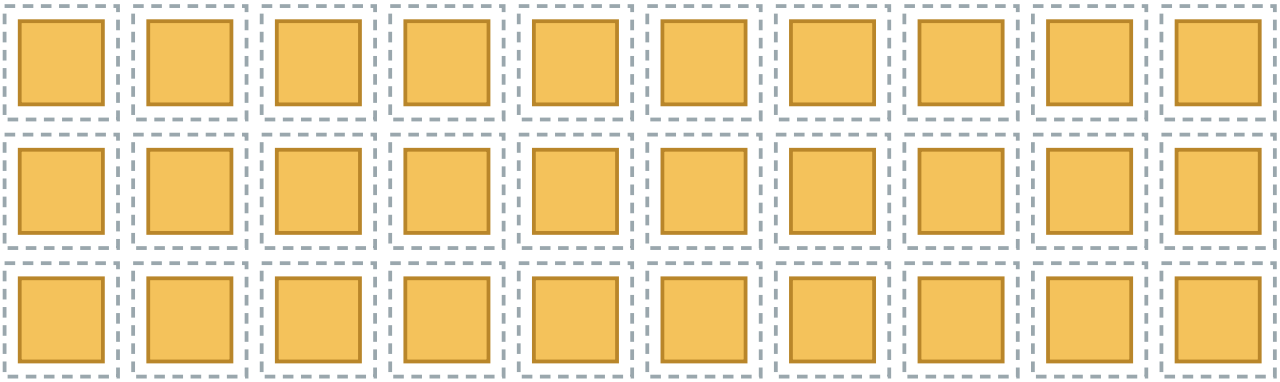
Klipptu út

Fyrir kafla 11: tugastikur og kubbar fyrir leikinn Skiptum í tug.



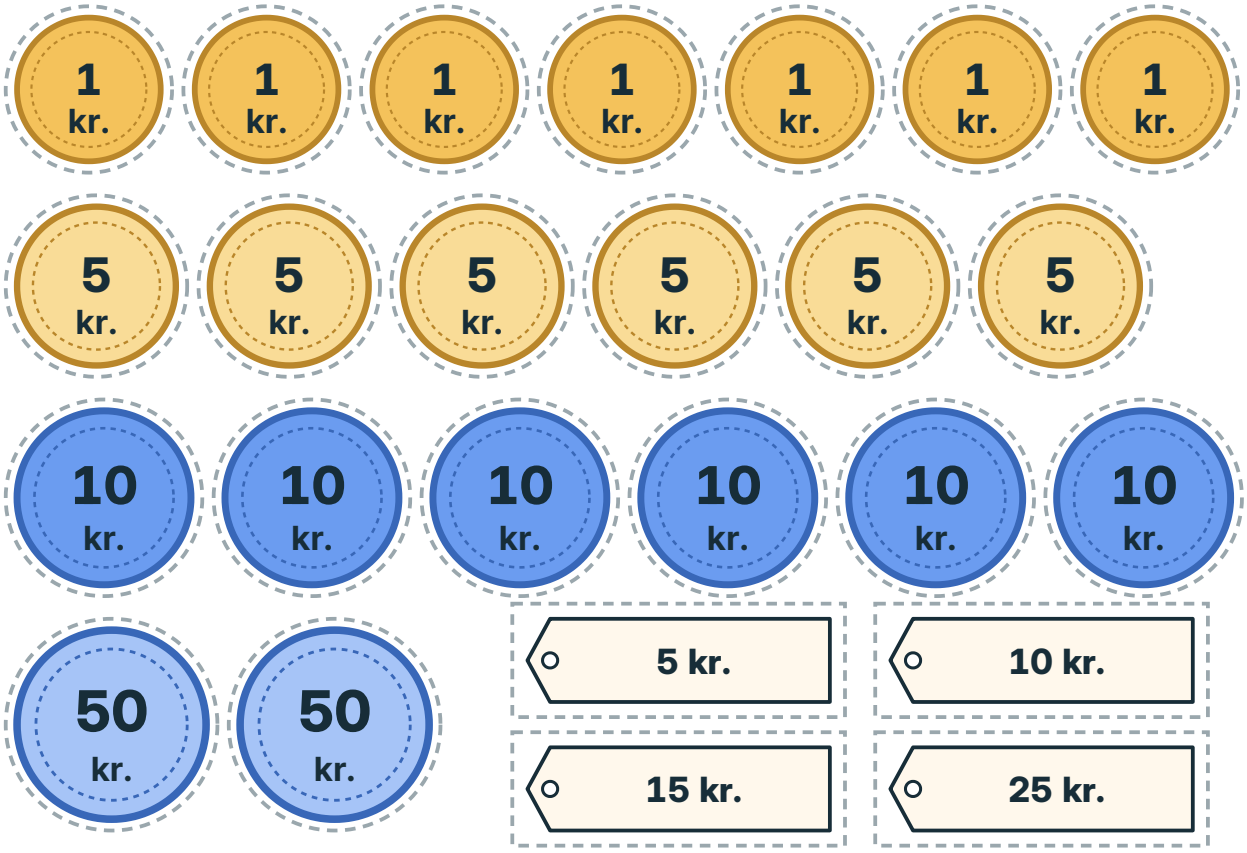
tugastikur
6 stykki

kubbar · 30 stykki

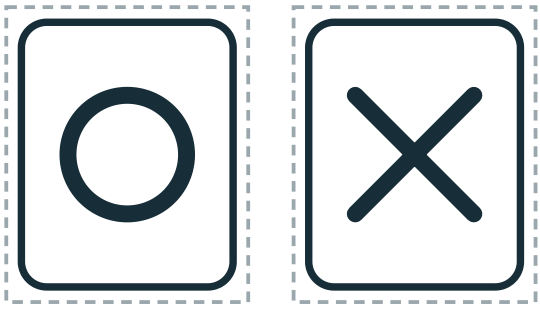


Klipptu út

Fyrir kafla 12: peningar og verðspjöld fyrir Leikum verslun (verðin eru dæmi), hringur og kross í pokann.

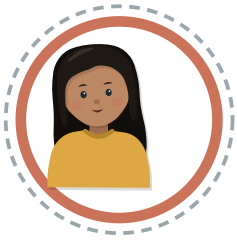


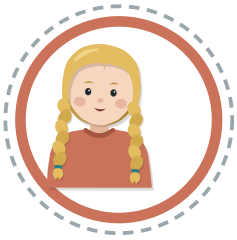
Verðin eru dæmi.



Klipptu út

Fyrir kafla 13: með fyrir Hoppum yfir tug og talnaspjöld fyrir Áætlum og reiknum.






19	22	28	31
39	41	48	52
57	63	68	71

Klipptu út

Fyrir kafla 14: tólf bollur og sex diskar fyrir Bakarann.

