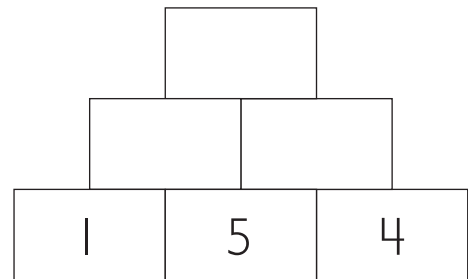
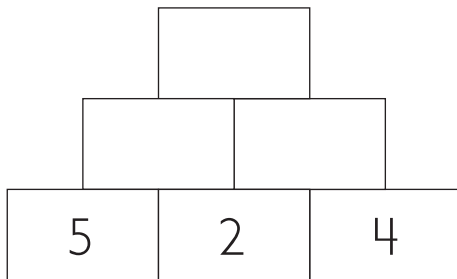
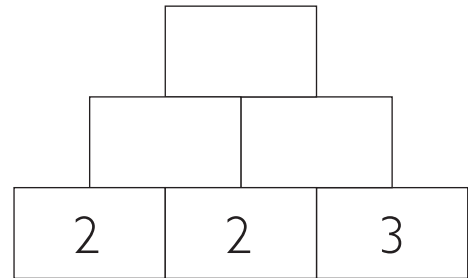
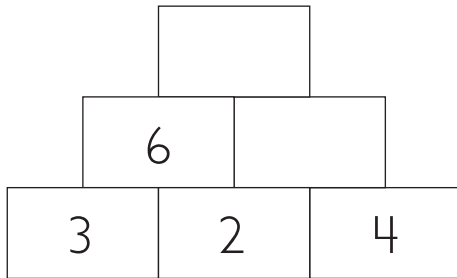
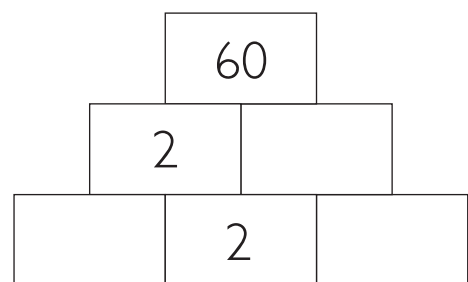
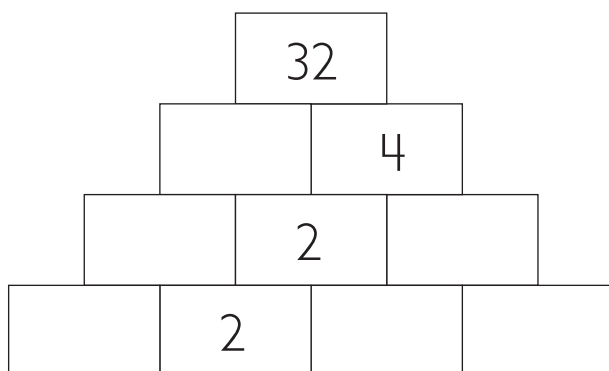


## Heilabrot 12 – Margföldunarpíramídar

- 1 Margfaldaðu saman tvær tölur sem standa hlið við hlið. Skrifðu svarið í reitinn sem er fyrir ofan báðar tölurnar.



- 2 Skráðu tölurnar sem vantar.



**Heilabrot 13**

Ljúktu við fótboltatöflurnar.

Þegar mótið var búið höfðu öll liðin leikið tvo leiki hvert við annað. Liðin fá 3 stig fyrir að vinna leik, jafntefli gefur 1 stig og lið, sem tapar, fær 0 stig.

**a**

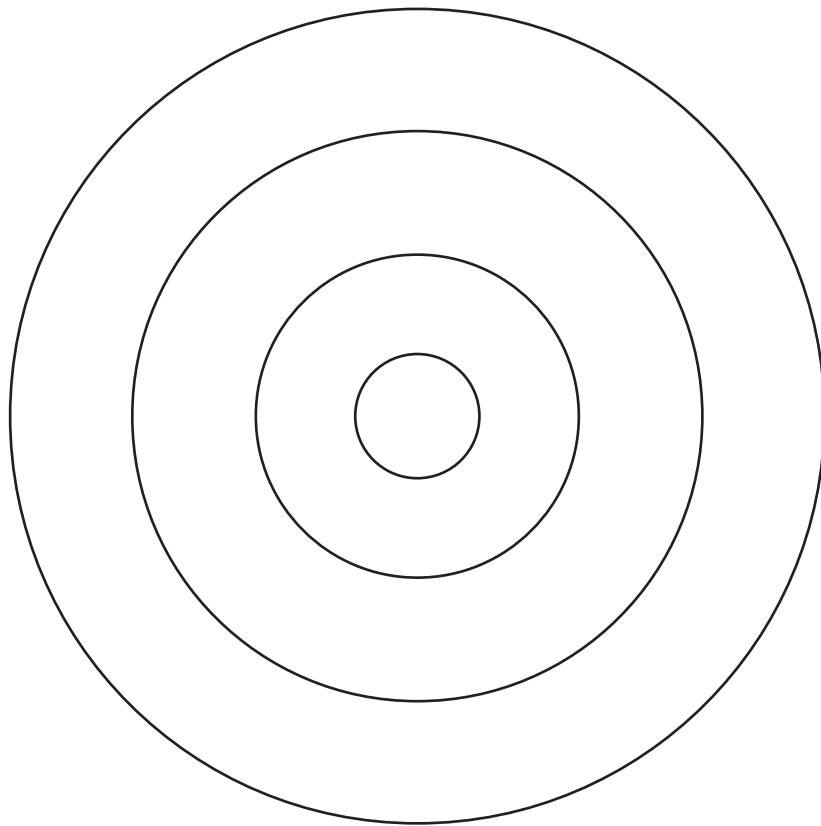
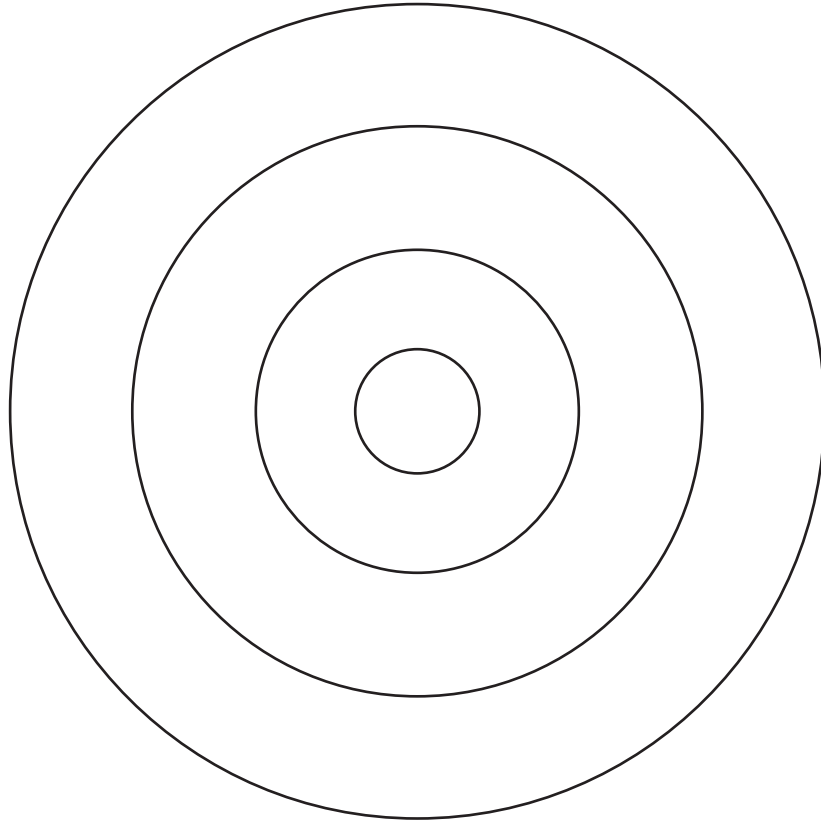
Lið	Fjöldi leikja	Unnir leikir	Jafntefli	Tapaðir leikir	Stig
Dísirnar	8	6	2	0	
Hetjurnar	8	4			15
Kapparnir	8		3		12
Víkingarnir	8	1			5
Vættirnar	8	1		7	

**b**

Lið	Fjöldi leikja	Unnir leikir	Jafntefli	Tapaðir leikir	Stig
Fálkarnir	12			3	27
Kríurnar	12	6		2	
Lóurnar	12		4		19
Svanirnir	12		5	3	
Tjaldarnir	12			5	15
Uglurnar	12	1		6	
Þrestirnir	12		2		5



## Pílukast 2



**Hundraðtafla**

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

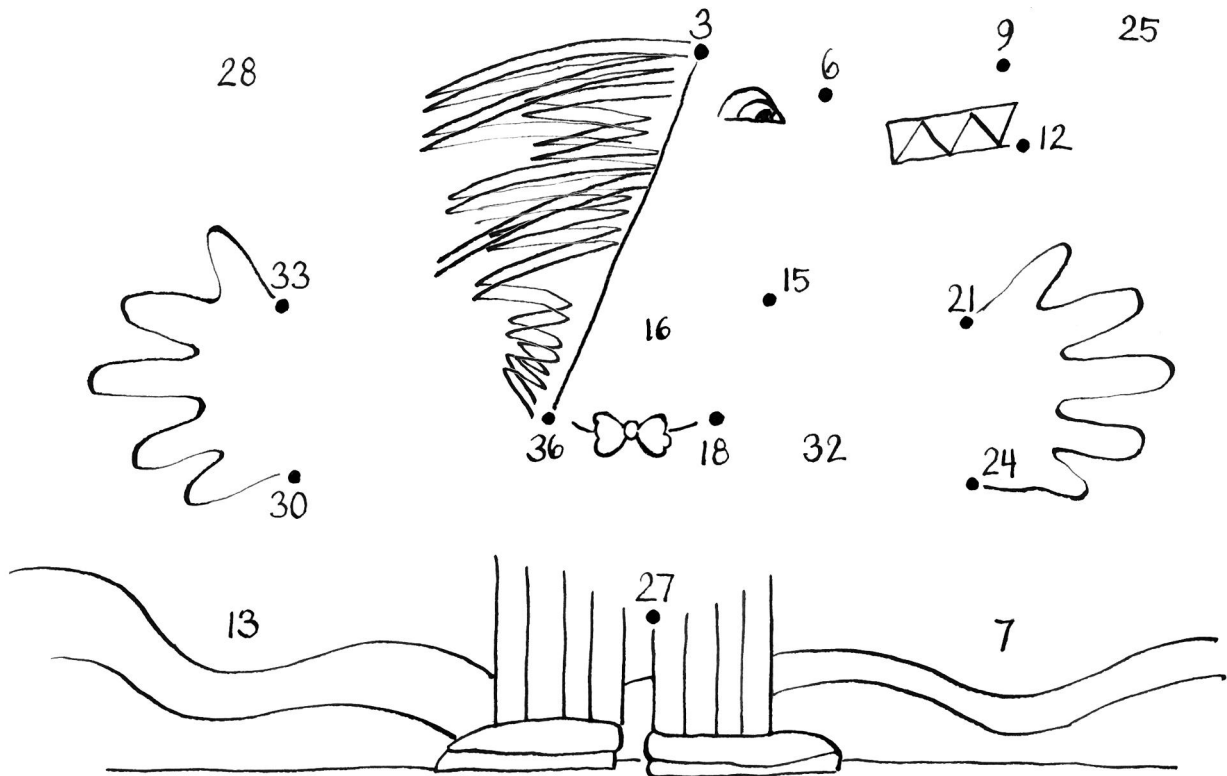
**Margföldunartöflur**

Fylltu út í margföldunartöflurnar.

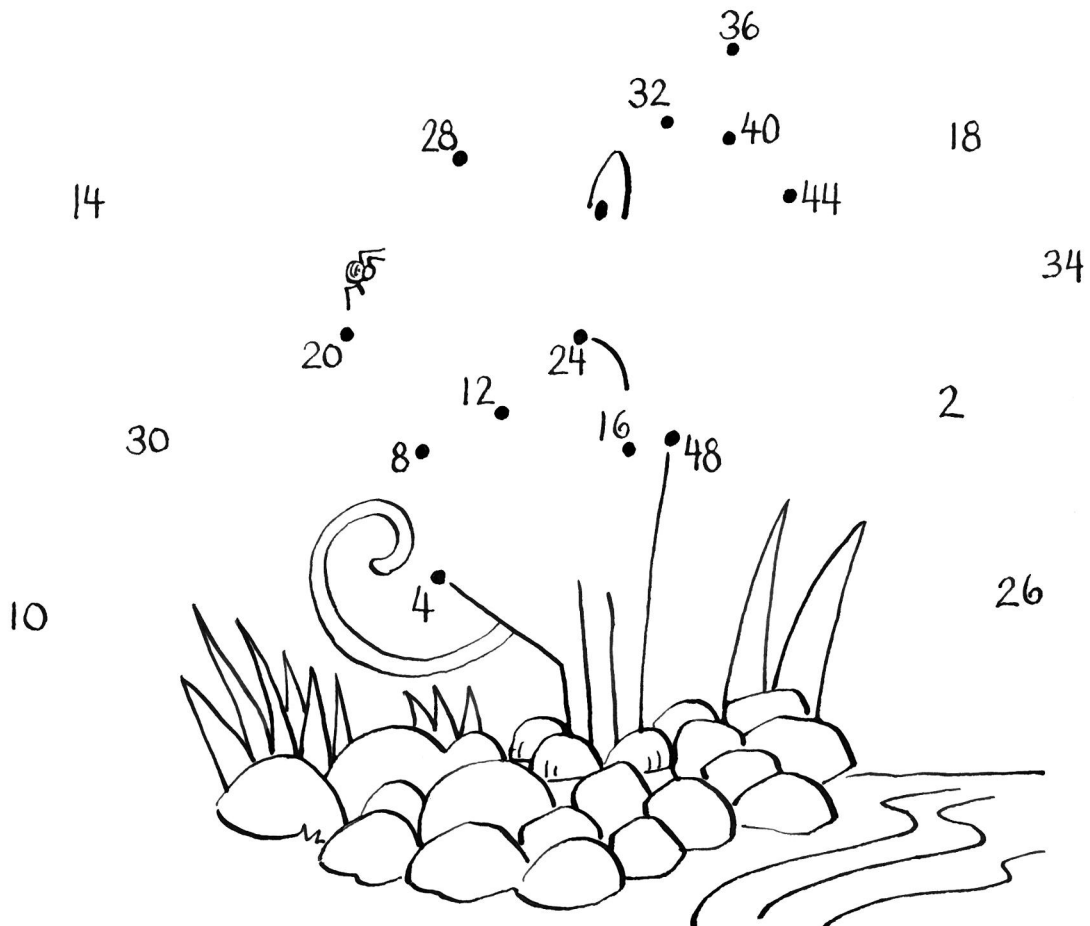
•	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

## Punktamyndir I

I Dragðu strik milli talnanna í 3-töflunni. Byrjaðu á tölunni 3.

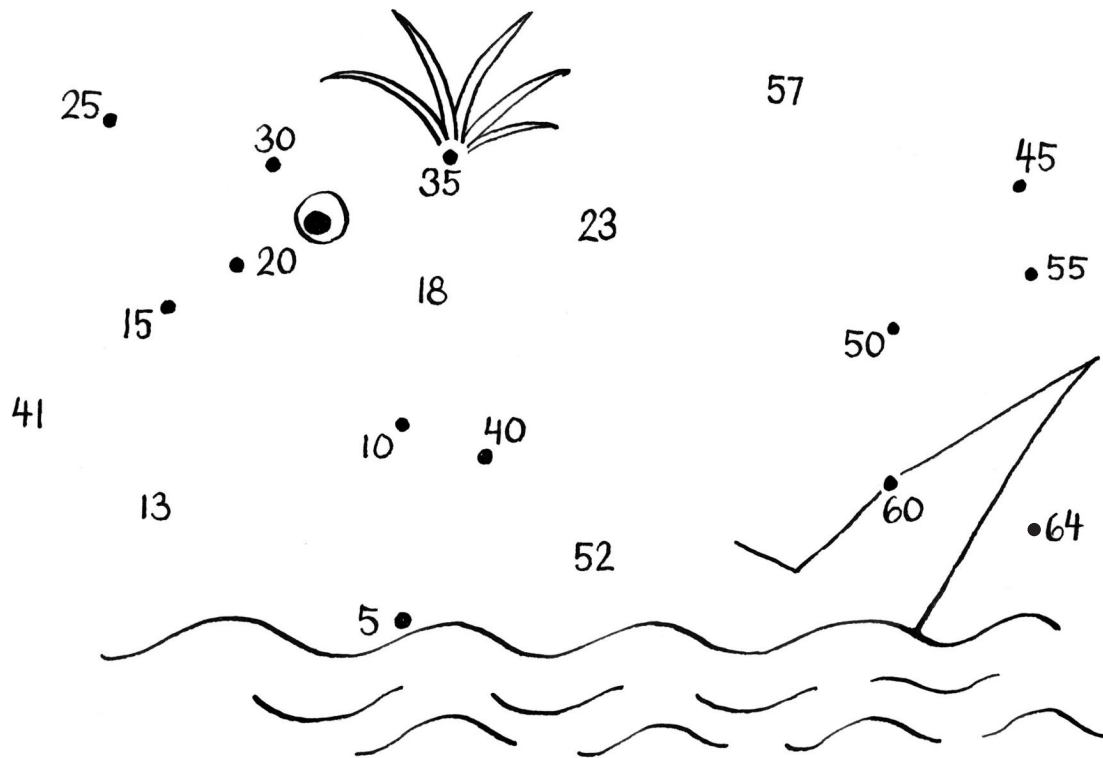


2 Dragðu strik milli talnanna í 4-töflunni. Byrjaðu á tölunni 4.

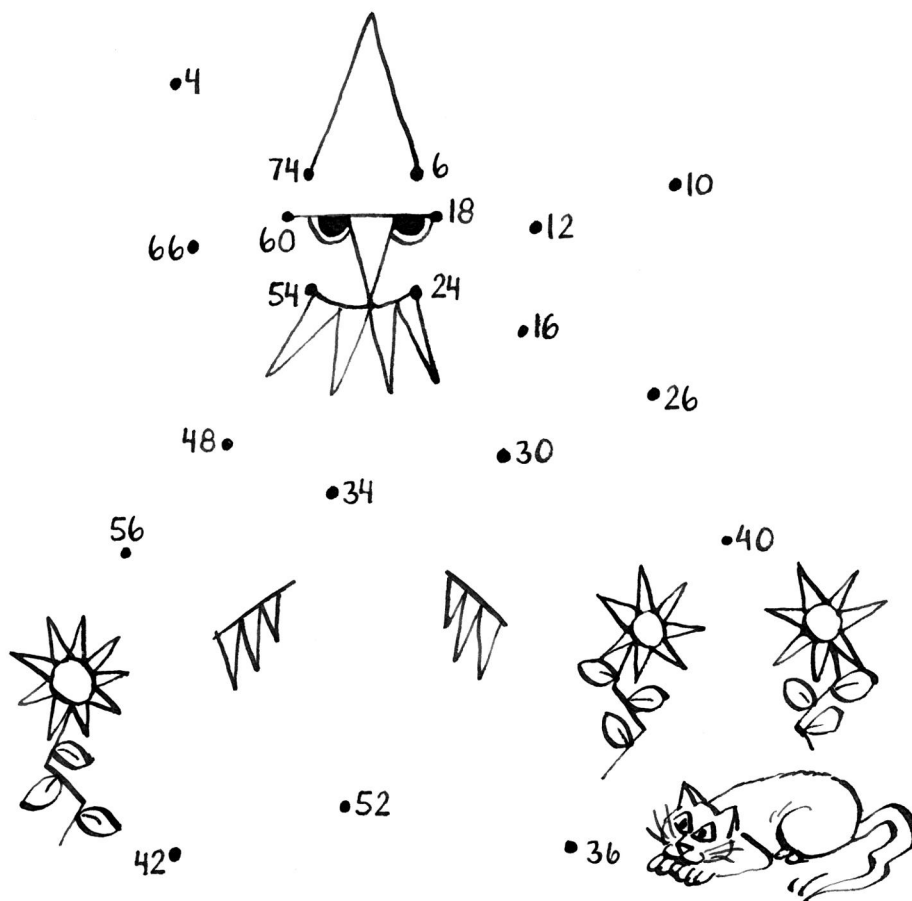


## Punktamyndir 2

1 Dragðu strik milli talnanna í 5-töflunni. Byrjaðu á tölunni 5.



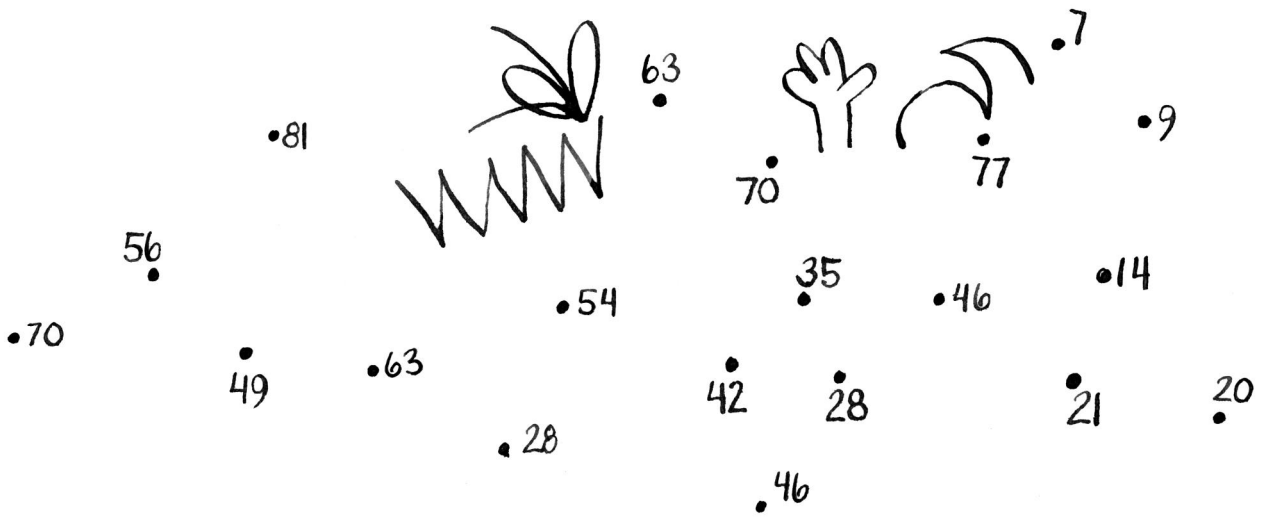
2 Dragðu strik milli talnanna í 6-töflunni. Byrjaðu á tölunni 6.



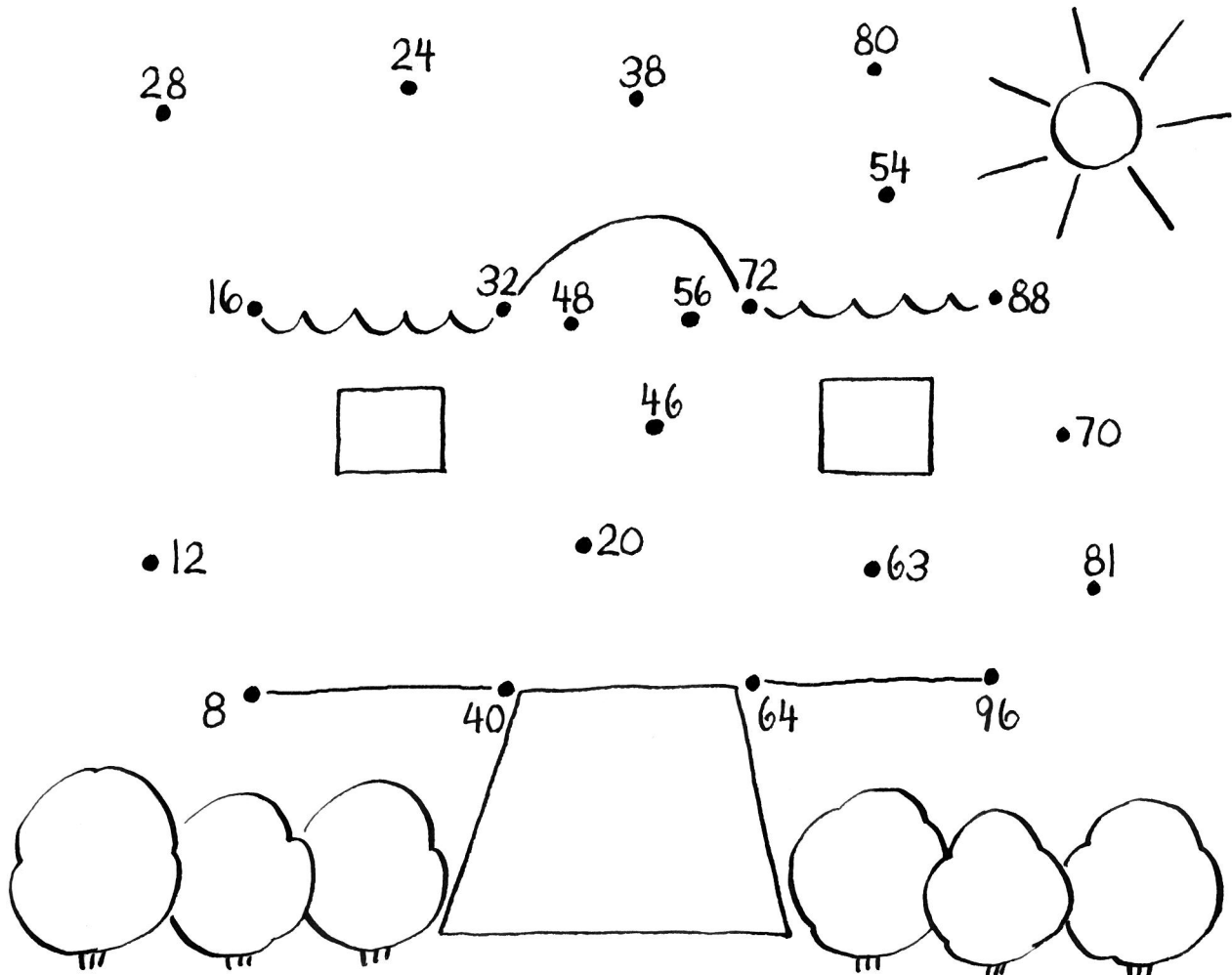


### Punktamyndir 3

1 Dragðu strik milli talnanna í 7-töflunni. Byrjaðu á tölunni 7.

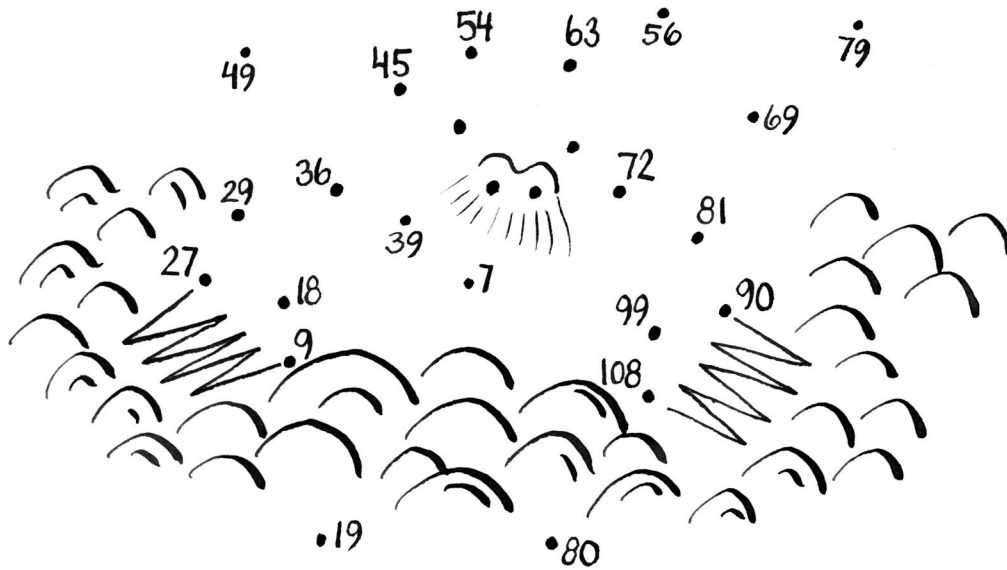


2 Dragðu strik milli talnanna í 8-töflunni. Byrjaðu á tölunni 8.

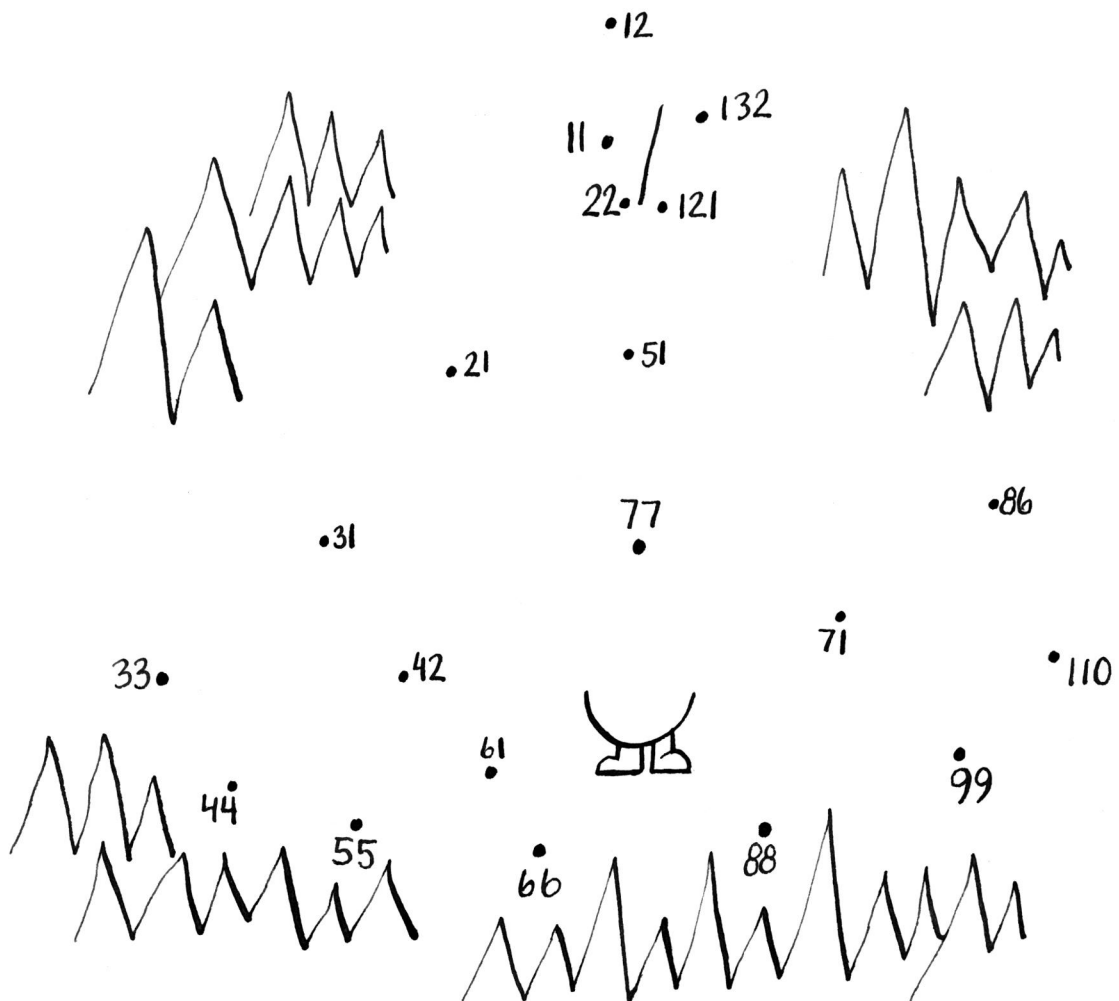


### Punktamyndir 4

1 Dragðu strik milli talnanna í 9-töflunni. Byrjaðu á tölunni 9.



2 Dragðu strik milli talnanna í 11-töflunni. Byrjaðu á tölunni 11.



**Eyðublað fyrir dómínóspjöld**

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

Ég á \_\_\_\_\_

Hver á \_\_\_\_\_?

## Dómínóspjöld I

Ég á 5.

Hver á 5  
sinnum 8?

Ég á 40.

Hver á 40  
sinnum 2?

Ég á 80.

Hver á 80  
deilt með 10?

Ég á 8.

Hver á 8  
sinnum 7?

Ég á 56.

Hver á 56  
mínus 20?

Ég á 36.

Hver á 36  
deilt með 4?

Ég á 9.

Hver á 9  
sinnum 5?

Ég á 45.

Hver á 45  
sinnum 2?

Ég á 90.

Hver á 90  
deilt með 3?

**Dómínóspjöld 2**

Ég á 30.

Hver á 30  
deilt með 5?

Ég á 6.

Hver á 6  
sinnum 7?

Ég á 42.

Hver á 42  
deilt með 2?

Ég á 21.

Hver á 21  
deilt með 7?

Ég á 3.

Hver á 3  
sinnum 6?

Ég á 18.

Hver á 18  
deilt með 9?

Ég á 2.

Hver á 2  
sinnum 30?

Ég á 60.

Hver á 60  
deilt með 6?

Ég á 10.

Hver á 10  
deilt með 2?

### Dómínóspjöld 3

Ég á 30.

Hver á 30  
plús 5 og það  
deilt með 5?

Ég á 7.

Hver á 7  
sinnum 4?

Ég á 28.

Hver á 28  
plús 4 og það  
deilt með 8?

Ég á 4.

Hver á 4  
sinnum 5?

Ég á 20.

Hver á 20  
plús 2 og það  
deilt með 2?

Ég á 11.

Hver á 11  
sinnum 3?

Ég á 33.

Hver á 33  
sinnum 2?

Ég á 66.

Hver á 66  
mínus 20 plús 2?

Ég á 48.

Hver á 48  
deilt með 2?

## Safna reitum

### BÚNAÐUR

Þrjú teningar.

Leikmenn kasta þremur teningum í hverri umferð. Leikmenn búa til dæmi með því að nota allar tölurnar þrjár, einu sinni hverja. Leikmenn velja sjálfir reikningsaðgerðina. Nota má mismunandi aðgerðir í sömu umferð, sjá dæmið hér fyrir neðan. Takmarkið er að búa til dæmi þar sem endanlegt svar samsvarar einni af tölunum á spilaborðinu. Þegar leikmaður hefur búið til slíkt svar krossar hann yfir reitinn á spilaborðinu. Aðeins má krossa yfir einn reit í hverri umferð.

### Dæmi

Upp kemur á teningunum 2, 4 og 6.

Dæmi sem koma til greina eru:  $4 \cdot 6 = 24$

$$24 : 2 = 12$$

Margir aðrir möguleikar koma til greina.

### Stigagjöf:

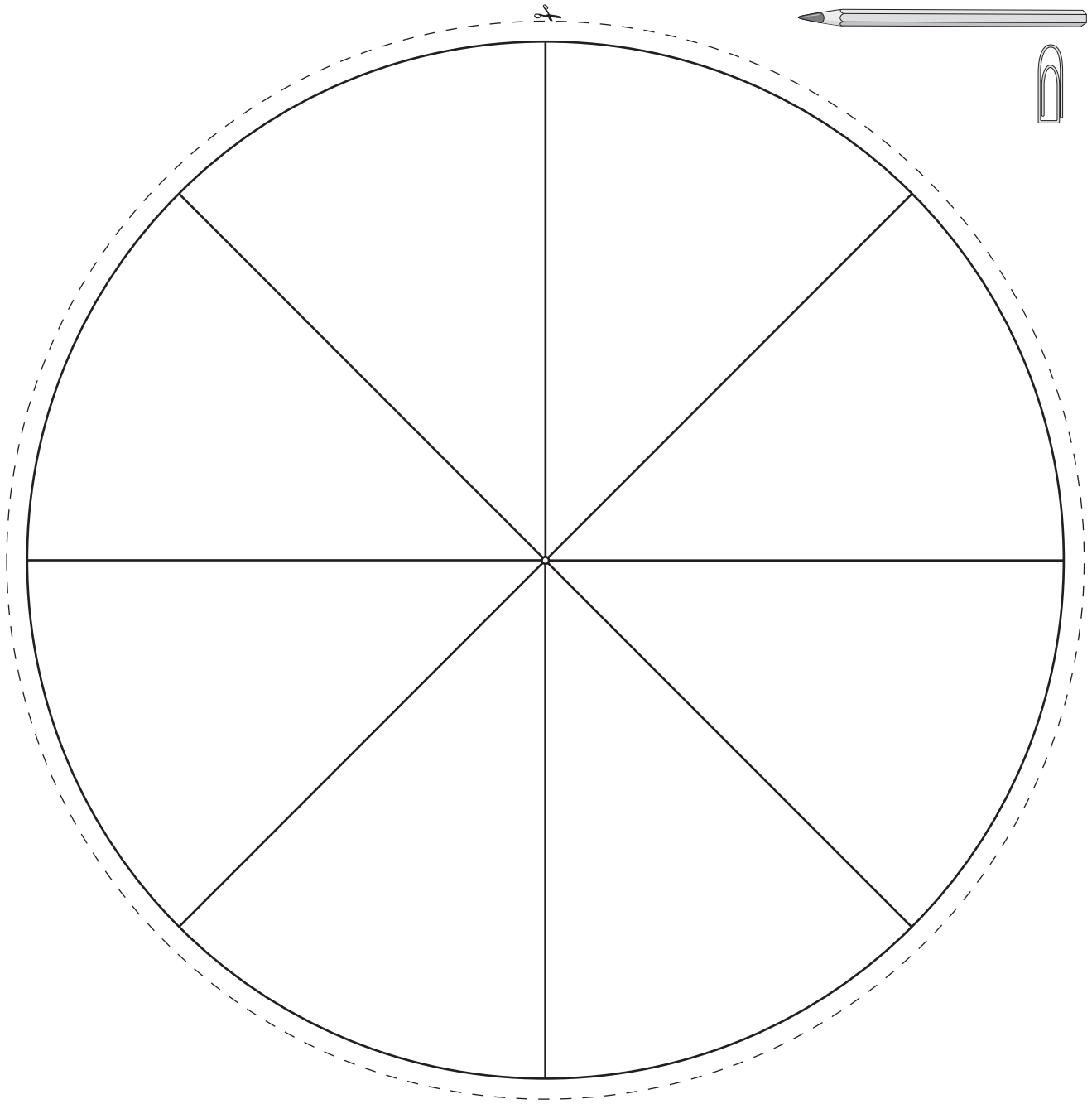
Fyrir hvern reit, sem leikmaður merkir sér, fær hann 1 stig. Auk þess fær hann 1 stig fyrir hvern reit sem liggur að reit sem merktur er honum. Það nægir að reitur hafi horn sameiginlegt merktum reit.

Hér á eftir er hluti af spilaborðinu.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42

Leikmenn (nöfn):	Stig
1 _____	
2 _____	
3 _____	
4 _____	

# Tóm spilaskífa með 8 reitum





## Búa til ferninga 2

### LEIKREGLUR

Leikmenn eru tveir. Þeir draga strik milli tveggja punkta til skiptis. Sá sem dregur síðasta strikið í ferningi utan um deilingardæmi á að reikna dæmið.

Ef svarið er rétt má hann lita ferninginn í sínum lit. Ef svarið er rangt má hinn leikmaðurinn reyna að leysa dæmið. Sá vinnur sem á fleiri litaða ferninga þegar allir ferningarnir hafa verið litaðir.

●	●	●	●	●	●	●	●	●	●	●
28 : 4	40 : 5	36 : 4	48 : 6	35 : 7	42 : 7	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
25 : 5	24 : 6	42 : 6	18 : 9	12 : 3	45 : 9	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
18 : 3	16 : 4	24 : 3	64 : 8	20 : 5	15 : 3	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
12 : 2	63 : 9	72 : 8	49 : 7	27 : 3	36 : 3	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
32 : 4	56 : 7	54 : 6	81 : 9	9 : 3	54 : 9	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
28 : 7	48 : 8	36 : 6	14 : 7	90 : 9	56 : 8	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●
63 : 7	54 : 9	49 : 7	32 : 8	72 : 9	24 : 8	●	●	●	●	●
●	●	●	●	●	●	●	●	●	●	●

**Finna leynitölur**

**1** Talan er minni en 160.  
Hún er stærri en  $145 + 5$ .  
Síðasta talan er milli 0 og 3.  
Talan er oddatala.

Talan er \_\_\_\_\_

**2** Talan er stærri en  $3 \cdot 25$ .  
Hún er minni en  $8 \cdot 10$ .  
Summa tölustafanna er 14.  
Talan er oddatala.

Talan er \_\_\_\_\_

**3** Talan er stærri en  $2 \cdot 17$ .  
Hún er minni en  $2 \cdot 19$ .  
Síðasti tölustafurinn  
er stærri en 4.  
Talan 9 gengur upp í tölunni.

Talan er \_\_\_\_\_

**4** Talan er stærri en  $3 \cdot 100$ .  
Hún er minni en  $400 - 50$ .  
Talan er oddatala. Síðasti  
tölustafurinn er ekki 1, 3, 7  
eða 9. Annar hinna tölustaf-  
anna er slétt tala minni en 4  
en stærri en 1.

Talan er \_\_\_\_\_

**5** Talan er tveggja stafa tala.  
Tölustafirirnir eru eins. Talan er  
oddatala. Summa tölustafanna  
er stærri en 17.

Talan er \_\_\_\_\_

**6** Talan er stærri en  $4 \cdot 25 \cdot 6$   
Talan endar á tveimur núllum.  
Talan er minni en 800.

Talan er \_\_\_\_\_

**7** Talan er stærri en  $7 \cdot 9$ .  
Talan er minni en  $8 \cdot 9$ .  
Tölustafurinn í einingasætinu  
er stærri en 6.  
Talan er slétt tala.

Talan er \_\_\_\_\_

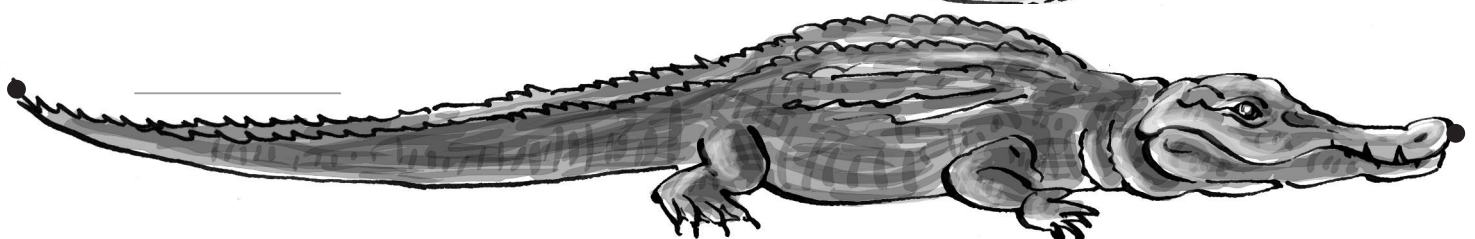
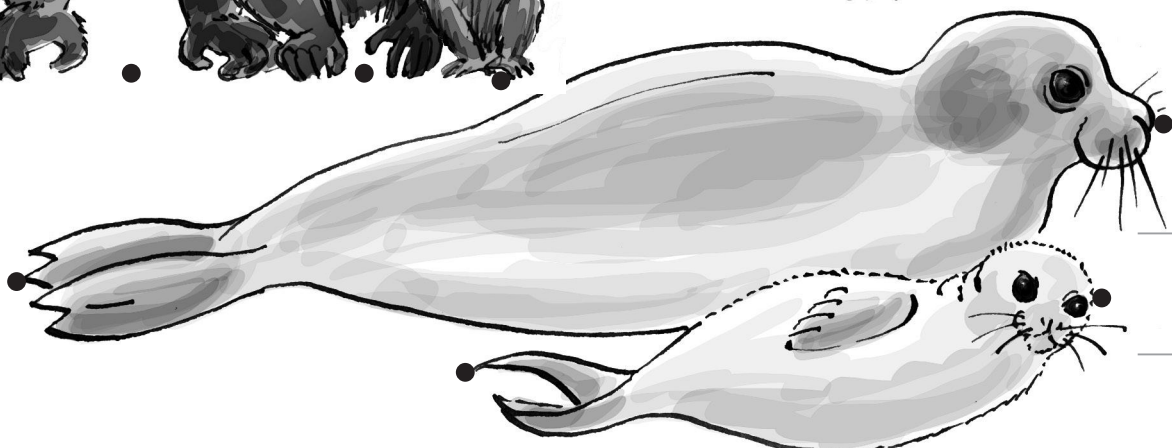
**8** Talan er minni en 1000.  
Allir tölustafirirnir eru eins.  
Tölustafirirnir eru stærri en 6.  
Talan er slétt tala.

Talan er \_\_\_\_\_

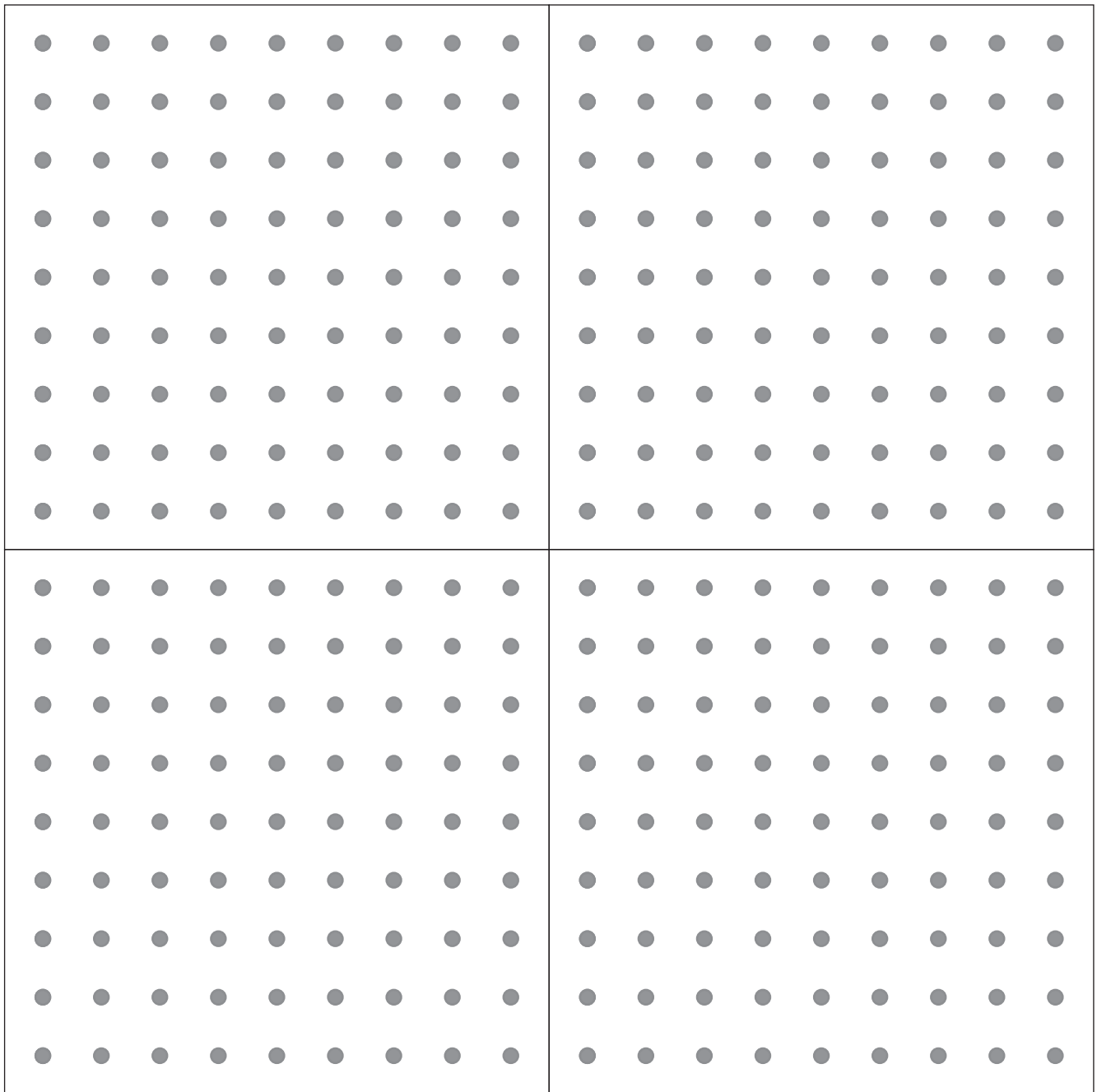
## Hvað eru dýrin há?

Dýrin eru tíu sinnum stærri í raunveruleikanum en á myndinni.

Mældu fjarlægðina milli svörtu punktanna á dýrunum og skráðu hve stórir þeir eru í raunveruleikanum.



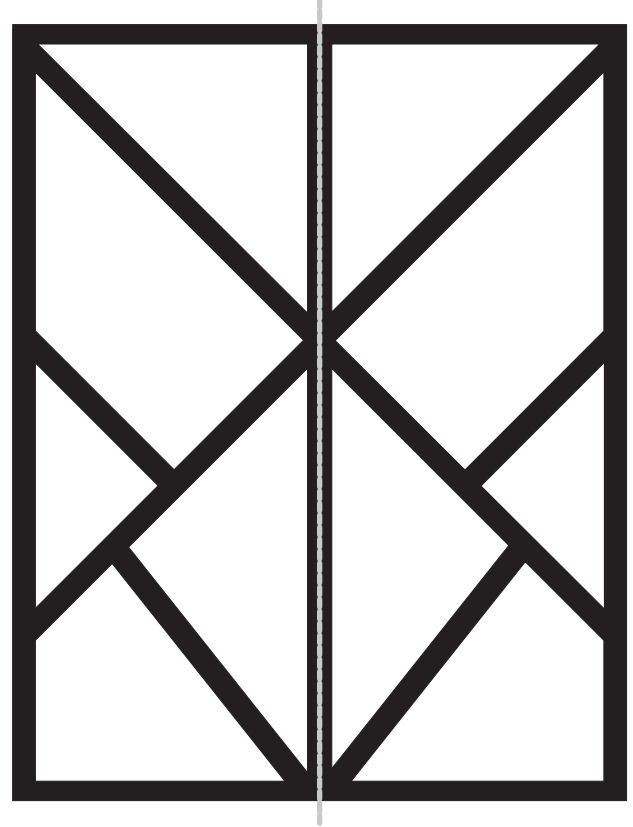
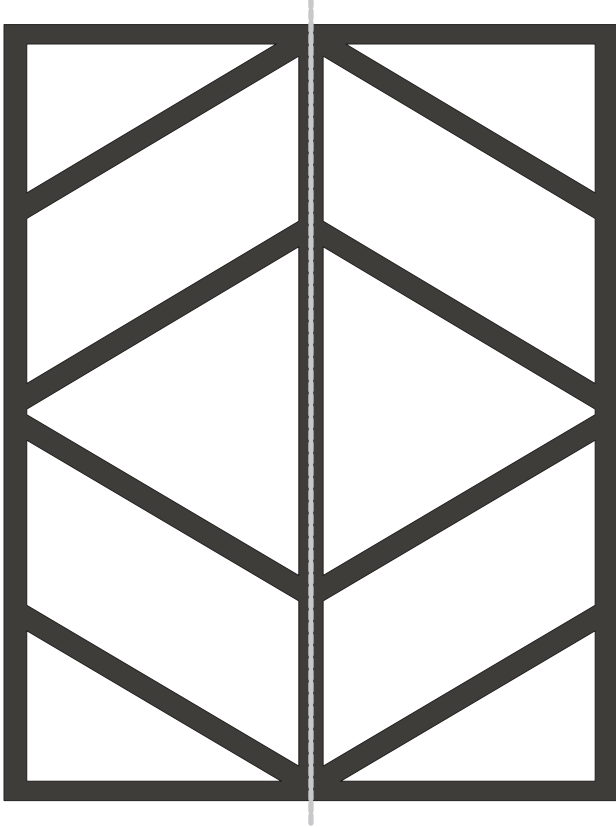
## Ferningar með punktum



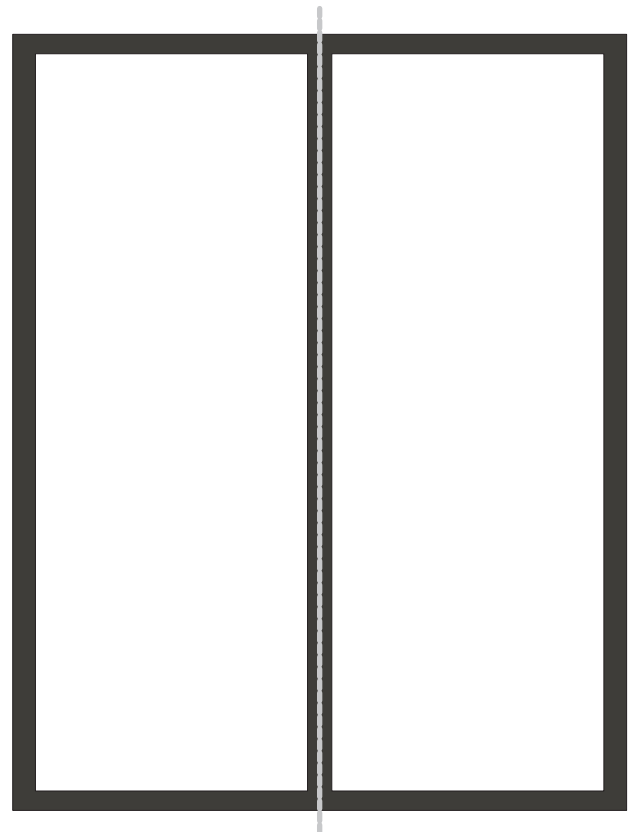
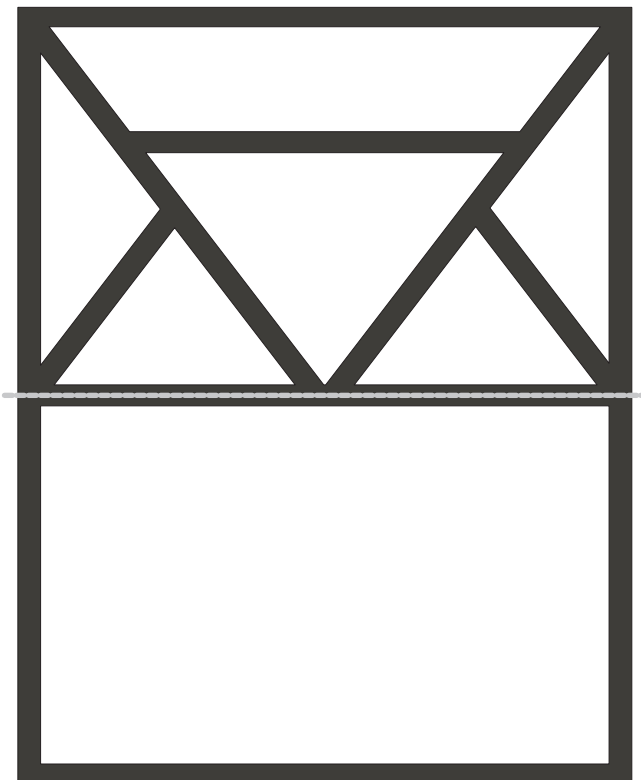
**Feringar**


## Samhverfa

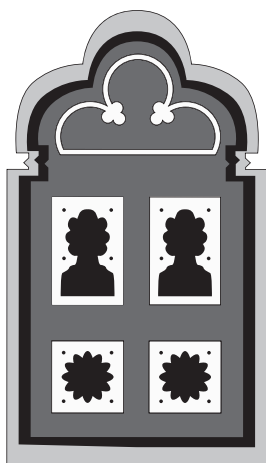
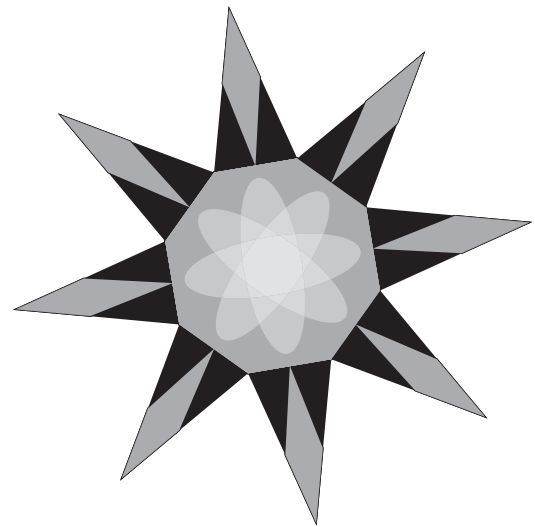
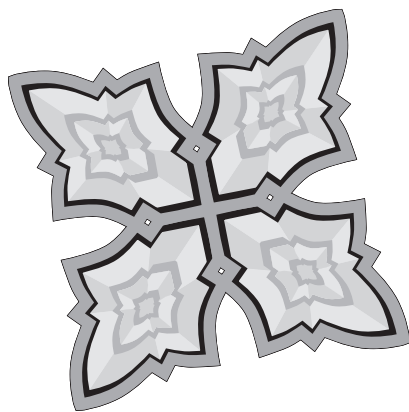
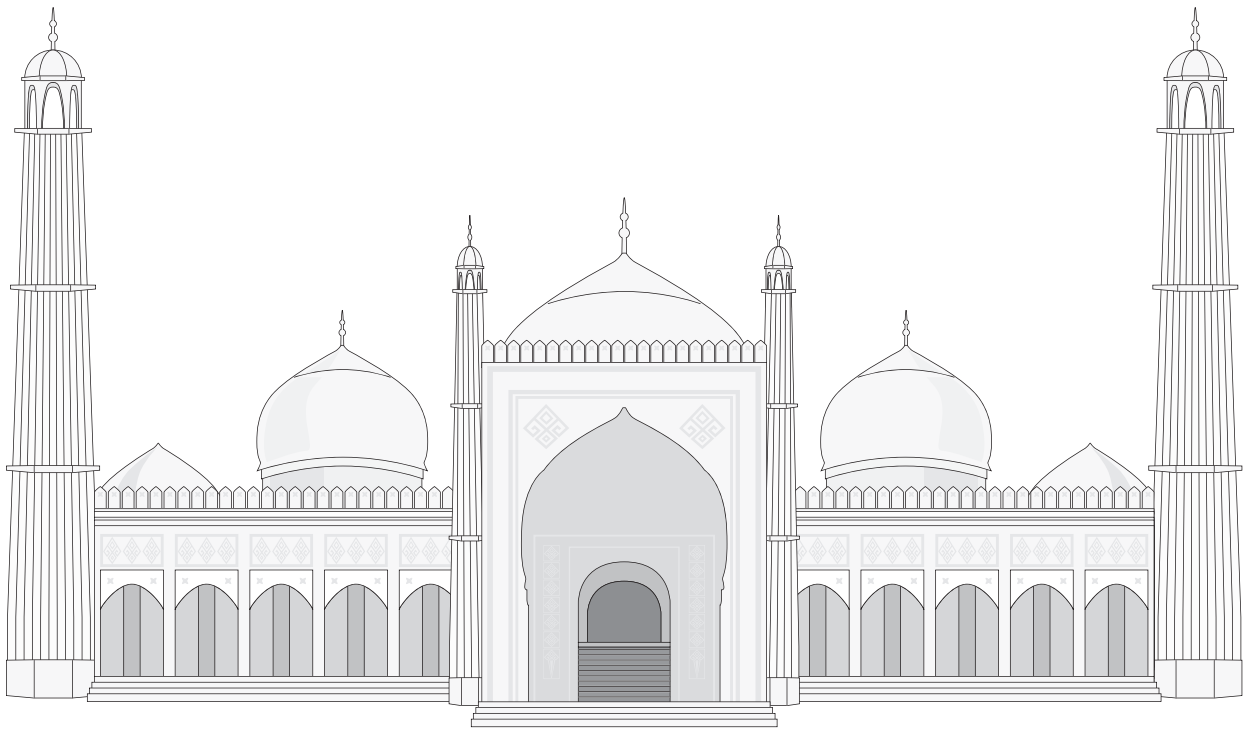
1 Litaðu samhverfar myndir.



2 Búðu til samhverft mynstur og litaðu það.

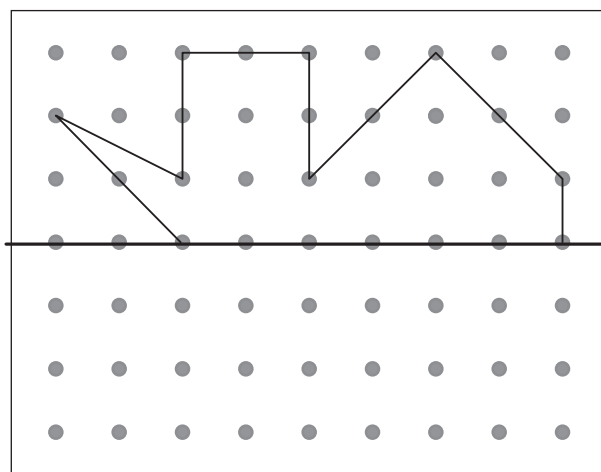
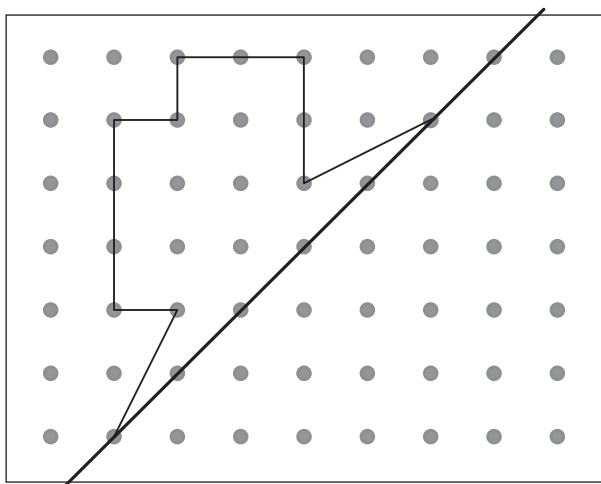
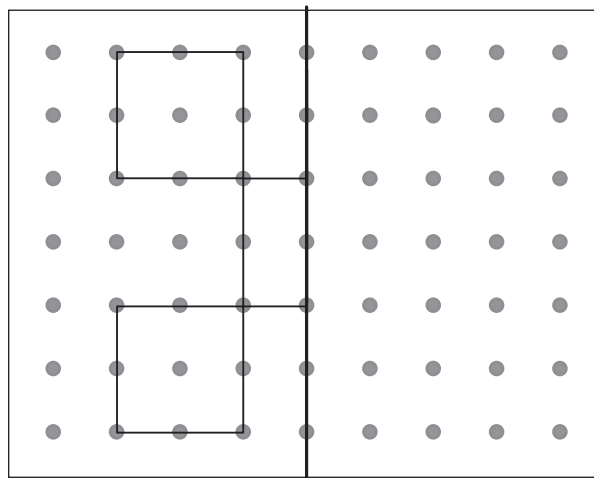
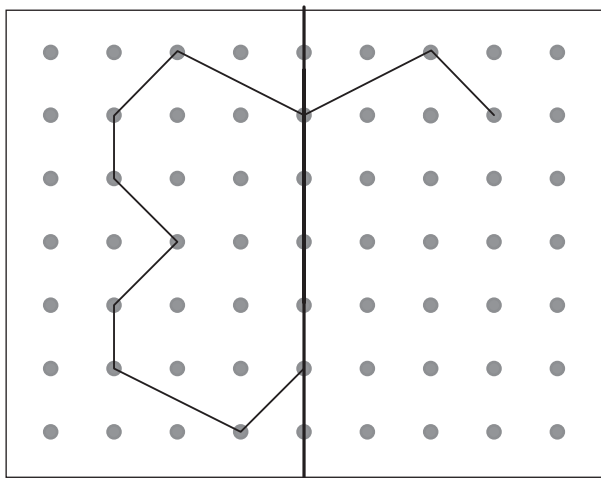


# Teikna spegilása

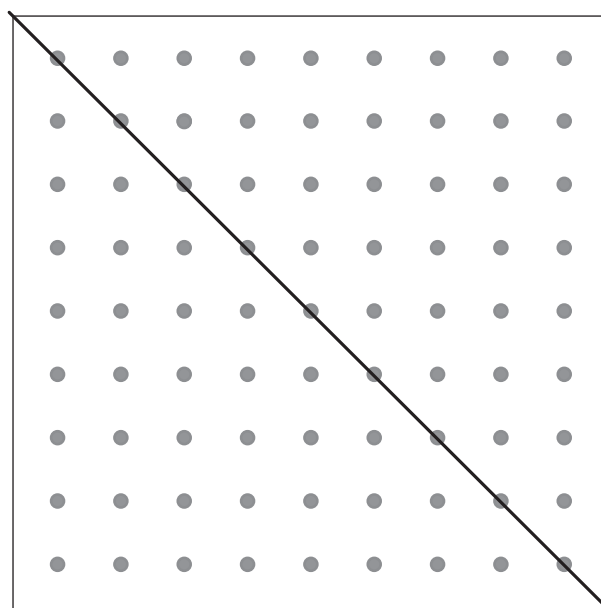
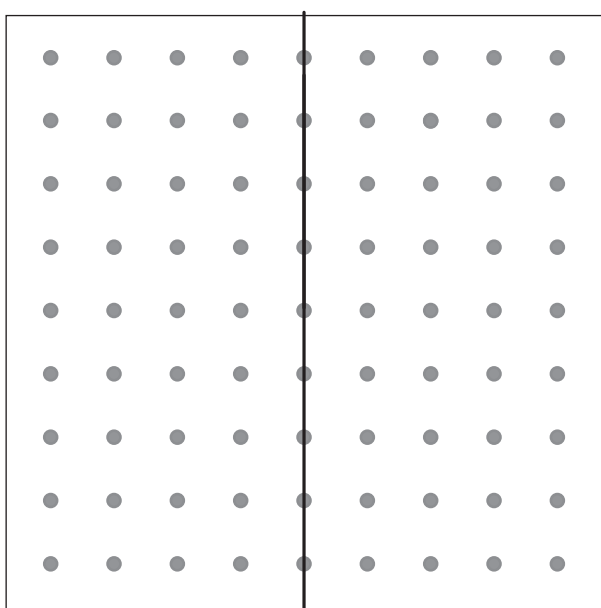


## Speglun um spegilása

1 Speglaðu myndirnar um spegilásinn.

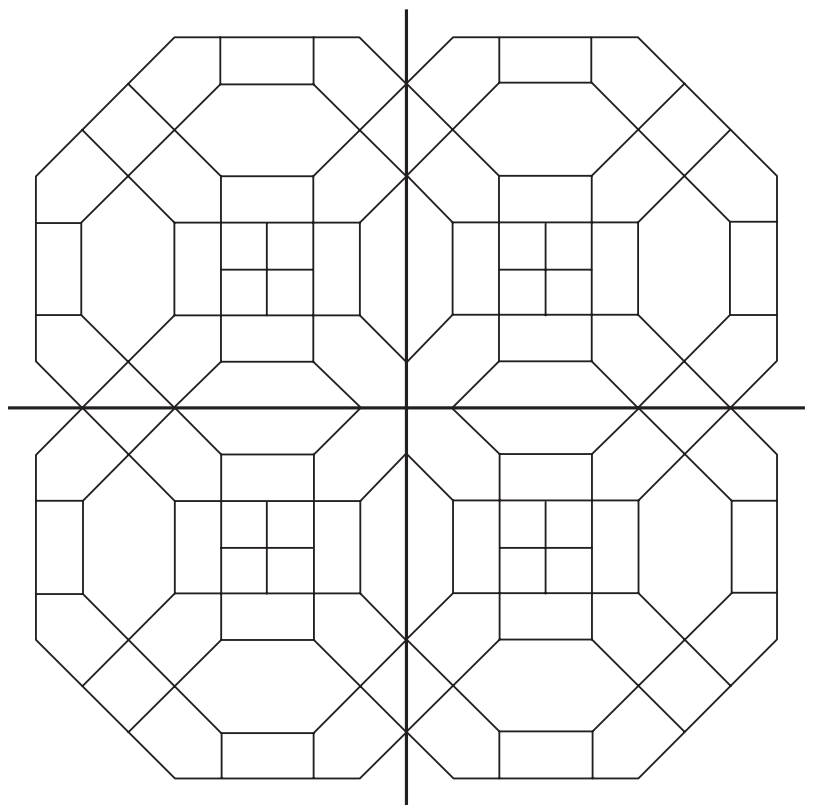
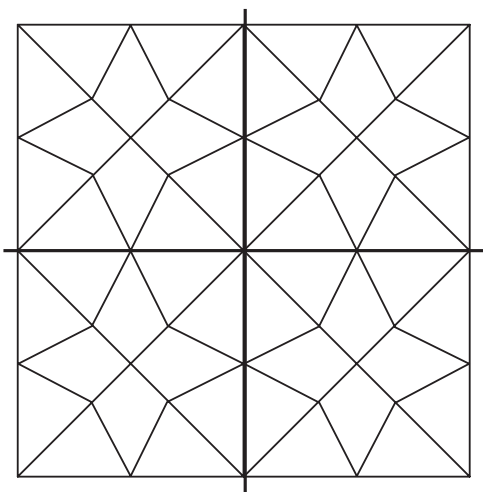
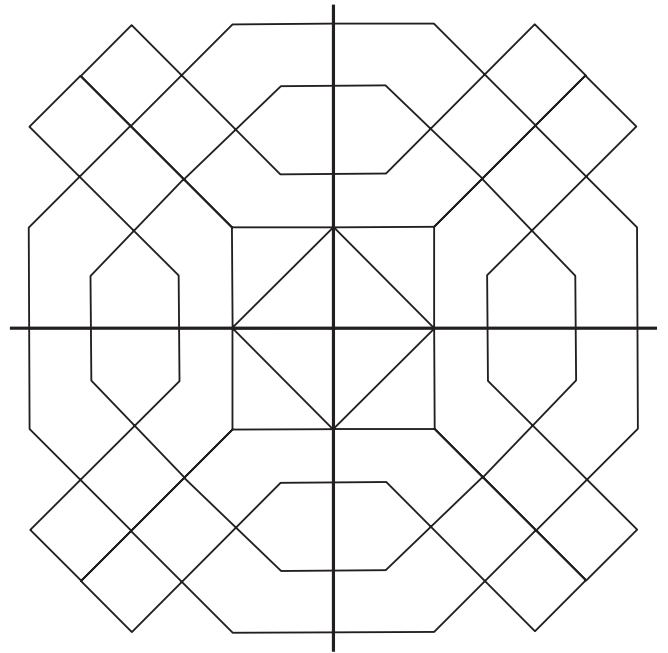
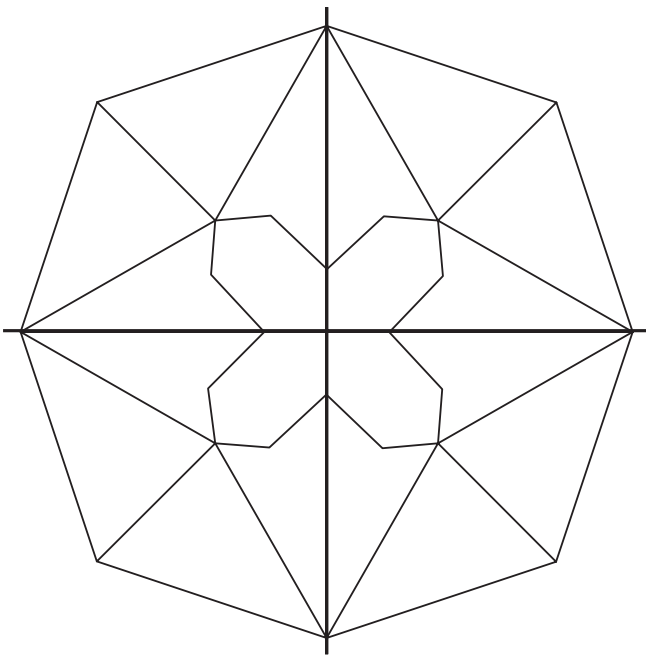


2 Teiknaðu myndir. Speglaðu þær síðan um spegilásinn.

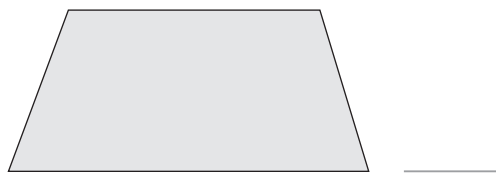
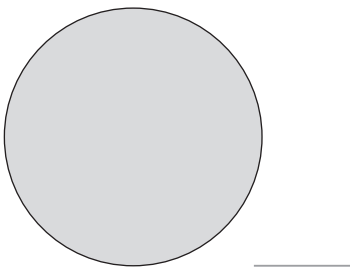
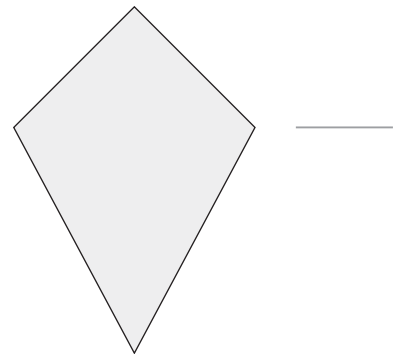
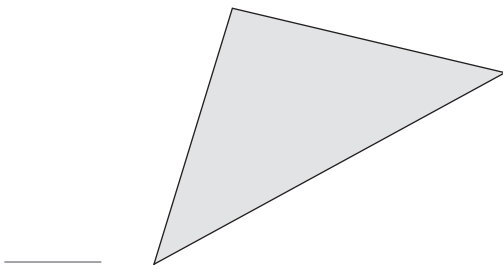
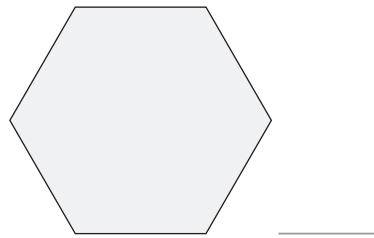
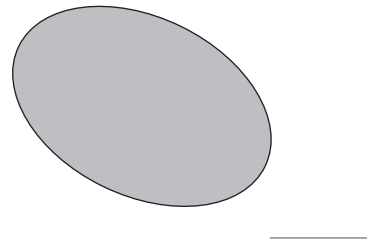
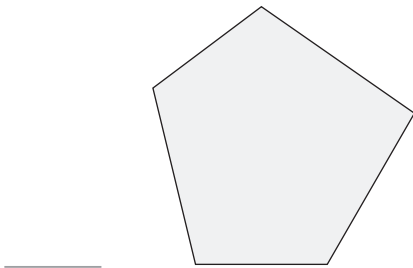
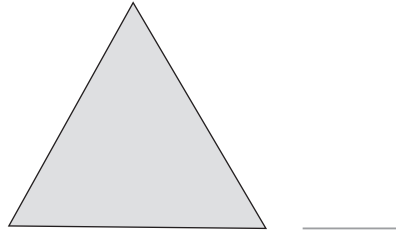
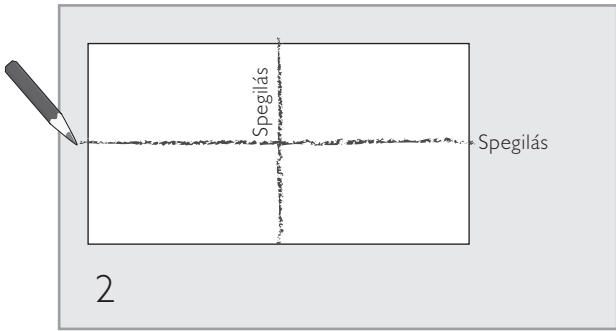




**Lita samhverf mynstur**

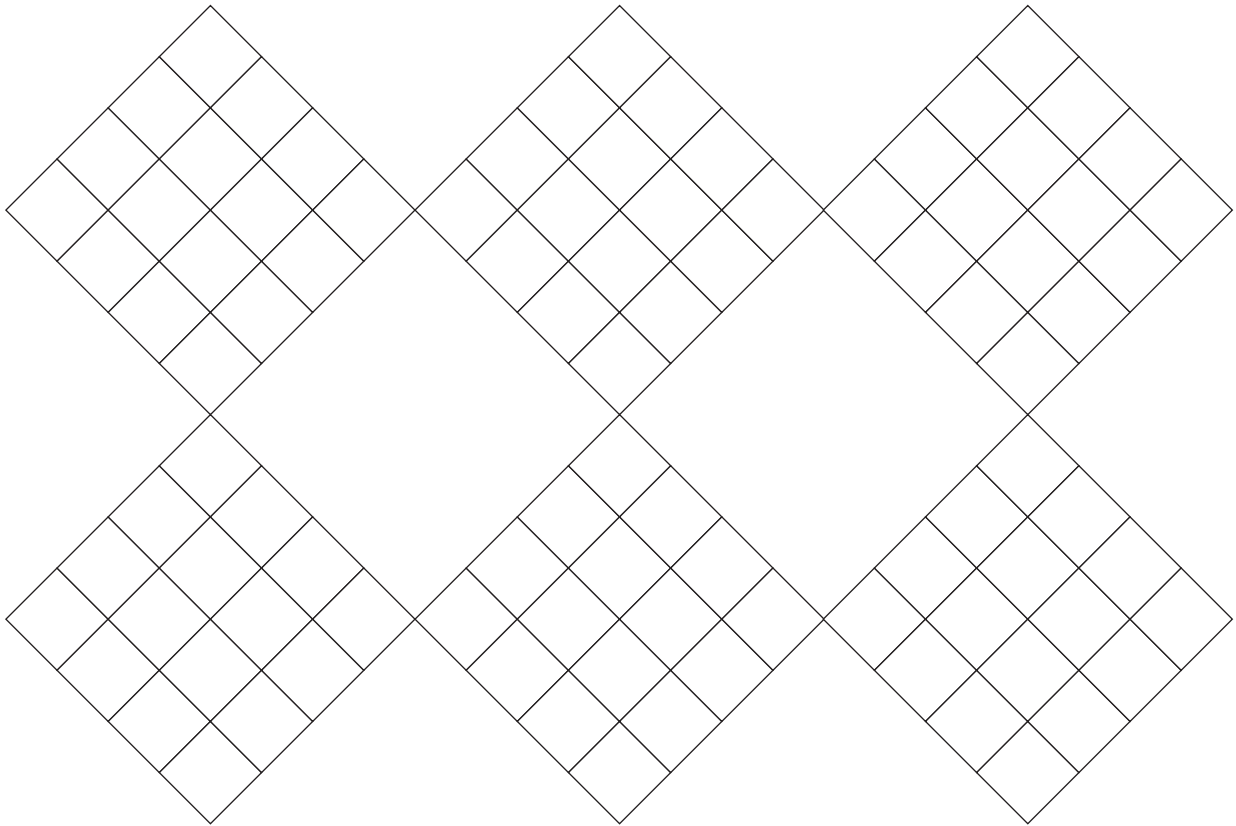


# Teikna alla spegilásana

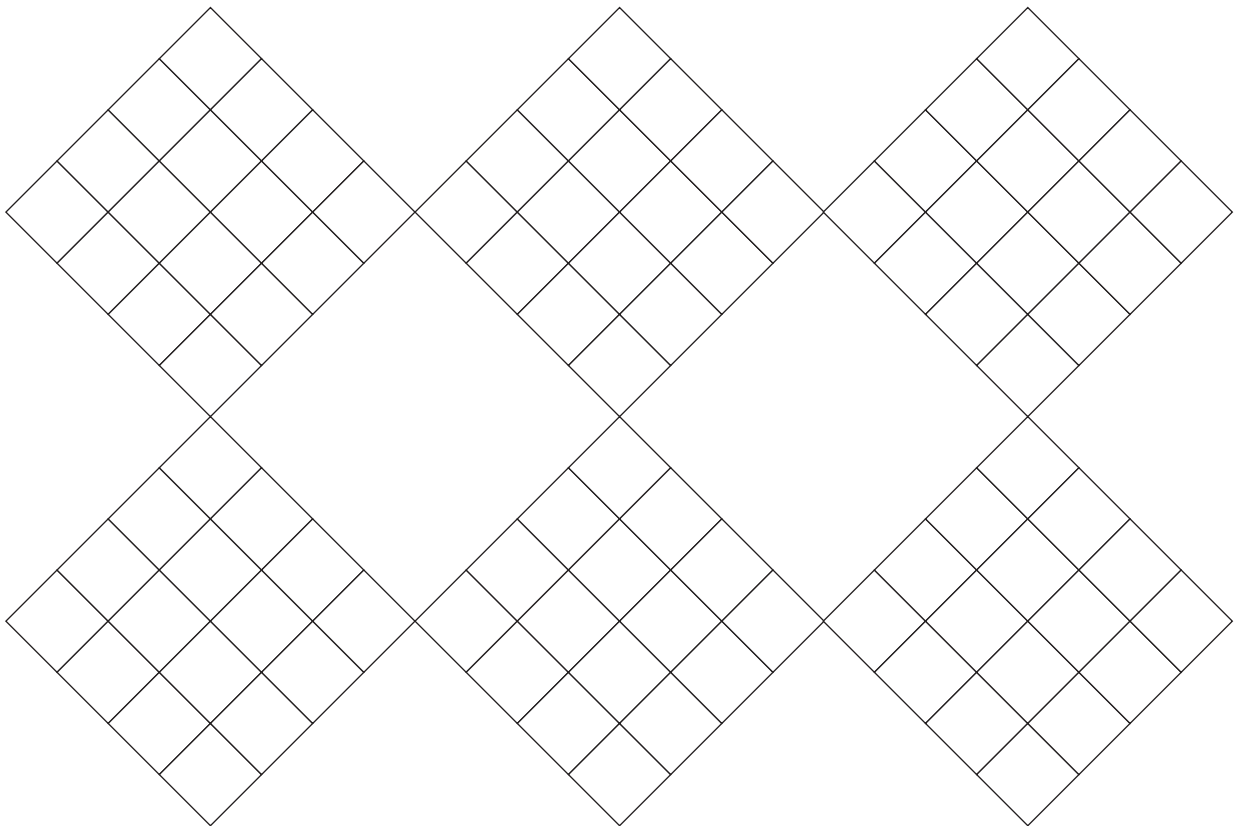


## Bútasaumsmynstur I

1 Teiknaðu mynstrið sem er á teppi B í nemendabók 4a.



2 Búðu til mynstur.



## Feringar I





**Ferningar 2**



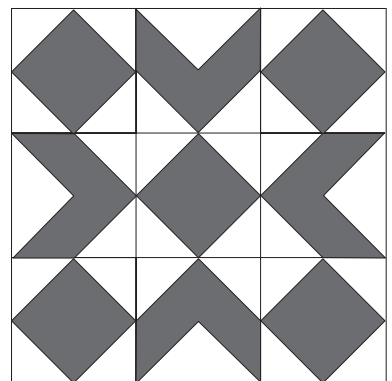
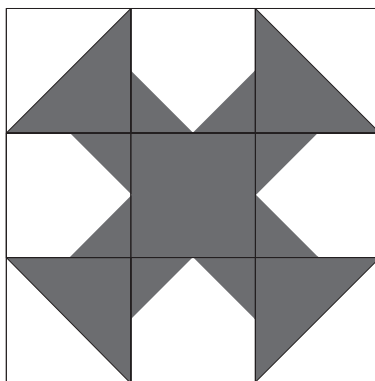
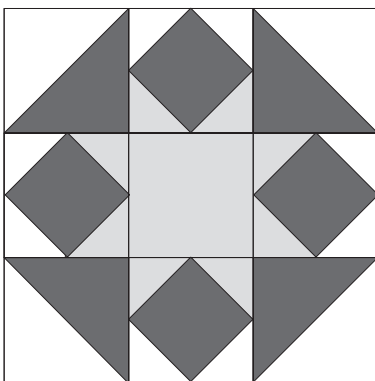
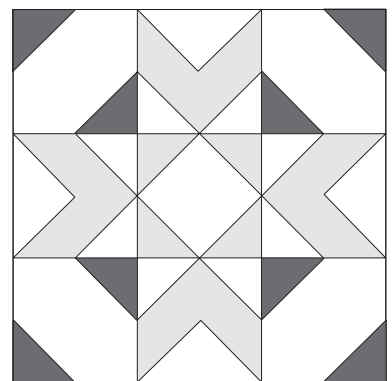
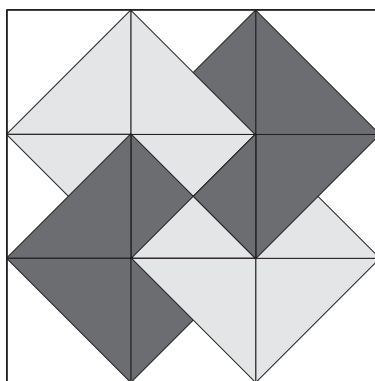
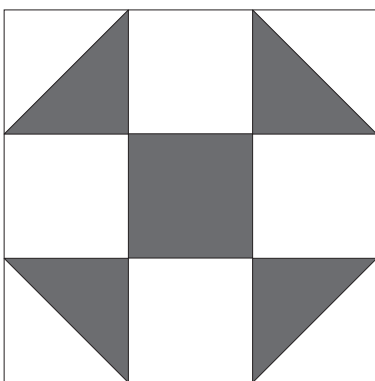
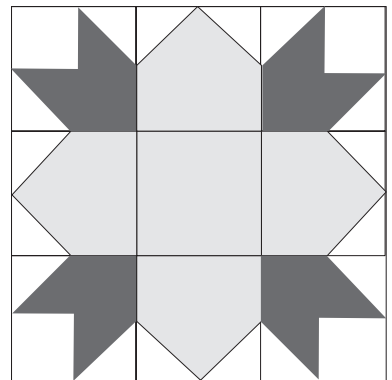
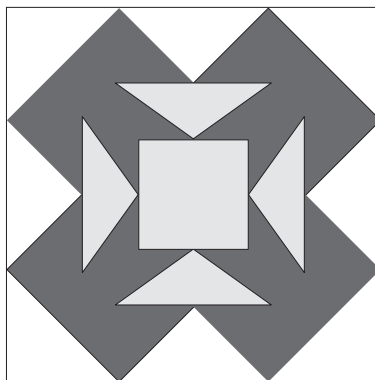
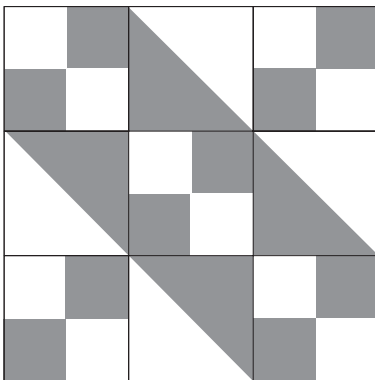
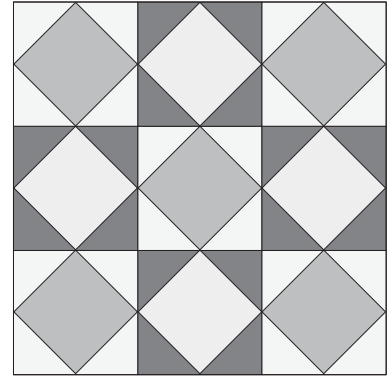
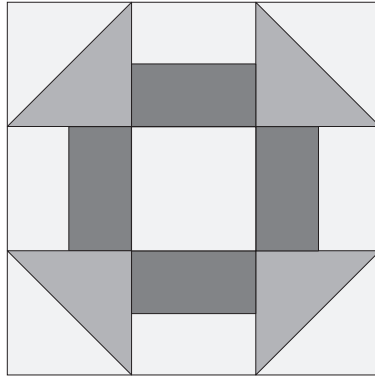
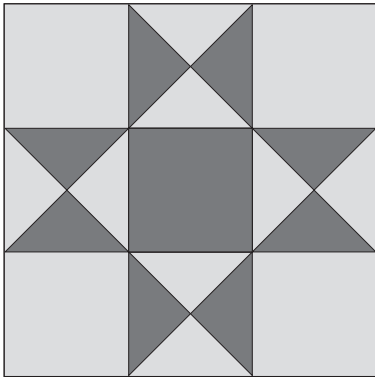


### Ferningar 3



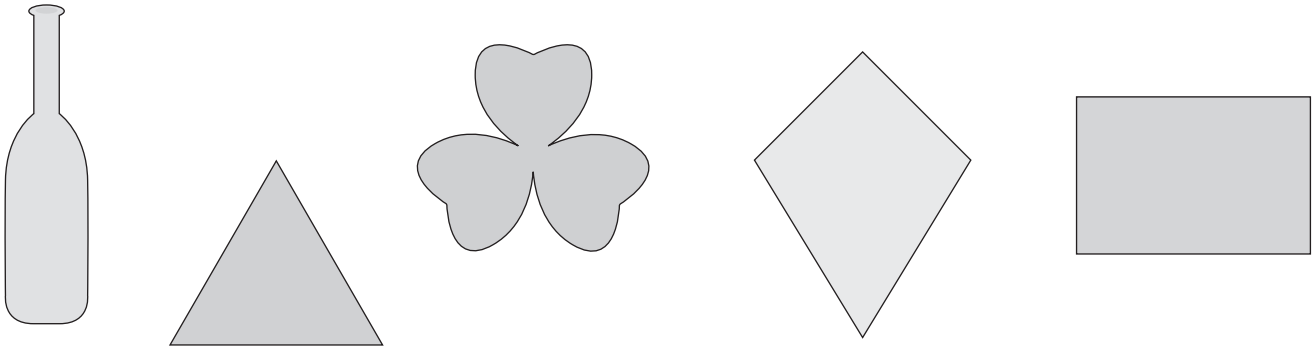


## Bútasaumsmynstur 2

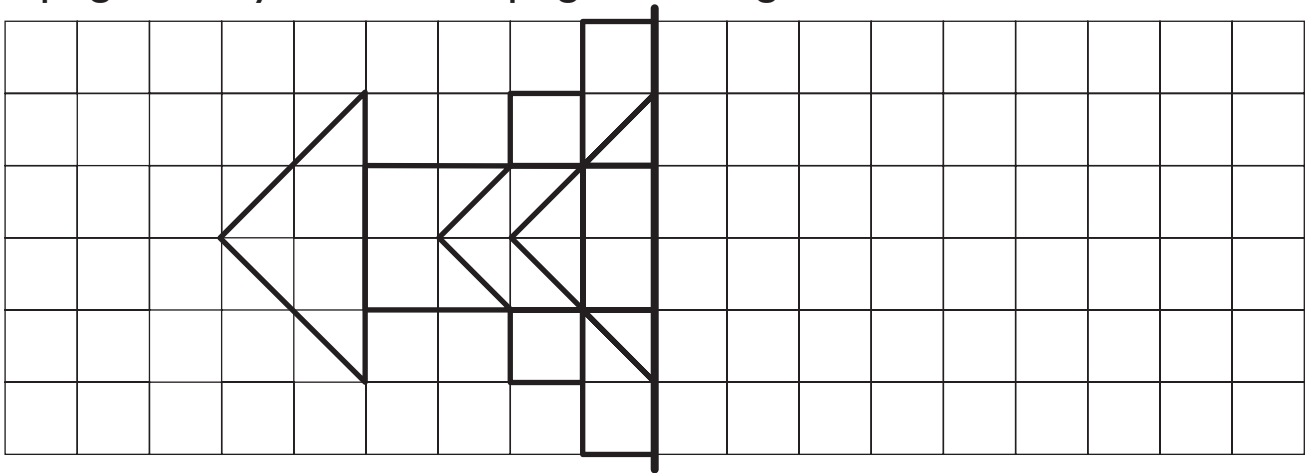


## Spegilásar

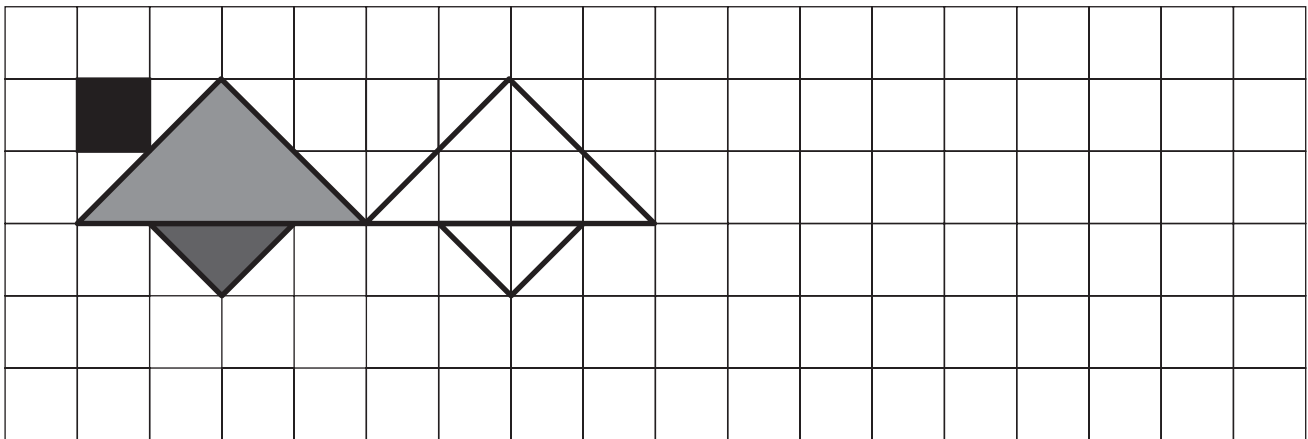
1 Teiknaðu spegilása í myndirnar.



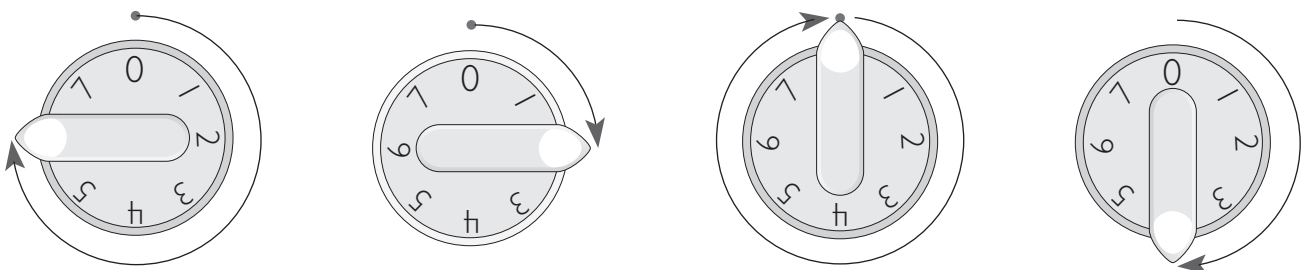
2 Speglaðu myndina um spegilásinn og litaðu.



3 Ljúktu við mynstrið.



4 Um hve margar gráður hefur takkanum verið snúið?



\_\_\_\_\_

\_\_\_\_\_

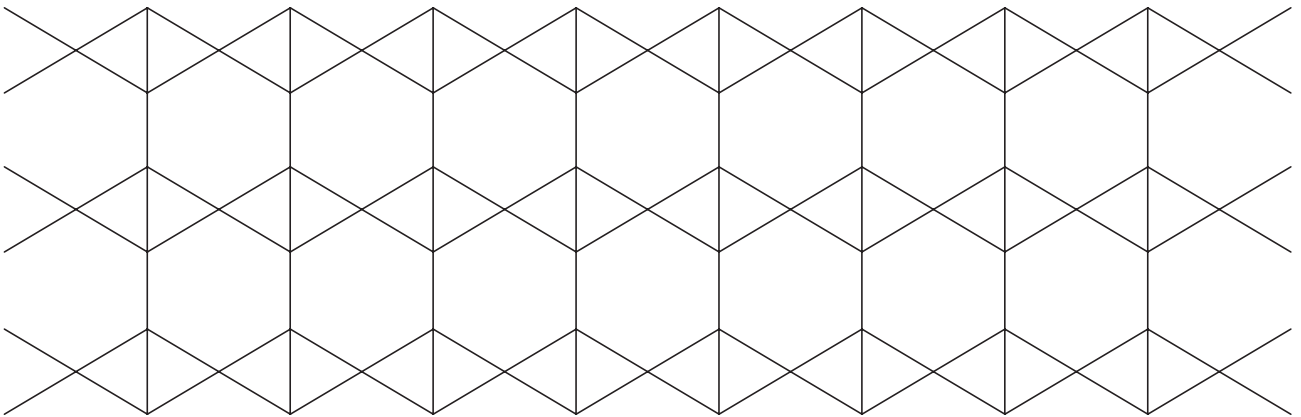
\_\_\_\_\_

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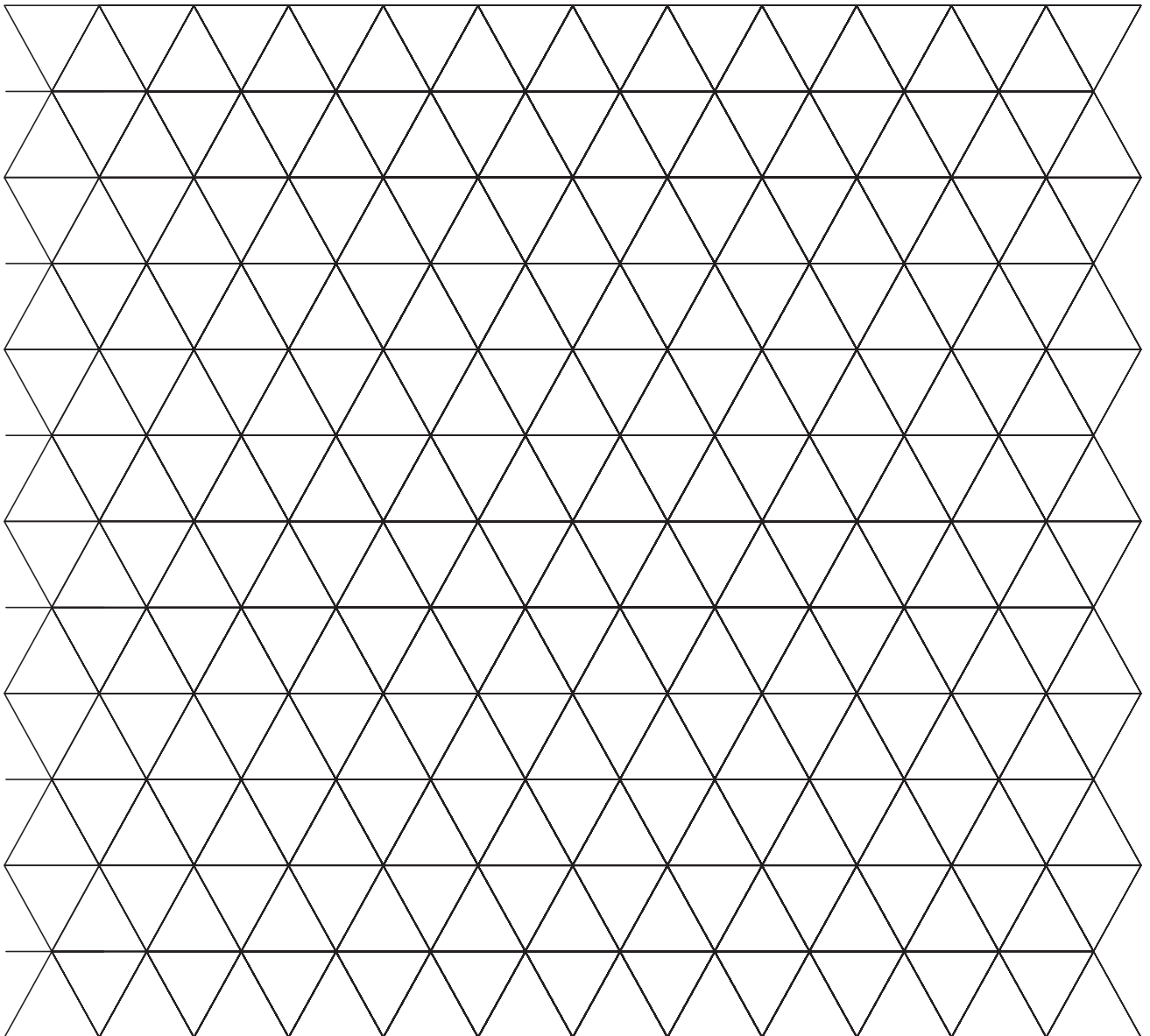


## Mynstur og samhverfa

1 Litaðu samhverft mynstur.

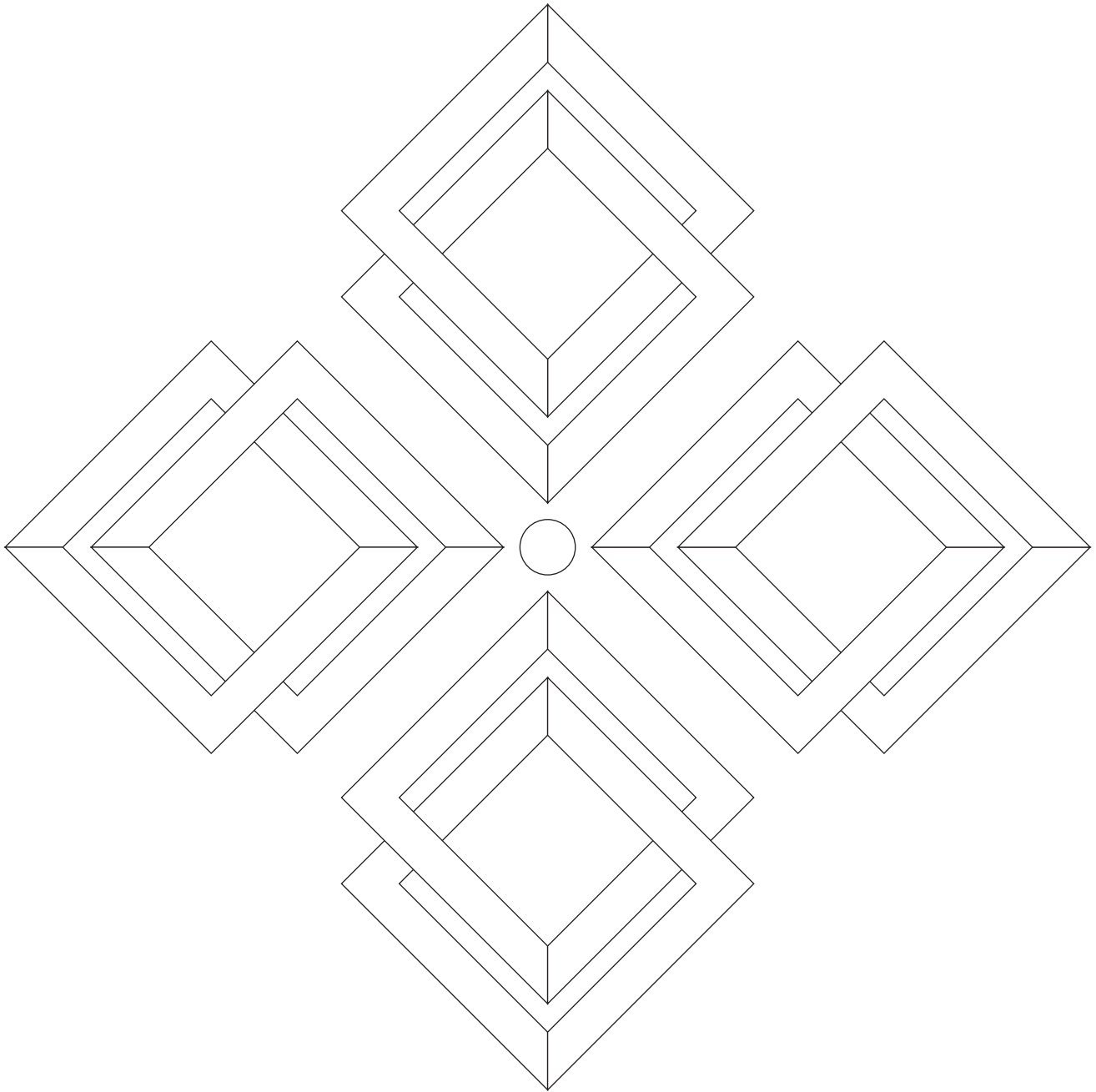


2 Búðu til mynstur með því að nota hliðrun.

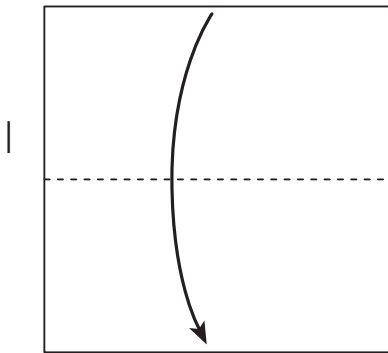


## Snúningur

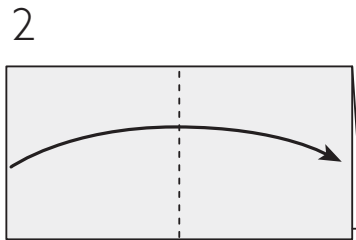
Búið er að snúa mynstrinu. Sýndu það með því að lita.



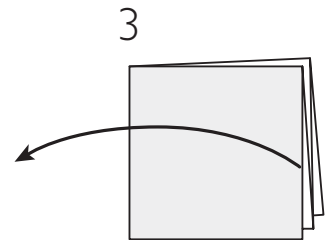
# Pappírsbrot I – Hús



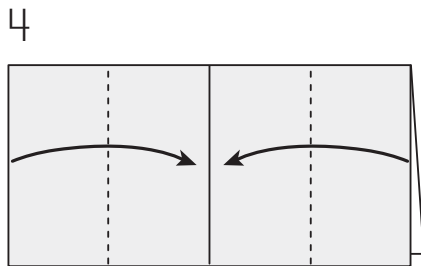
Brjóttu blaðið í miðju.



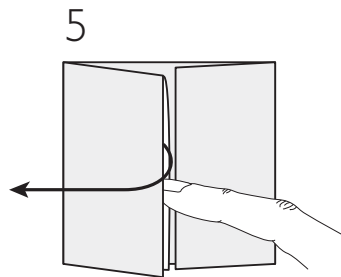
Brjóttu aftur til helminga.



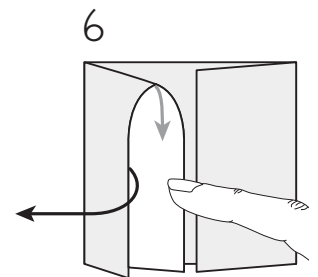
Brettu til baka.



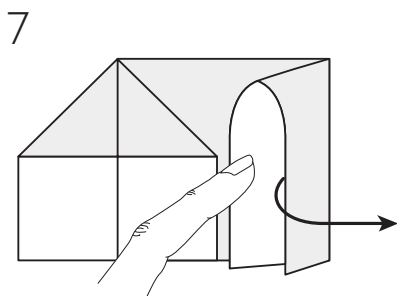
Brettu að miðju.



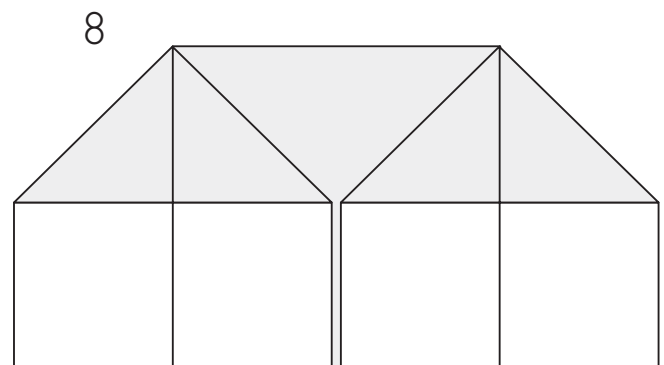
Settu finger inn í brotið til að opna.



Opnaðu alla leið þannig að hægt sé að brjóta „þakið“ niður.

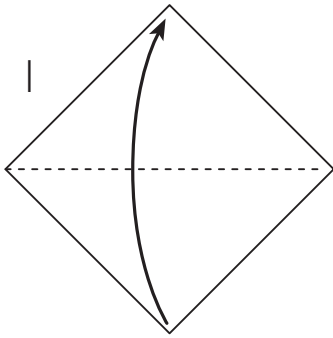


Opnaðu hægri hliðina á sama hátt.

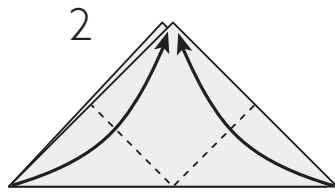


Hús

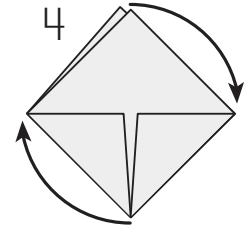
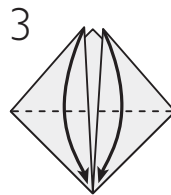
## Pappírsbrot 2 – Hattur



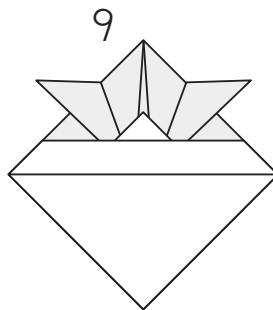
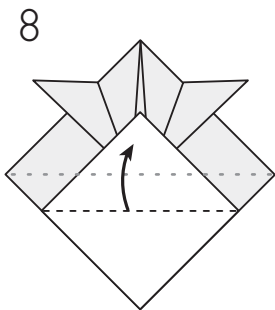
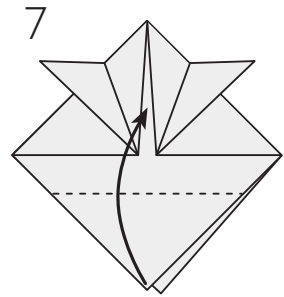
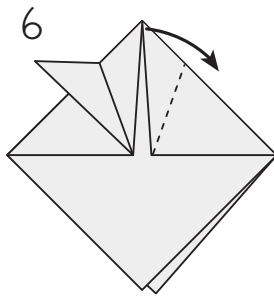
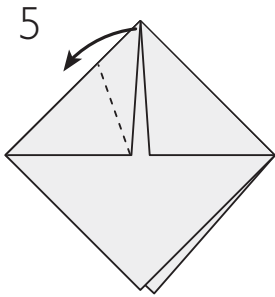
Brjóttu blaðið í tvennt.



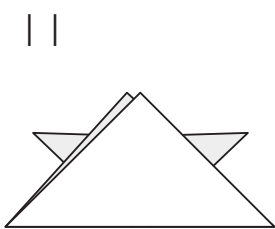
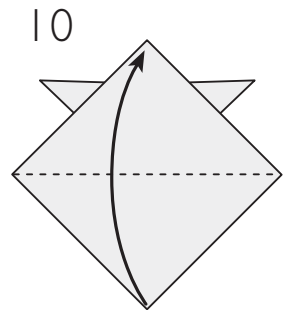
Brjóttu hornin upp á við.



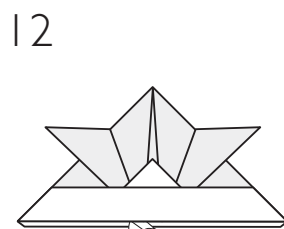
Snúðu blaðinu.



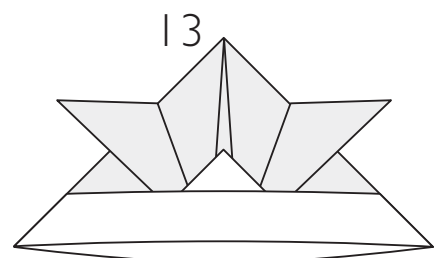
Snúðu  
blaðinu við.



Snúðu  
blaðinu við.

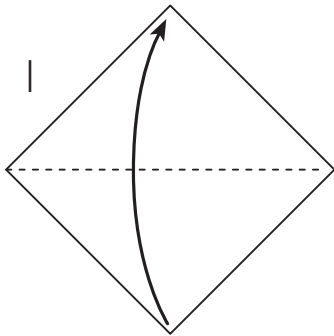


Settu fingur  
inn í brotið  
til að opna hattinn.

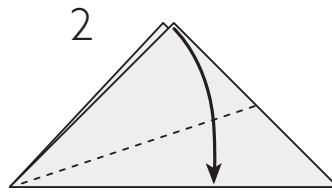


Hattur

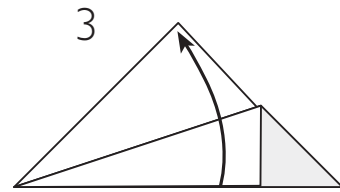
## Pappírsbrot 3 – Krús



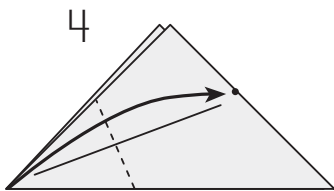
1  
Brjóttu blaðið í tvennt.



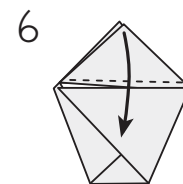
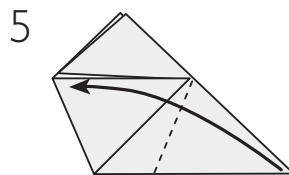
2  
Brjóttu aðra hliðina niður.



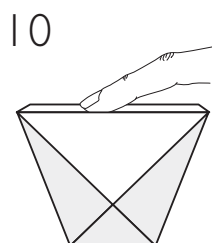
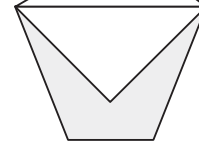
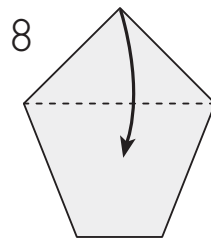
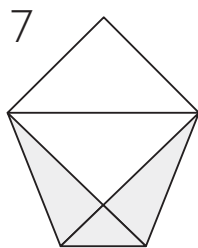
3  
Brjóttu til baka.



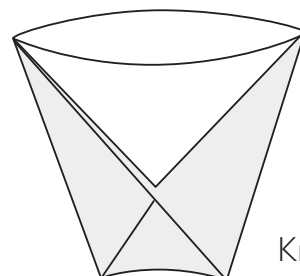
4  
Brjóttu hornið að punktinum.



6  
Brjóttu annað blað niður.



10  
Settu fingur inn í brotið til að opna krúsina.



Krús

