

MATEMATIKAI KOMPETENCIATERÜLET „A”

Matematika

1. évfolyam

SZÁMÍRÁS

A kiadvány KHF/3997-14/2008. engedélyszámon 2008.08.18. időponttól
tankönyvi engedélyt kapott
Educatio Kht. Kompetenciafejlesztő oktatási program kerettanterv

A kiadvány a Nemzeti Fejlesztési terv Humánerőforrás-fejlesztési Operatív Program 3.1.1. központi program (Pedagógusok és oktatási szakértők felkészítése a kompetencia alapú képzés és oktatás feladataira) keretében készült, a sulINova oktatási programcsomag részeként létrejött tanulói információhordozó. A kiadvány sikeres használatához szükséges a teljes oktatási programcsomag ismerete és használata. A teljes programcsomag elérhető: www.educatio.hu címen.

Matematika szakmai vezető: Olasz Tamásné

Szakmai tanácsadó: C. Neményi Eszter

Lektor: Palotásné Vig Marianna

Grafika: Márkus Regina

Felelős szerkesztő: Teszár Edit

H-AMAT0105

©

Szerzők:

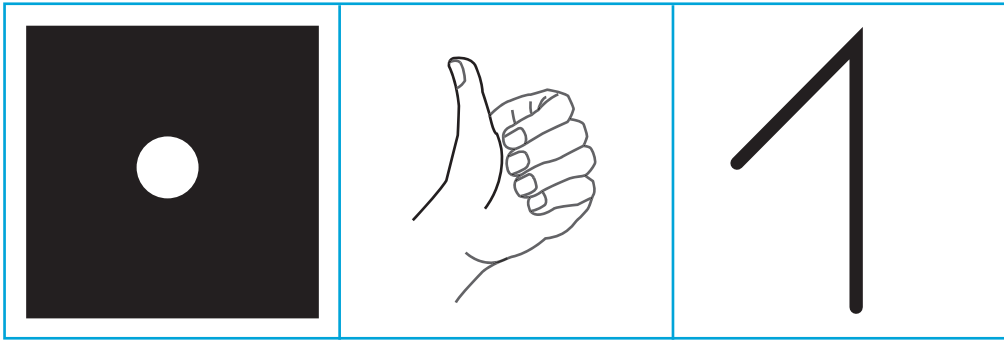
Bóta Mária, Kólkúti Ágnes, Márkus Regina

Educatio Kht. 2008.

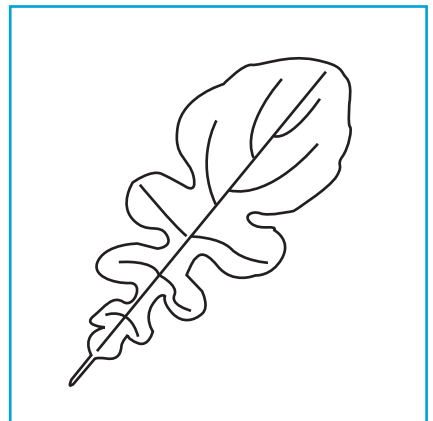
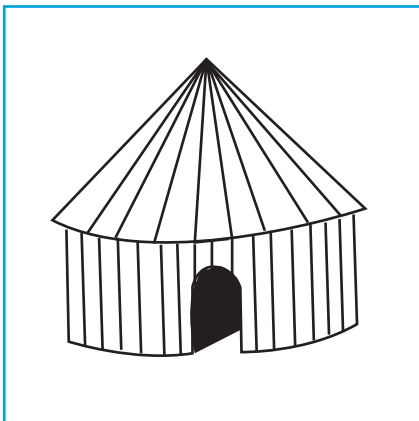
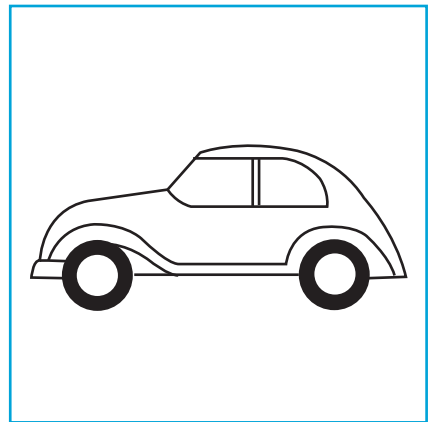
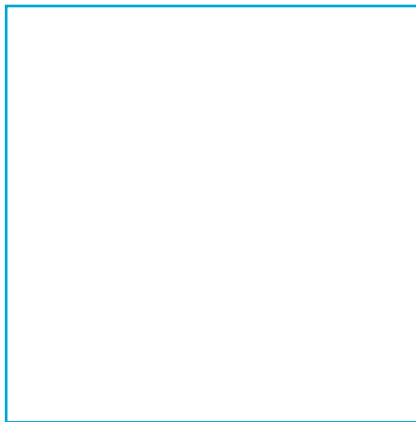
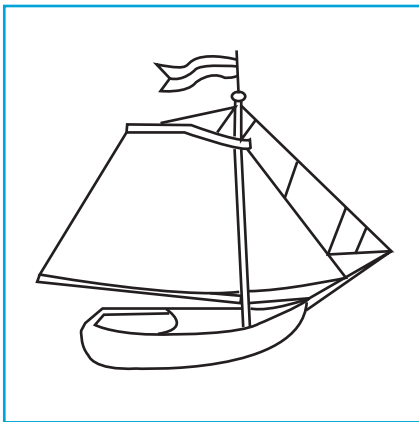
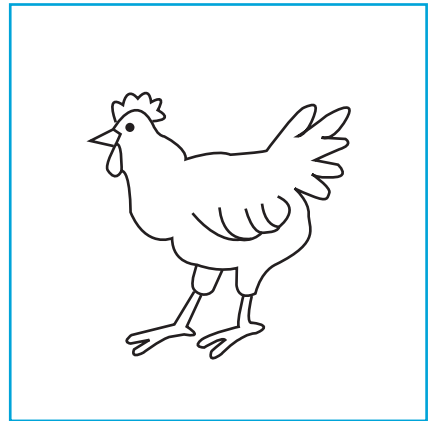
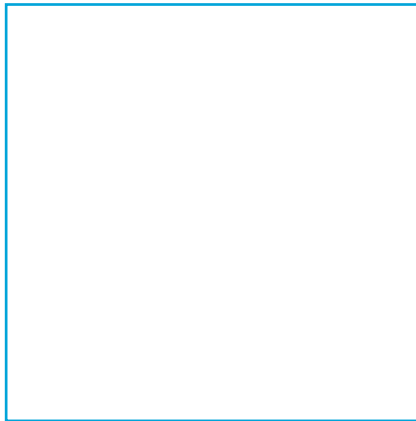
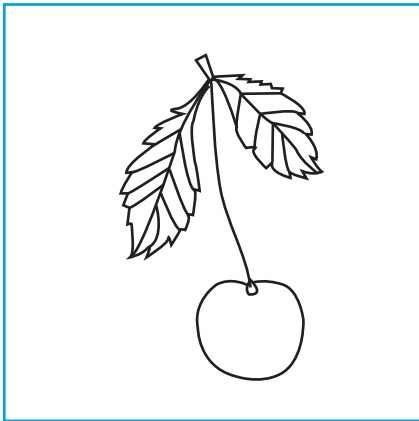
Tömeg: 420 gramm

Terjedelem: 9,53 (A/5 ív)

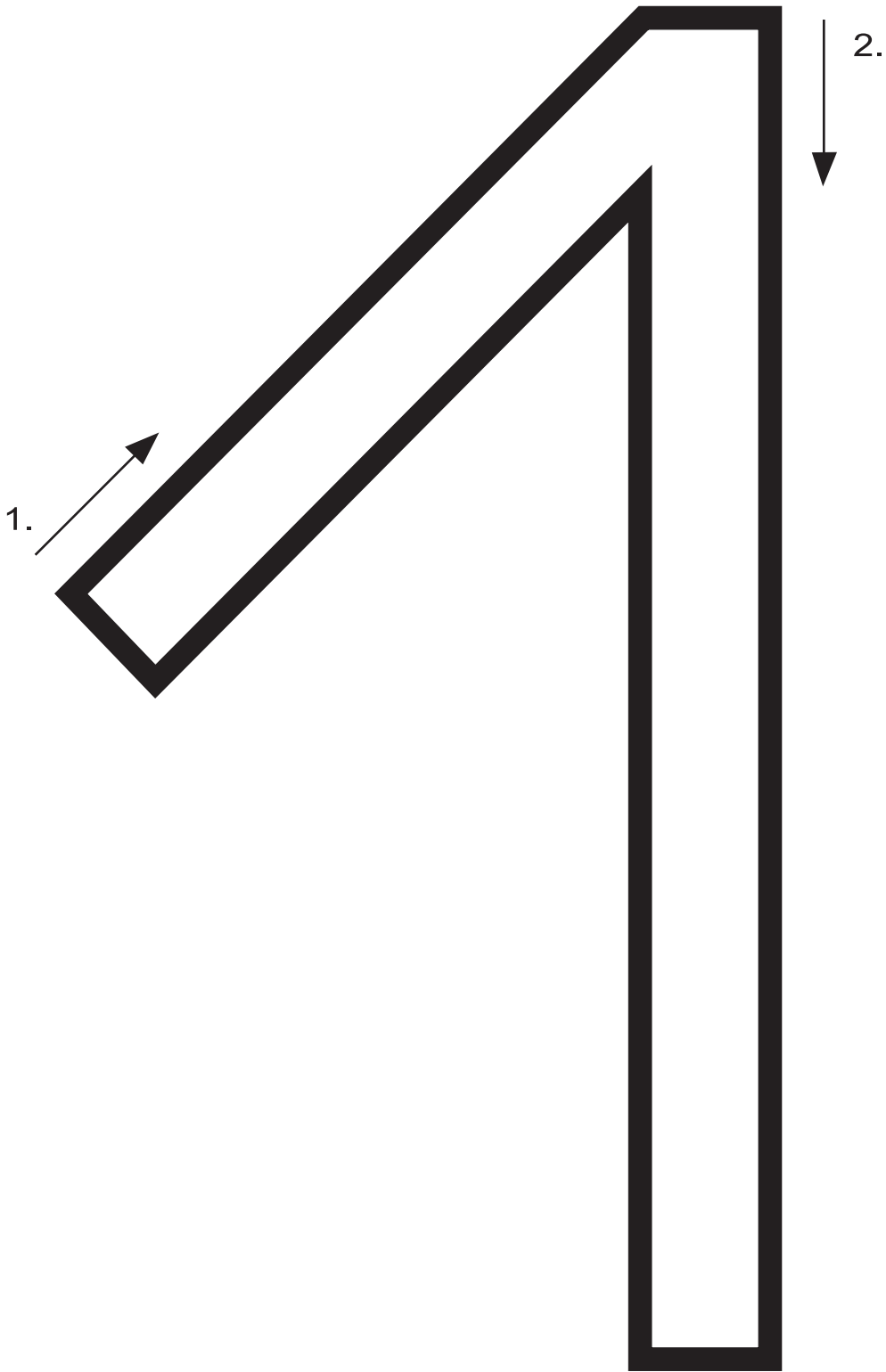
A tankönyvvé nyilvánítási eljárásban közreműködő szakértők:
Tantárgypedagógiai szakértő: Bódi Edit
Tudományos-szakmai szakértő: Tóth Szilvia Angéla
Technológiai szakértő: Karácsony Orsolya

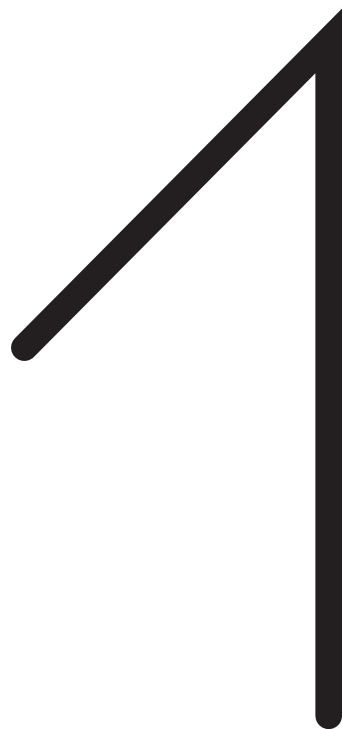
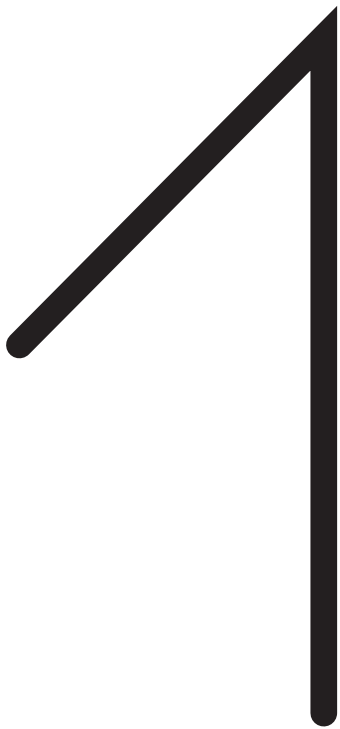
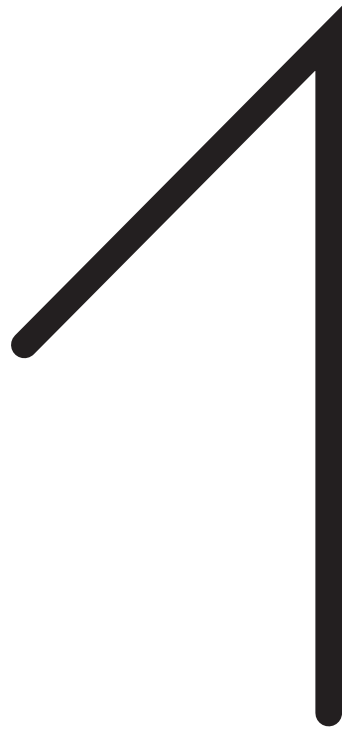
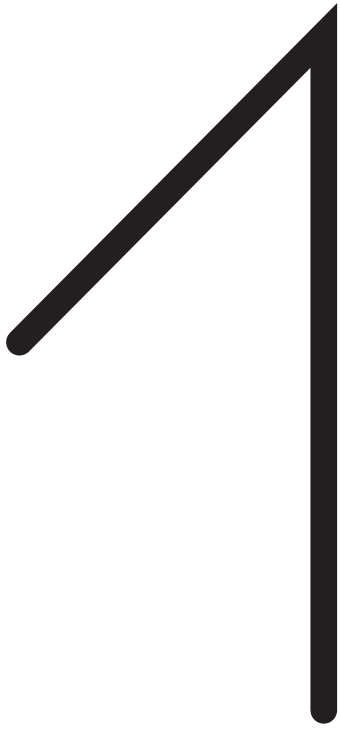


Színezd ki a rajzokat! Rajzolj valamiből egyet az üres helyekre!

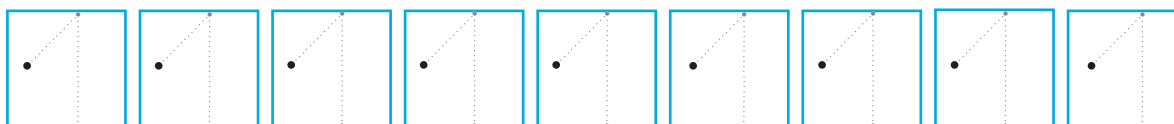
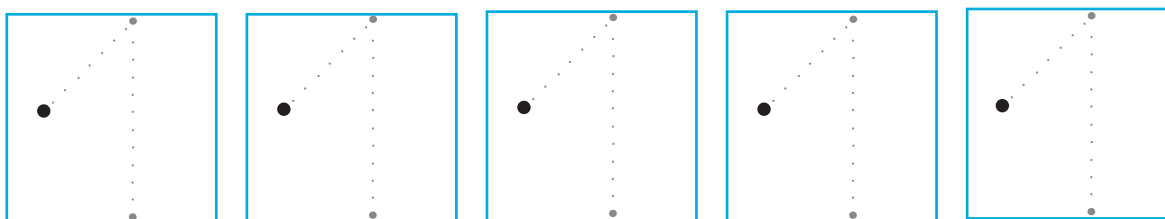
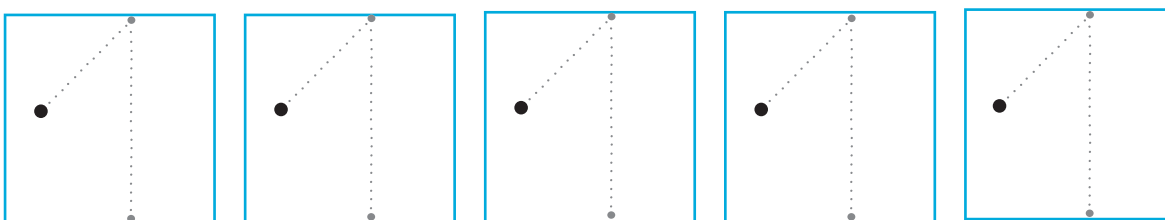
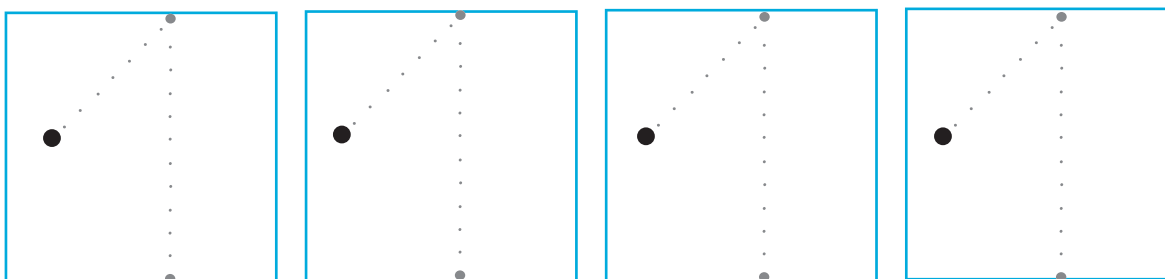
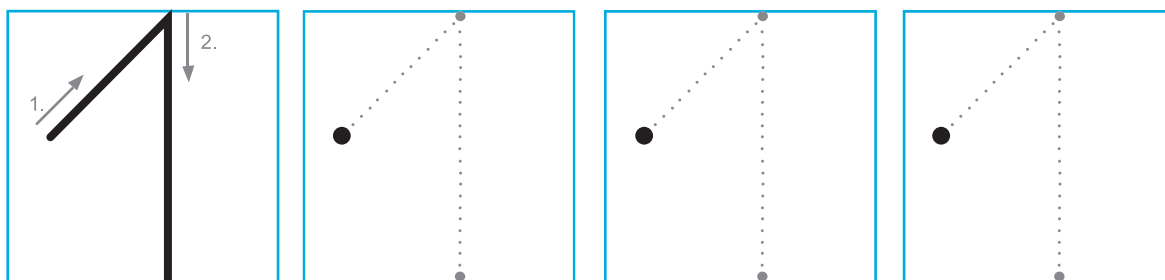


Vázold az egyes számot!
(Próbálj a vonalon belül maradni!)



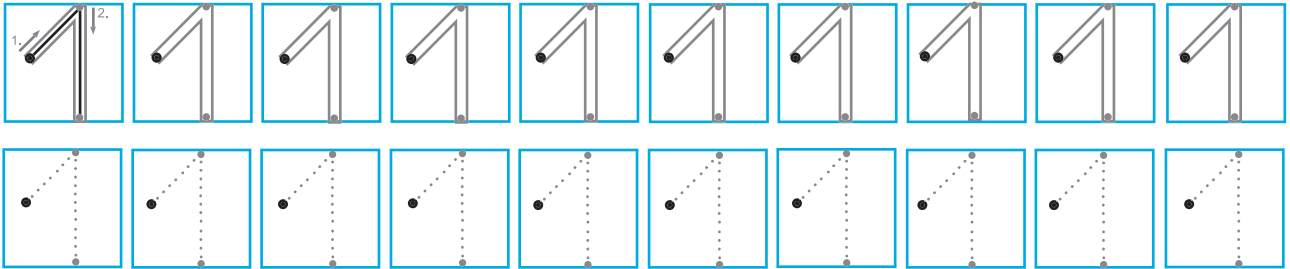


AZ EGYES SZÁM VÁZOLÁSA

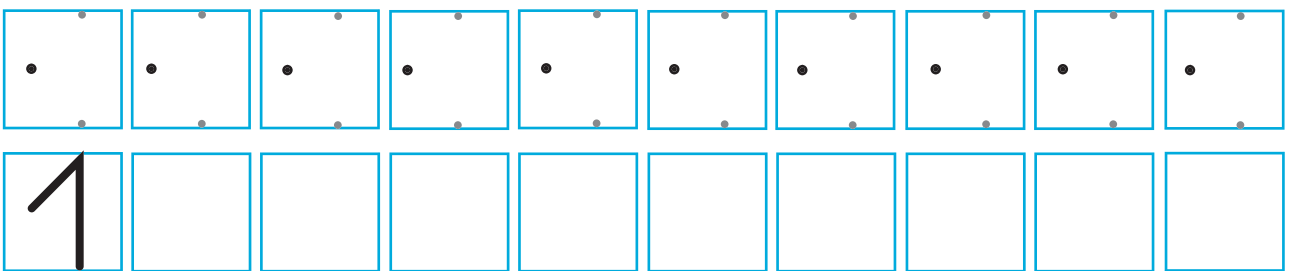




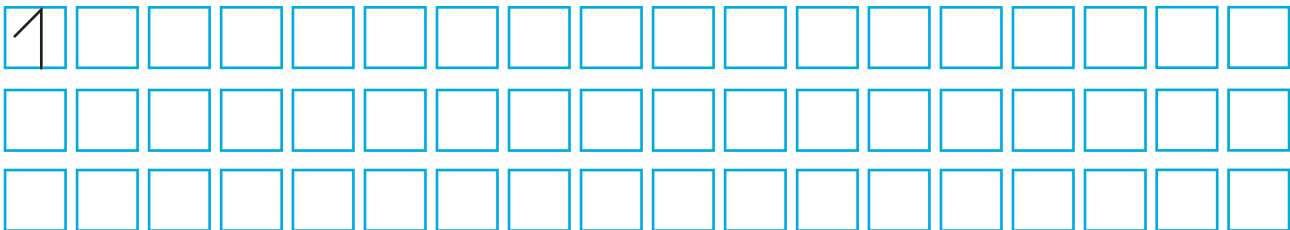
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



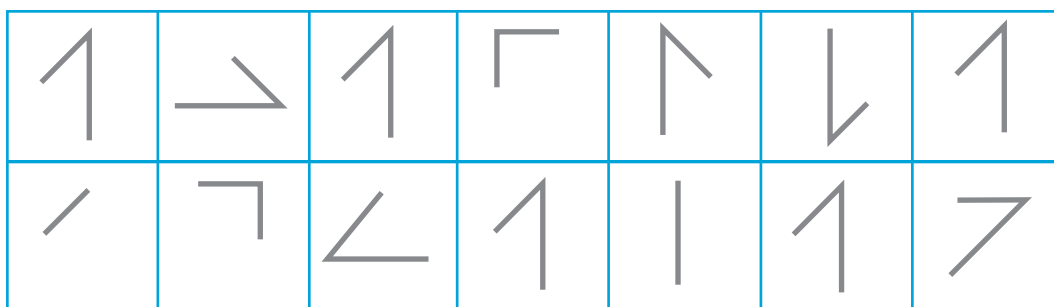
Figyelj a kezdőpontra!

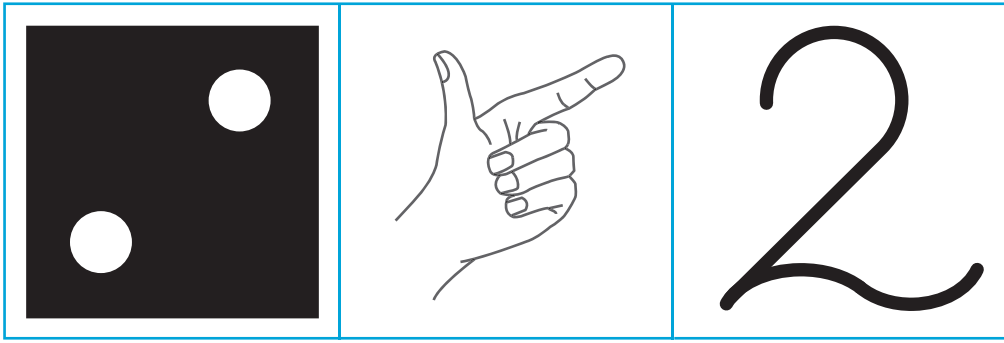


Folytasd!

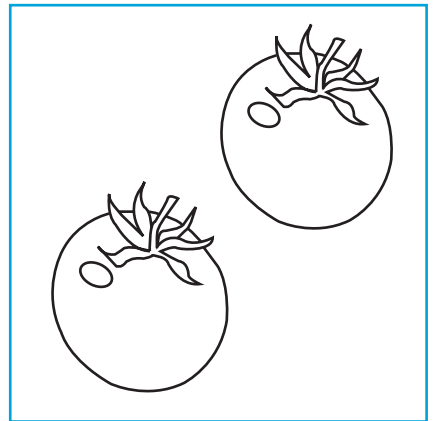
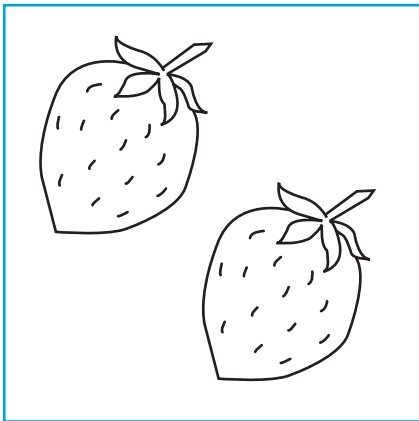
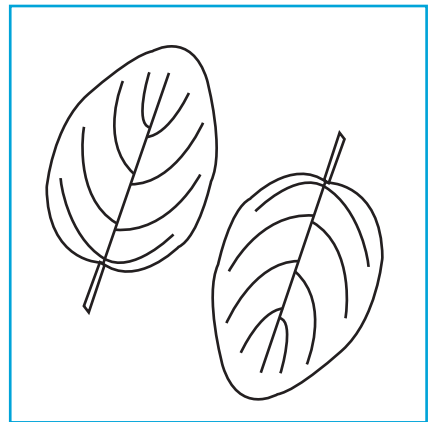
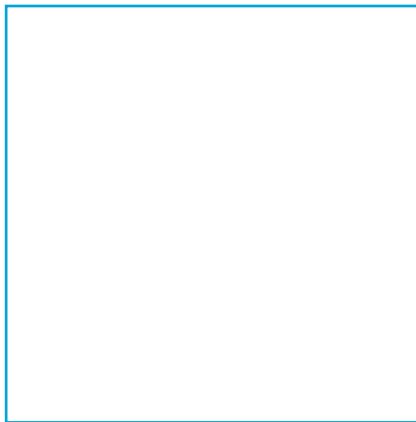
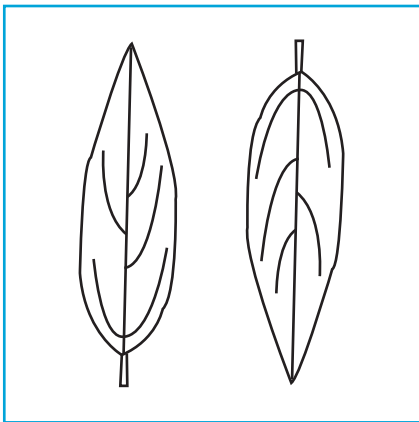
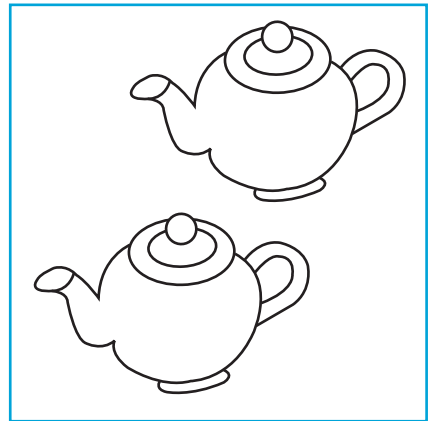
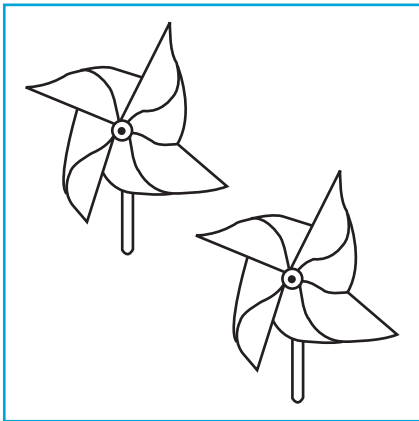


Írd át a helyes számjelet!

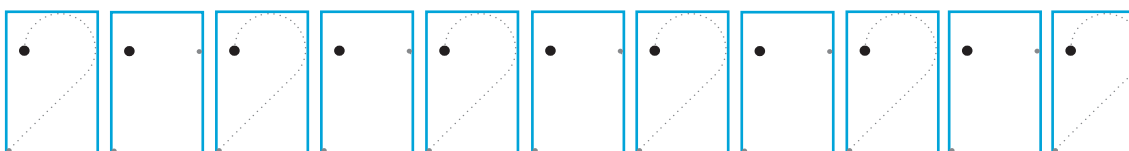
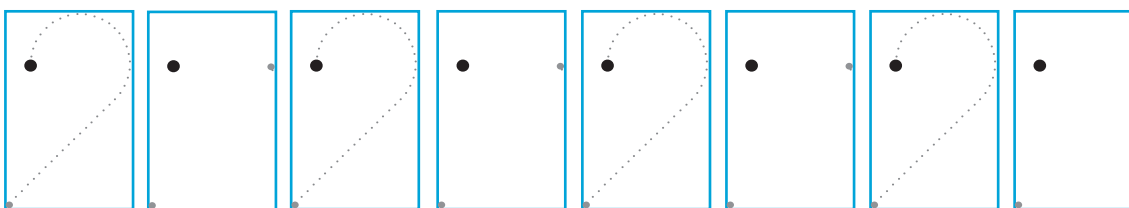
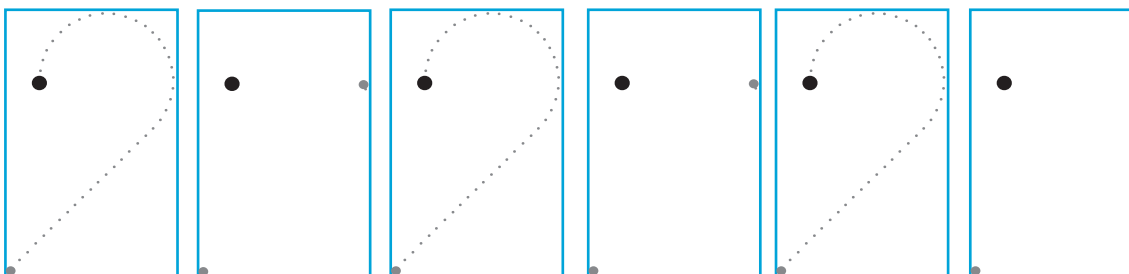
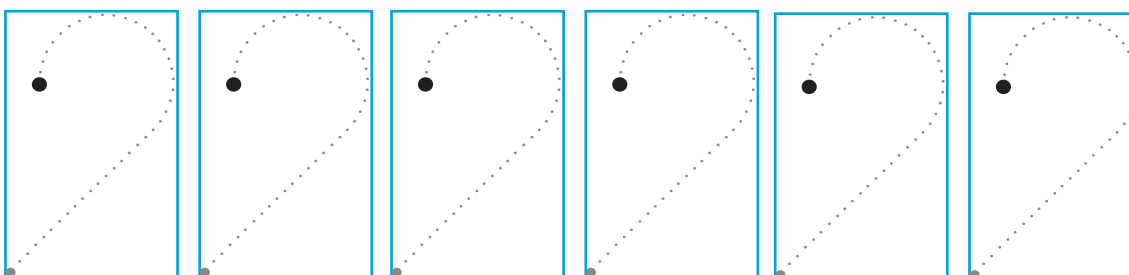
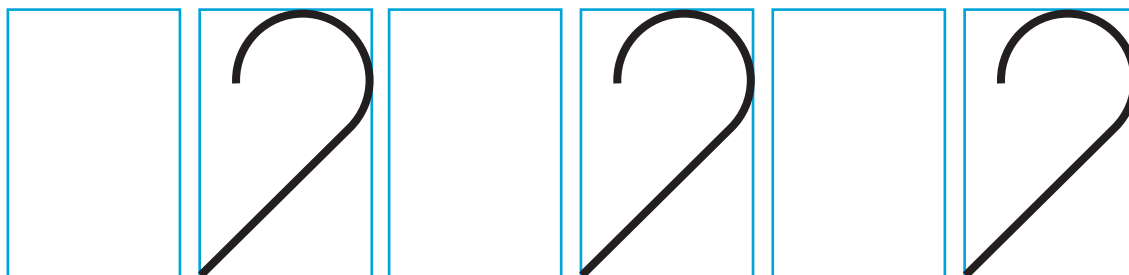
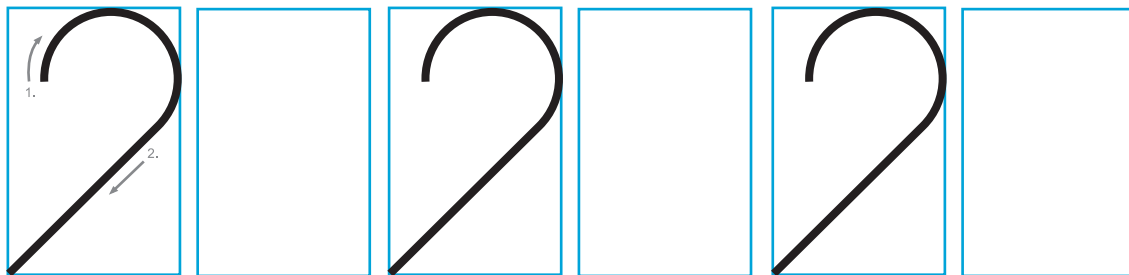




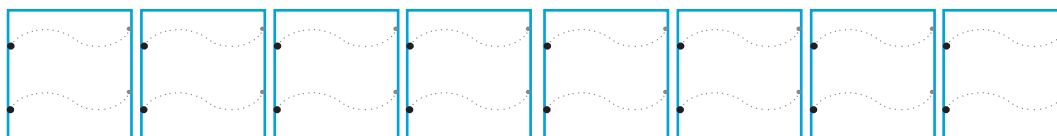
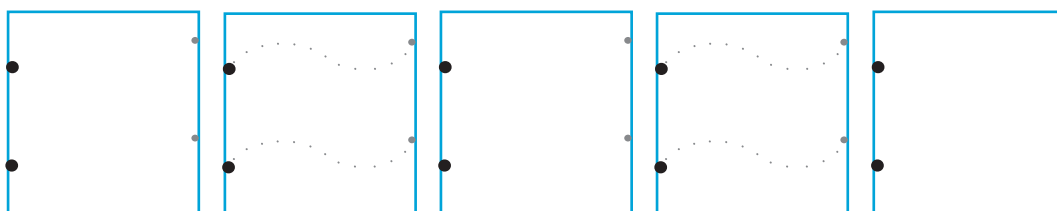
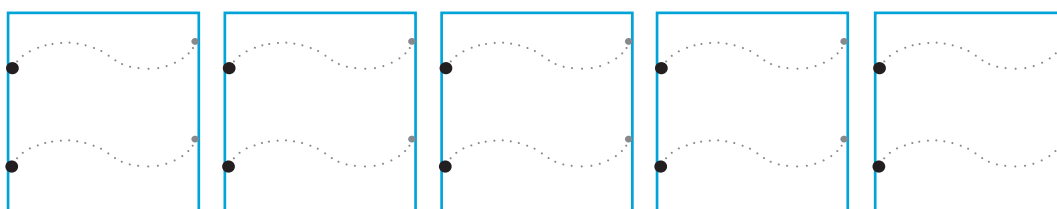
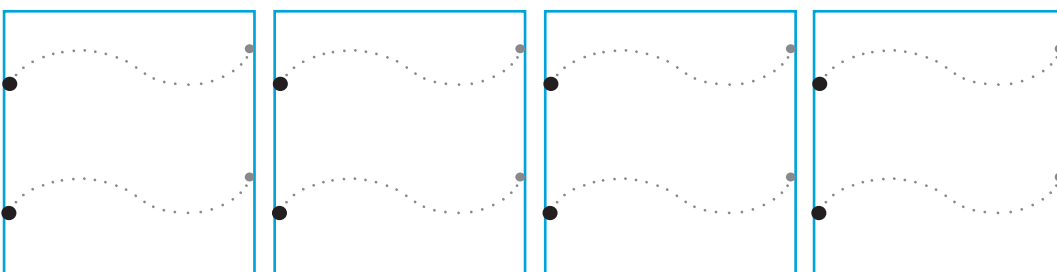
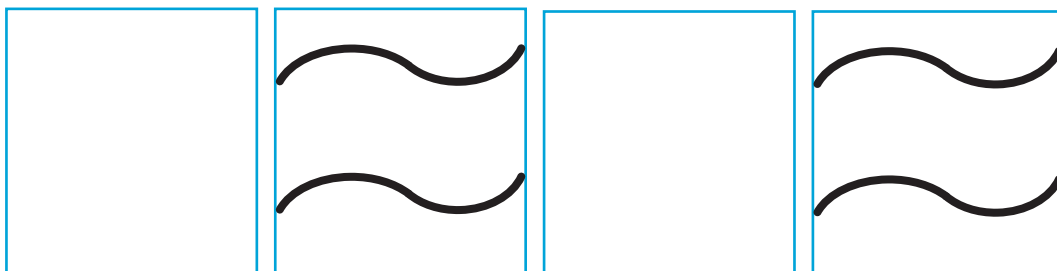
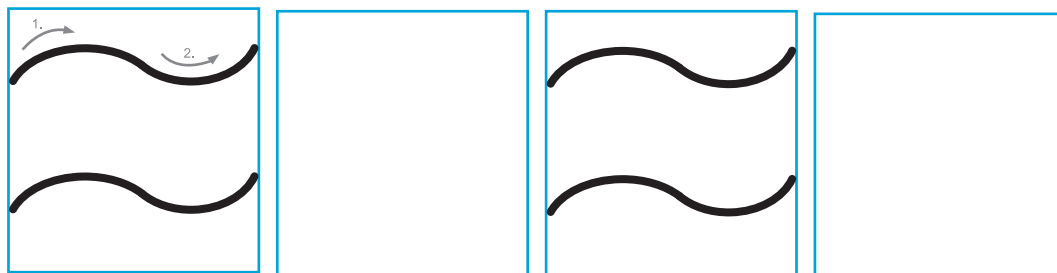
Színezd ki a rajzokat! Rajzolj valamiből kettőt az üres helyekre!



HOROGVONAL VÁZOLÁSA

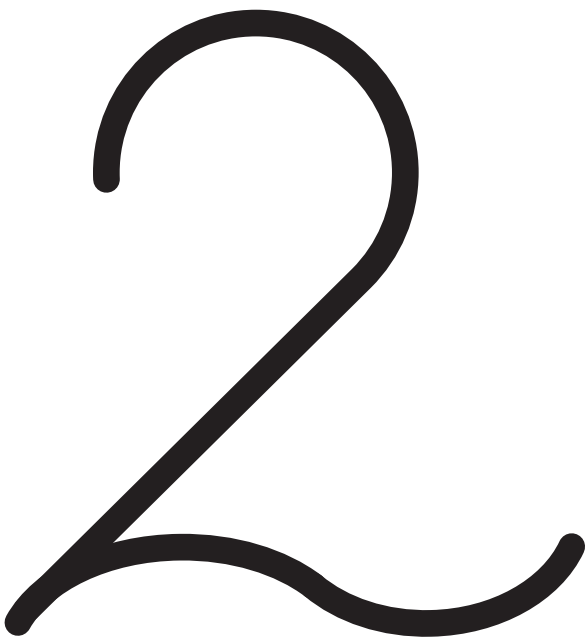
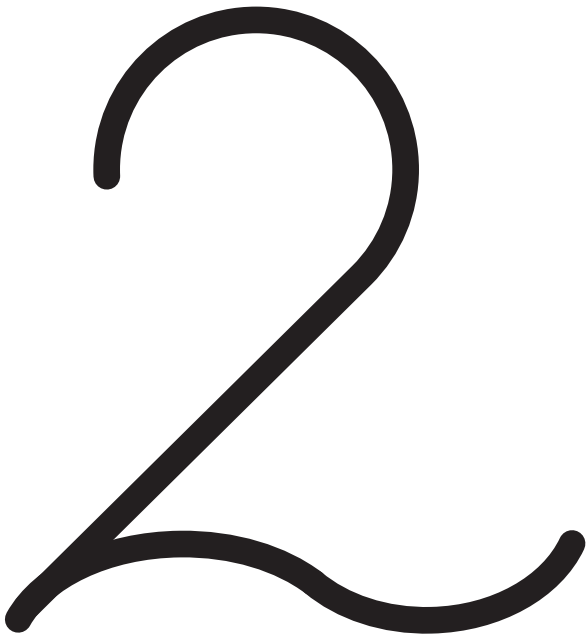


HULLÁMVONAL VÁZOLÁSA

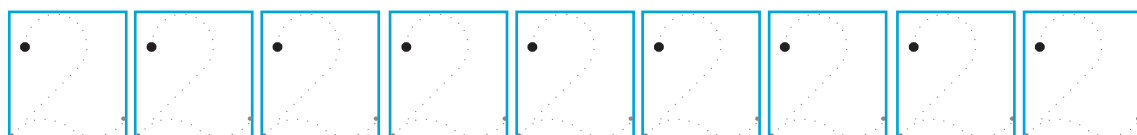
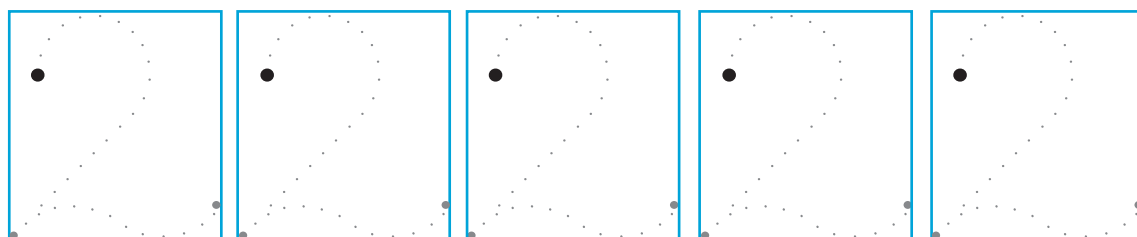
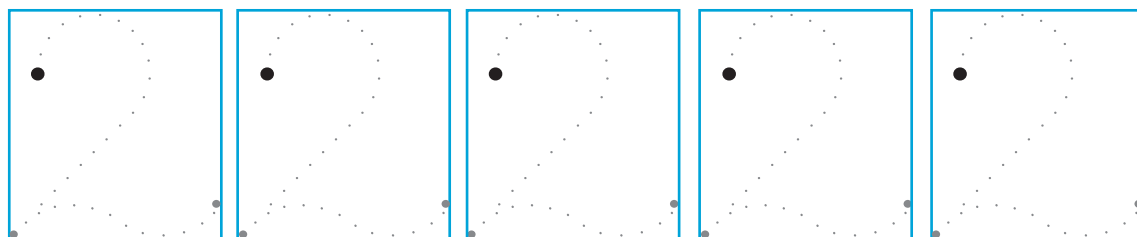
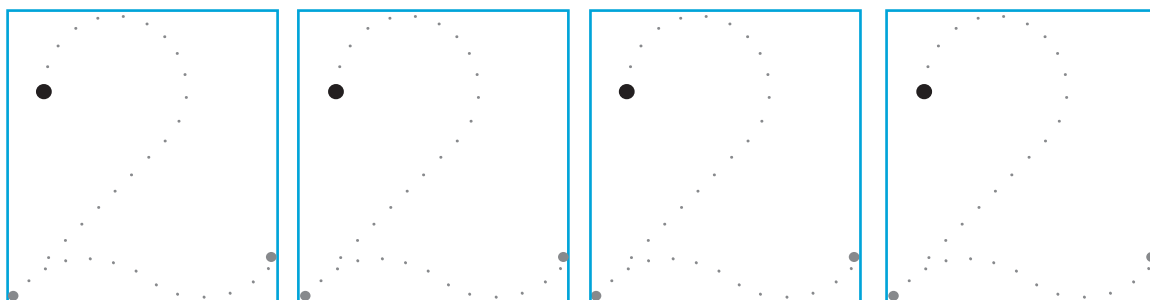
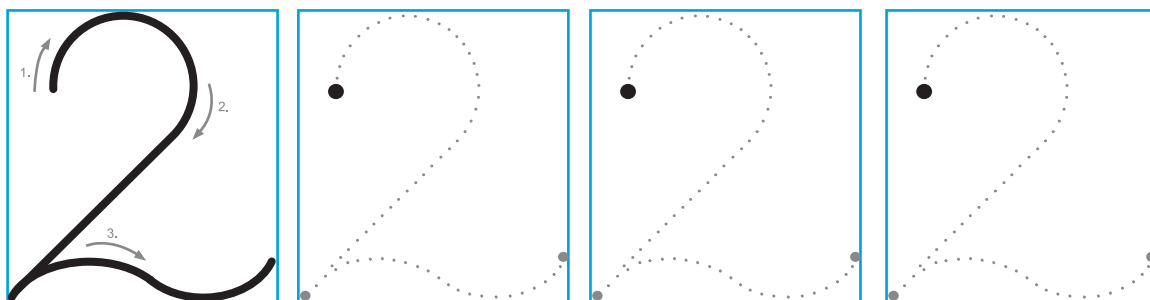


Vázold a kettes számot!
(Próbáld a vonalon belül maradni!)

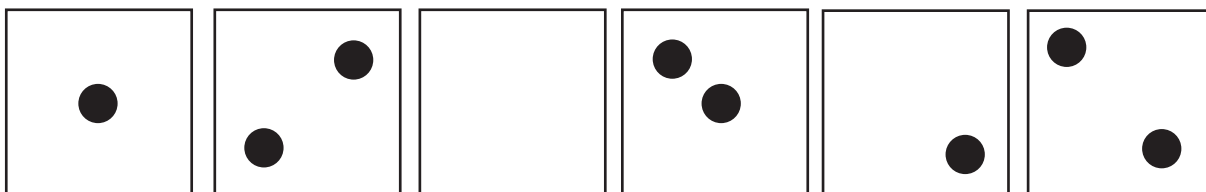
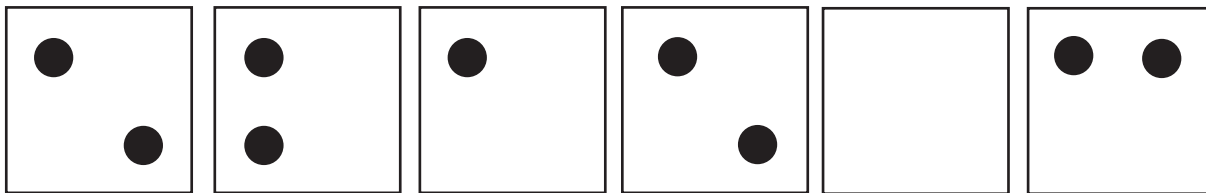




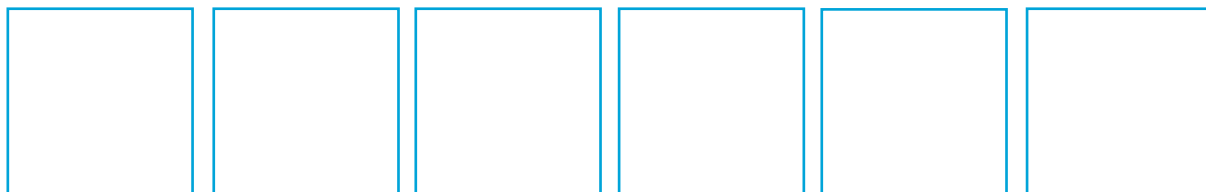
A KETTES SZÁM VÁZOLÁSA



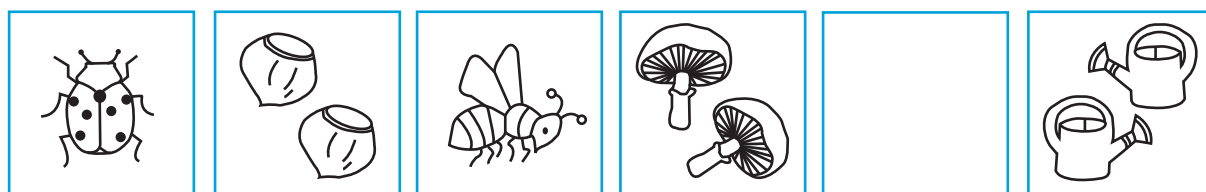
Keresd meg amiből 1 vagy 2 van és írd alá a számjelét!



Rajzolj annyit, amennyit a szám mutat!

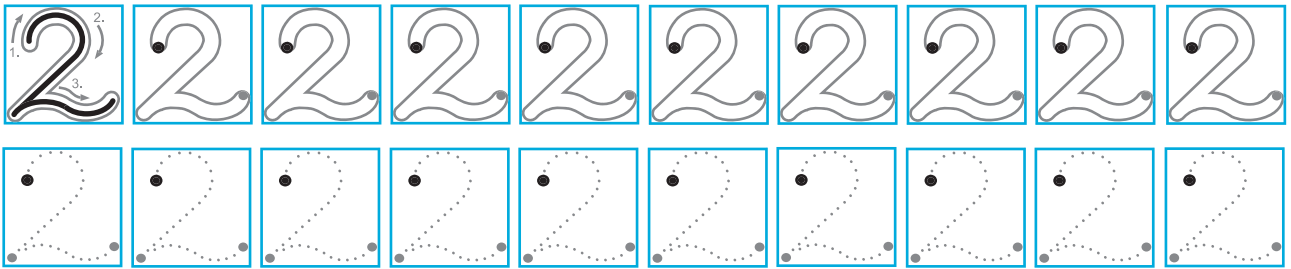


Írd az üres négyzetekbe, hogy mennyit látsz a képen!

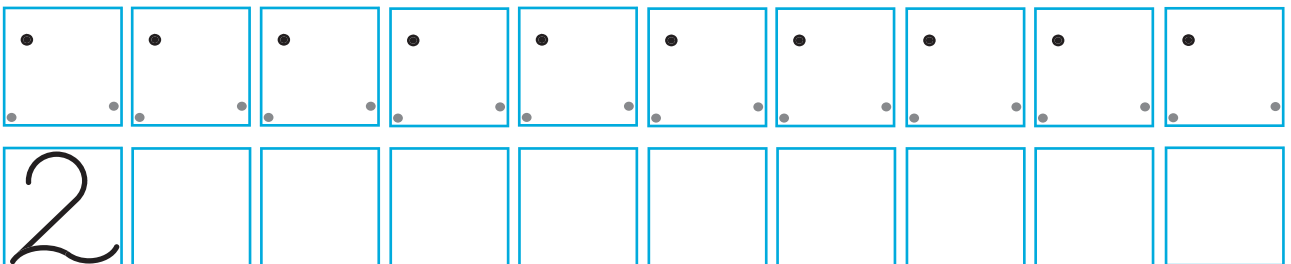




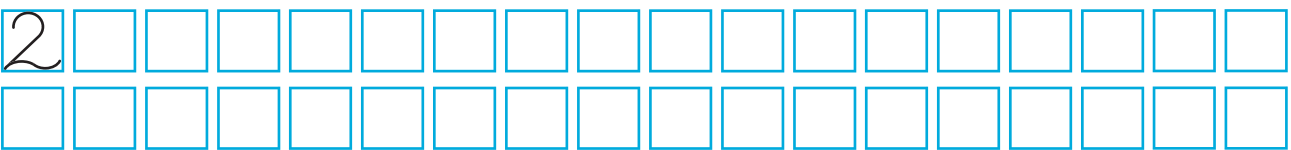
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



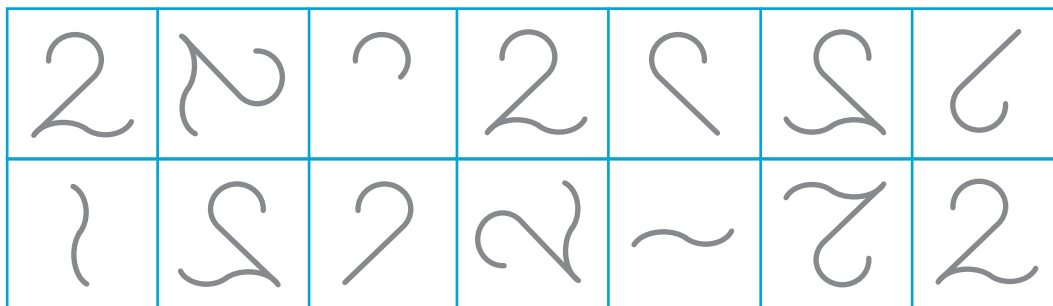
Figyelj a kezdőpontra!



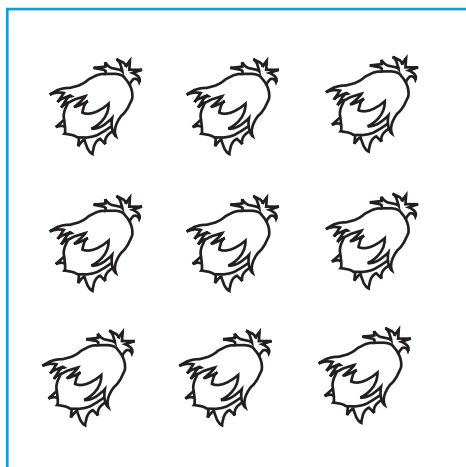
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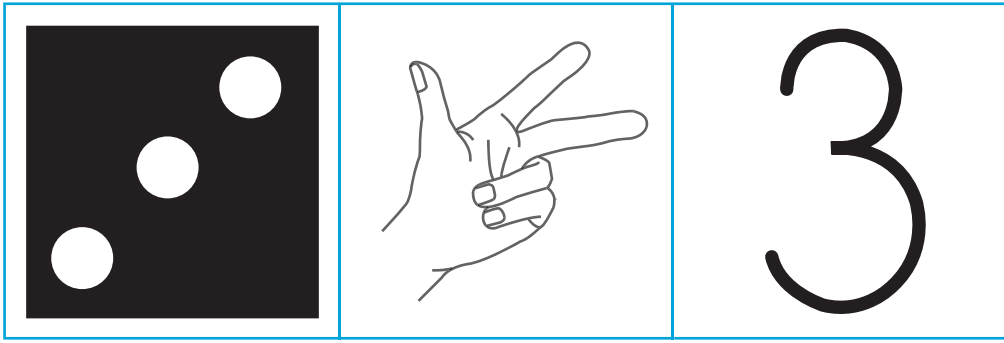


Írd át a helyes számjelet!

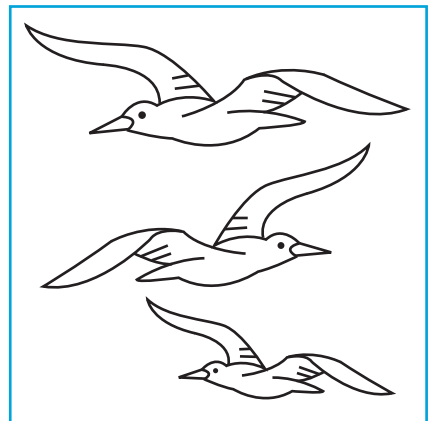
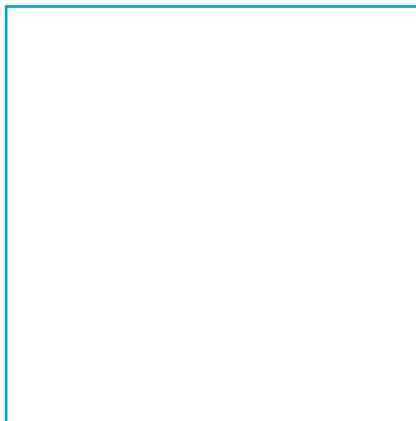
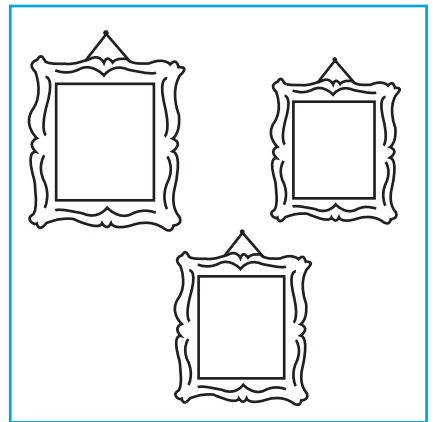
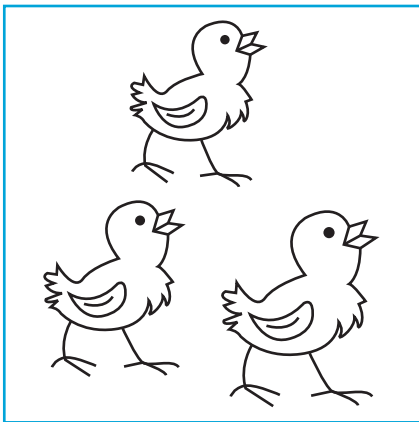
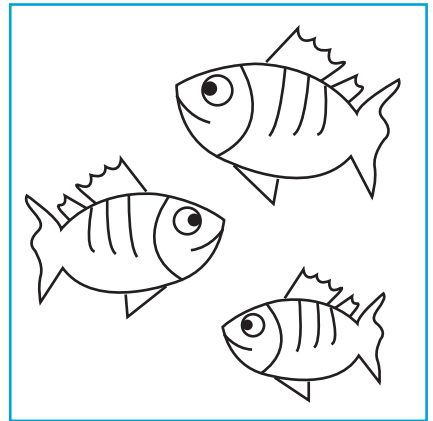
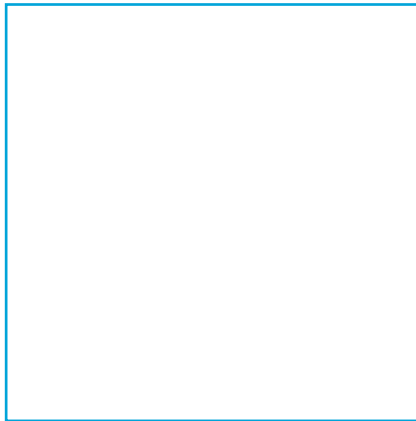
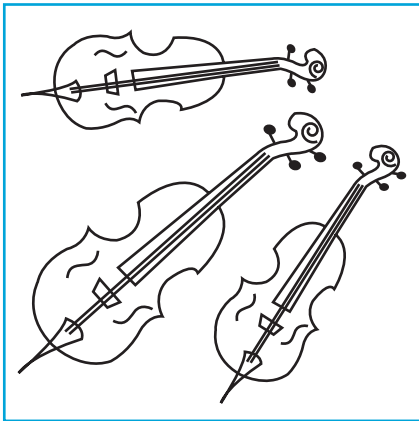


Karikázd be kettesével!

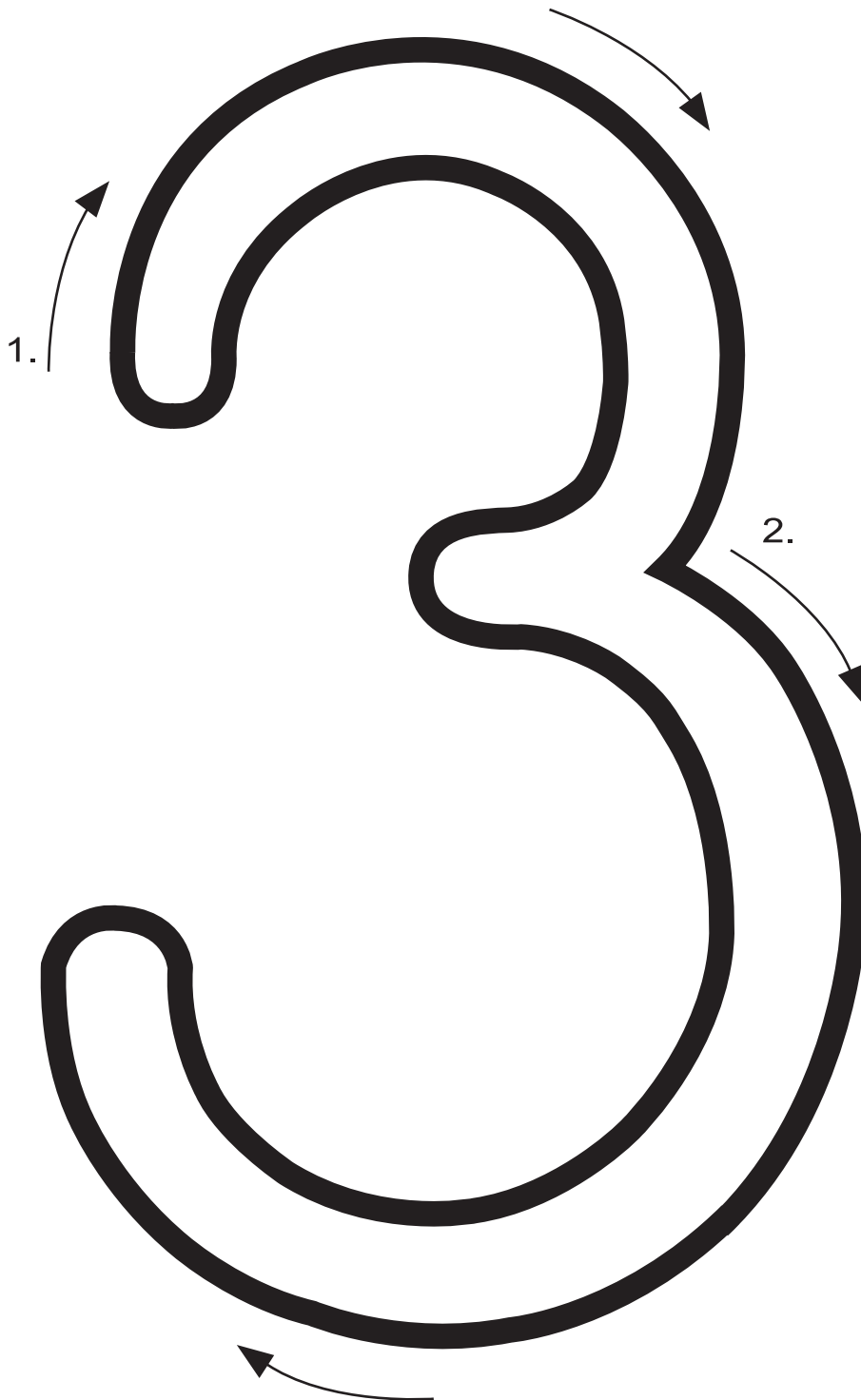


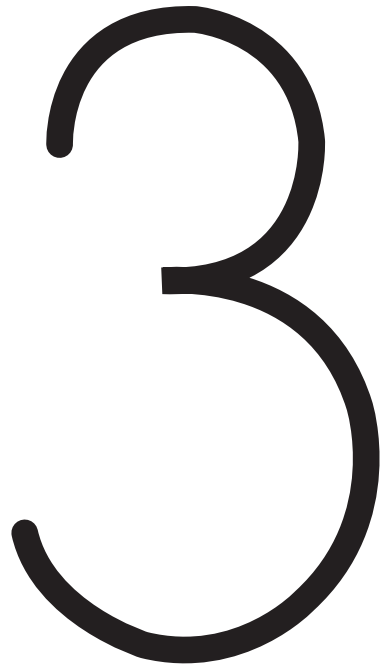
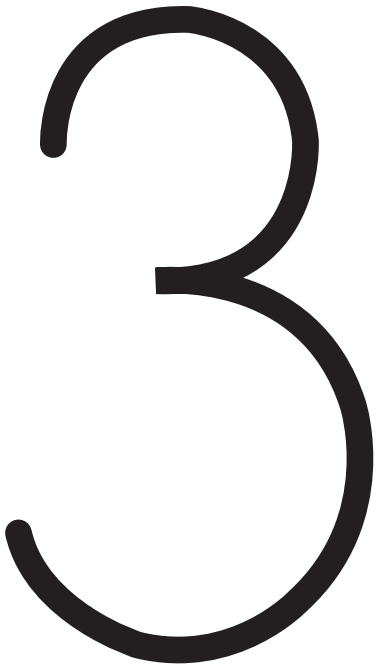
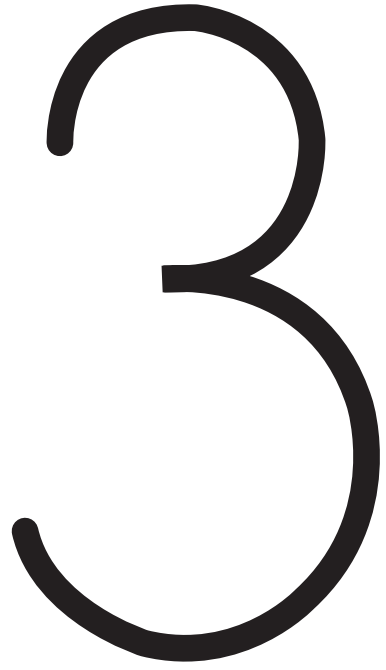
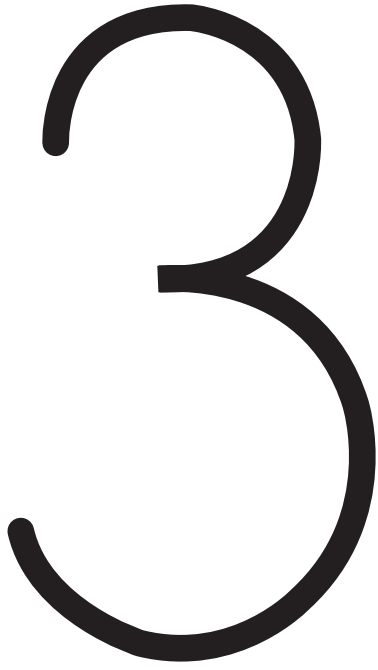


Színezd ki a rajzokat! Rajzolj valamiből hármat az üres helyekre!

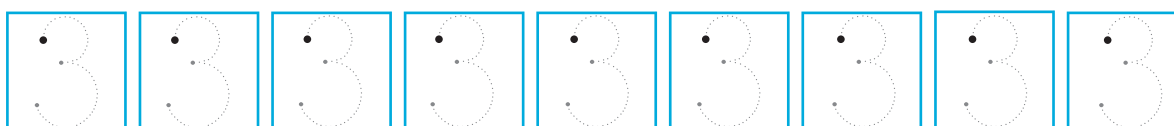
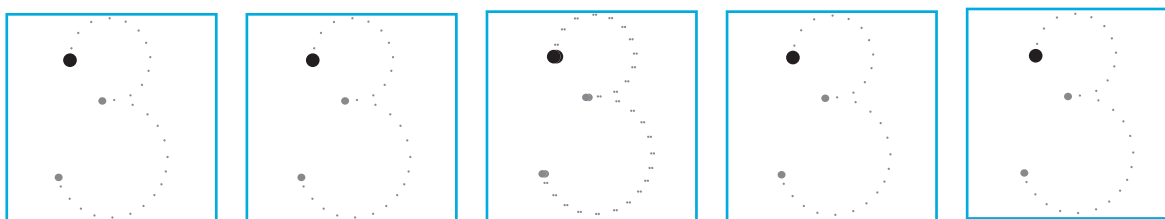
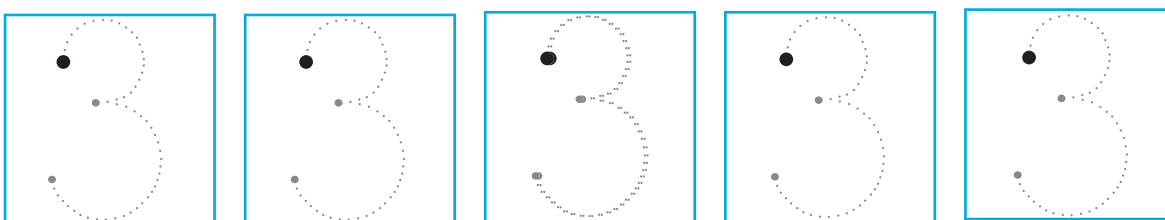
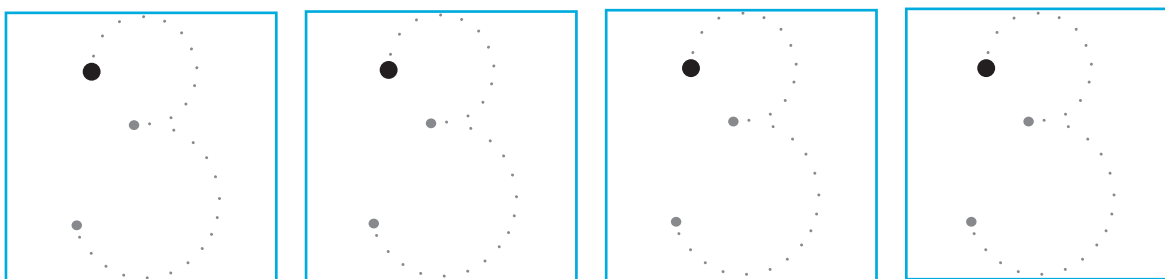
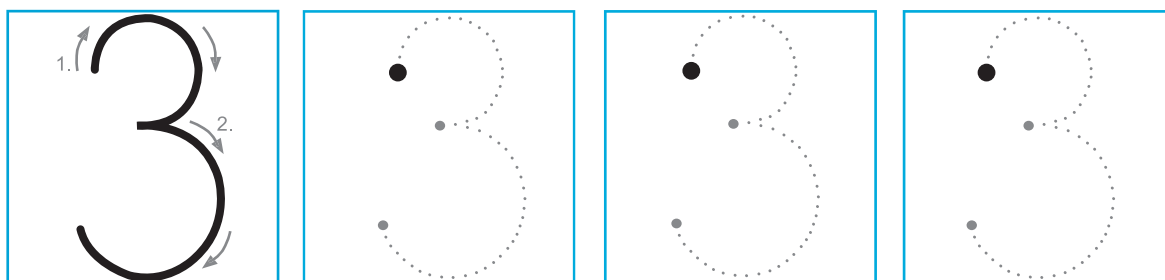


Vázold a hármas számot!
(Próbáld a vonalon belül maradni!)

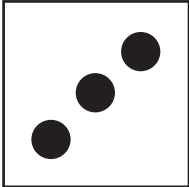
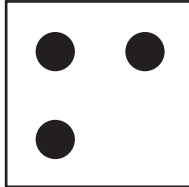

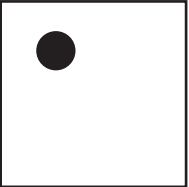
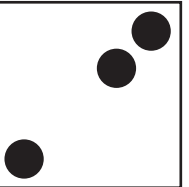
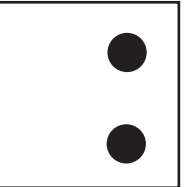
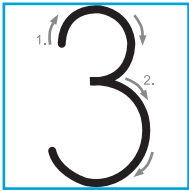


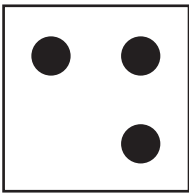
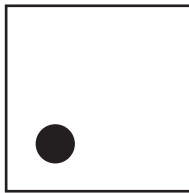
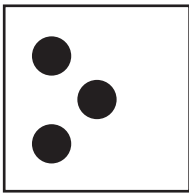
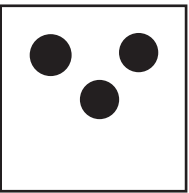
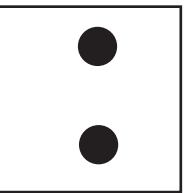
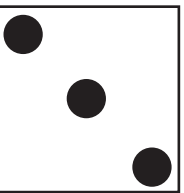


A HÁRMAS SZÁM VÁZOLÁSA



Keresd meg amiből 3 van és írd alá a számjelét!

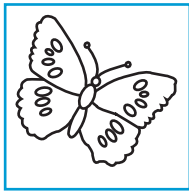


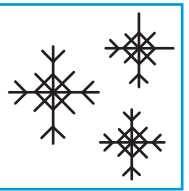

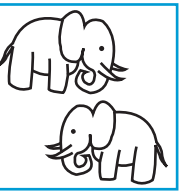
					
					

Rajzolj annyit, amennyit a szám mutat!

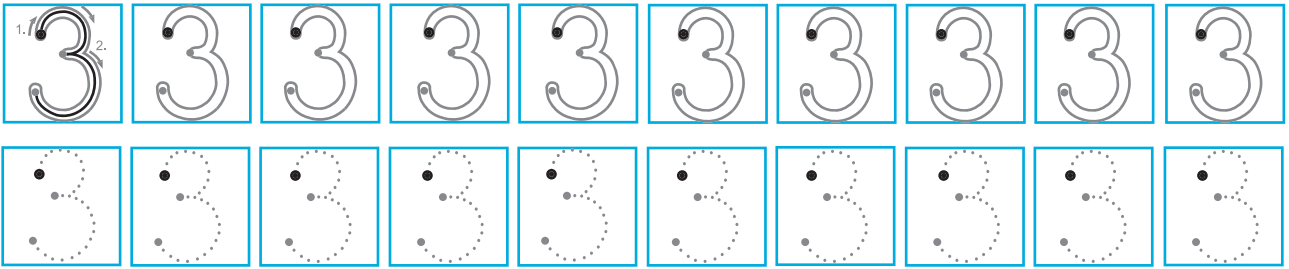
2	1	3	2	3	1

Írd az üres négyzetekbe, hogy mennyit látsz a képen!

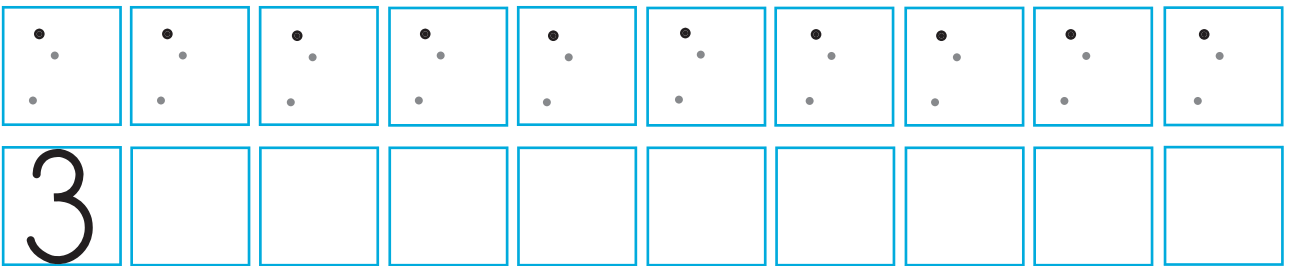
					



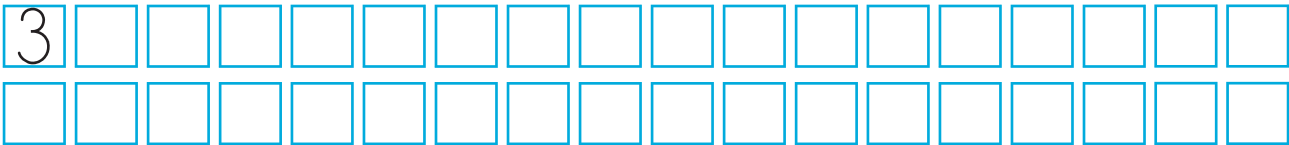
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



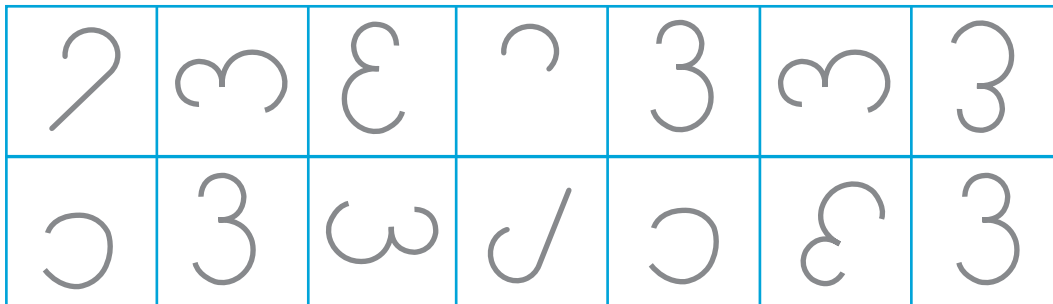
Figyelj a kezdőpontra!



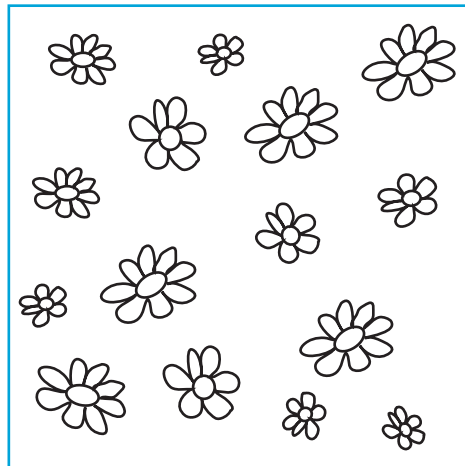
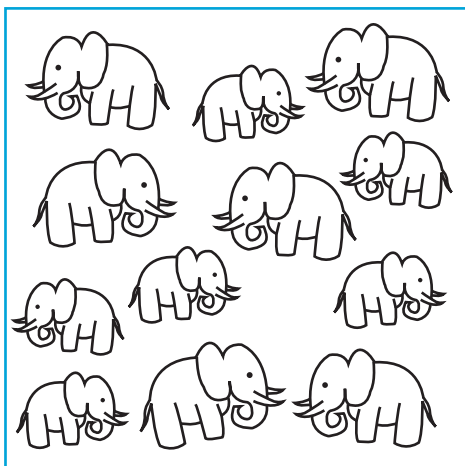
Folytasd!

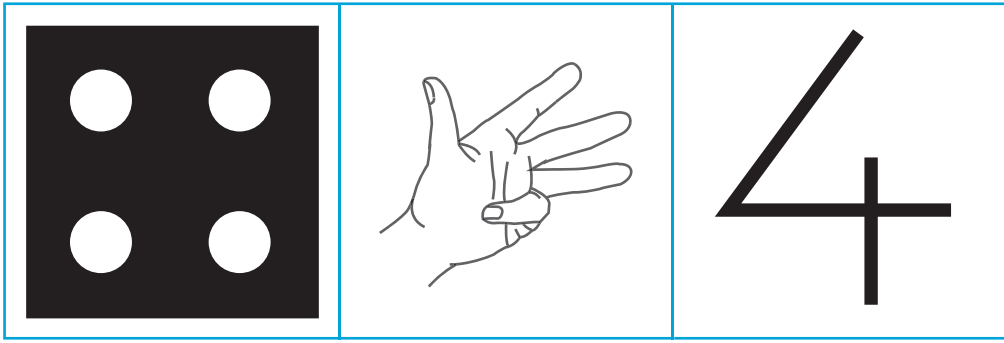


Írd át a helyes számjelet!

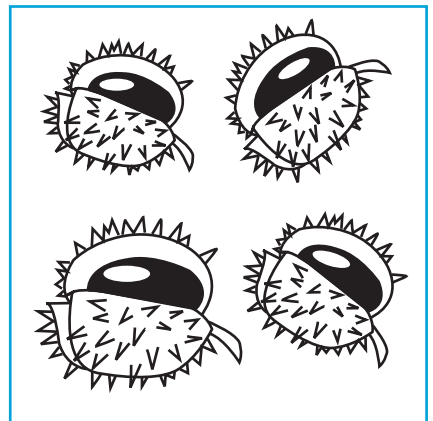
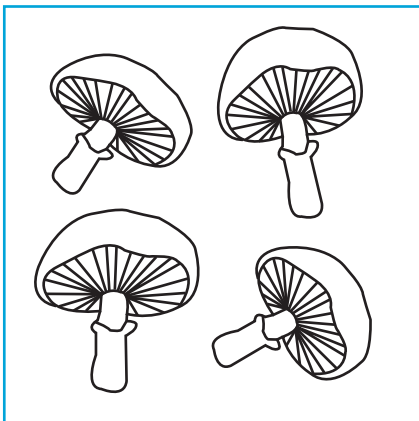
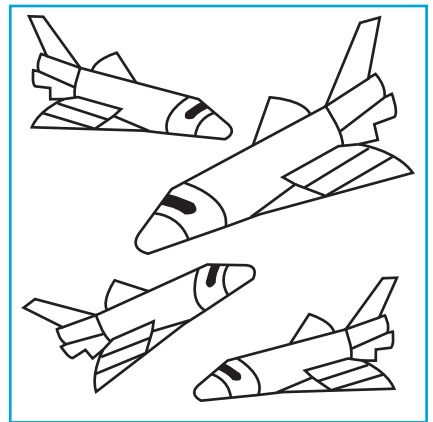
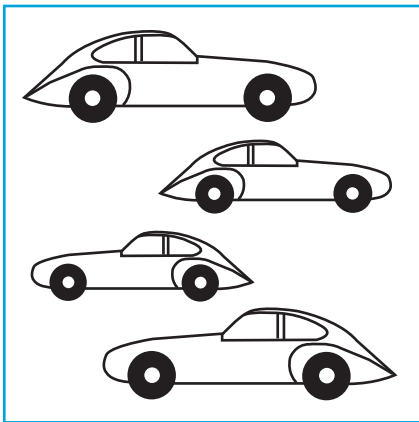
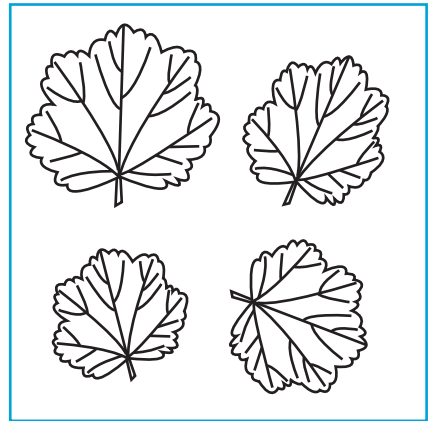
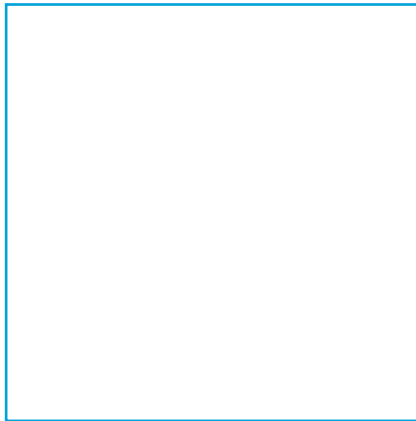
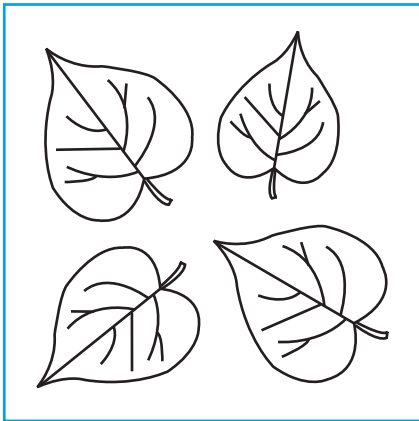


Karikázd be hármásával!

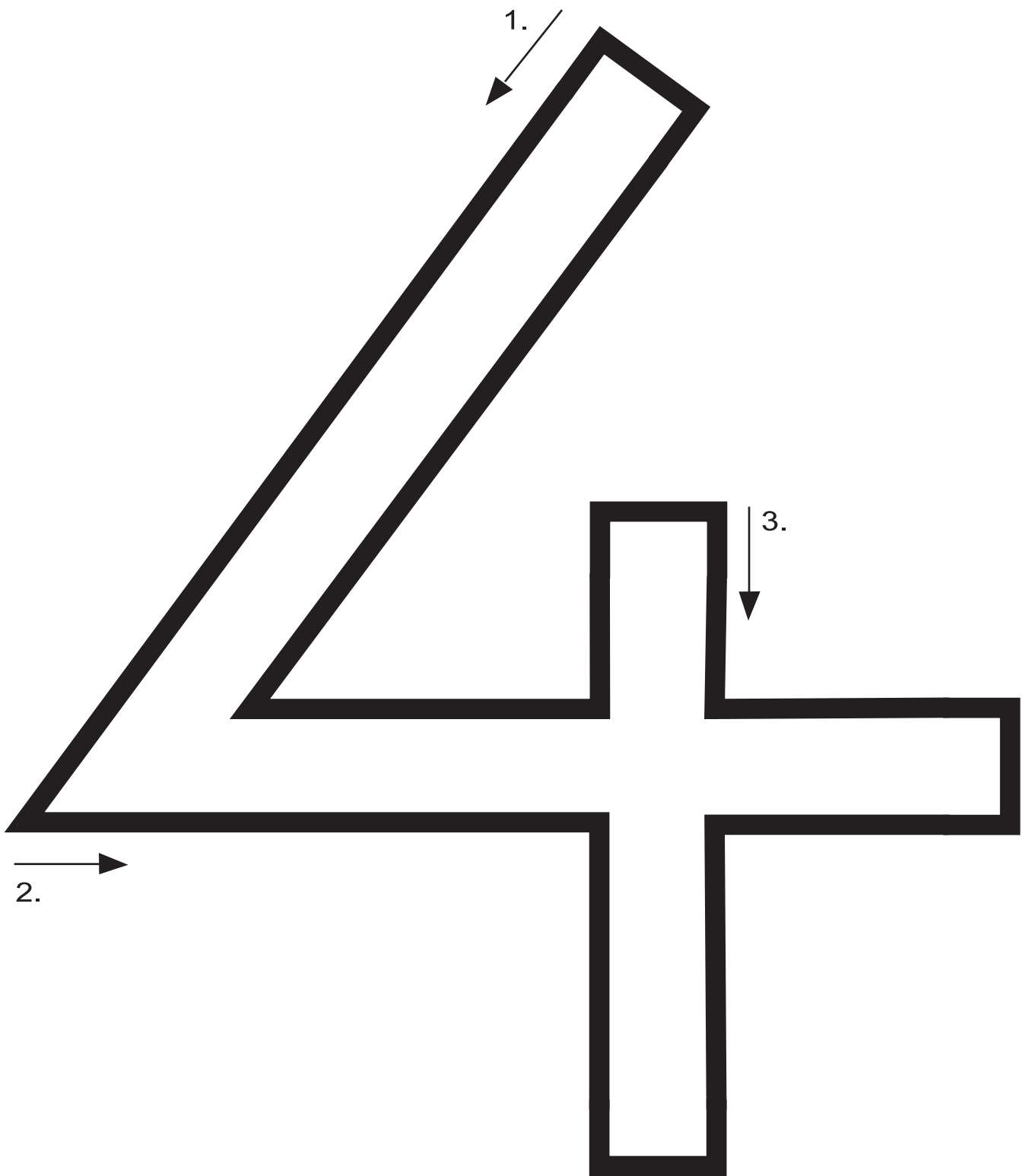


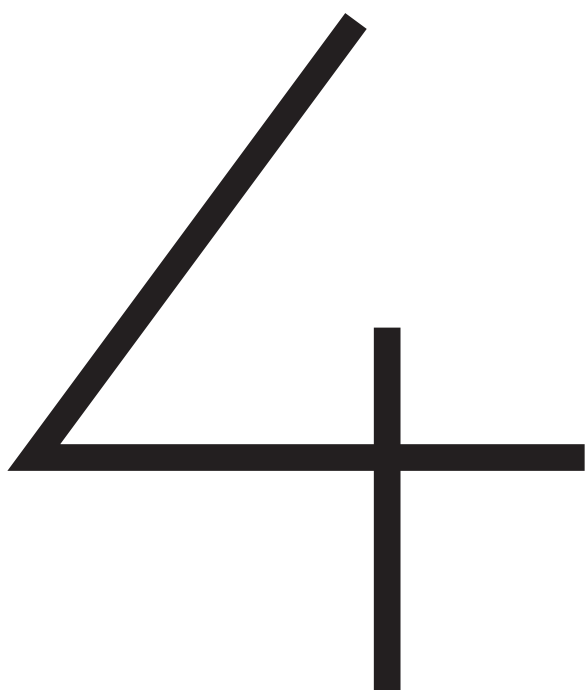
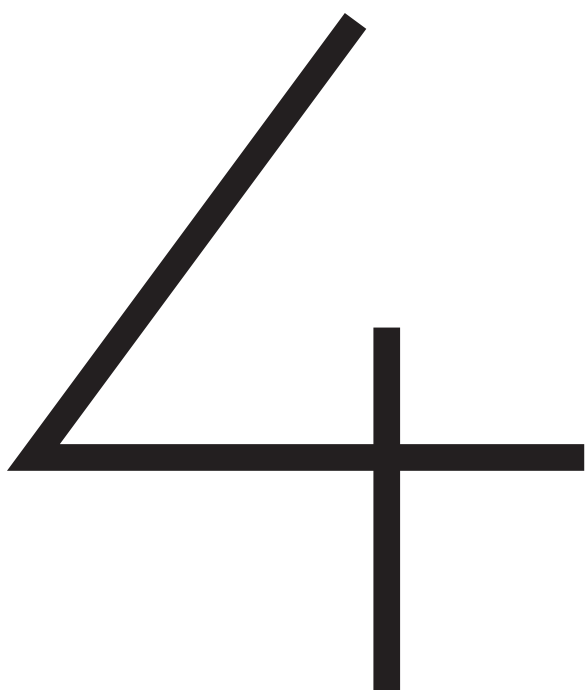
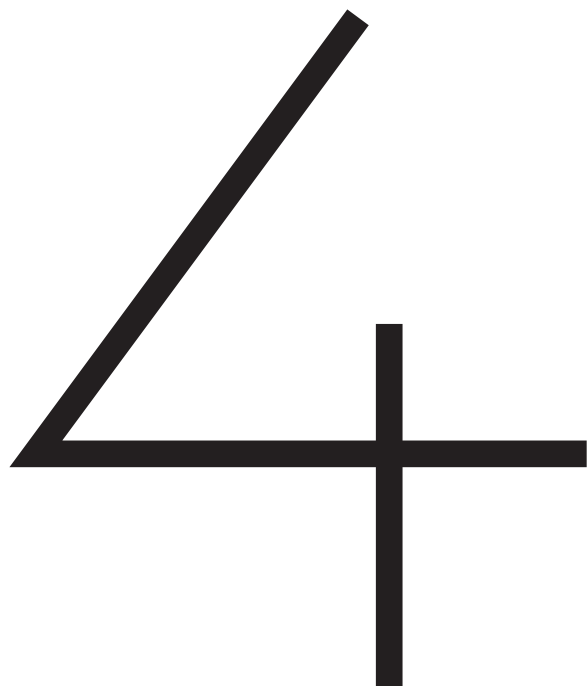
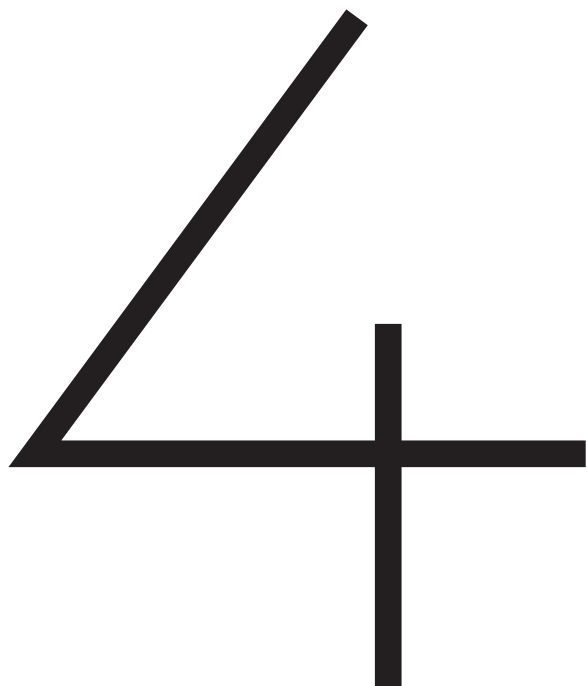


Színezd ki a rajzokat! Rajzolj valamiből négyet az üres helyekre!

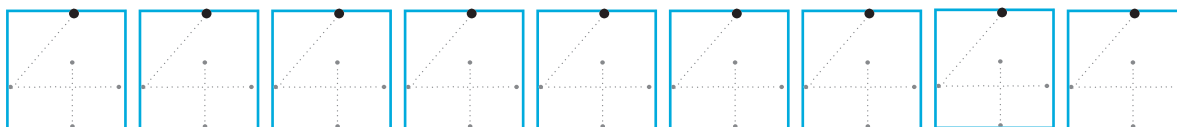
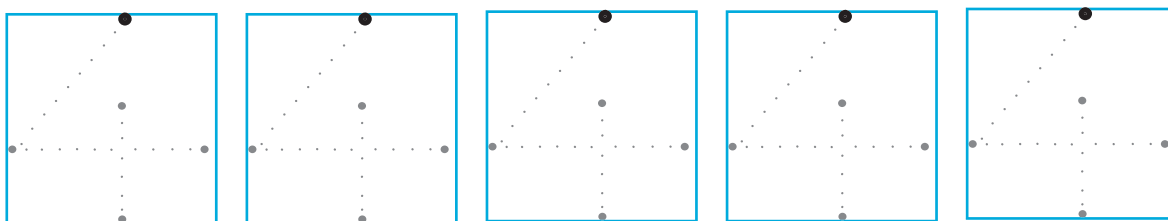
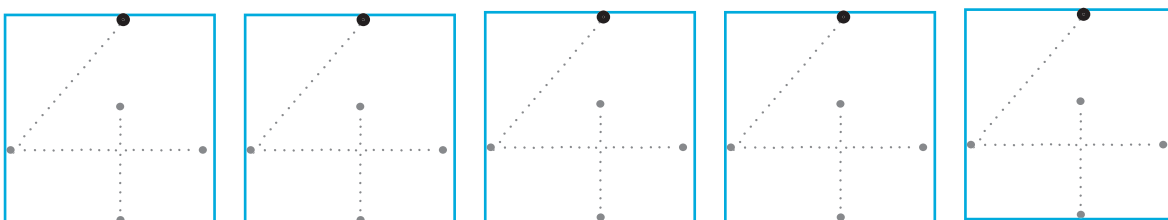
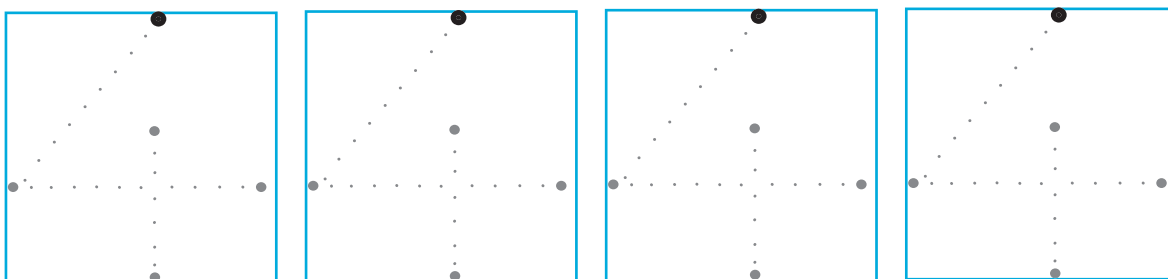
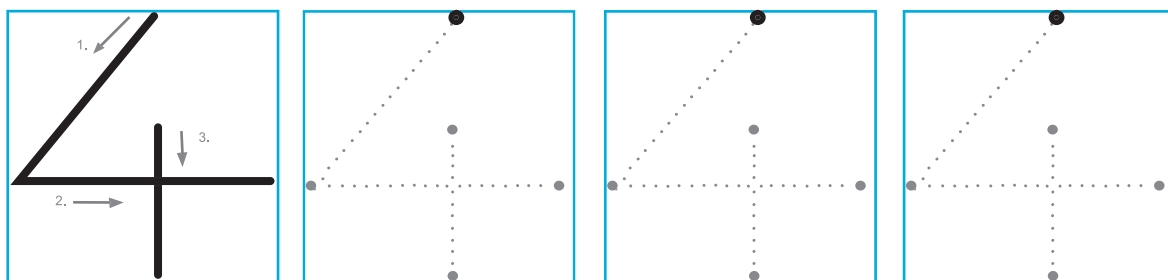


Vázold a négyes számot!
(Próbálj a vonalon belül maradni!)





A NÉGYES SZÁM VÁZOLÁSA



Keresd meg amiből 4 van és írd alá a számjelét!

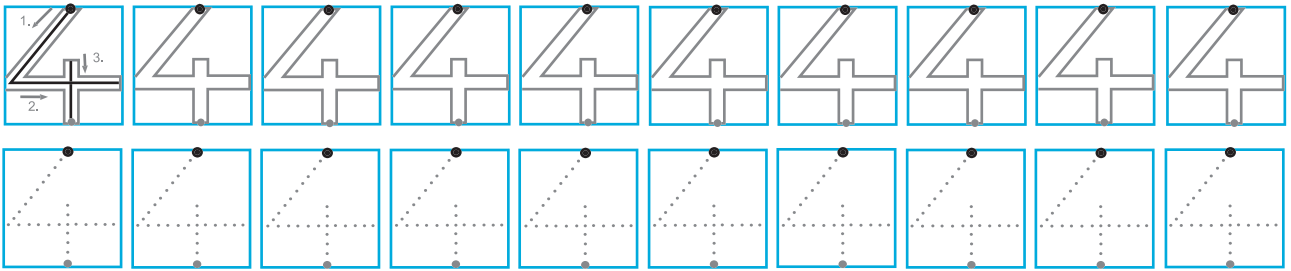
Rajzolj annyit, amennyit a szám mutat!

2	4	3	1	4	2

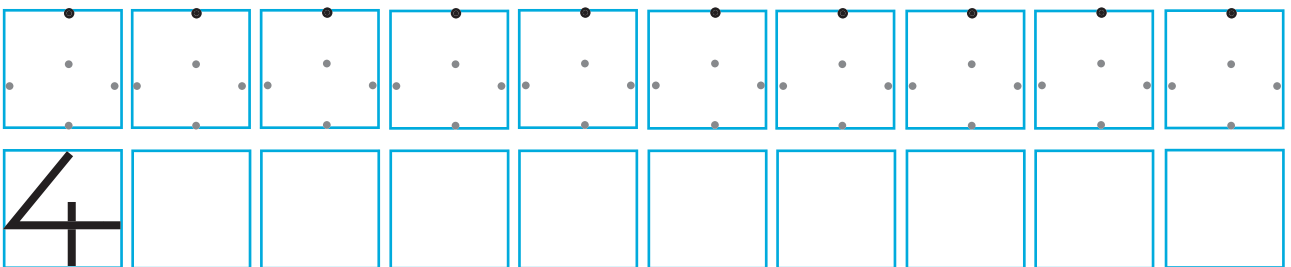
Írd az üres négyzetekbe, hogy mennyit látsz a képen!



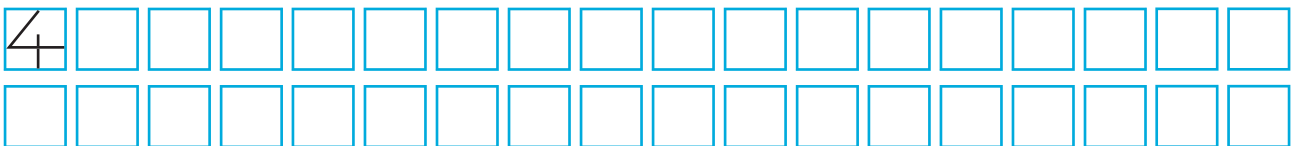
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



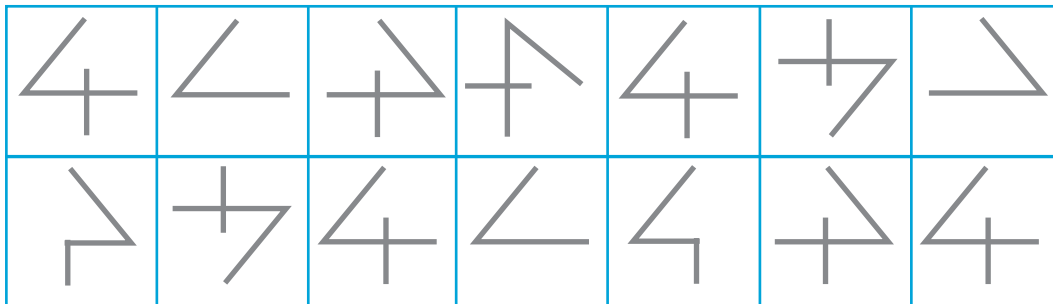
Figyelj a kezdőpontra!



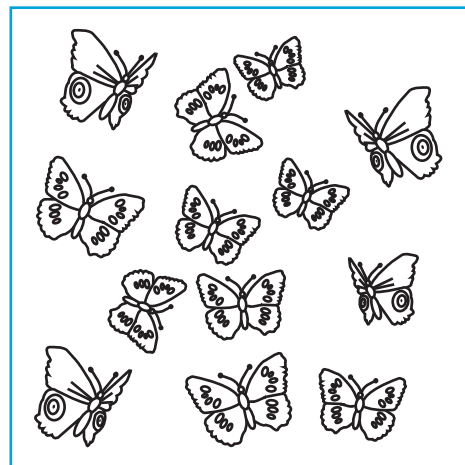
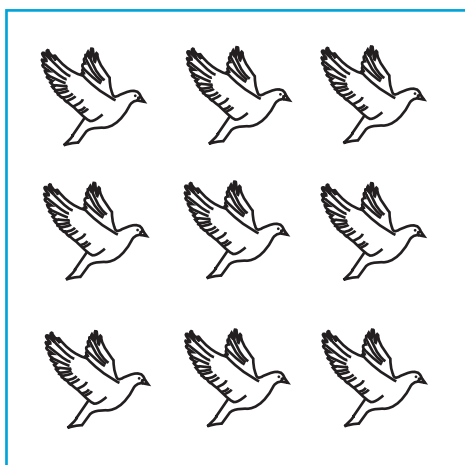
Folytasd!



Írd át a helyes számjelet!

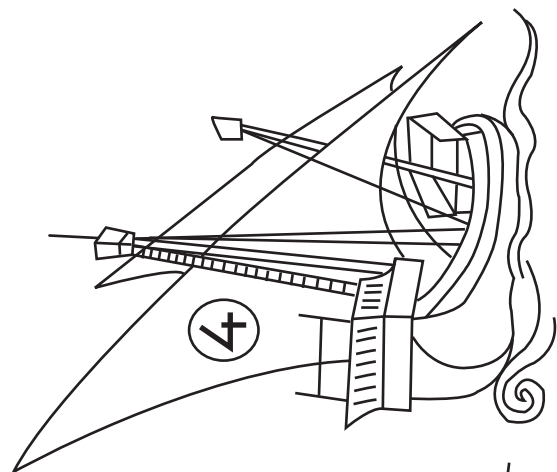


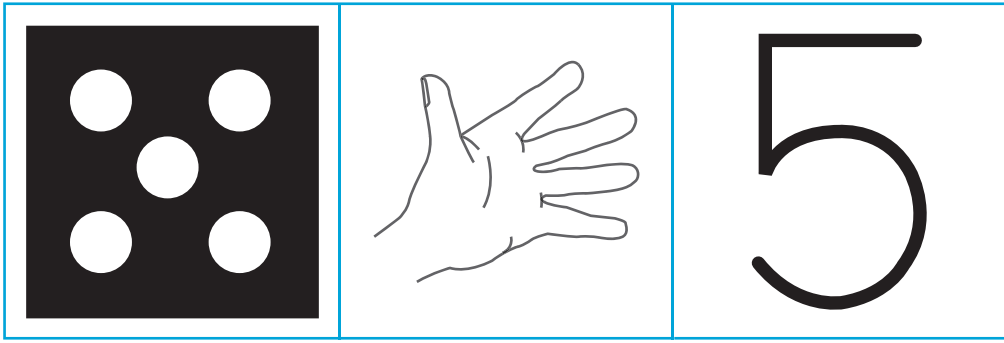
Karikázd be négyesével!



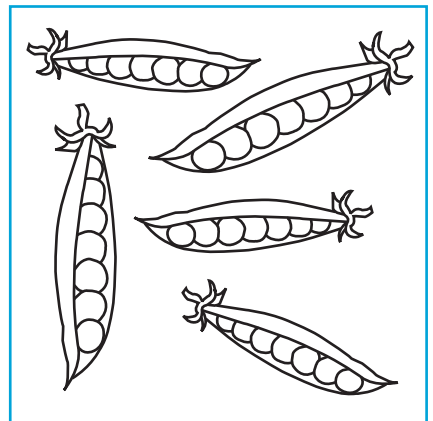
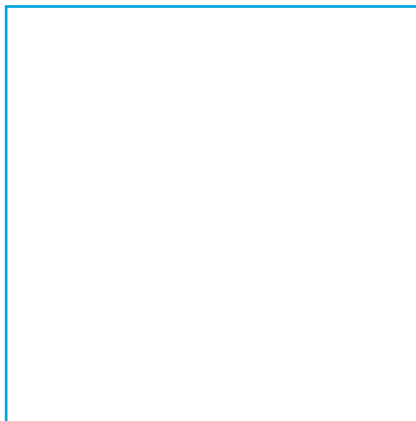
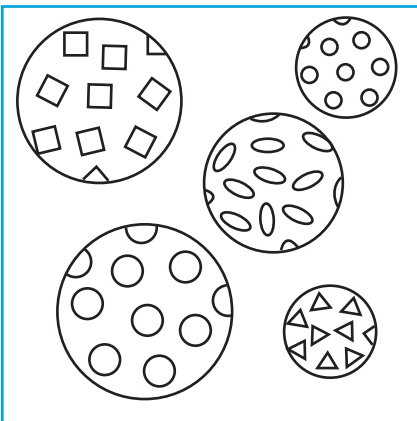
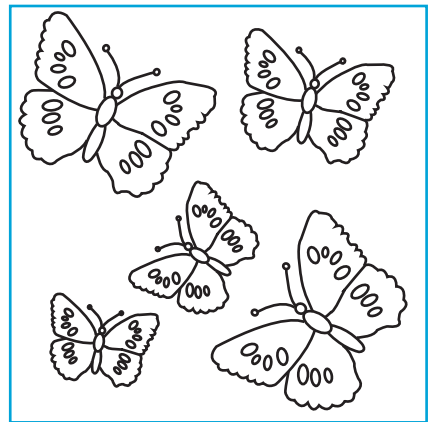
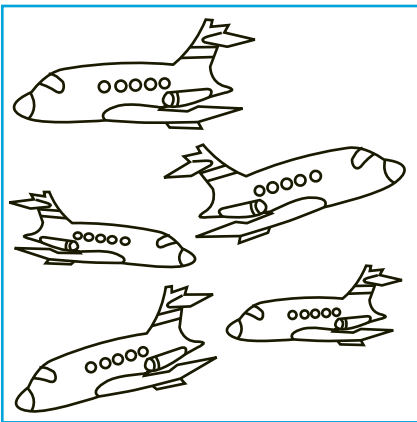
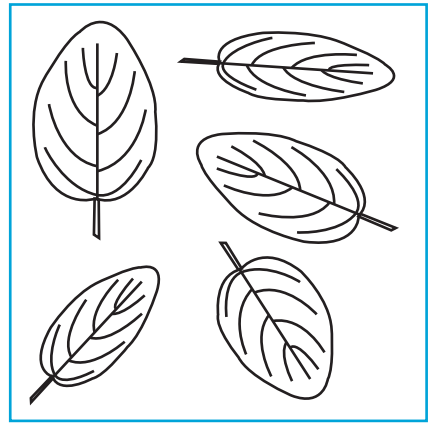
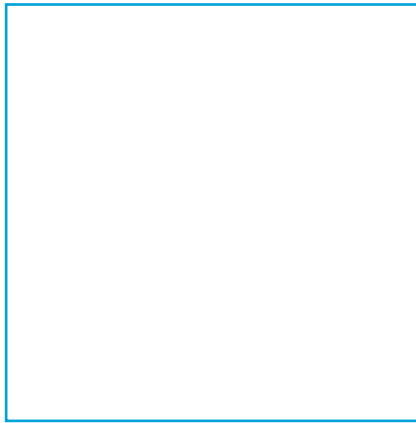
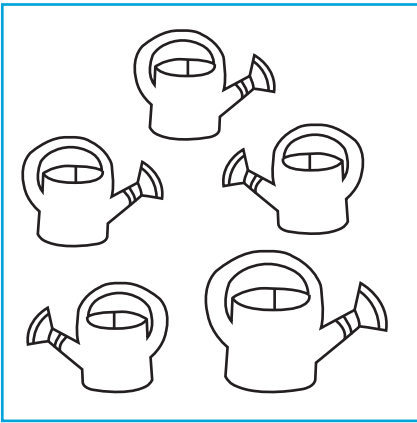
SZÁMSZIGET

Keress meg a kincshez (kincsesláda) vezető utat! Színezd ki azokat a kis részeket, amelyekben pont négyet láatsz!

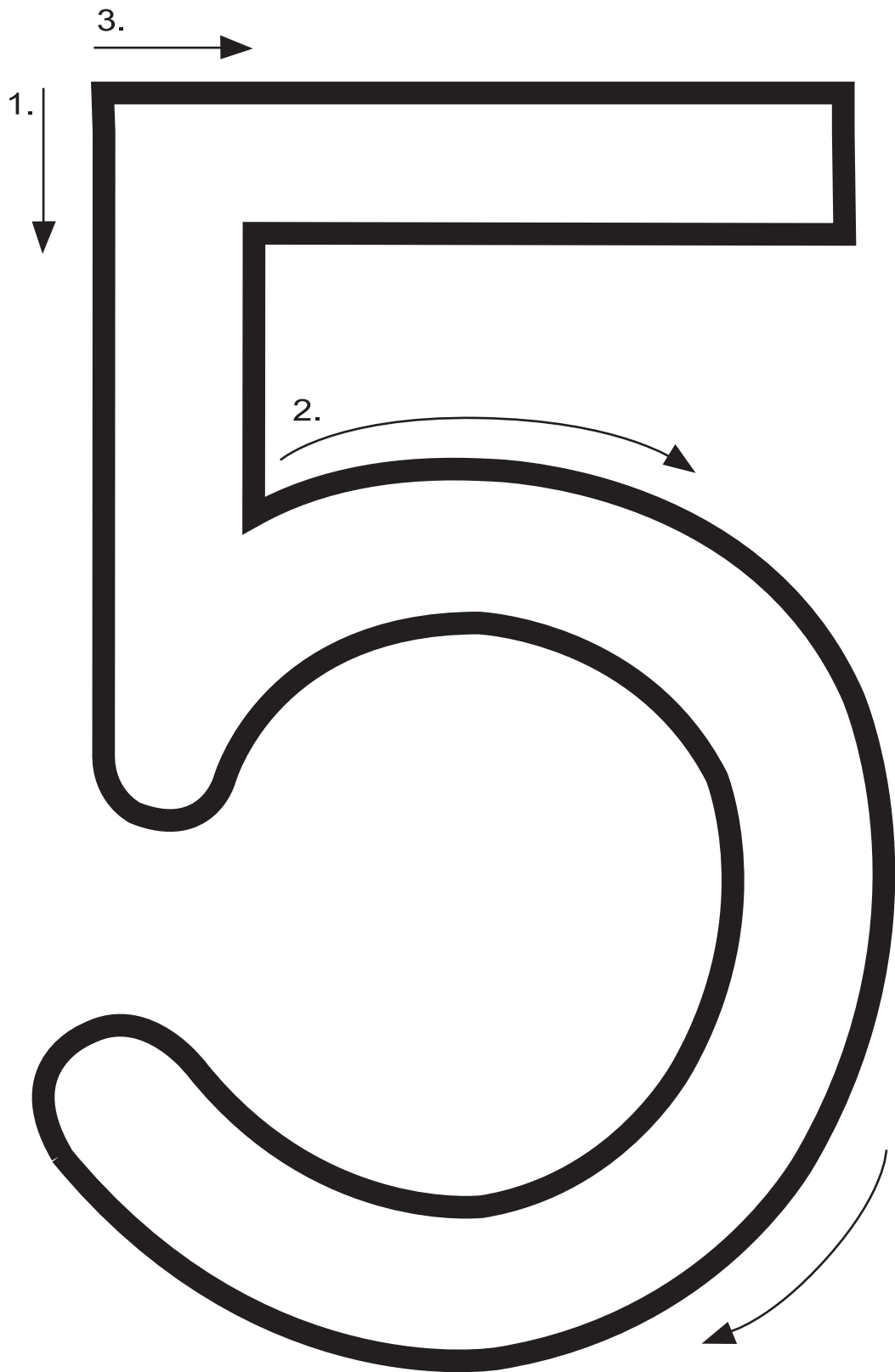




Színezd ki a rajzokat! Rajzolj valamiből ötöt az üres helyekre!



Vázold az ötös számot!
(Próbálj a vonalon belül maradni!)



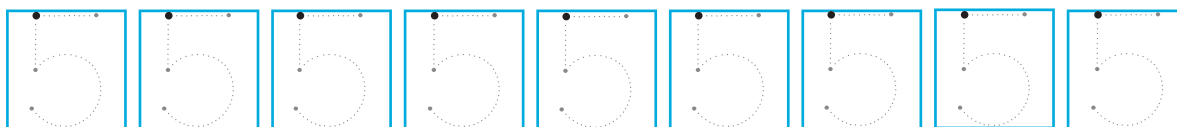
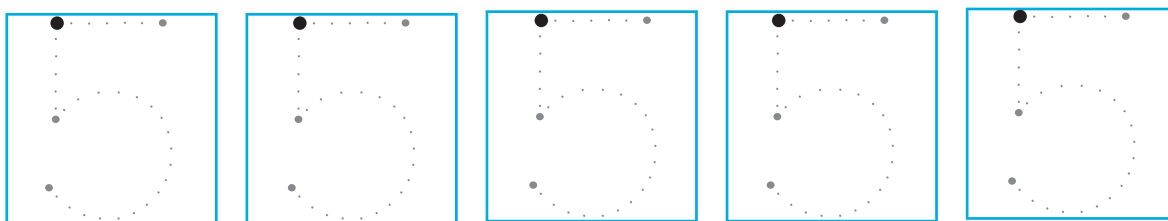
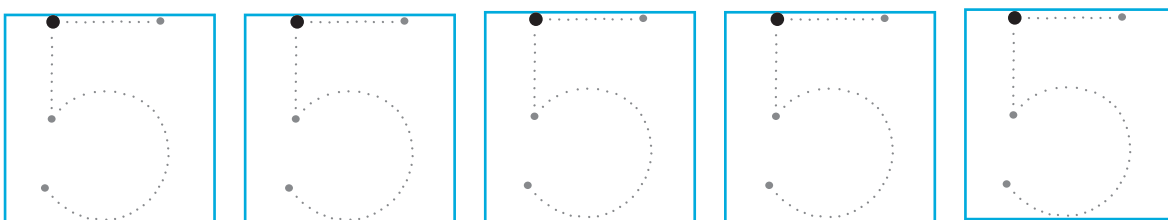
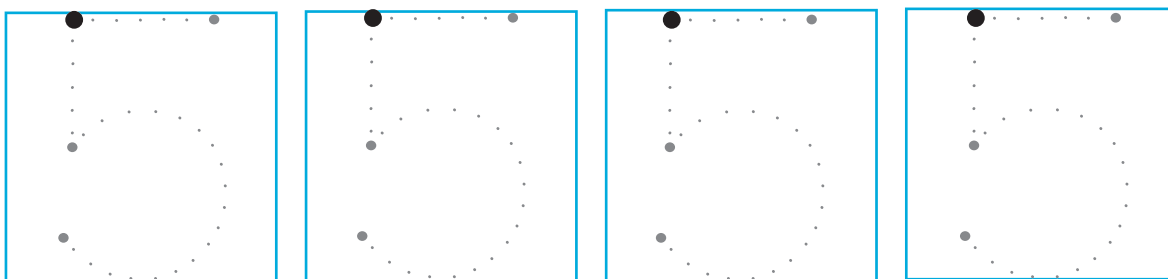
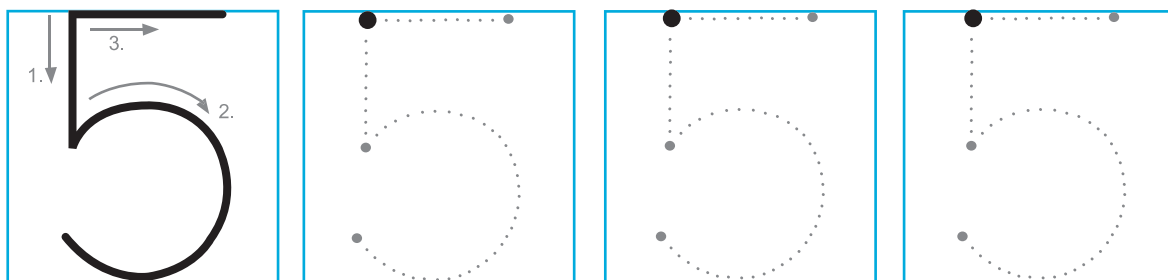
5

5

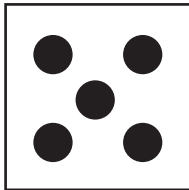
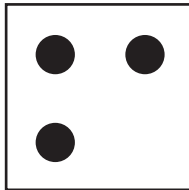
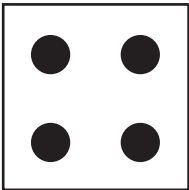
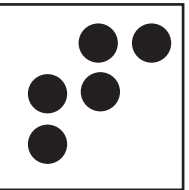
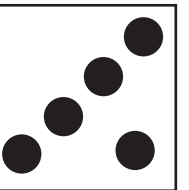
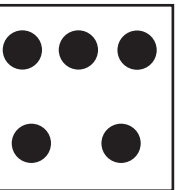
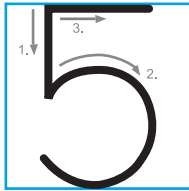
5

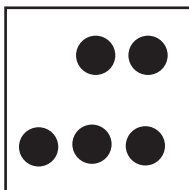
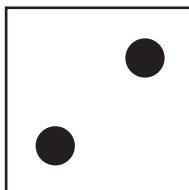
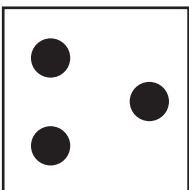
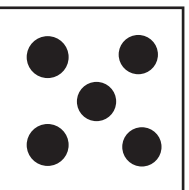
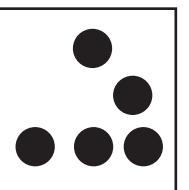
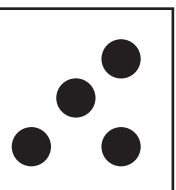
5

AZ ÖTÖS SZÁM VÁZOLÁSA



Keresd meg amiből 5 van és írd alá a számjelét!

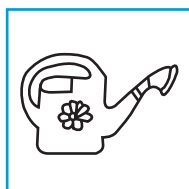


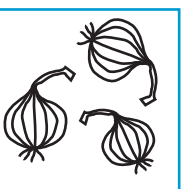
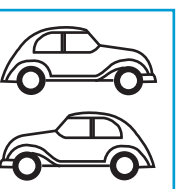

					
					

Rajzolj annyit, amennyit a szám mutat!

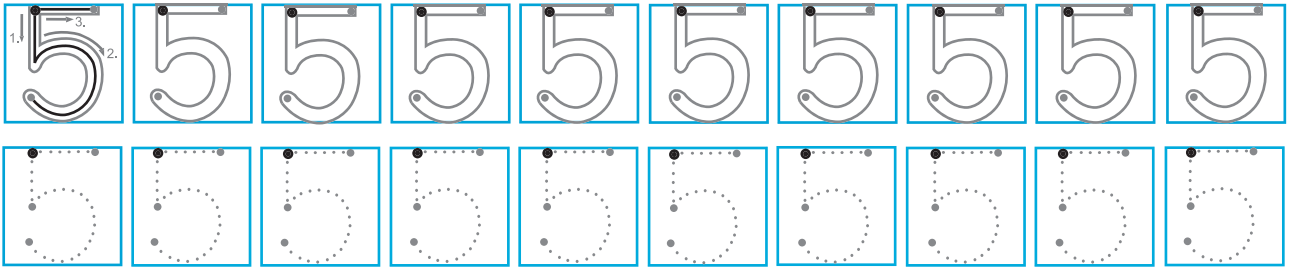
5	3	4	1	5	2

Írd az üres négyzetekbe, hogy mennyit látsz a képen!

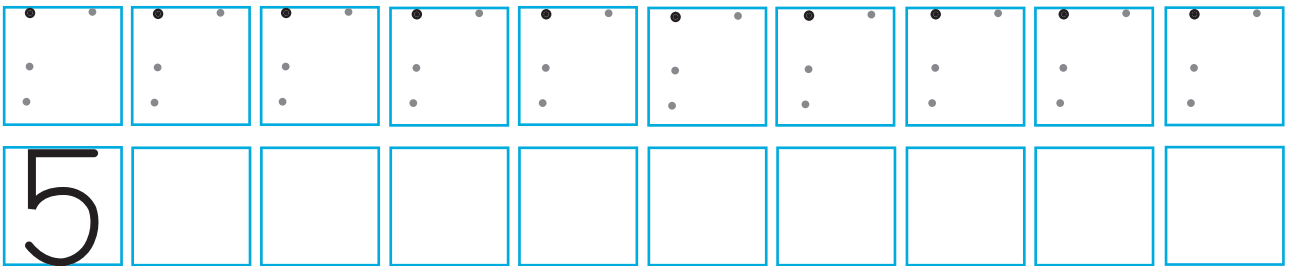
					



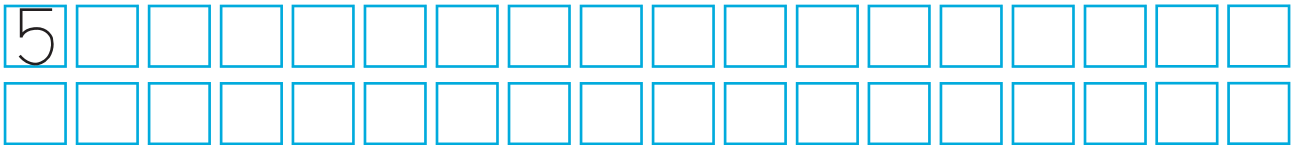
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



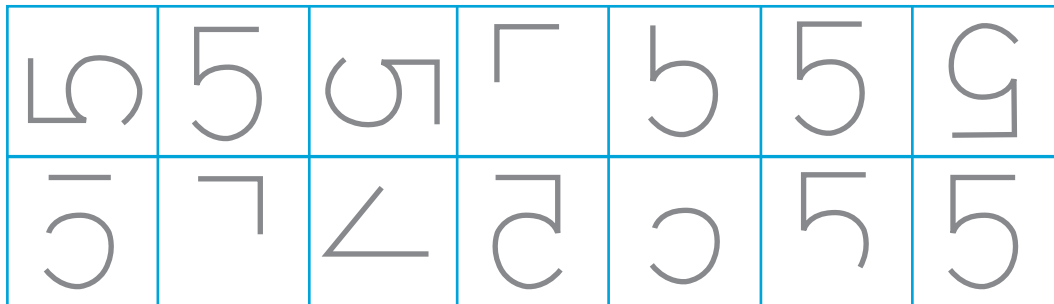
Figyelj a kezdőpontra!



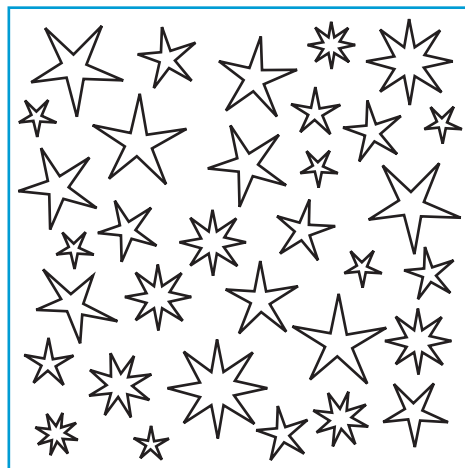
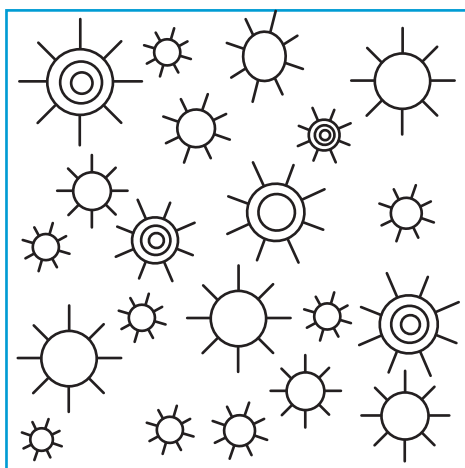
Folytasd!

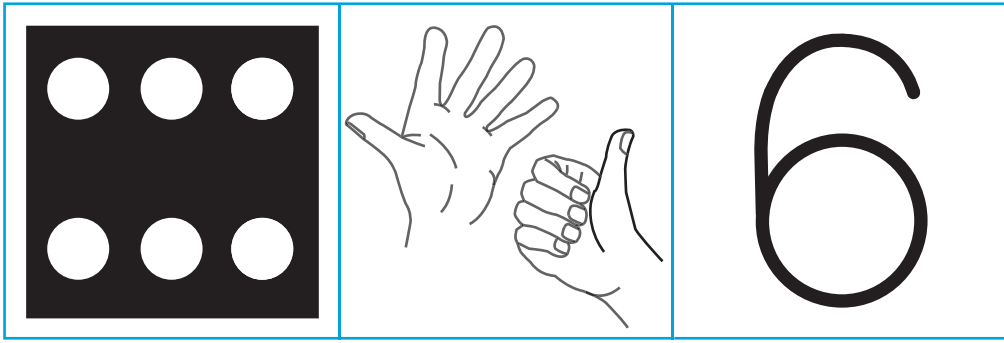


Írd át a helyes számjelet!

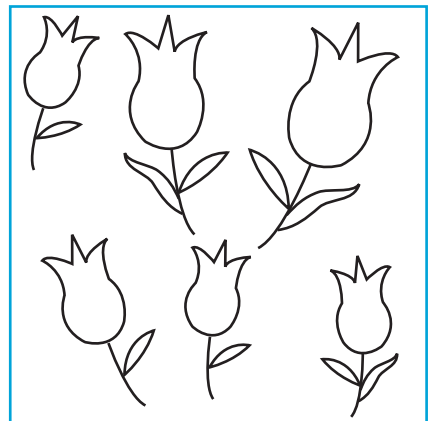
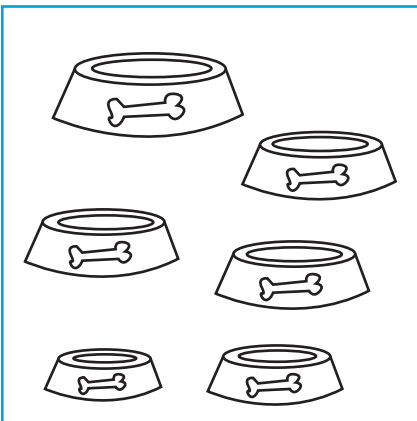
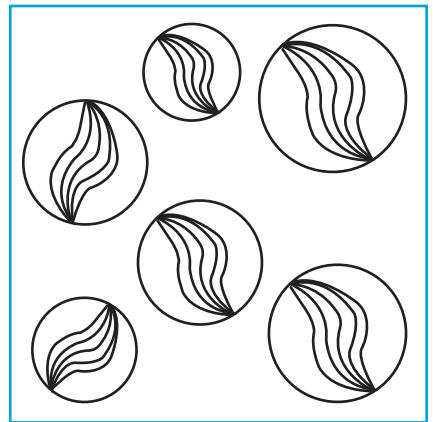
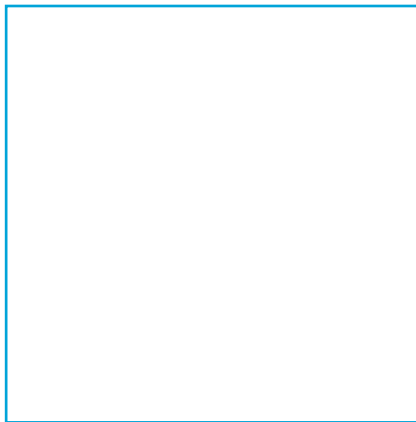
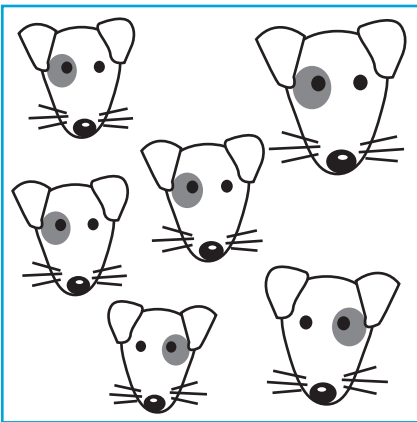
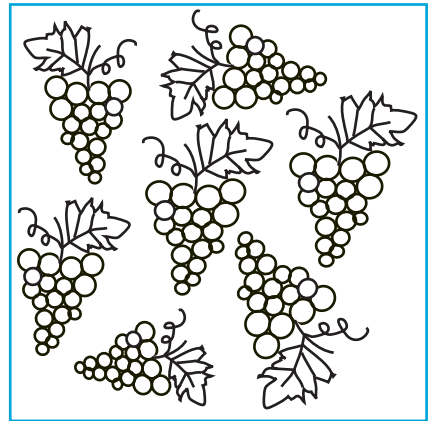
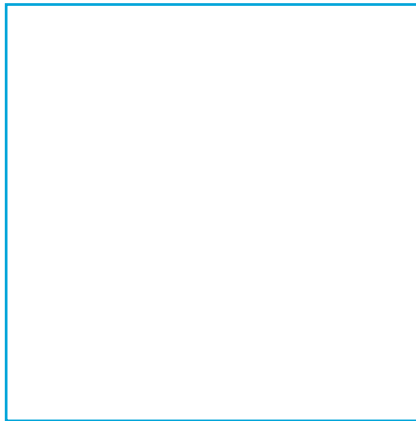
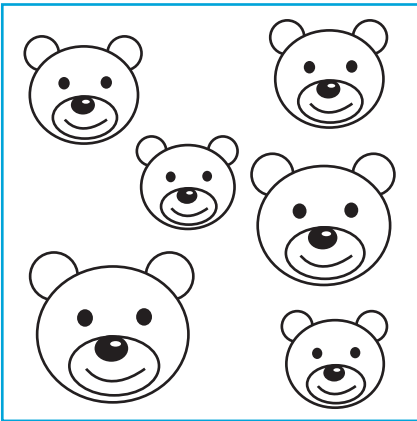


Karikázd be ötösével!

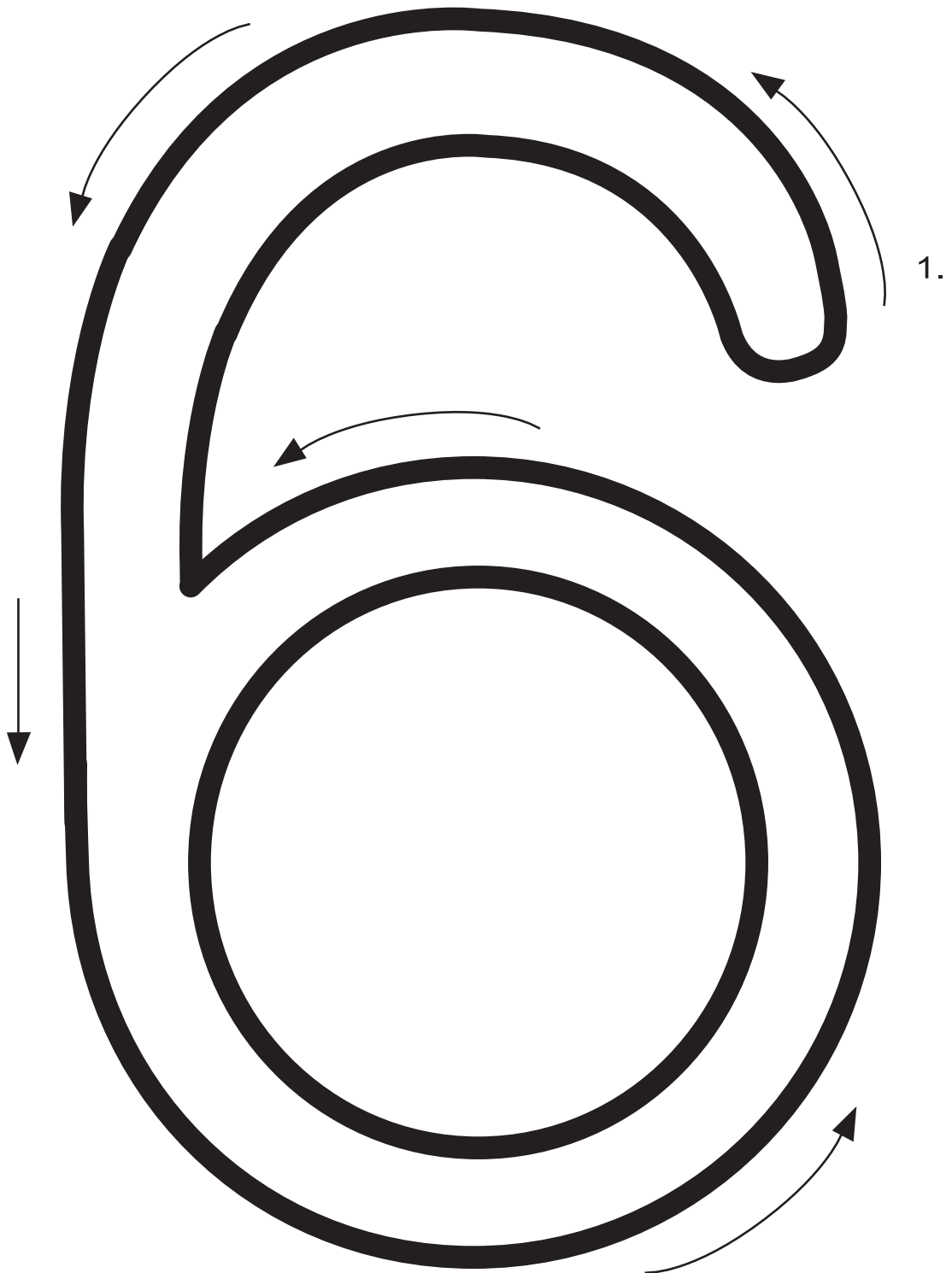


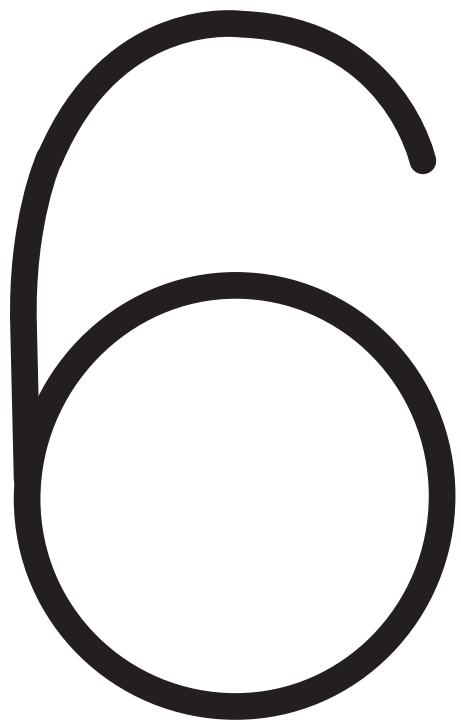
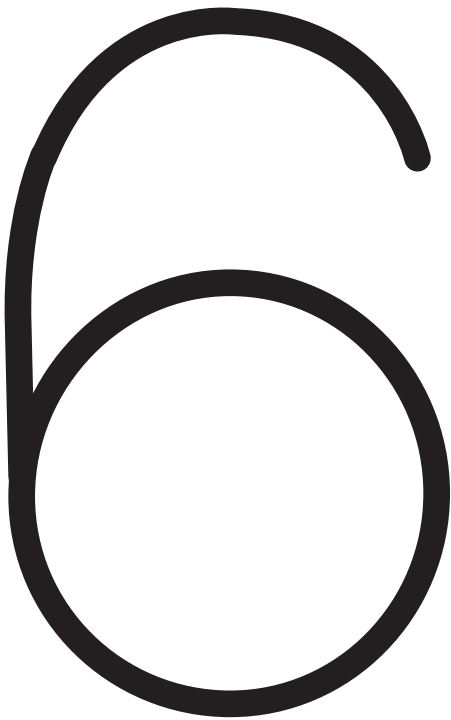
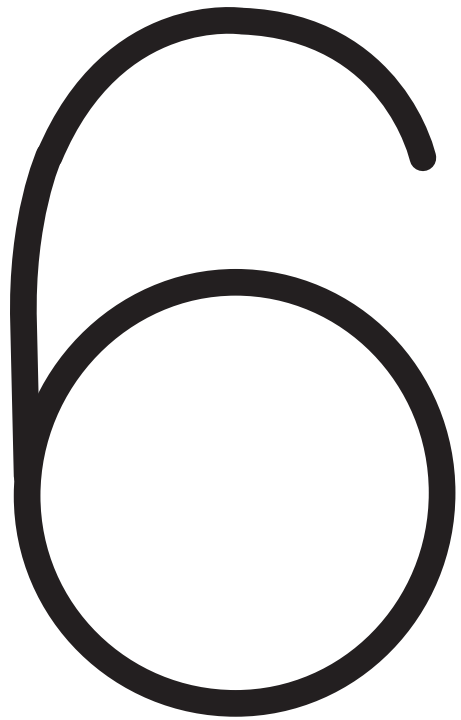
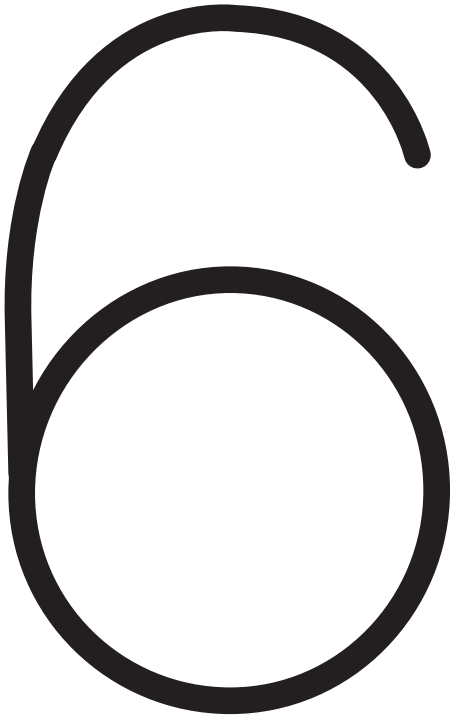


Színezd ki a rajzokat! Rajzolj valamiből hatot az üres helyekre!

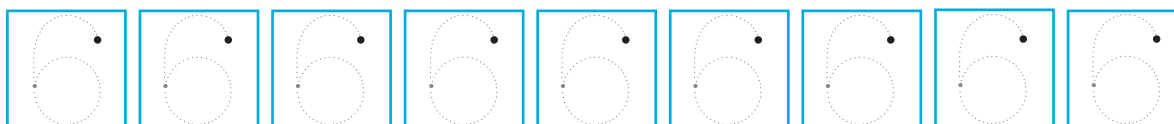
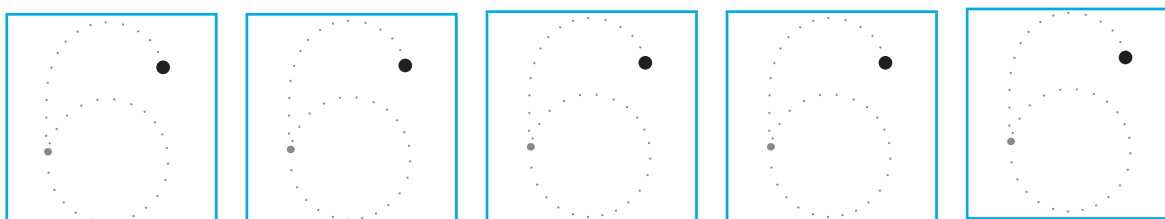
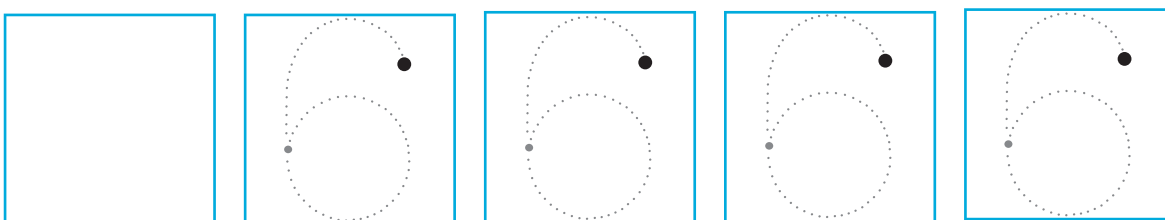
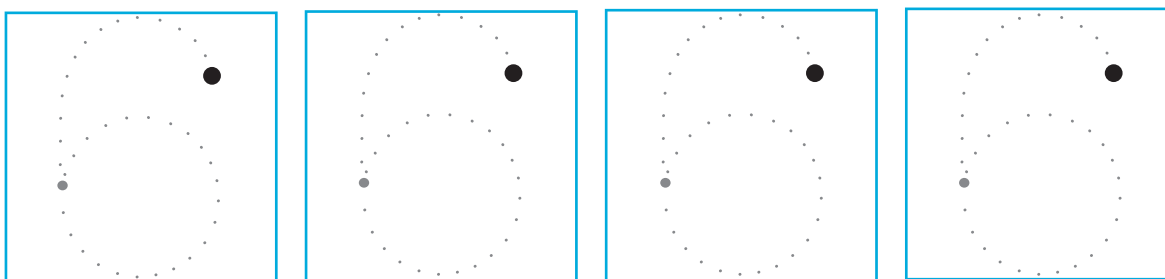
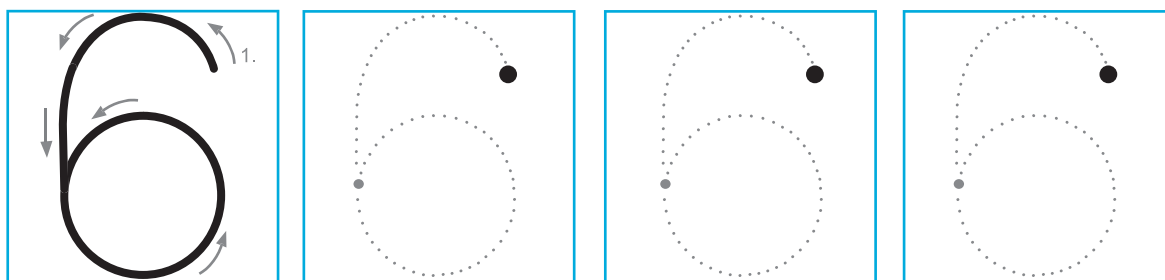


Vázold a hatos számot!
(Próbálj a vonalon belül maradni!)

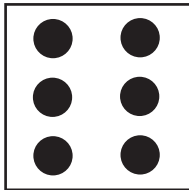
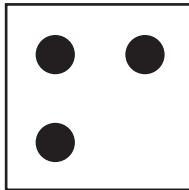
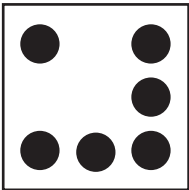
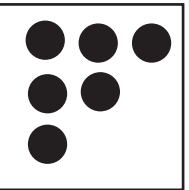
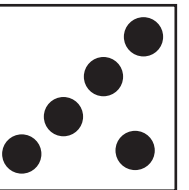
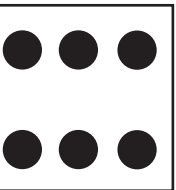
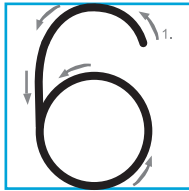


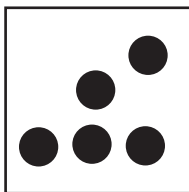
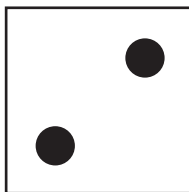
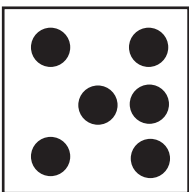
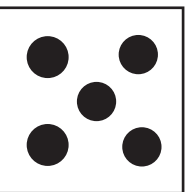
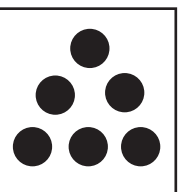
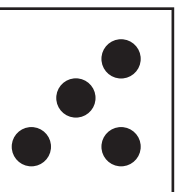


A HATOS SZÁM VÁZOLÁSA



Keresd meg amiből 6 van és írd alá a számjelét!

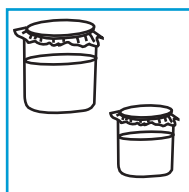
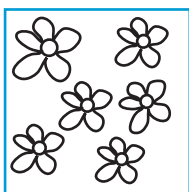
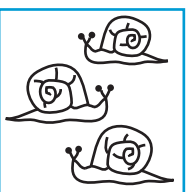

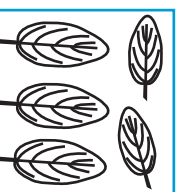
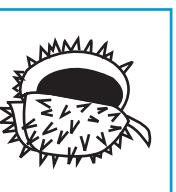
					
					

Rajzolj annyit, amennyit a szám mutat!

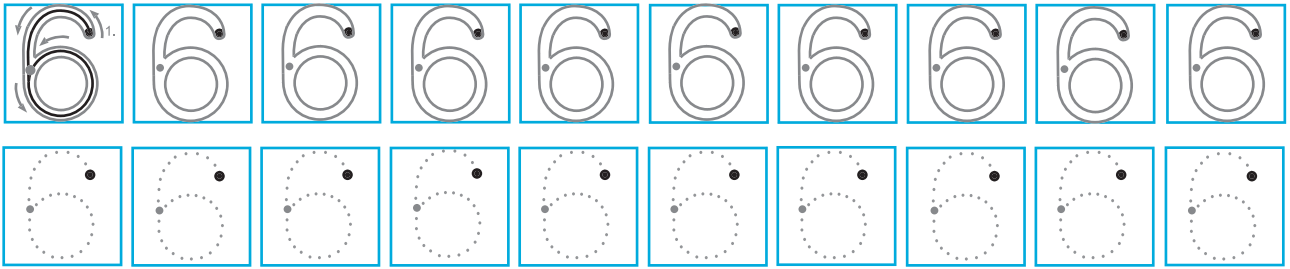
5	3	4	1	6	2

Írd az üres négyzetekbe, hogy mennyit látsz a képen!

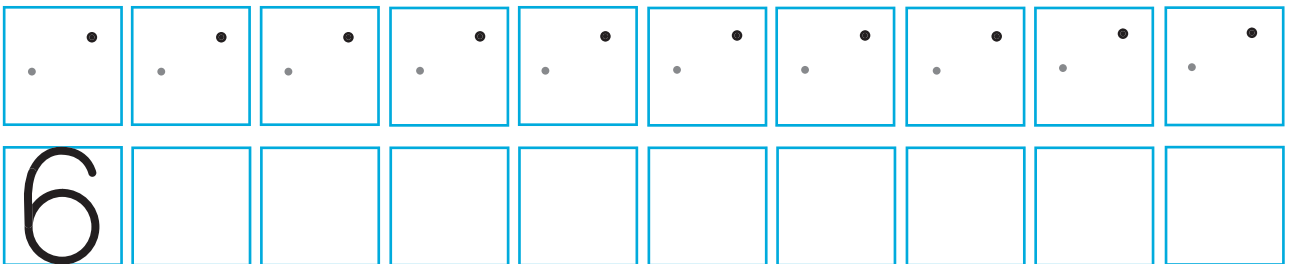
					



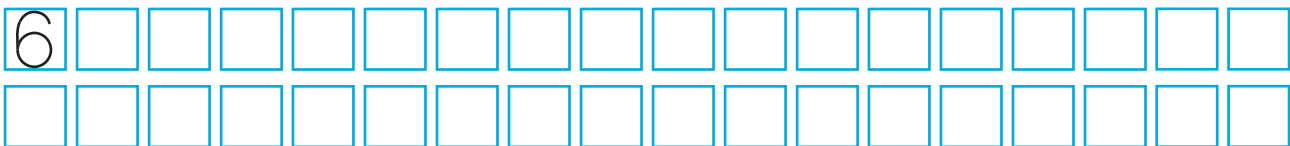
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



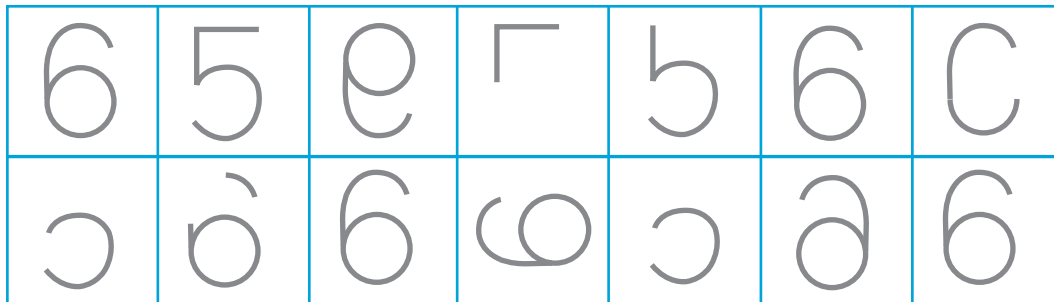
Figyelj a kezdőpontra!



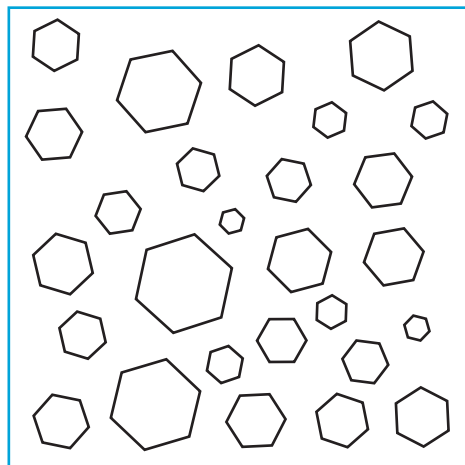
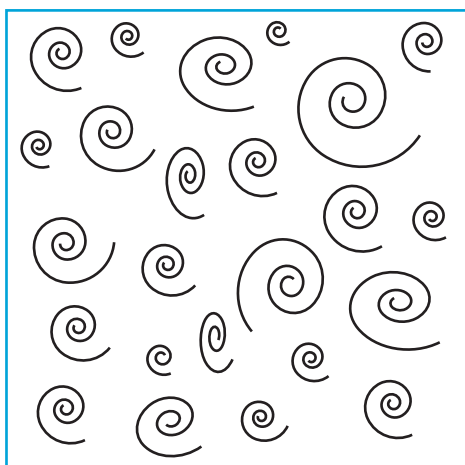
Folytasd!



Írd át a helyes számjelet!

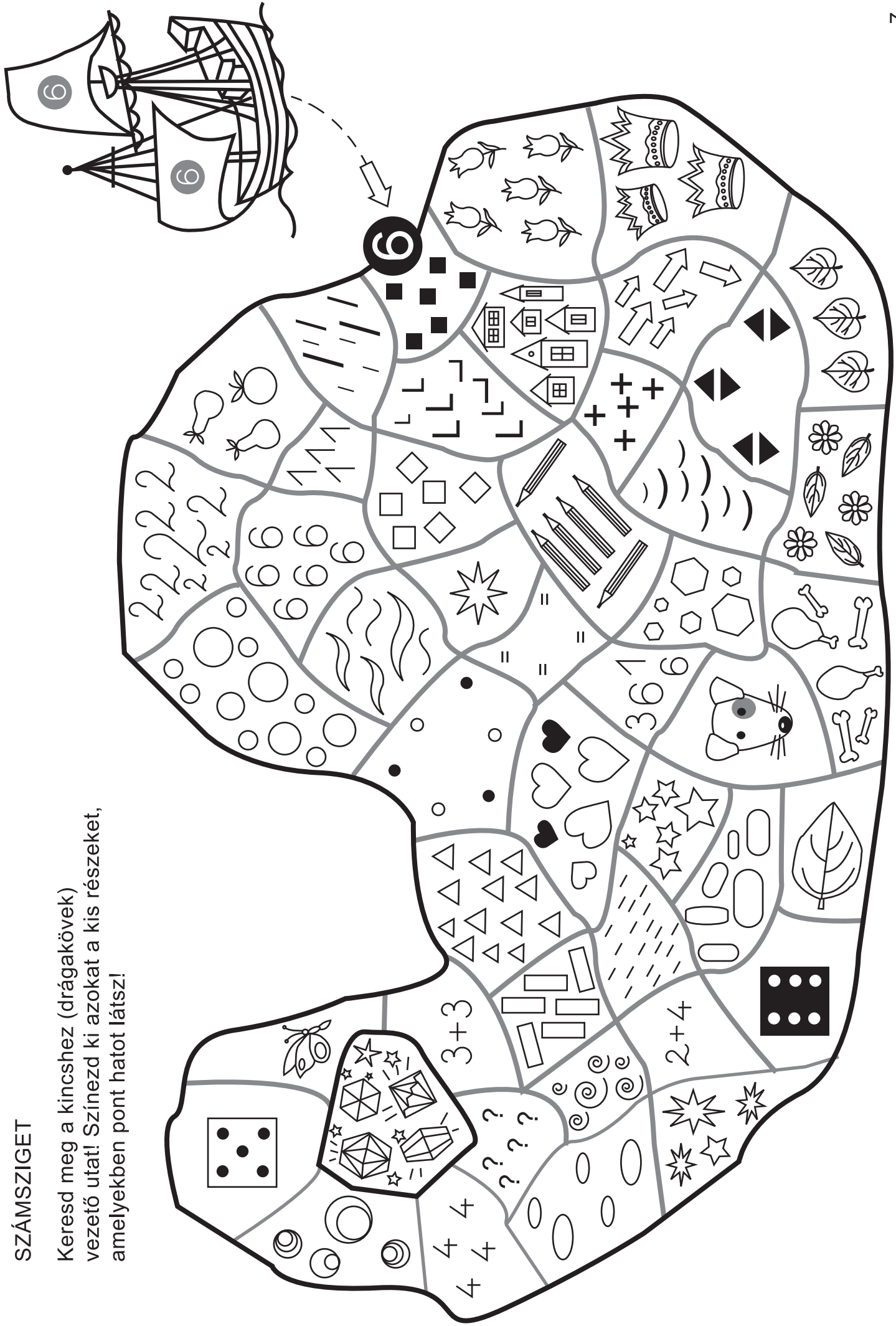


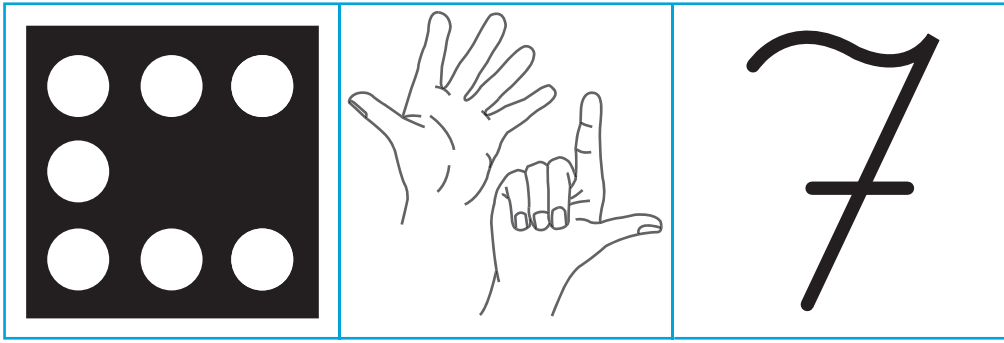
Karikázd be hatosával!



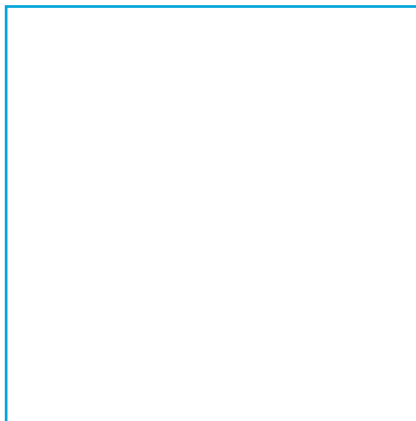
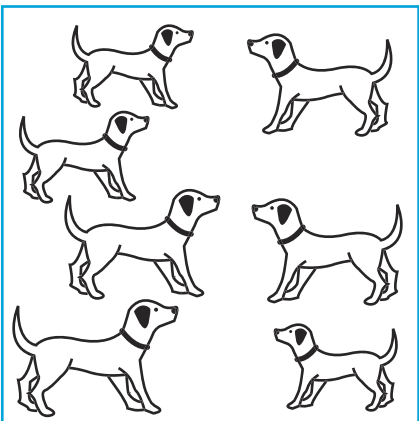
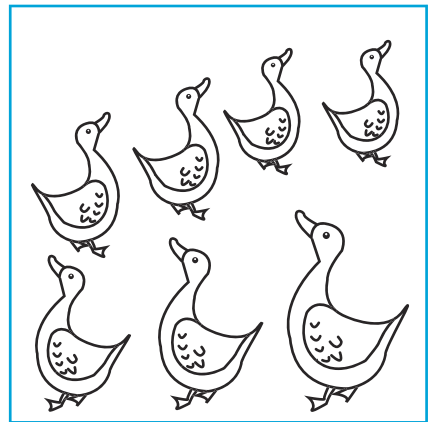
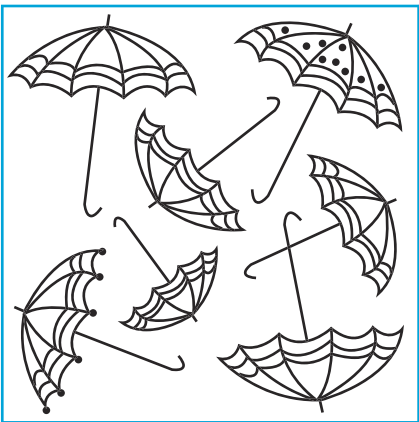
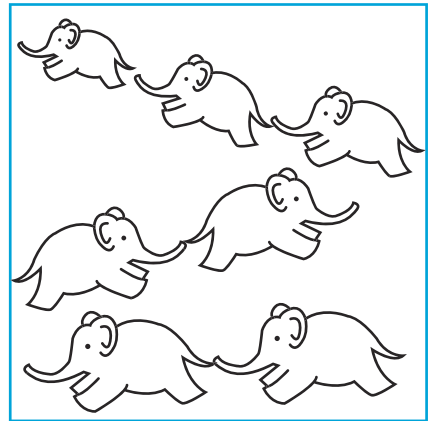
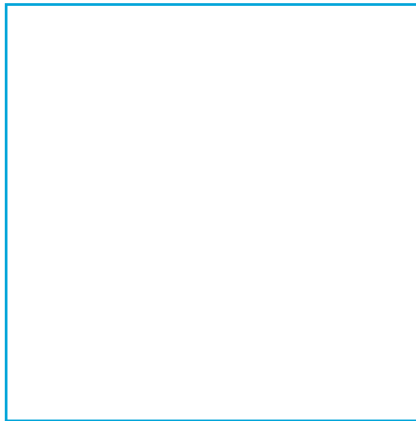
SZÁMSZIGET

Keress meg a kincshez (drágakövek) vezető utat! Színezd ki azokat a kis részeket, amelyekben pont hatot látsz!

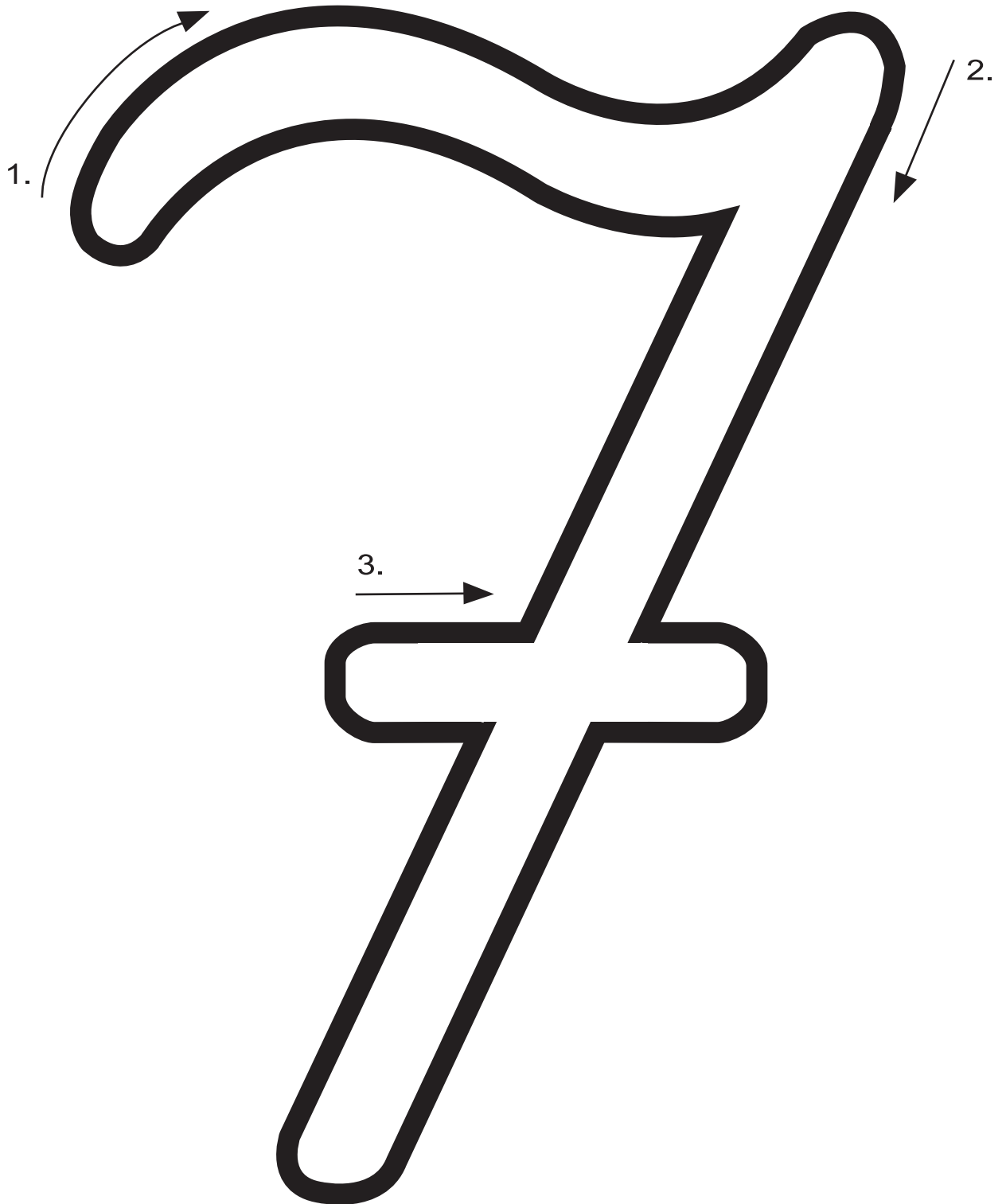


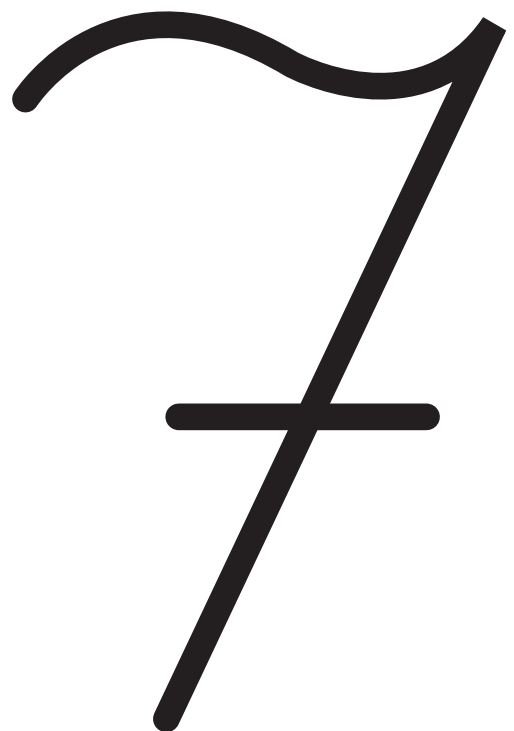
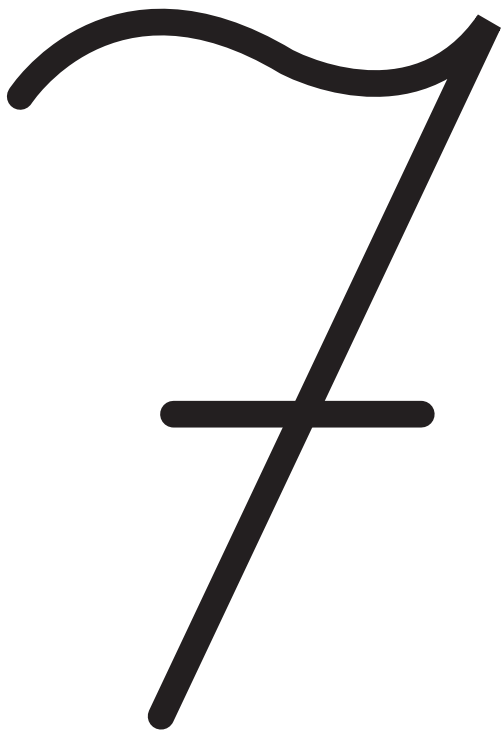
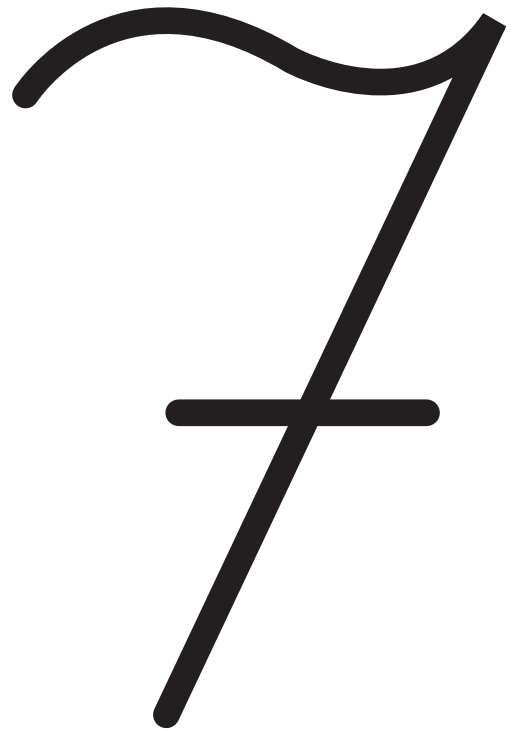
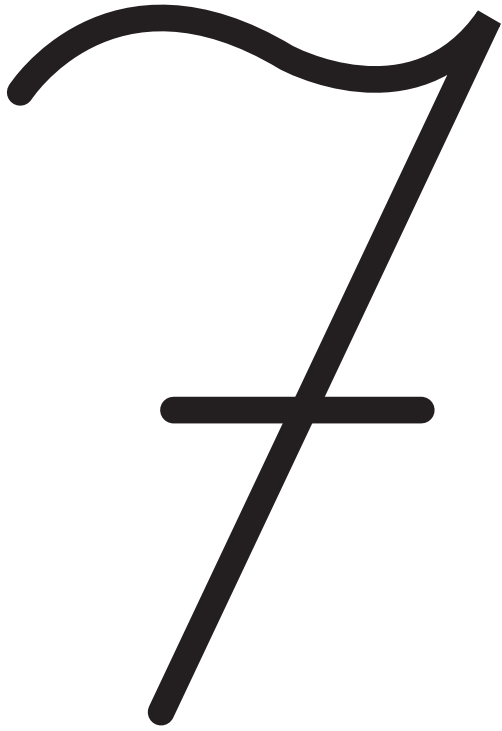


Színezd ki a rajzokat! Rajzolj valamiből hetet az üres helyekre!

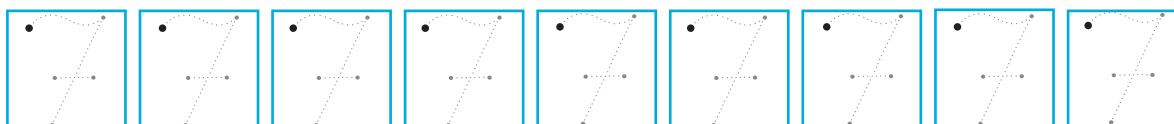
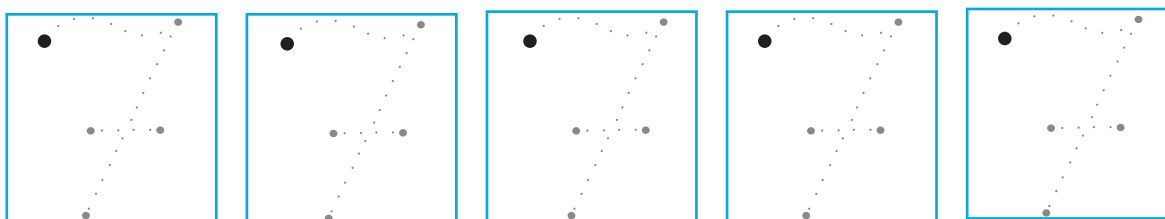
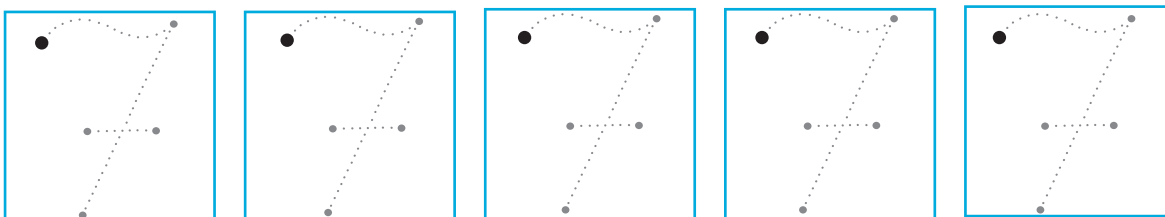
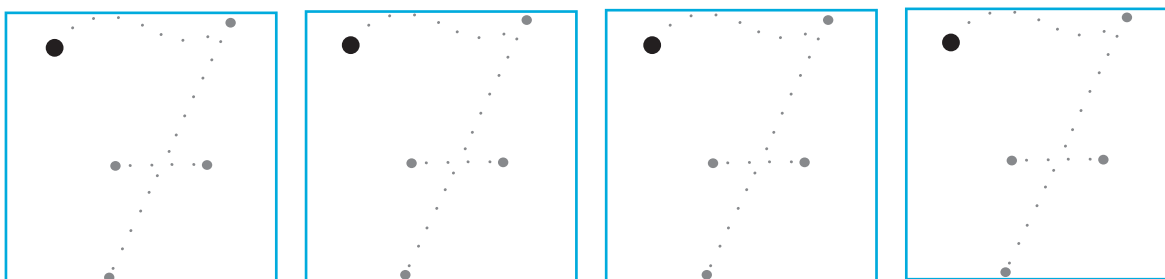
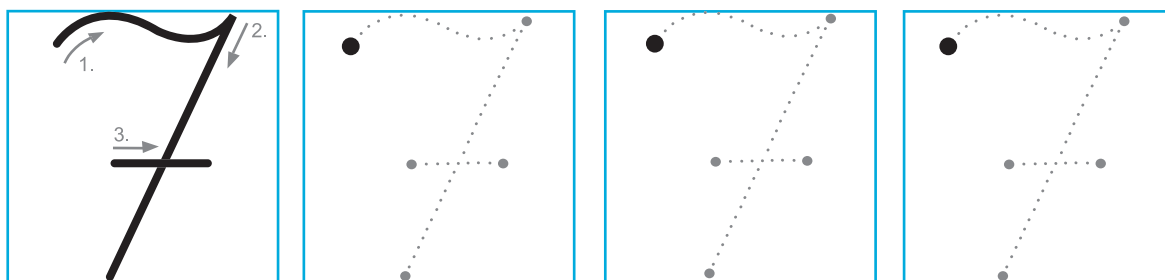


Vázold a hetes számot!
(Próbálj a vonalon belül maradni!)





A HETES SZÁM VÁZOLÁSA



Keresd meg amiből 7 van és írd alá a számjelét!

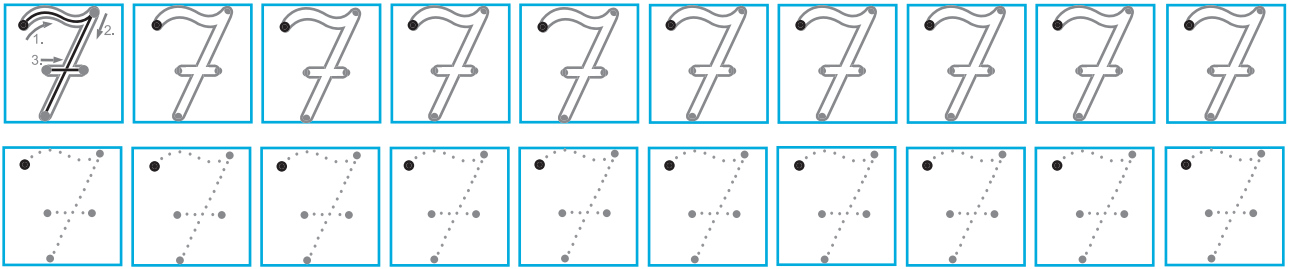
Rajzolj annyit, amennyit a szám mutat!

5	3	4	1	7	2

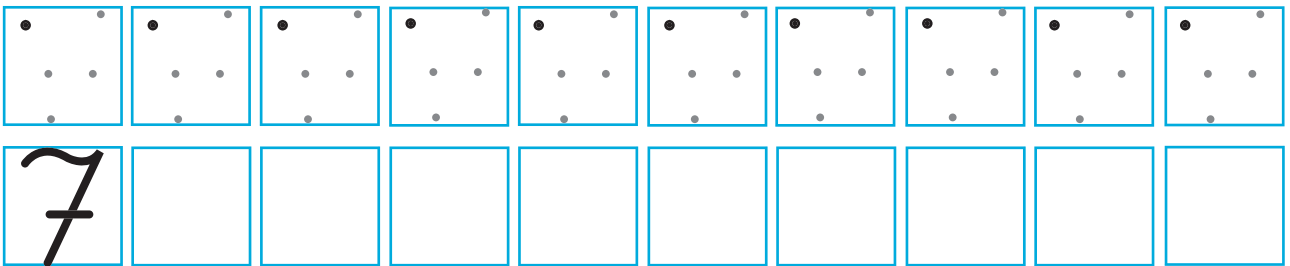
Írd az üres négyzetekbe, hogy mennyit látsz a képen!



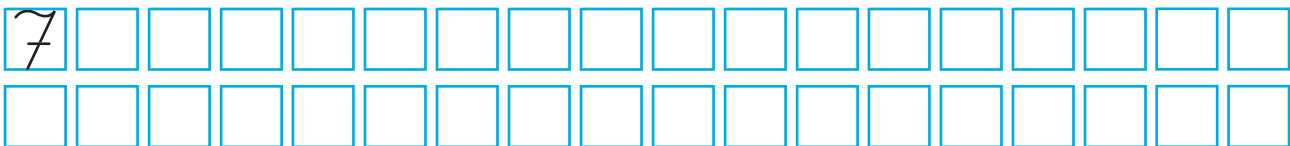
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



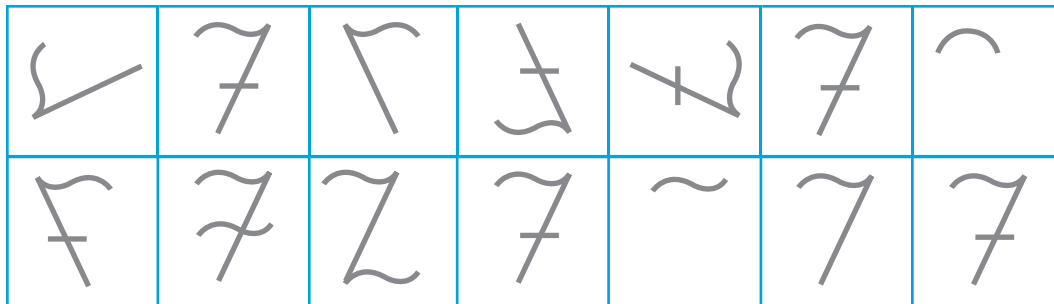
Figyelj a kezdőpontra!



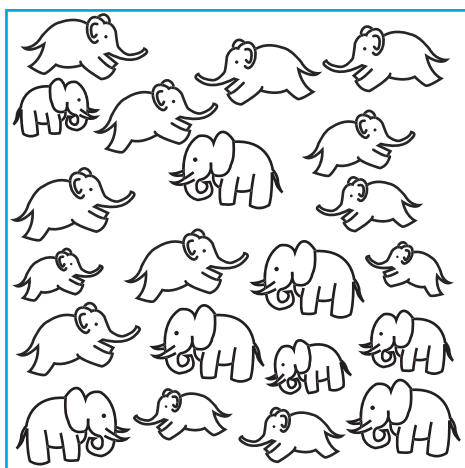
Folytasd!

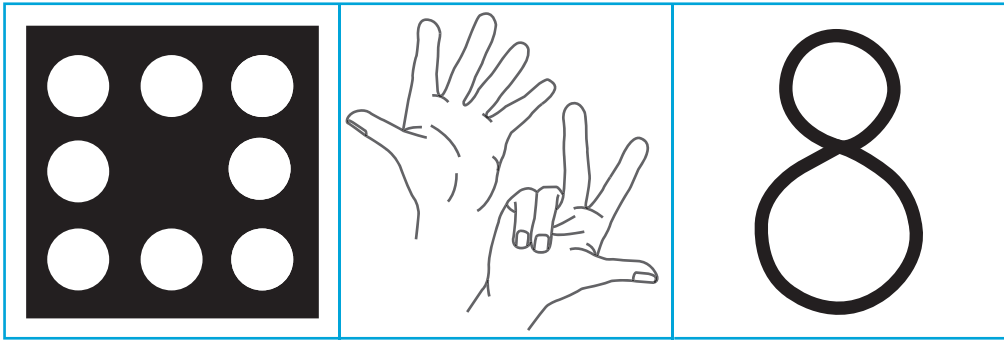


Írd át a helyes számjelet!

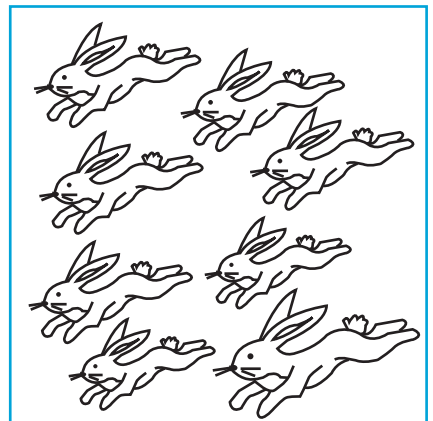
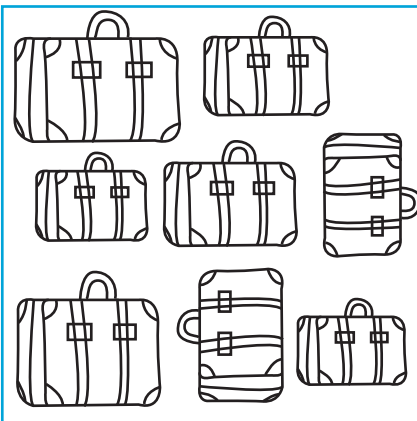
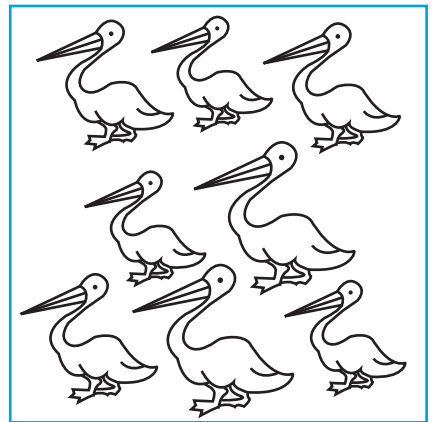
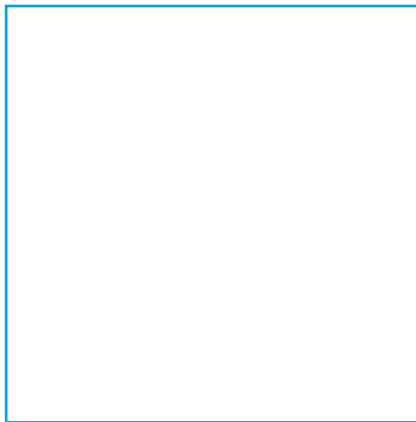
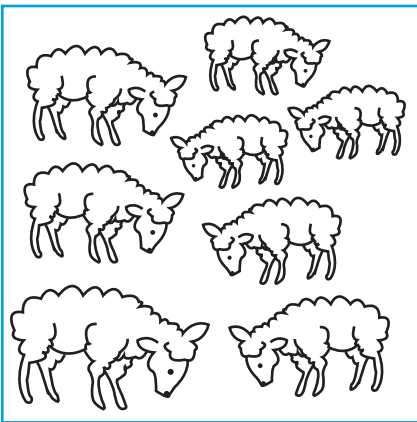
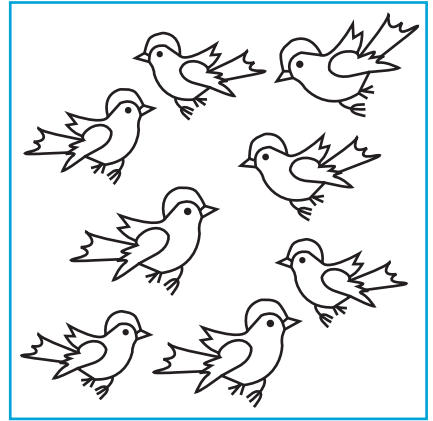
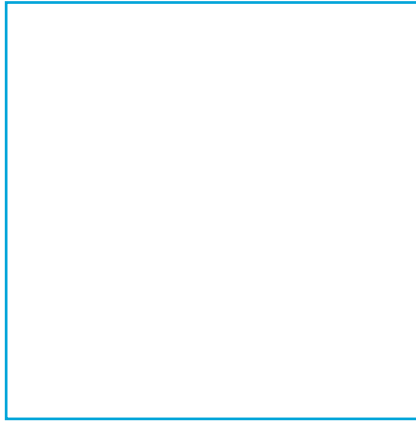
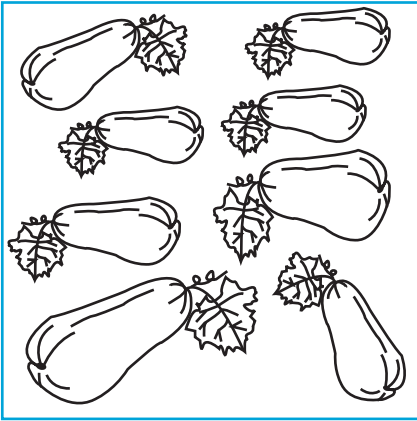


Karikázd be hetesével!

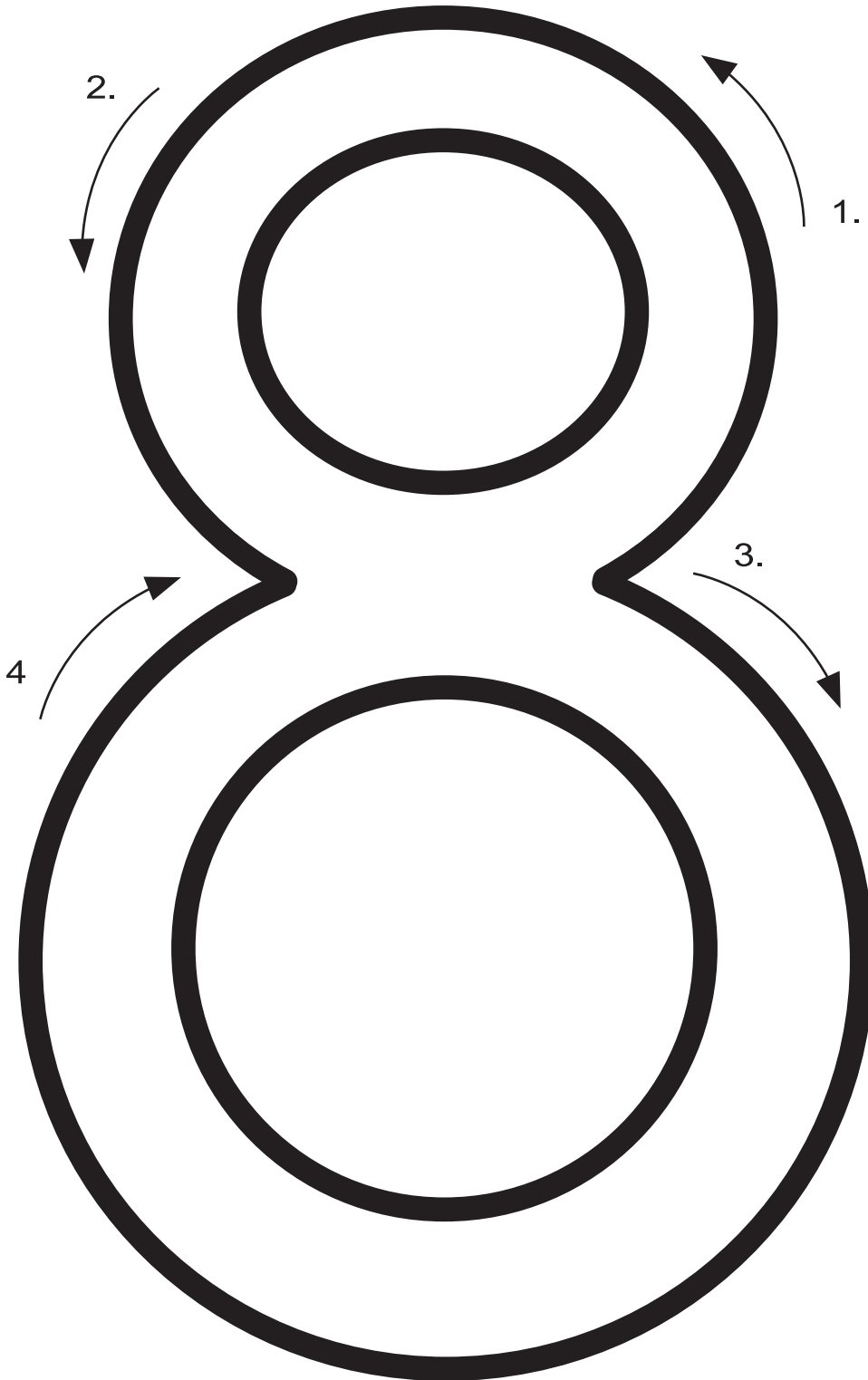


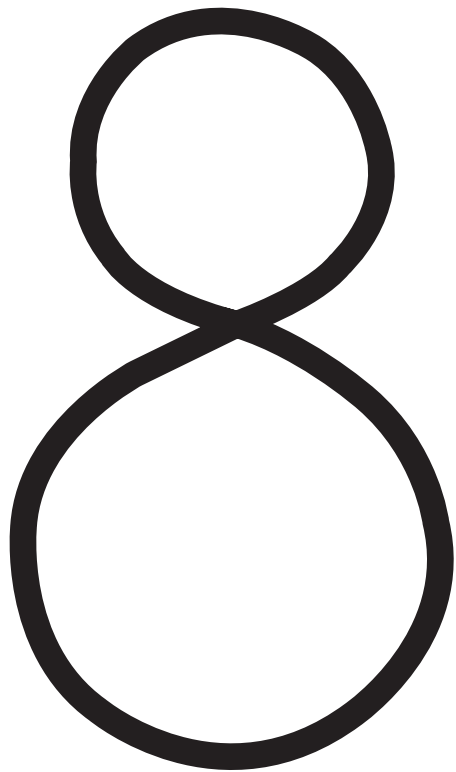
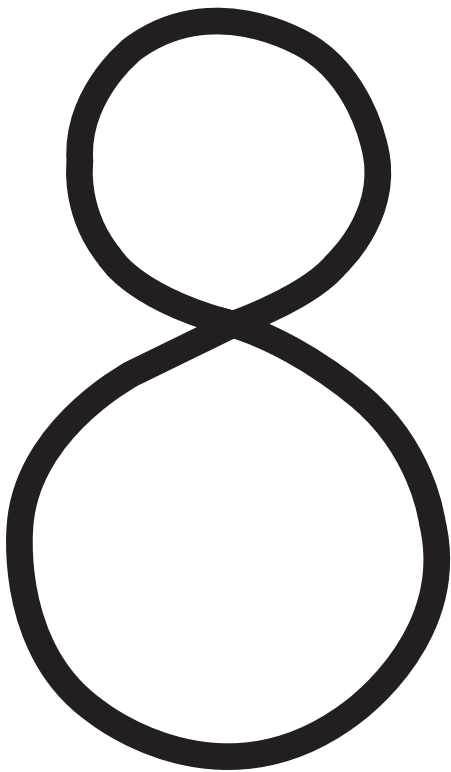
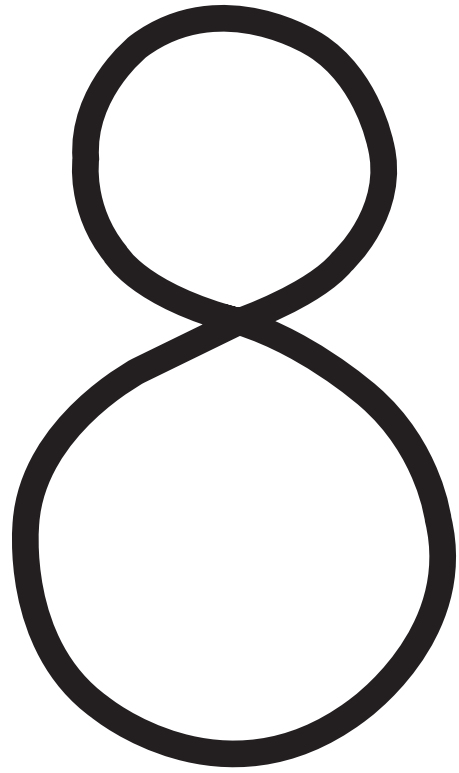
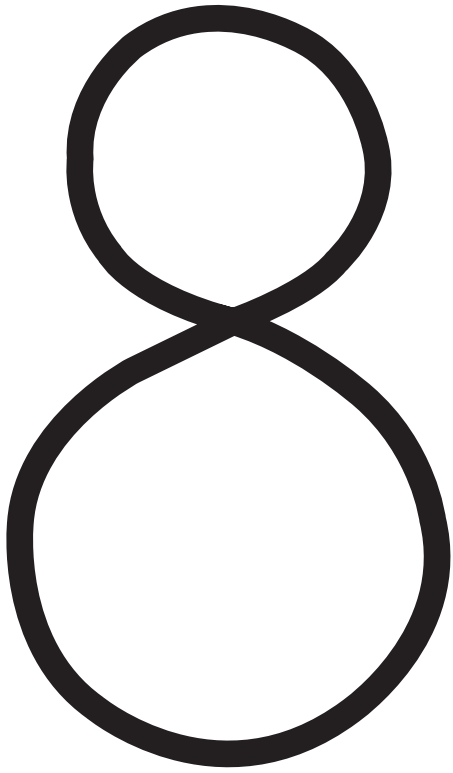


Színezd ki a rajzokat! Rajzolj valamiből nyolcat az üres helyekre!

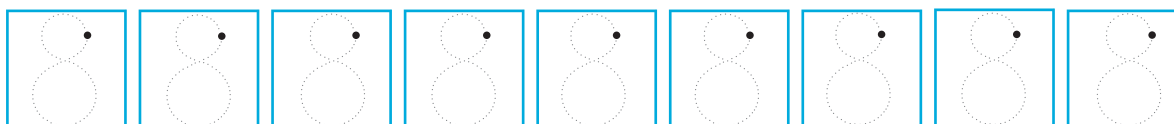
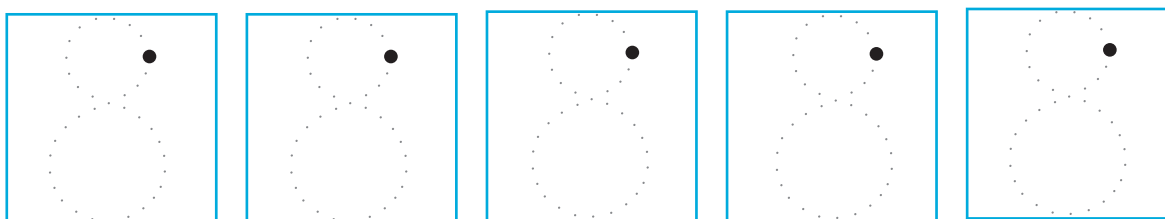
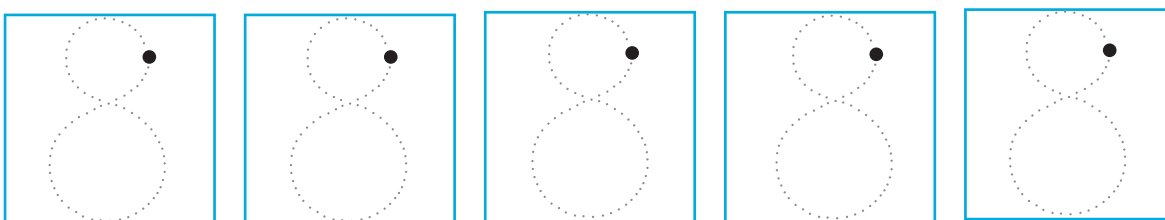
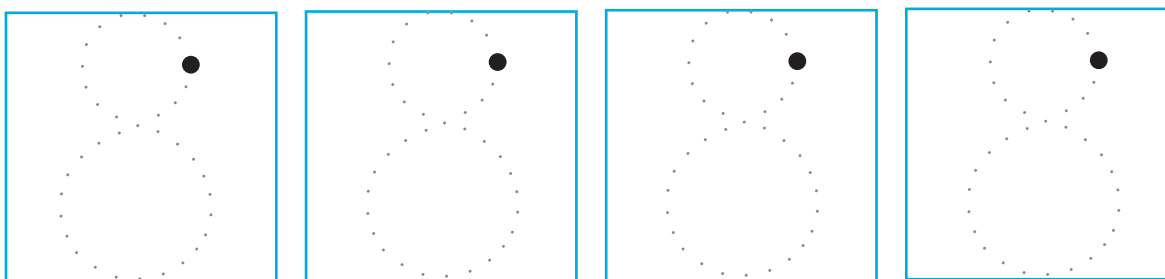
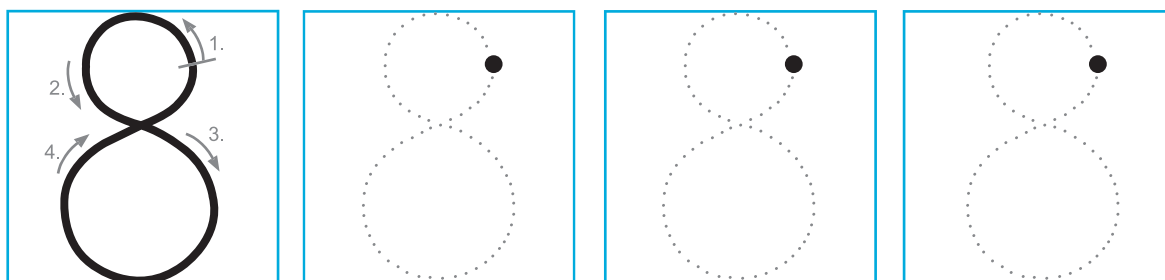


Vázold a nyolcas számot!
(Próbálj a vonalon belül maradni!)

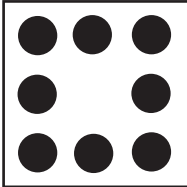
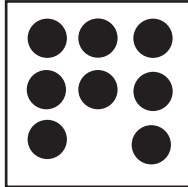
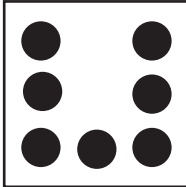
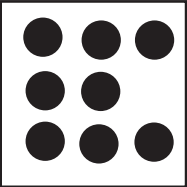
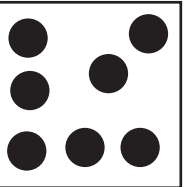
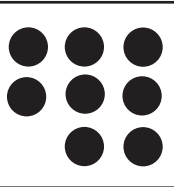
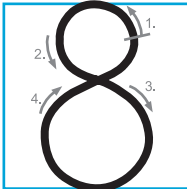


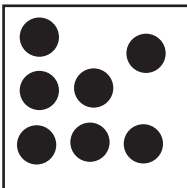
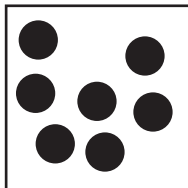
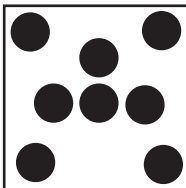
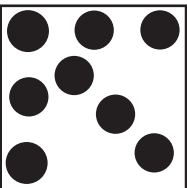
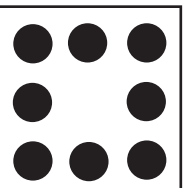
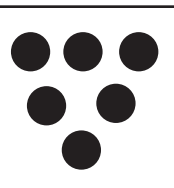


A NYOLCAS SZÁM VÁZOLÁSA



Keresd meg amiből 8 van és írd alá a számjelét!

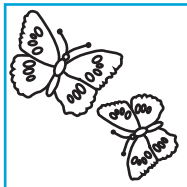
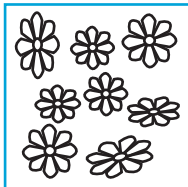
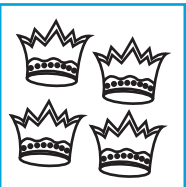
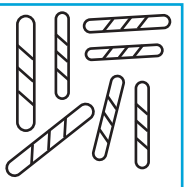
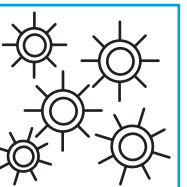

					
					

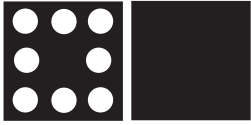
					

Rajzolj annyit, amennyit a szám mutat!

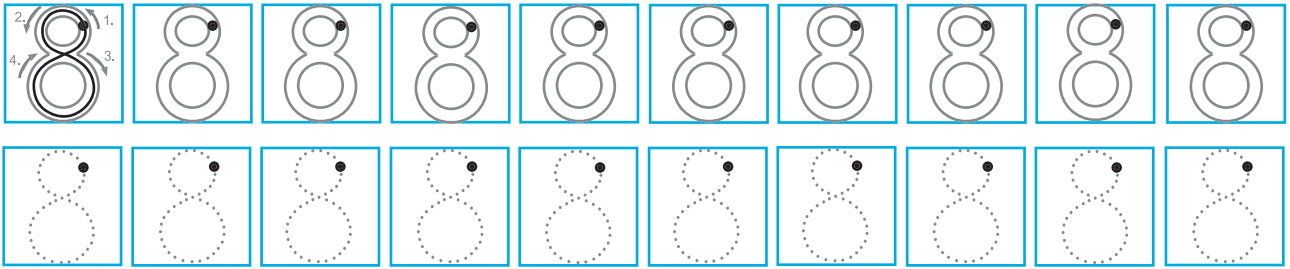
8	4	1	3	2	6

Írd az üres négyzetekbe, hogy mennyit látsz a képen!

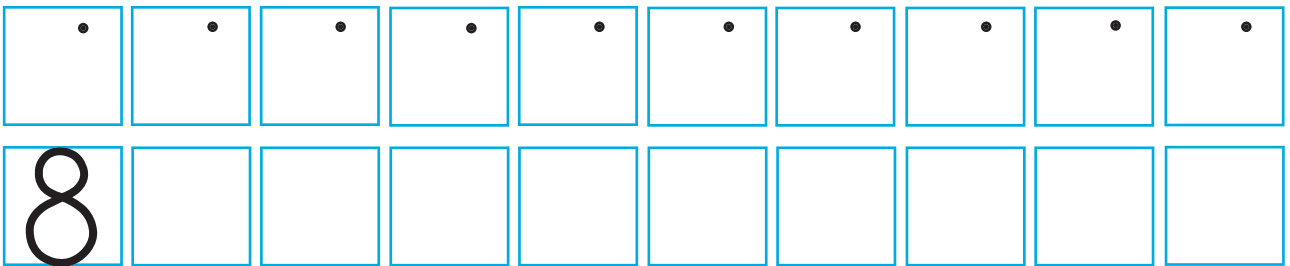
					



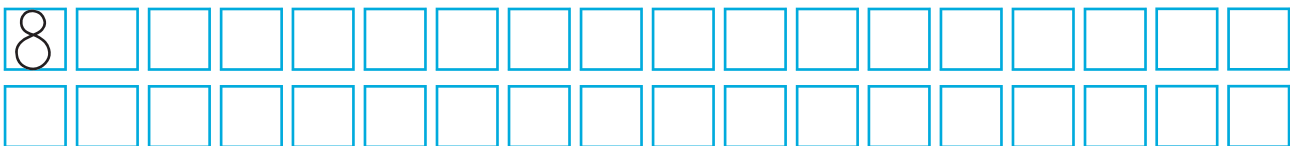
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



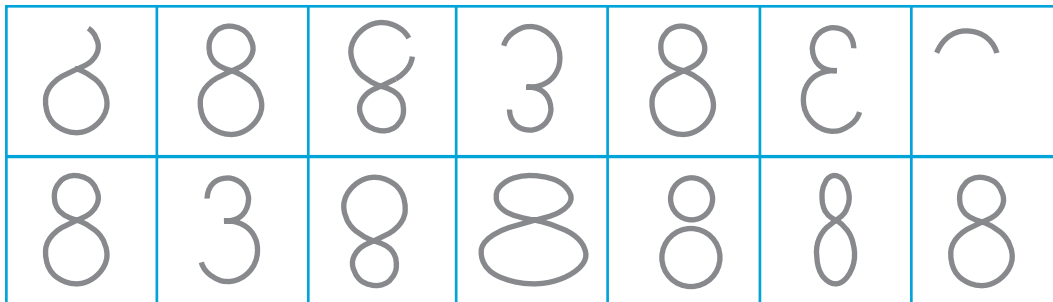
Figyelj a kezdőpontra!



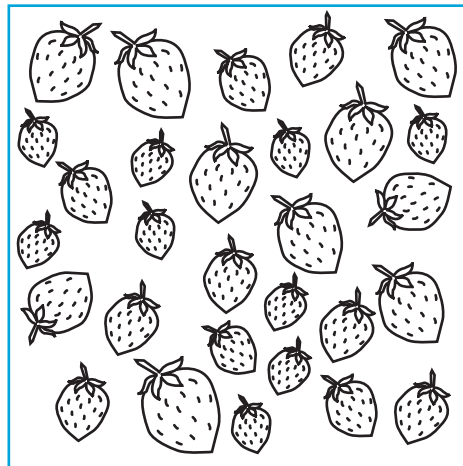
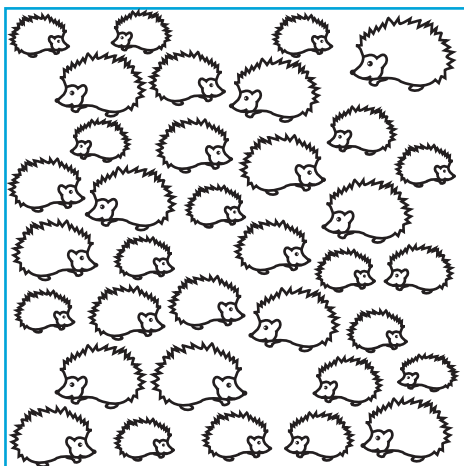
Folytasd!



Írd át a helyes számjelet!

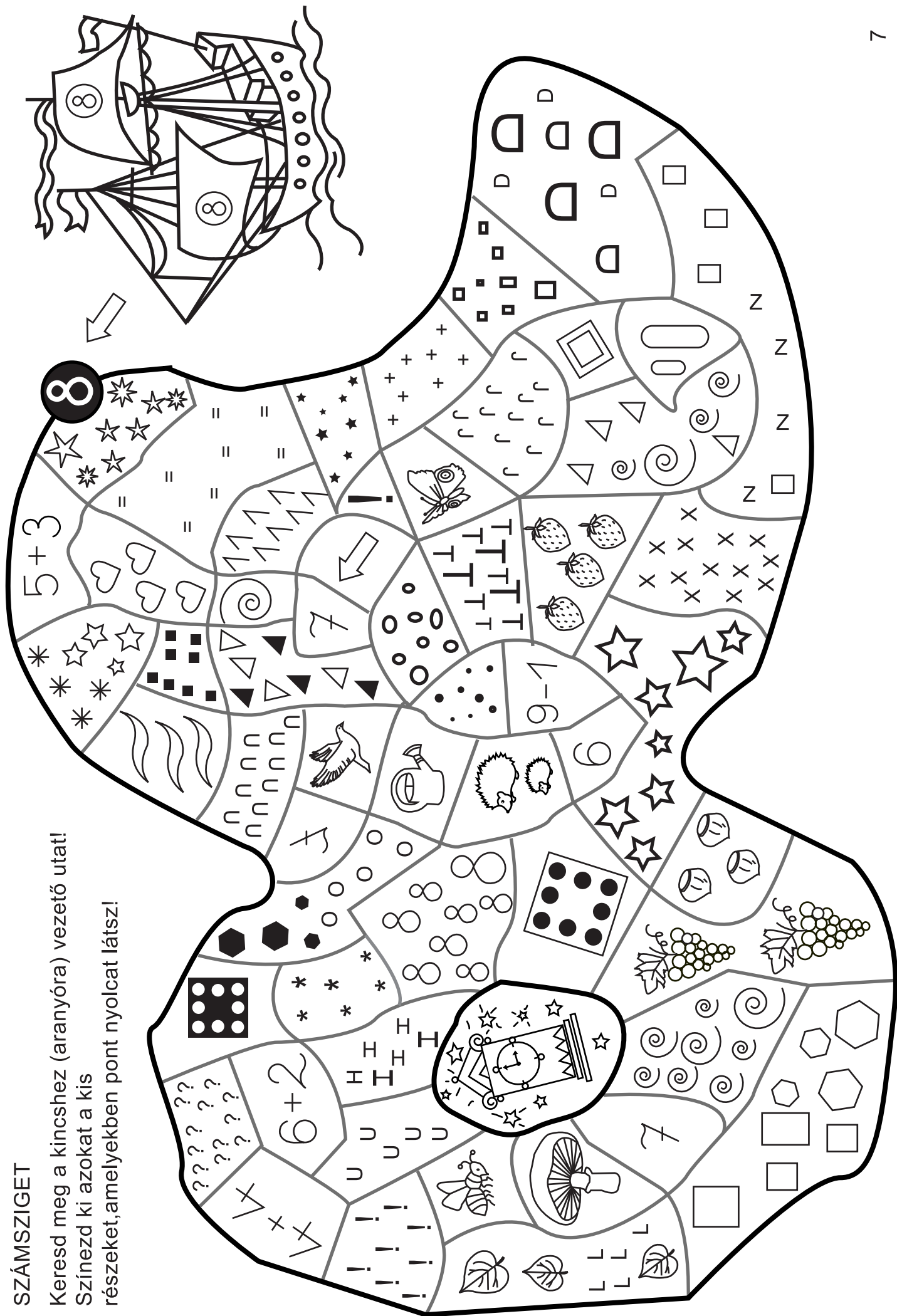


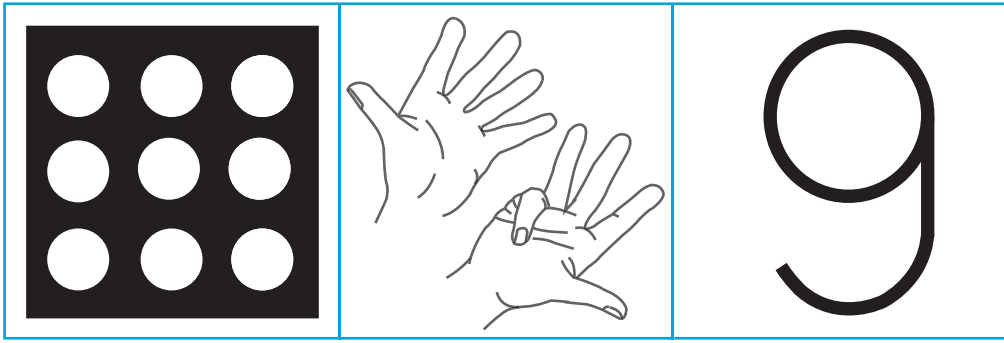
Karikázd be nyolcasával!



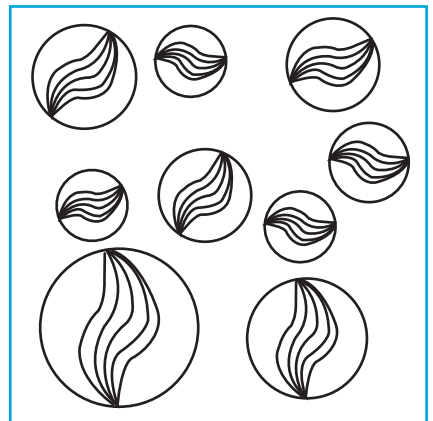
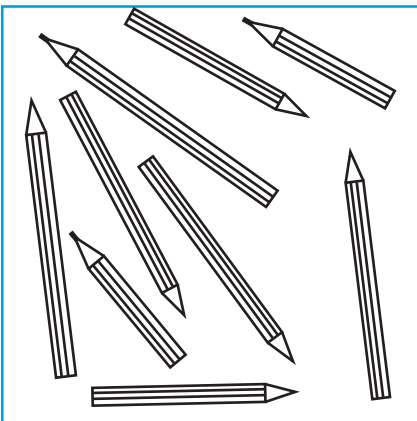
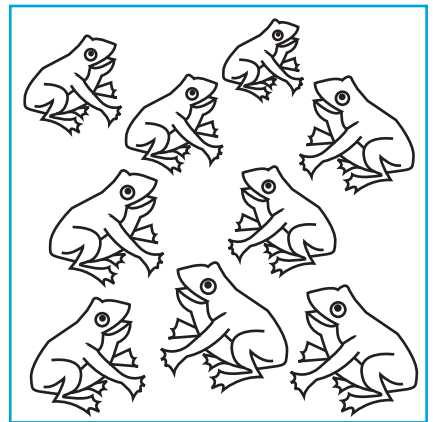
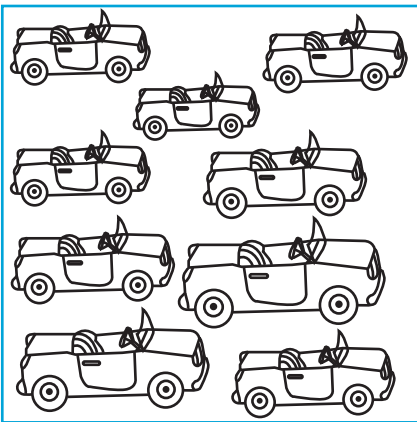
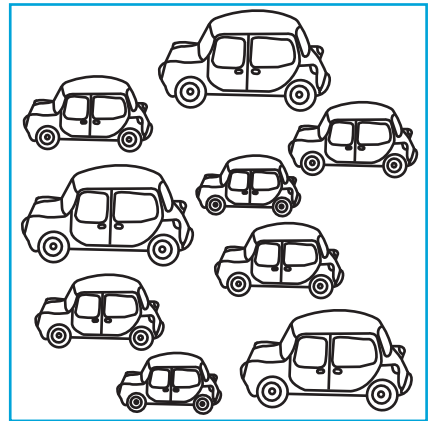
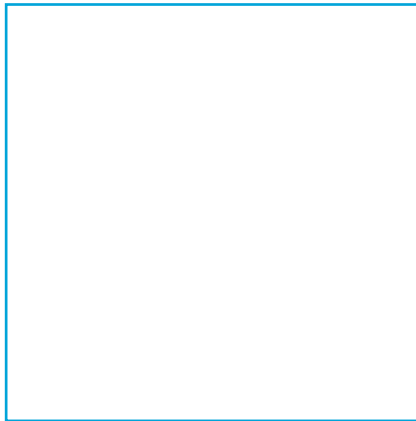
SZÁMSZIGET

Keress meg a kincshez (aranyóra) vezető utat!
Színezd ki azokat a kis
részeket, amelyekben pont nyolcat látsz!

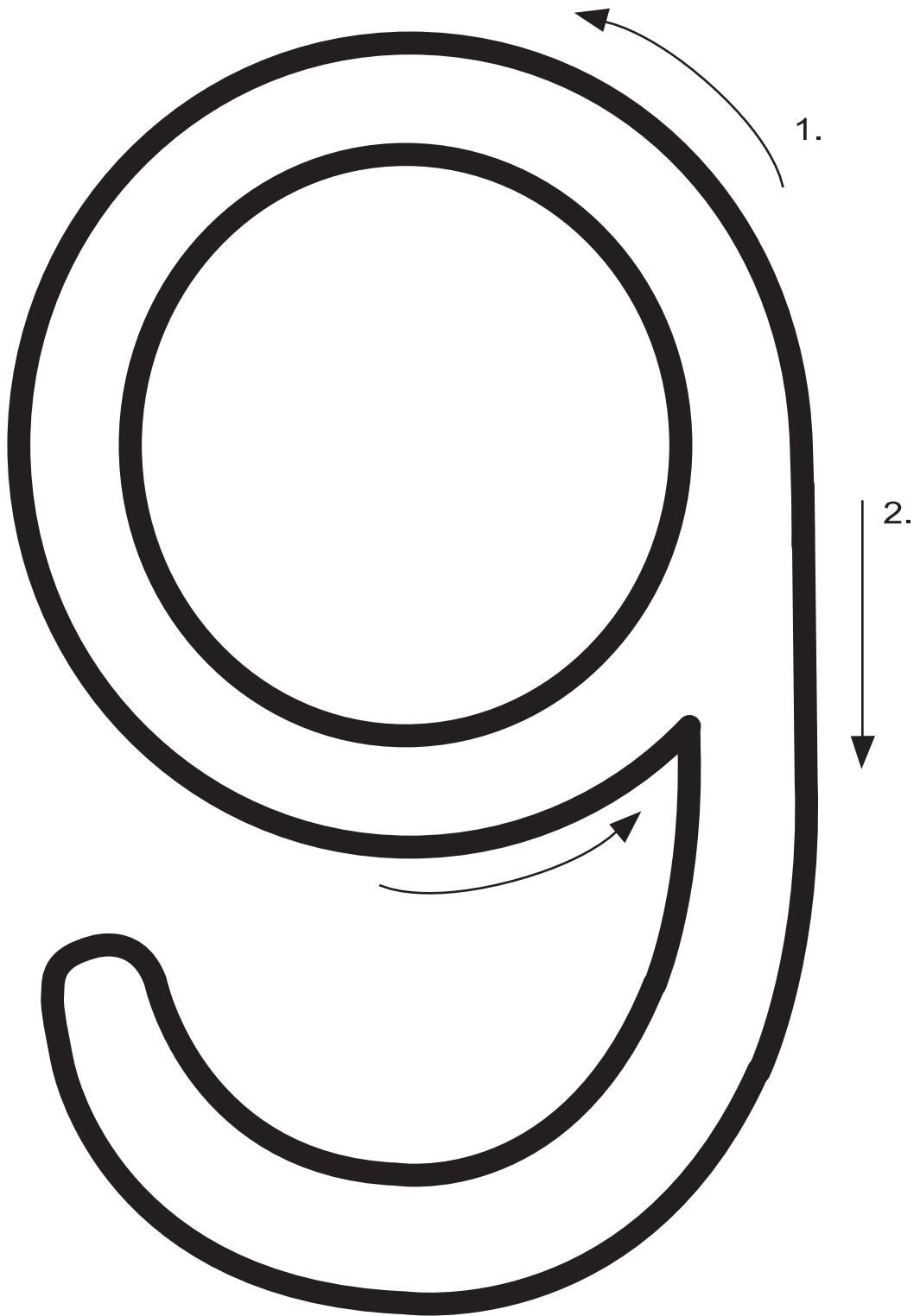


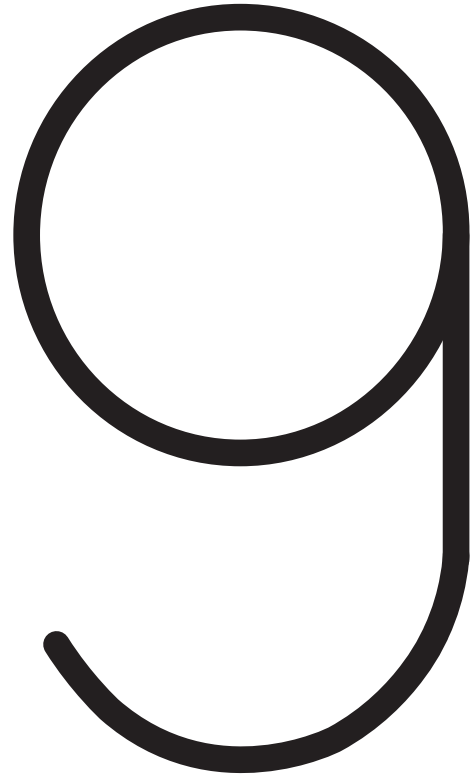
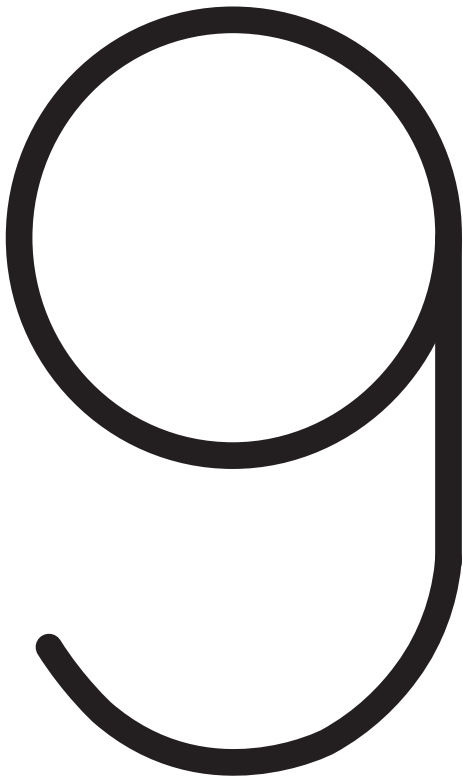
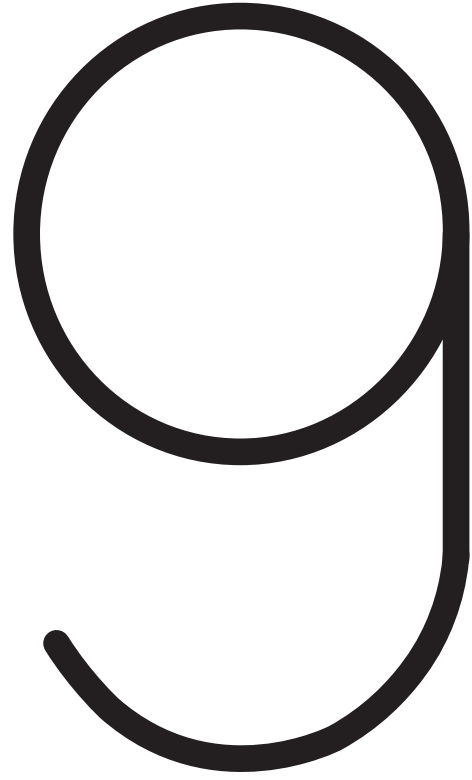
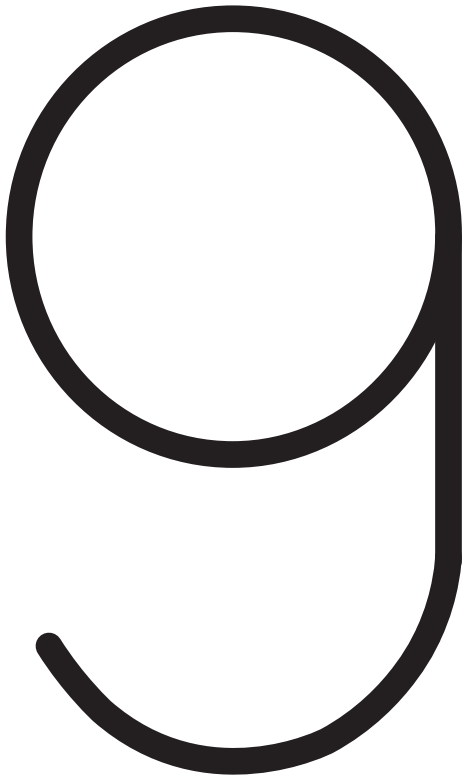


Színezd ki a rajzokat! Rajzolj valamiből kilencet az üres helyekre!

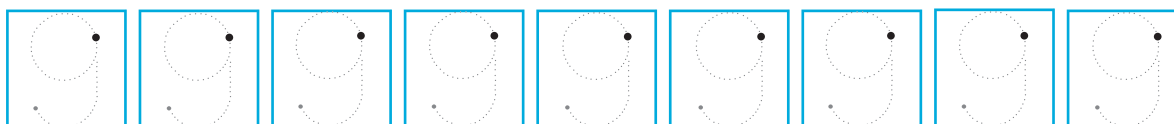
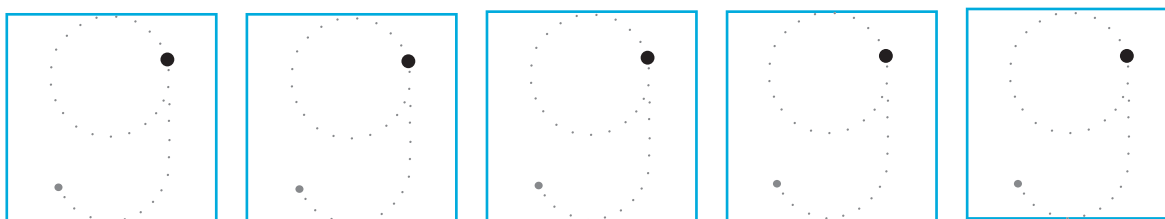
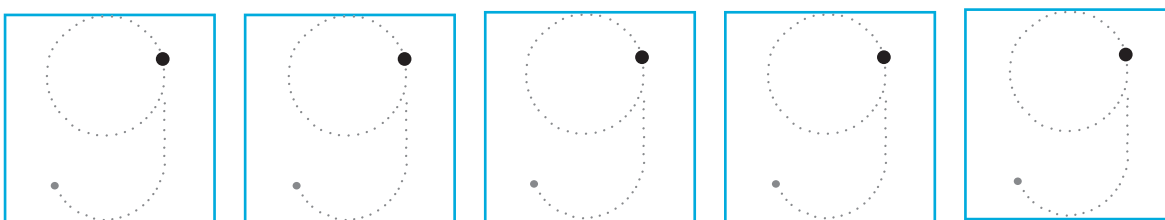
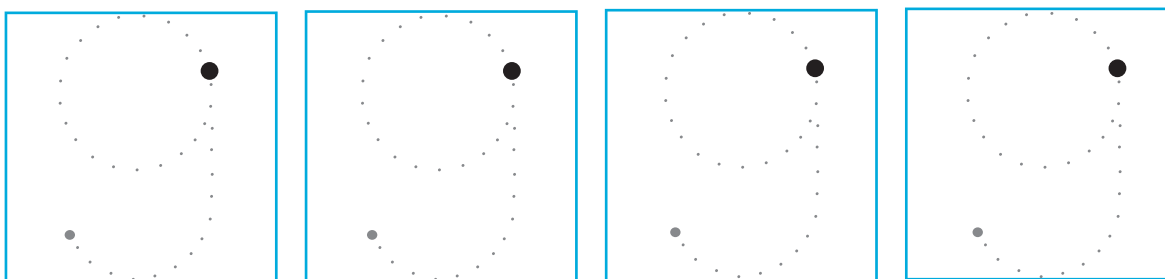
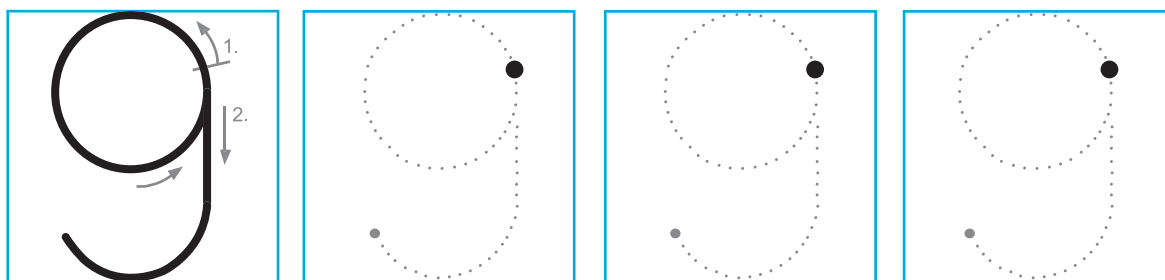


Vázold a kilences számot!
(Próbálj a vonalon belül maradni!)

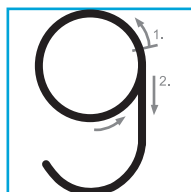
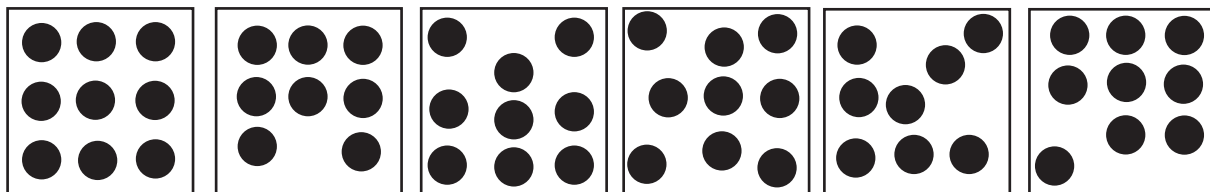




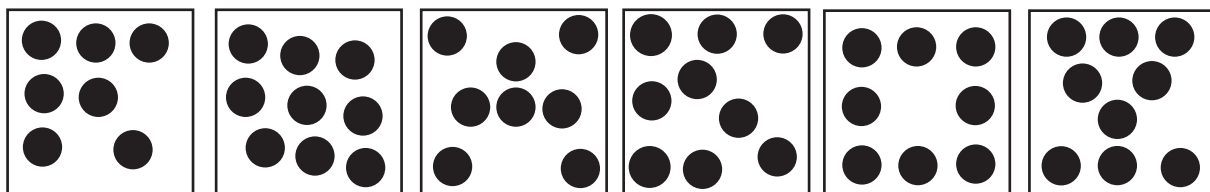
A KILENCES SZÁM VÁZOLÁSA



Keresd meg amiből 9 van és írd alá a számjelét!



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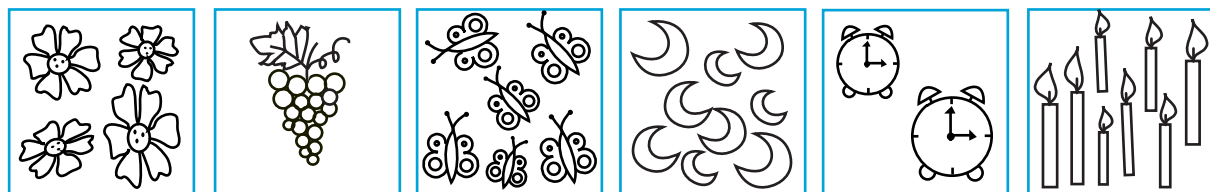
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Rajzolj annyit, amennyit a szám mutat!

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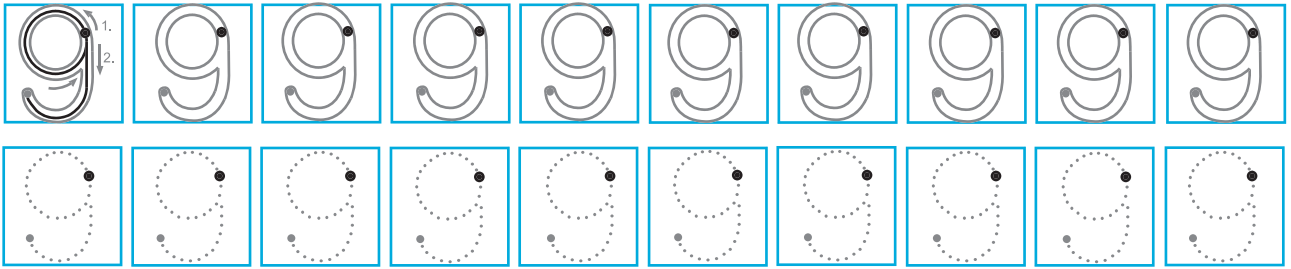
Írd az üres négyzetekbe, hogy mennyit látsz a képen!



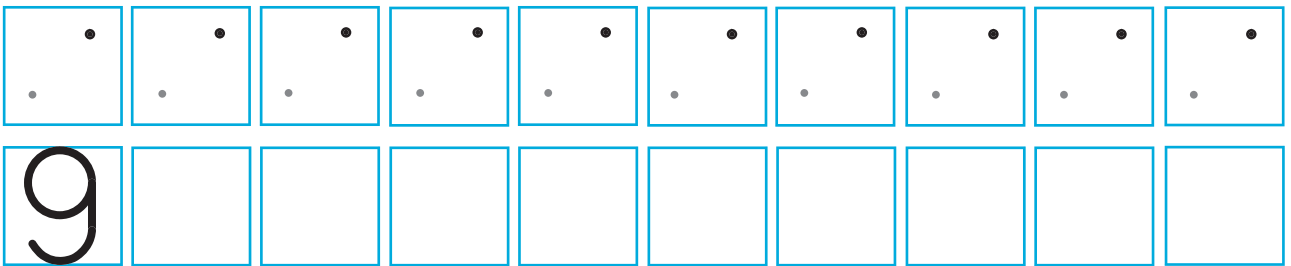
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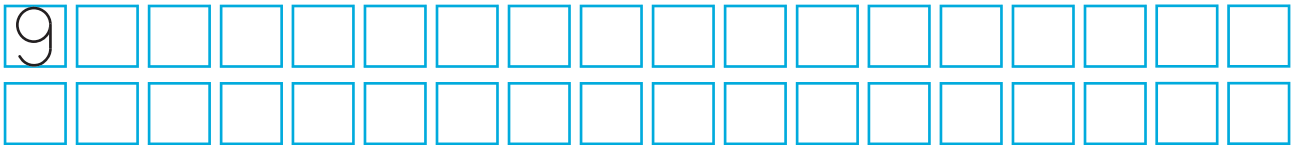
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



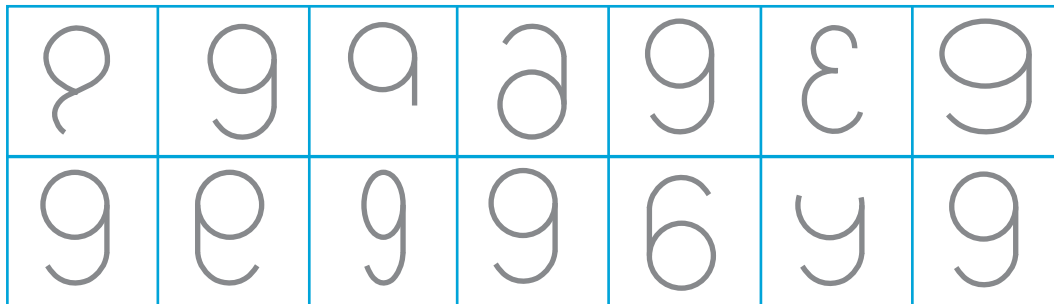
Figyelj a kezdőpontra!



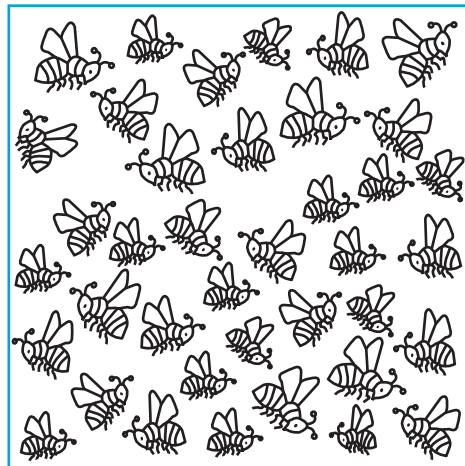
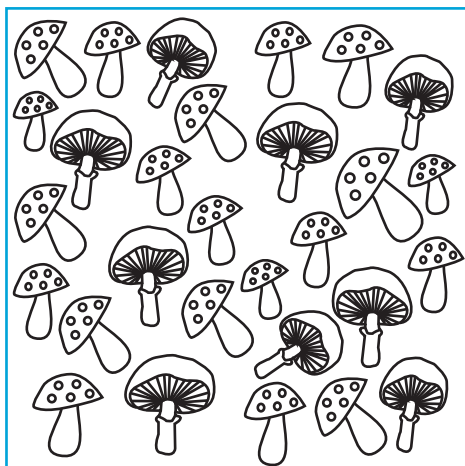
Folytasd!



Írd át a helyes számjelet!



Karikázd be kilencesével!

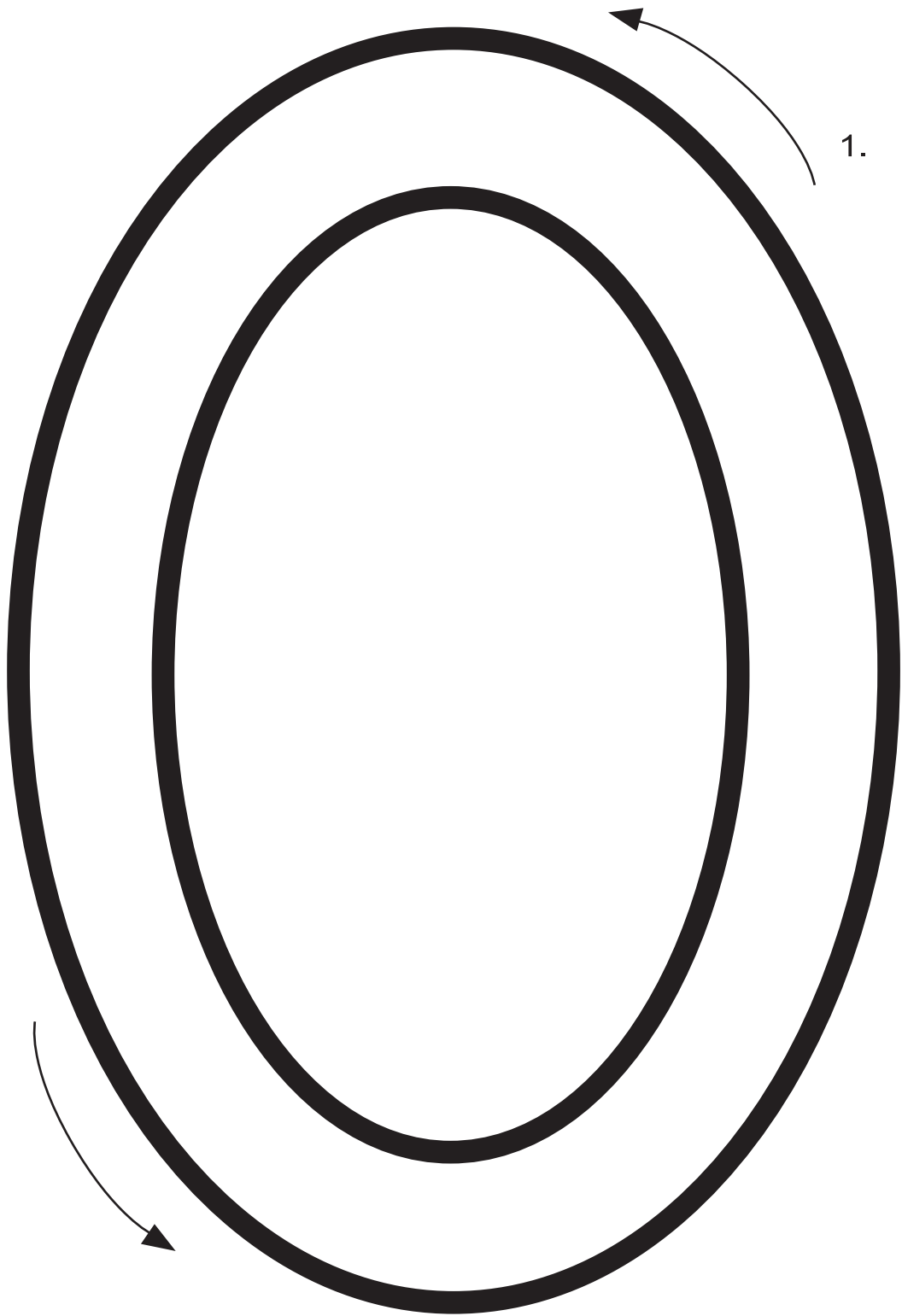


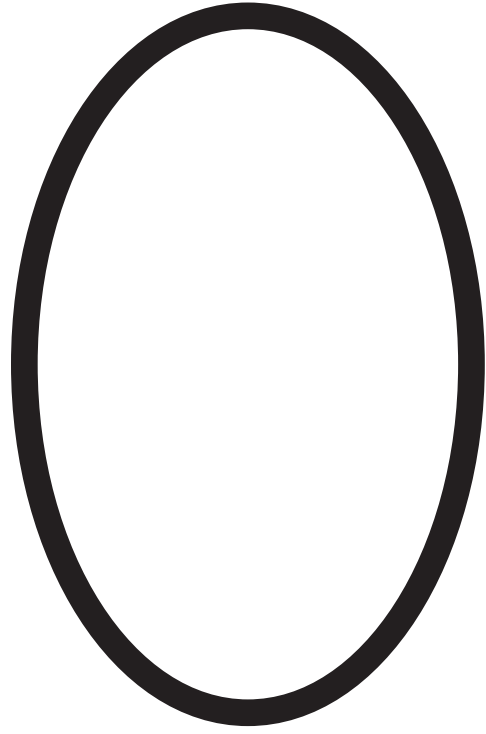
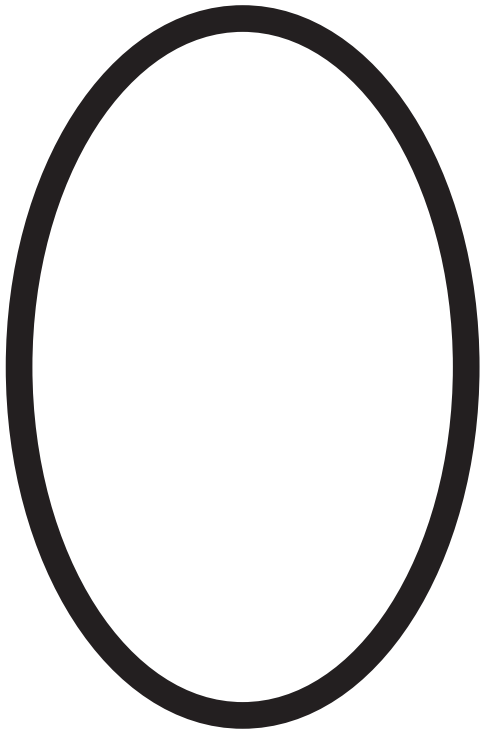
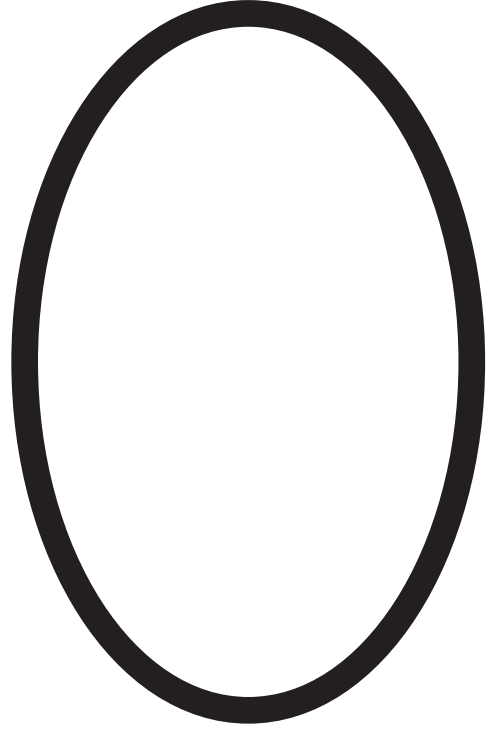
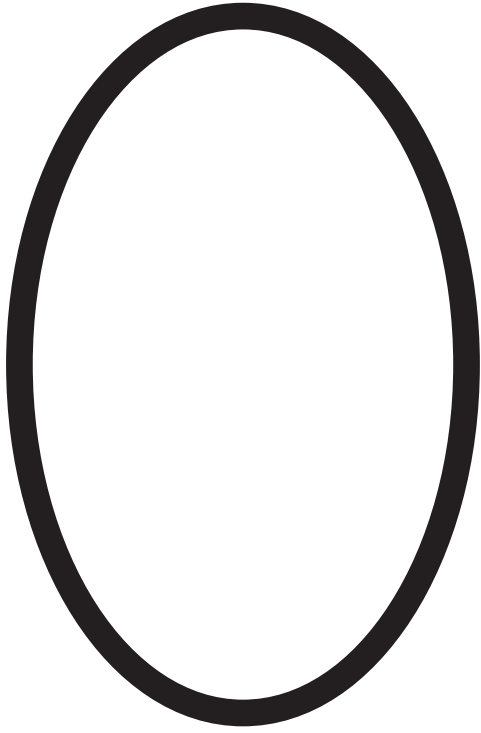
SZÁMSZIGET

Keress meg a kincshez (aranypénzek) vezető utat!
Színezd ki azokat a kis
részeket, amelyekben pont kilencet látsz!

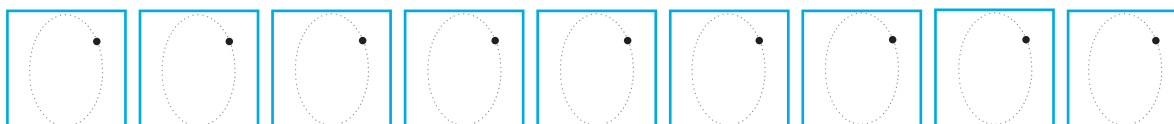
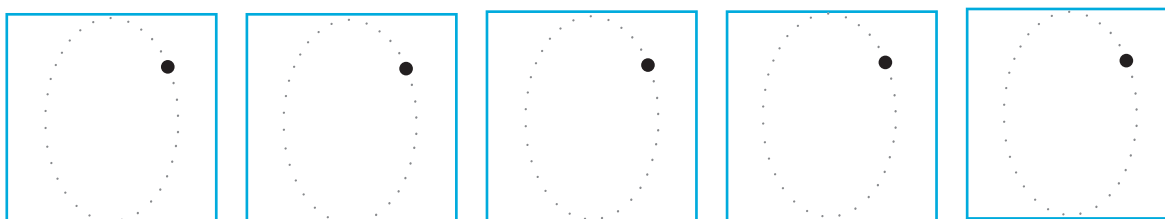
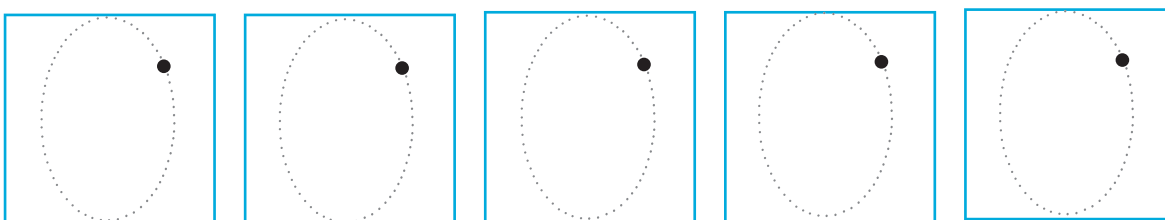
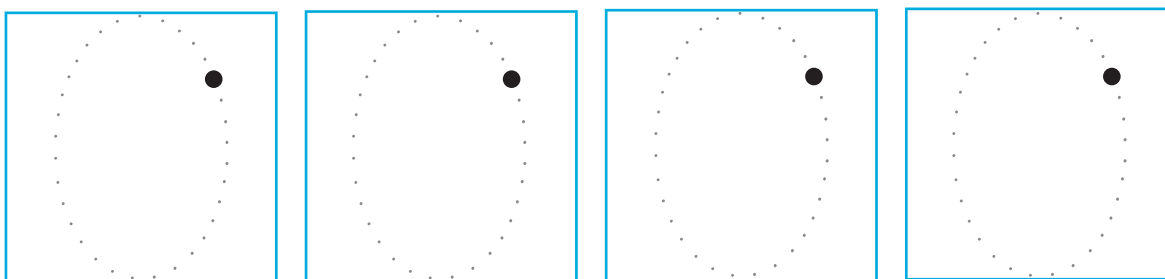
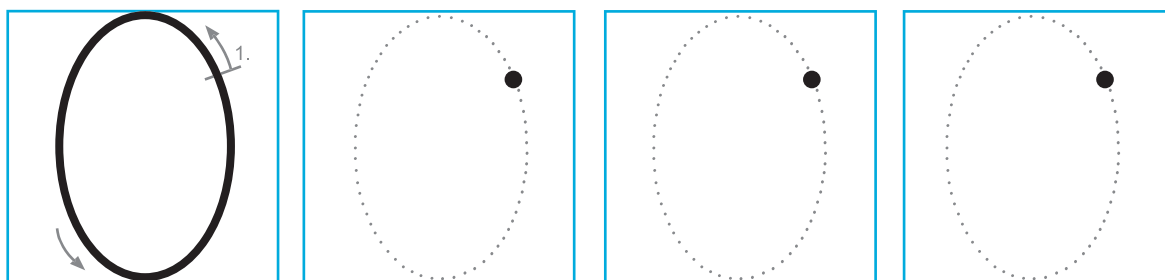


Vázold a nullát!
(Próbáld a vonalon belül maradni!)



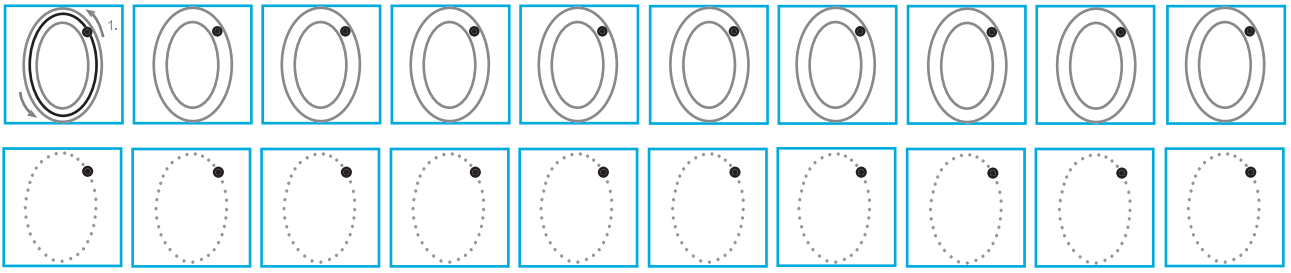


A NULLA VÁZOLÁSA

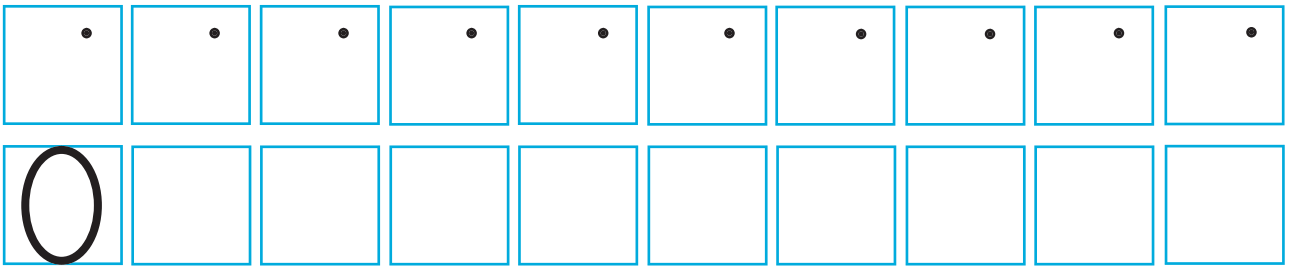




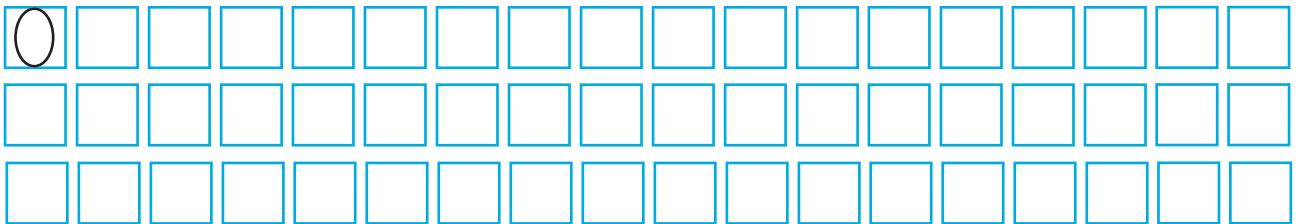
Folytasd! Indulj a kezdőponttól! Írd át többször a számokat!



Figyelj a kezdőpontra!



Folytasd!



Írd át a helyes számjelet!

