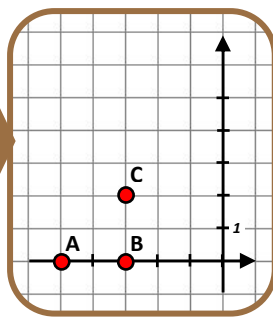
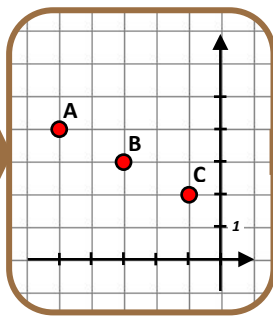
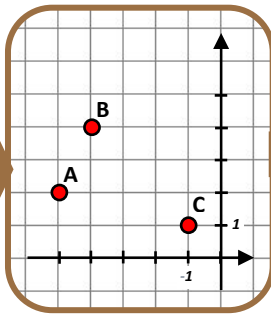


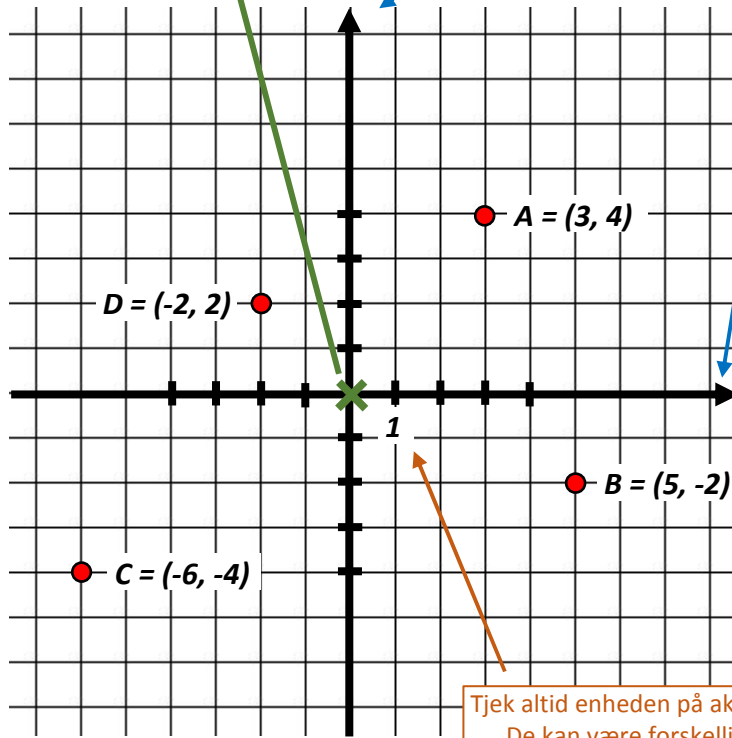
**START
HER**



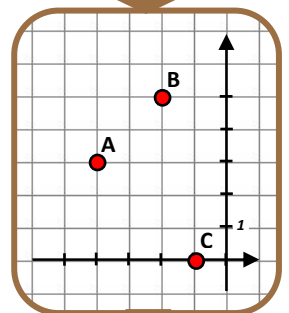
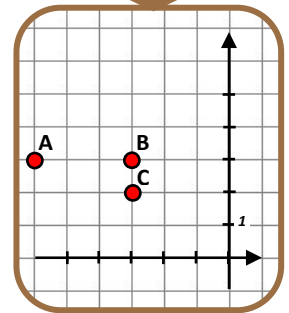
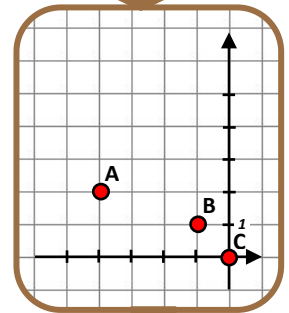
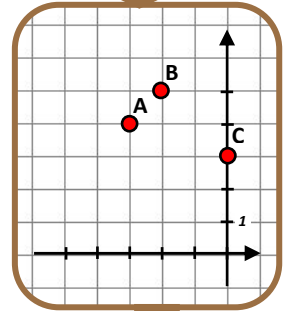
Brug hjælpen i midten.
Bliver du i tvivl, så kig på de
fire eksempler røde prikker.

**Start ALTID her (0, 0)
og VANDRET først**

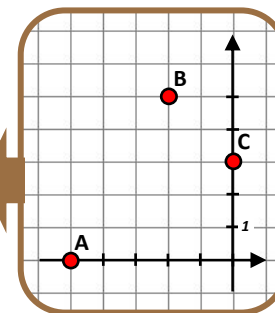
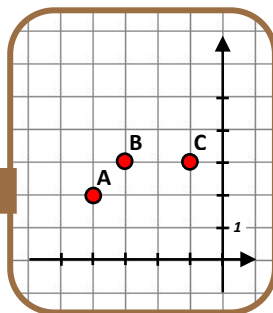
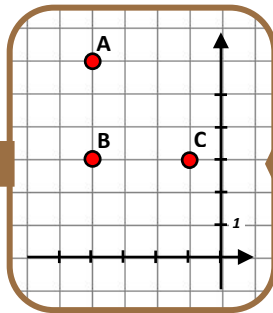
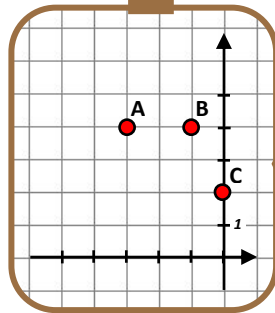
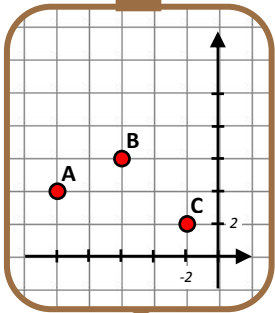
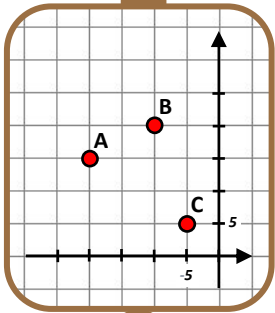
Pilene peger i positiv retning, så tallene
bliver større i pilens retning.



Tjek altid enheden på akserne.
De kan være forskellige.
Her er enheden 1 på begge akser.



**SLUT
HER**



Koordinater, level 4

2 spillere. 2 terninger. Gang øjnene.
Eleven med det højeste resultat, løser det
næste felt. *Eller* brug sten – saks – papir til at
afgøre hvem, der løser næste felt.

I dette spil løses alle felter (medmindre spillet
er på tid).

3 point mulige pr. felt. 1 point pr. rigtigt
koordinatsæt.

Begge laver alle bevægelserne.

God fornøjelse.

En streg pr. point, femte streg på skrå:
II = 2 IIII = 4 IIII = 5 IIII IIII = 12

Elev 1:

Elev 2: