


**Titel**

# Rubriceerspel

The diagram illustrates the layout of the Rubriceerspel board. It consists of three rows of colored squares. The top row has four green squares with numbers 1, 2, 1, and 2. The middle row has five green squares with numbers 3, 1, 3, 2, and 3. The bottom row has three white squares with numbers 1, 2, and 3. The entire board is enclosed in a green border.

1	2	1	2	
3	1	3	2	3
1	2	3		

# Combinatiespel



1	2	1
3	1	3
2	3	2

# Selectiespel

**A, B, C of D?**

A B C D

Controleer

# Antwoordspel

**Wat is het snelste dier?**

Controleer

# Rangschikspel



The screenshot displays the 'Rangschikspel' (Sorting Game) interface. At the top, the title 'Rangschikspel' is written in a large, black, sans-serif font. Below the title, there is a grid of six green rectangular boxes arranged in two rows of three. The top row contains boxes with the numbers 1, 3, and 2, while the bottom row contains boxes with the numbers 4, 6, and 7. Each box has a white number in the center and two white arrow buttons (one pointing left and one pointing right) on either side. Below the grid, there is a single green rectangular button with the word 'Controleer' in black text. The entire game area is enclosed within a light green border.

Informatie

**Tt**