


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 light green rectangular area containing the game elements. Inside this area, seven green square buttons are arranged in two rows. The top row contains buttons with the numbers 1, 3, 2, and 5. The bottom row contains buttons with the numbers 4, 6, and 7. Each button has a white number in the center and white left and right arrow symbols (< and >) on either side. Below the grid of buttons, centered at the bottom of the light green area, is a larger green rectangular button with the word 'Controleer' (Check) written in black text.

Informatie

