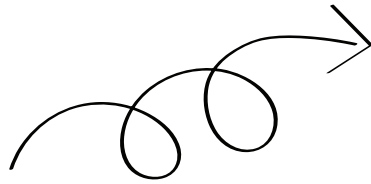


Dobbelen



1. Kies je boom
2. Dobbel om de beurt met drie stenen
3. Hoogste score? Kleur een kerstbal
4. Wie eerst alle ballen kleurt is gewonnen!

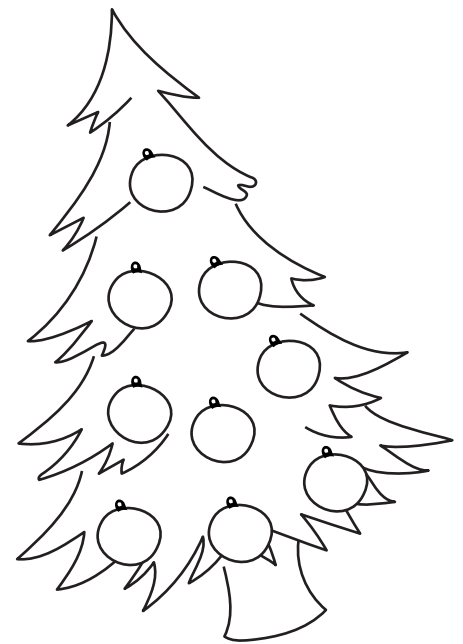
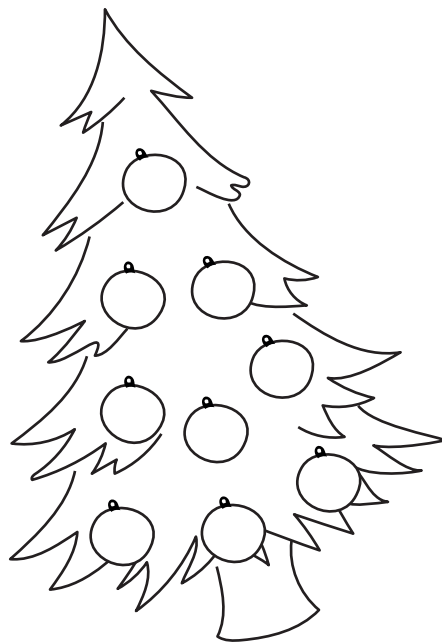
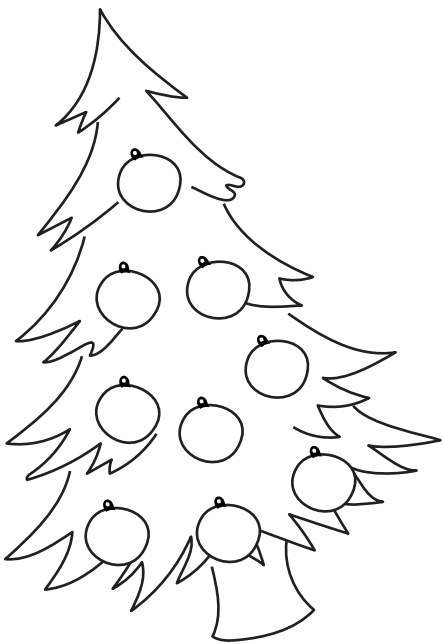
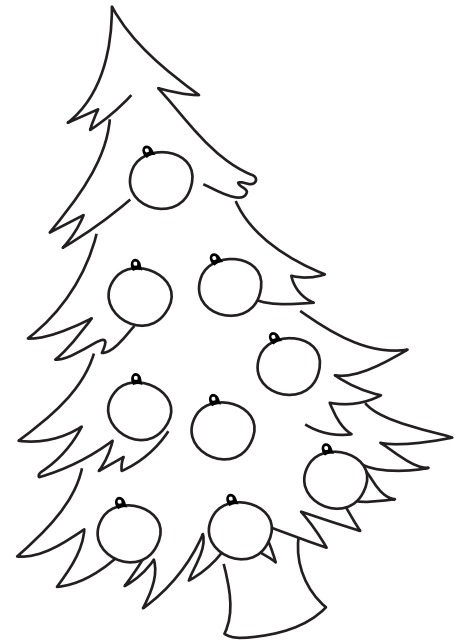
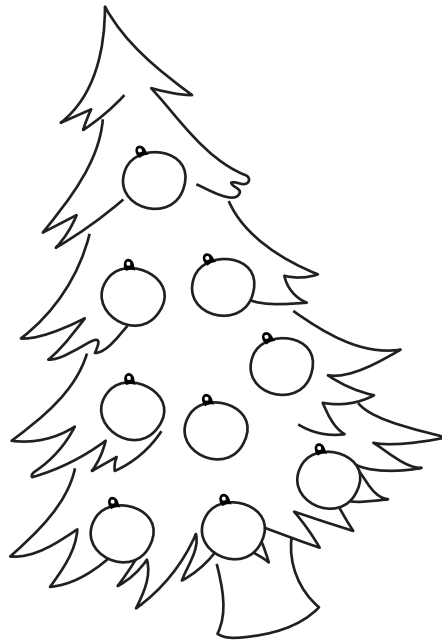
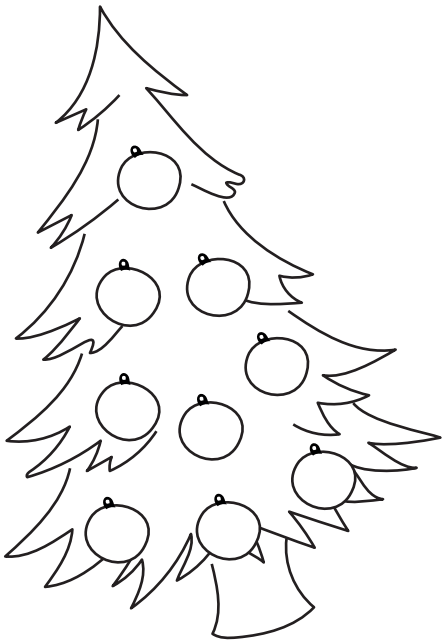
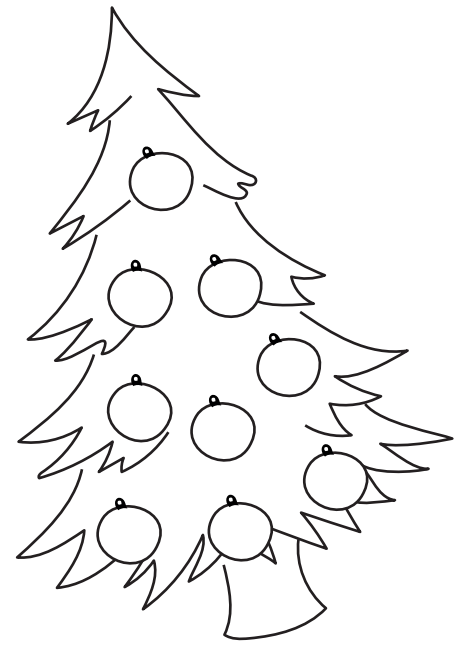
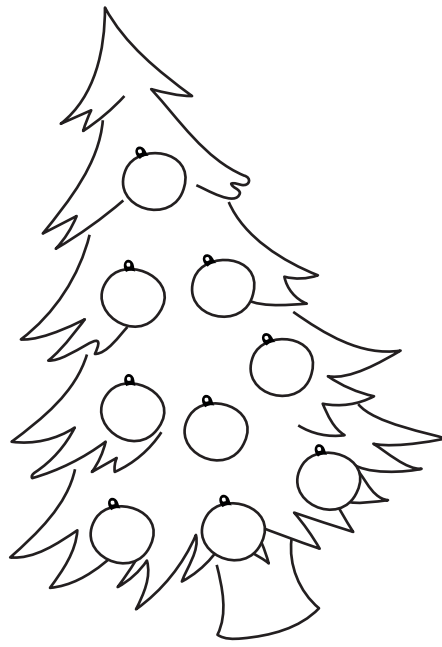
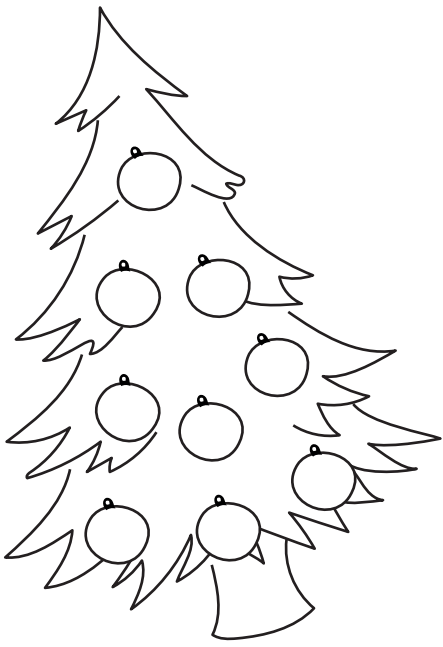
Punten telling & Straf

$$\boxed{\cdot} = 100$$

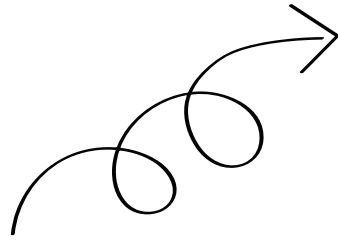
$$\boxed{\cdot\cdot\cdot} = 60$$

$$\boxed{\cdot\cdot} + \boxed{\cdot\cdot} + \boxed{\cdot\cdot} = \text{extra bal}$$

$$\boxed{\cdot} + \boxed{\cdot\cdot} + \boxed{\cdot\cdot} = \text{kleur een bal}$$









Turbo



1. Dobbel om de beurt 3X met 5 stenen
2. Leg per dobbelbeurt de stenen die je wil houden opzij
3. Kies na 3 worpen je score!

Scores

-  = Tel de enen
-  = Tel de tweeën
-  = Tel de drieën
-  = Tel de vieren
-  = Tel de vijven
-  = Tel de zessen

- Duo = 2 X 2 dezelfde (totaal)
- Trio = 3 dezelfde (totaal)
- Fluo = 3 + 2 dezelfde (25)
- Poco = 4 opeenvolgende (30)
- Turbo = 5 dezelfde (50)
- Mixo = geen van hierboven (totaal)

Form with a ribbon at the top, a grid of 6 dice faces (1-6) on the left, and a list of categories on the right: Duo, Trio, Fluo, Poco, Turbo, Mixo. Each category has a corresponding empty box. A 'Totaal' label is at the bottom left with a large empty box for the total.

Form with a ribbon at the top, a grid of 6 dice faces (1-6) on the left, and a list of categories on the right: Duo, Trio, Fluo, Poco, Turbo, Mixo. Each category has a corresponding empty box. A 'Totaal' label is at the bottom left with a large empty box for the total.

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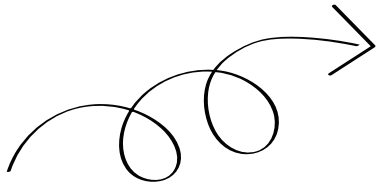
Form with a ribbon at the top, a grid of 6 dice faces (1-6) on the left, and a list of categories on the right: Duo, Trio, Fluo, Poco, Turbo, Mixo. Each category has a corresponding empty box. A 'Totaal' label is at the bottom left with a large empty box for the total.

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Spieken



1. Verdeel jullie in duo's
2. Start om de beurt online de klok en beeld het woord uit dat verschijnt voor je partner
3. Andere deelnemers (de spiekers) zoeken mee en noteren het woord in stilte
4. Stop de klok wanneer het geraden is (of na 60 seconden)

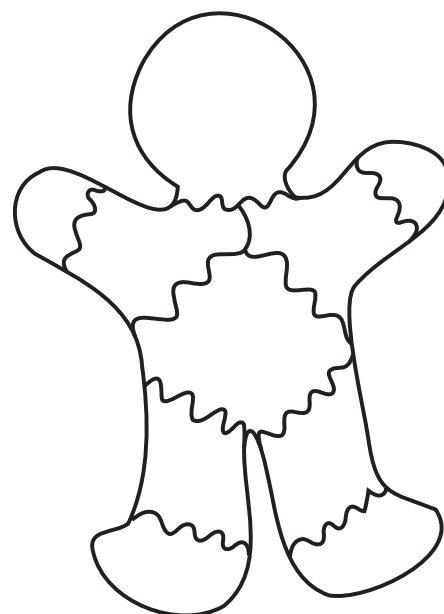
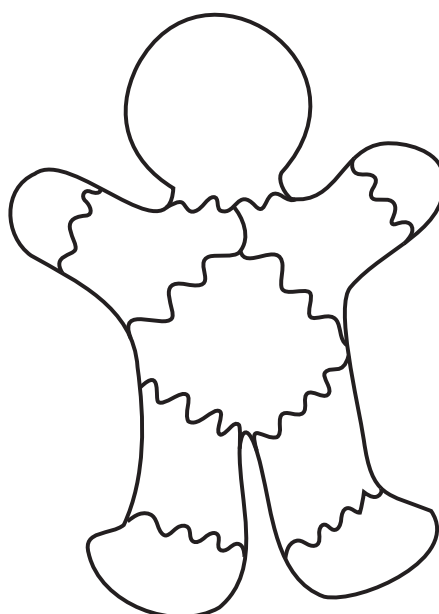
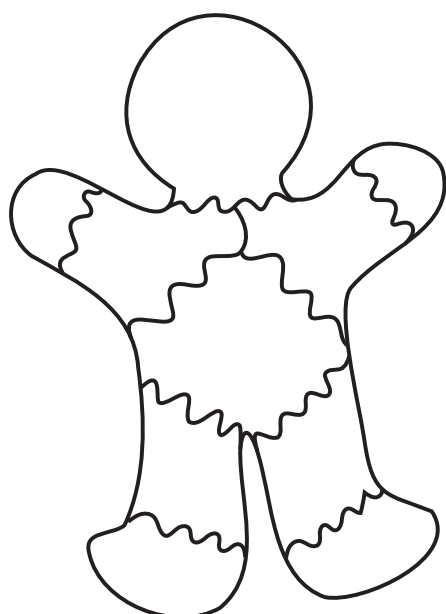
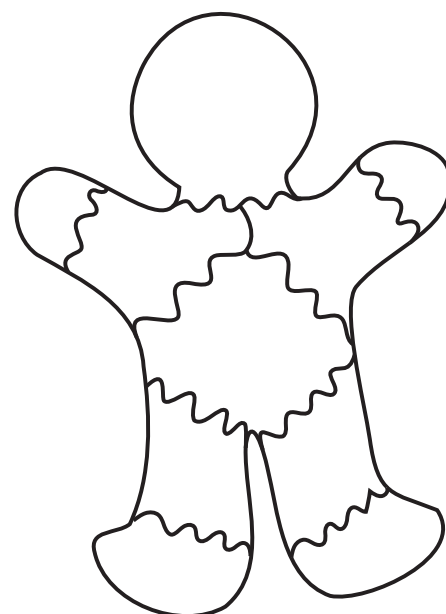
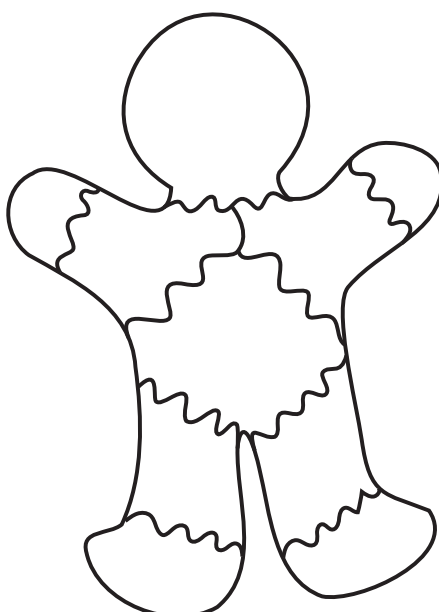
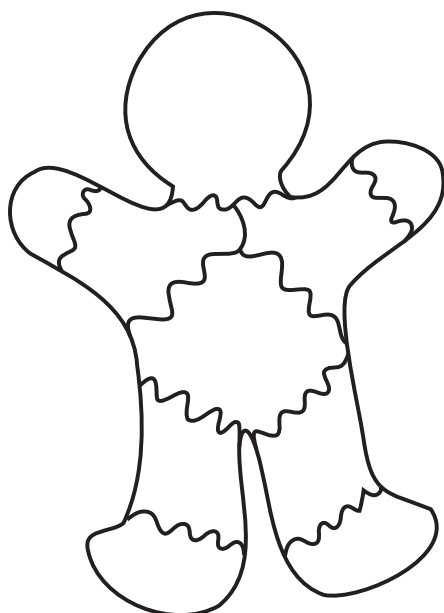
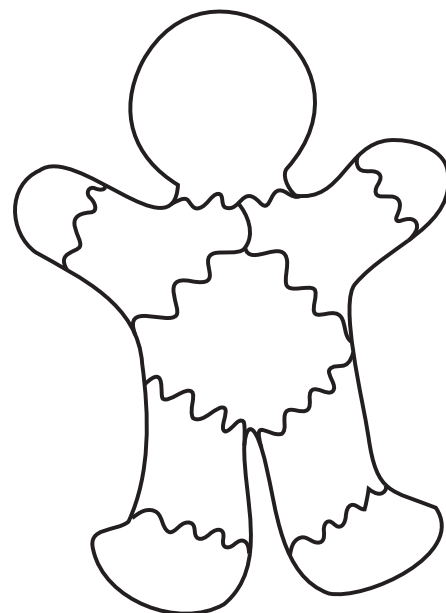
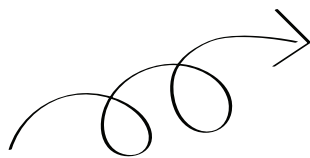
Punten telling

- * Hebben jullie als duo het woord eerst geraden, verdienen jullie 3 punten
- * Heeft een spieker het woord genoteerd, krijgen zowel de spieker als jullie 1 punt
- * Hebben enkel spiekers het woord geraden, krijgen die 1 punt

Mazzel



1. Trek online nummertjes
2. Kleur het vak op jouw koekje
3. Koekje vol? Gewonnen!



De notenkraker



1. Kies één vrijwilliger (de notenkraker)
2. Alle andere spelers steken hun handen onder tafel en geven een geldstuk door
3. Na 20 seconden roept de notenkraker: stop! Iedereen stopt met doorgeven
4. Alle spelers steken hun handen in de lucht (één iemand verstopt het geldstuk in de hand)
5. Tel samen tot drie en sla met alle spelers tegelijk de handen op tafel
6. Kan de notenkraker raden waar het geldstuk ligt?

Doppen



1. Zet een glas in het midden van de tafel en neem een kroonkurk
 2. Probeer om de beurt met een stuit de kroonkurk in het glas te krijgen
 3. Wie kroont zich tot snelste dopper?
- * Te eenvoudig? Leg een kroonkurk op een flesje en probeer dit ervan te doppen!