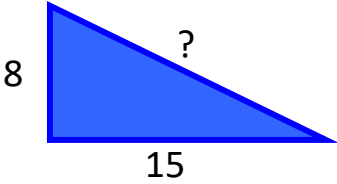
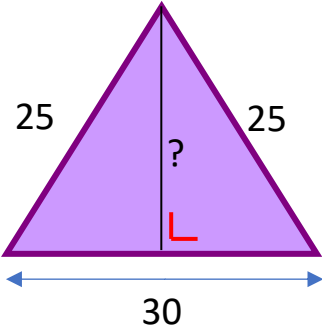
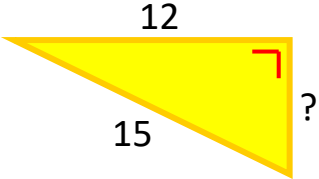
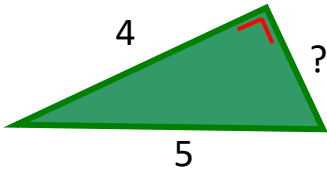
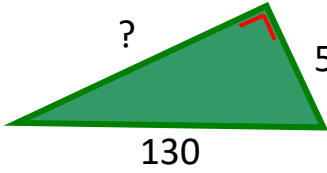
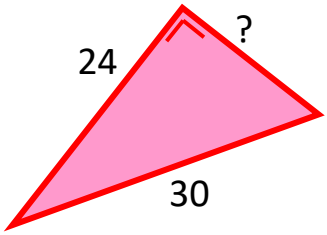
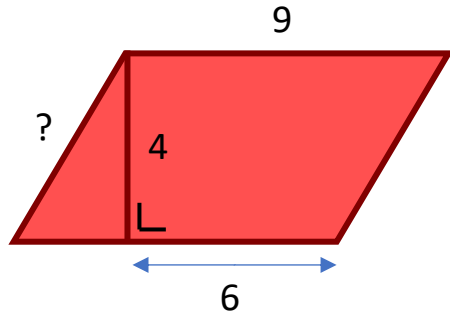


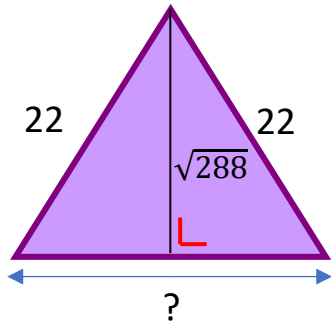
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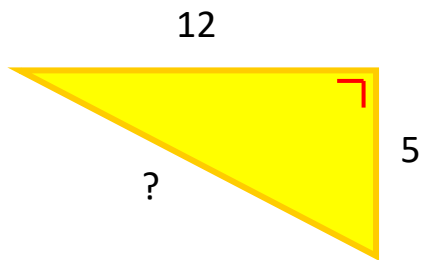
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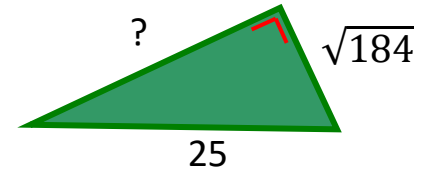
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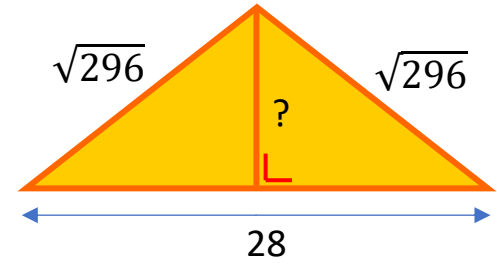
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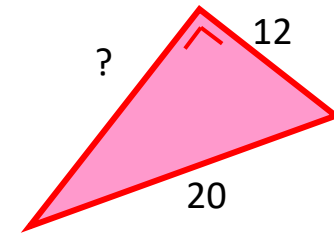
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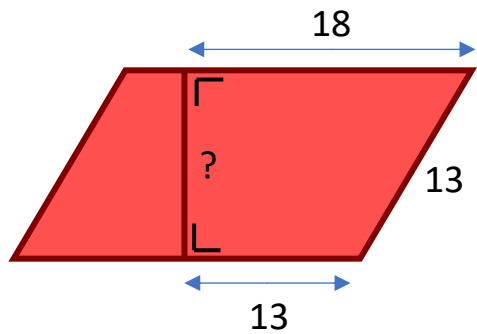
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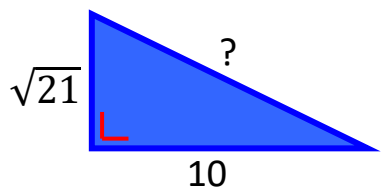
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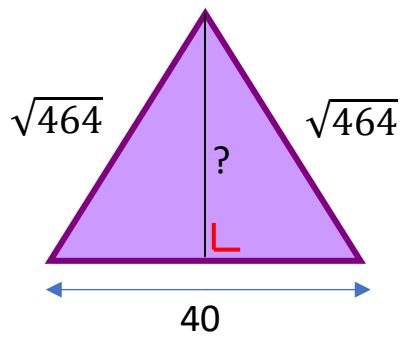
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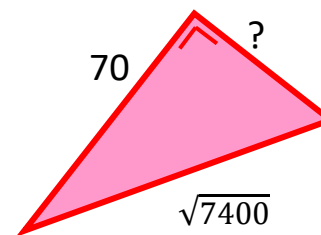
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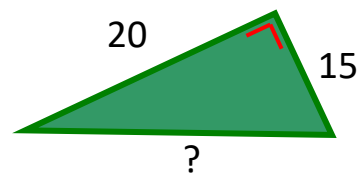
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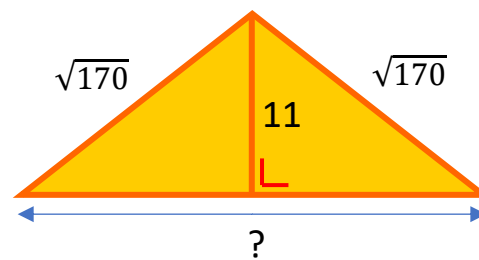
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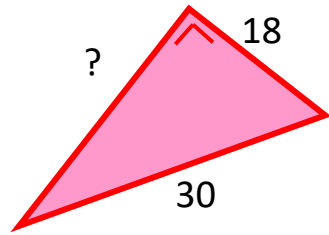
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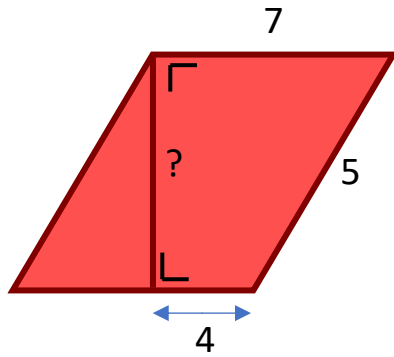
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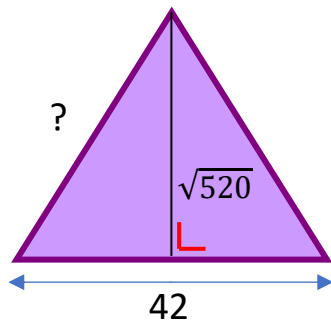
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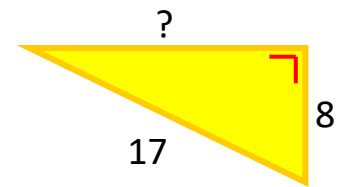
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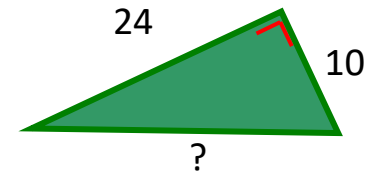
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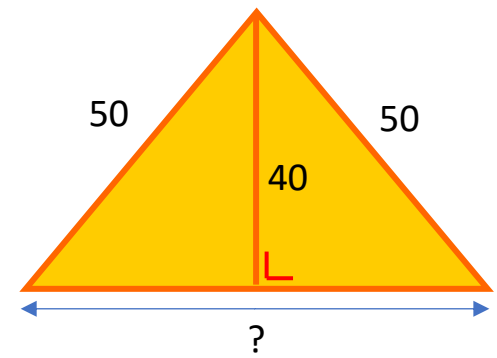
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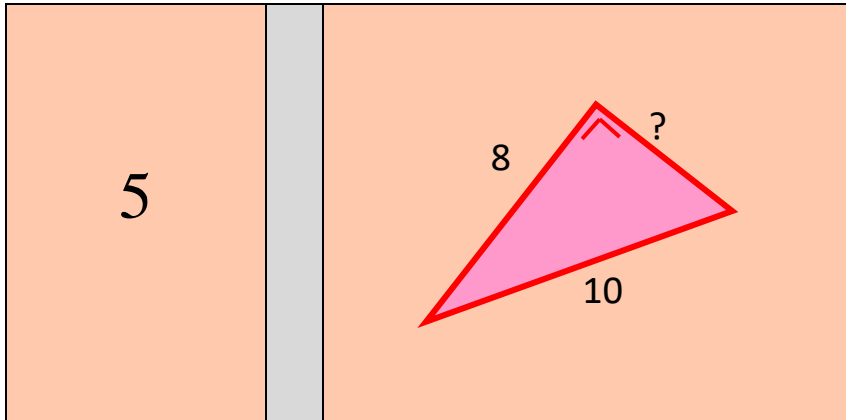


21



50





Leg het ANDERS gekleurde kaartje neer op een hoek.

Verdeel de rest van de kaartjes over groepjes van 3 of 4 personen.

De jongste begint en geeft het antwoord op de Pythagorassom die op tafel ligt.

Degene die het kaartje heeft met het goede getal gaat de volgende som oplossen.

Je gaat door tot alle kaartjes op zijn.

Maak een rechthoek van alle 25 kaartjes.

Het groepje dat het eerste foutloos klaar is, is winnaar!

Er is slechts 1 goede volgorde!

GOEDE VOLGORDE

5 → 6 → 17 → 28 → 14 → 18 → 4 → 120 → 31 → 15
→ 50 → 60 → 10 → 13 → 25 → 3 → 21 → 26 → 20
→ 8 → 9 → 24 → 11 → 12 → 16 → 5

De gebruikte kwadraten zijn van 2^2 tot en met 26^2 en tienvouden daarvan. Het is mogelijk om de keten te leggen zonder rekenmachine, ondersteund met een (zelfgemaakt) papieren overzicht van de genoemde kwadraten.