

2. REBUSSEN

1.0

Opdracht 2.

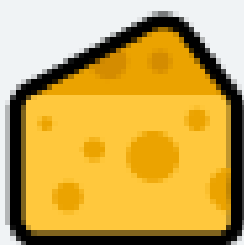
Rebus 1



+en

-v

l=k



k=b



Rebus 2

l+



+ekk+



i=r

Rebus 3



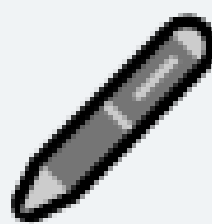
-r

k+

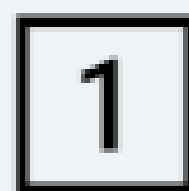


+tal+

v=r



p=l



+dje