

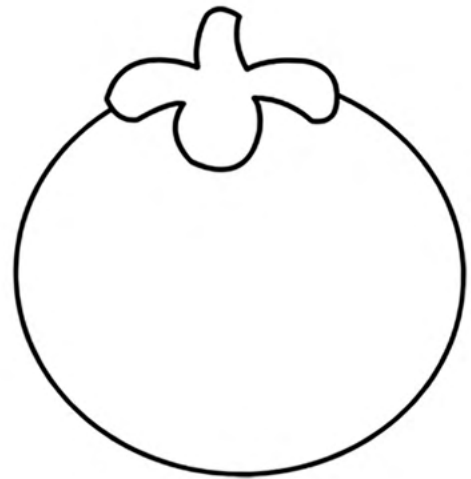
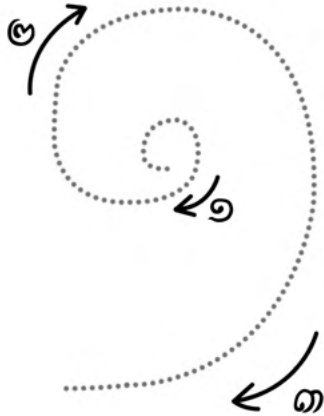
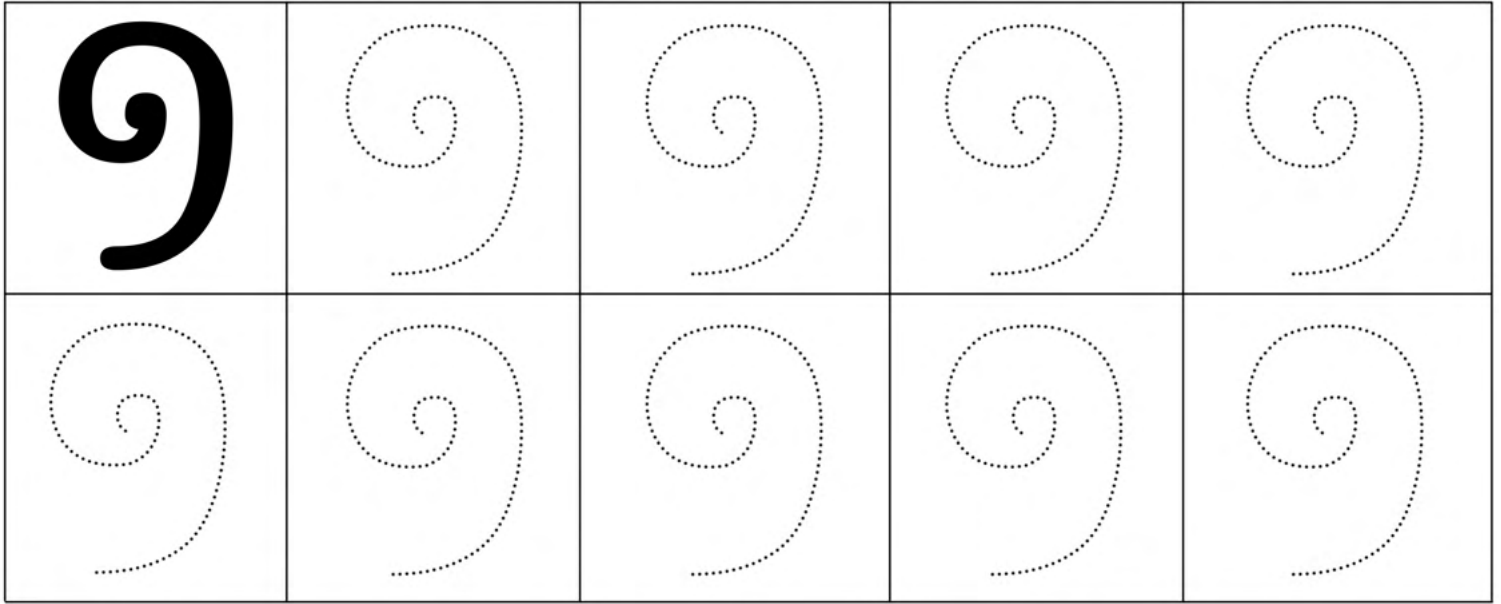
ល្បែងគូសតាមស្នាមចុចលេខ ១ និងផ្កាត់ពណ៌រូបភាព



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខមួយ

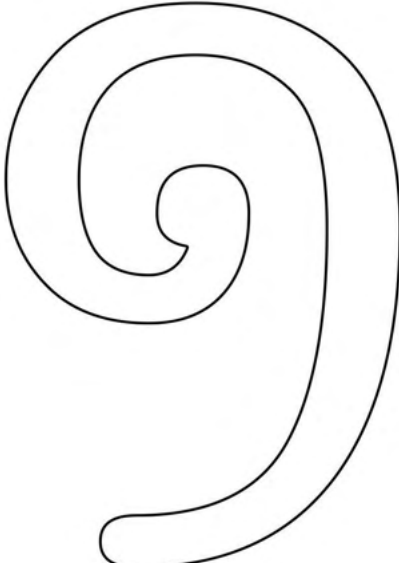
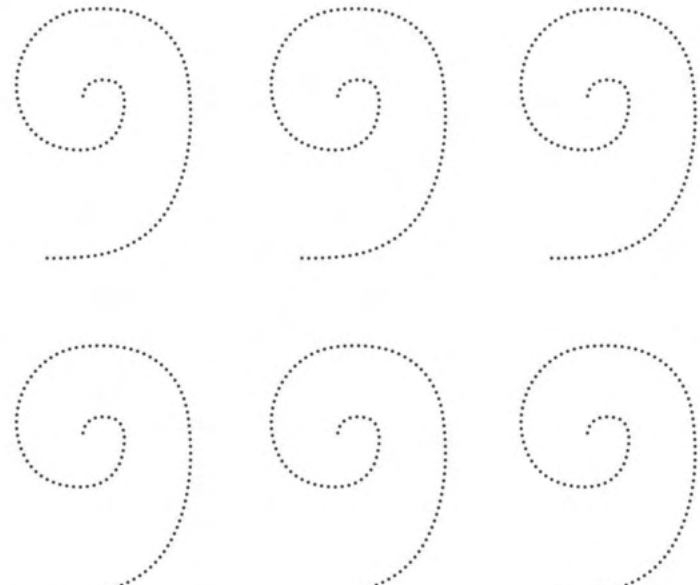
ចំណាងជើង: ស្ពាល់លេខ និងចំនួន(១)



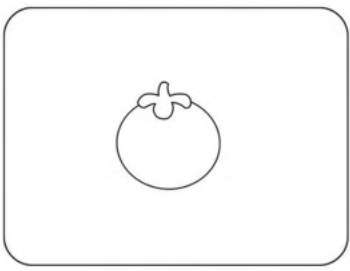
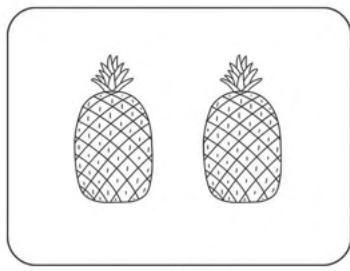
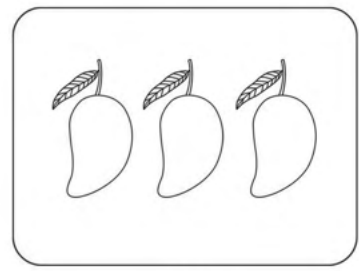
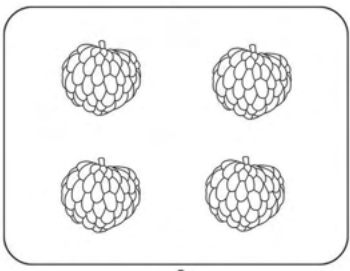
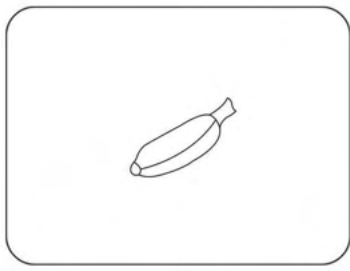
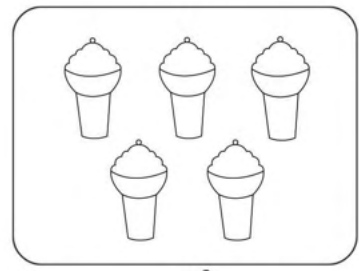
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាក់ពណ៌លេខមួយ	២ .គូសតាមដានលេខមួយ
	

៣ .ស្វែងរករូបភាពដែលមានចំនួនមួយ និងគូសរង្វង់លើលេខនោះ:

 ១	 ២	 ៣
 ៤	 ១	 ៥

ល្បែងបរិមាណ និងចំនួន (១)

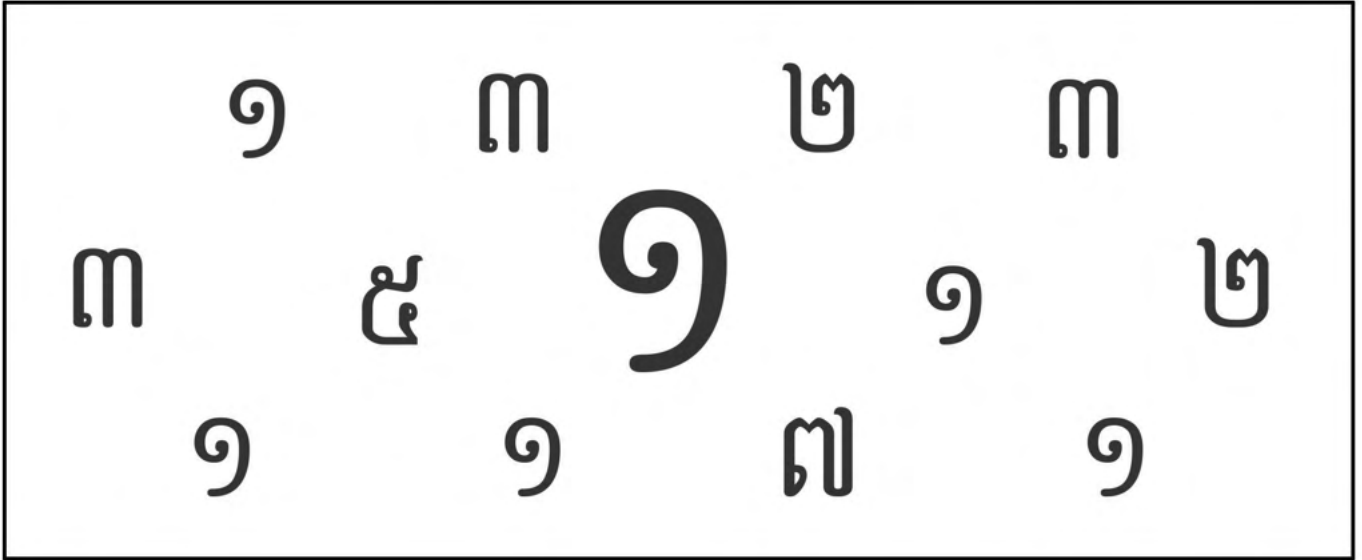


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

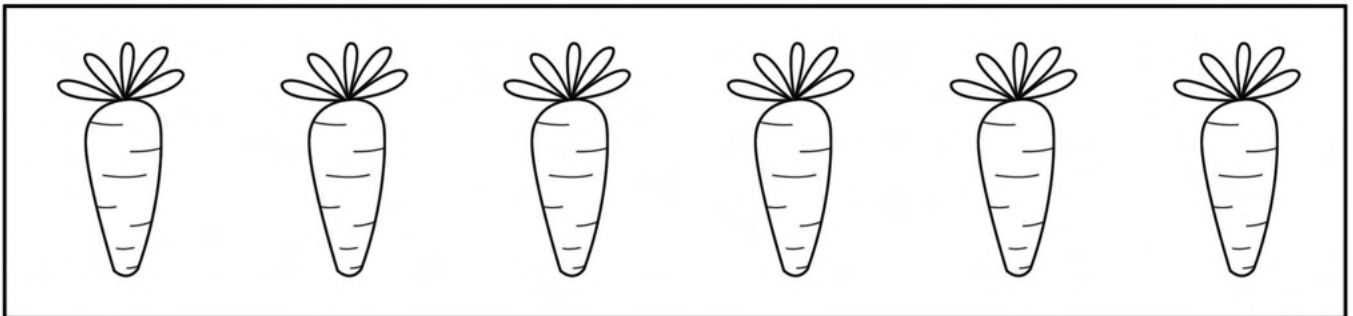
១. រឹងលេខ (១)



២. គូសតាមស្នាមចុចលេខ (១)



៣. រាប់ចំនួនឱ្យគ្រប់ (១) រួចដាត់ពណ៌



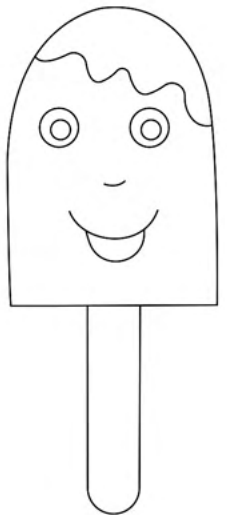
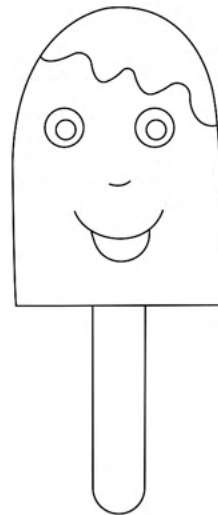
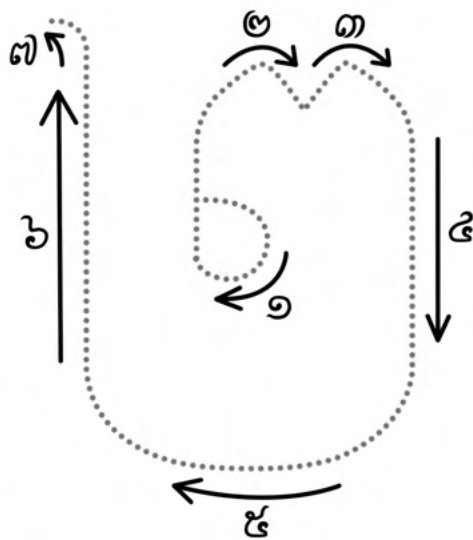
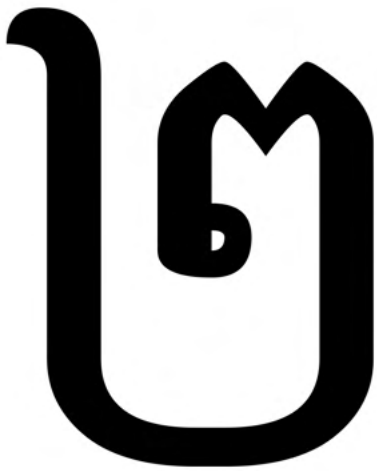
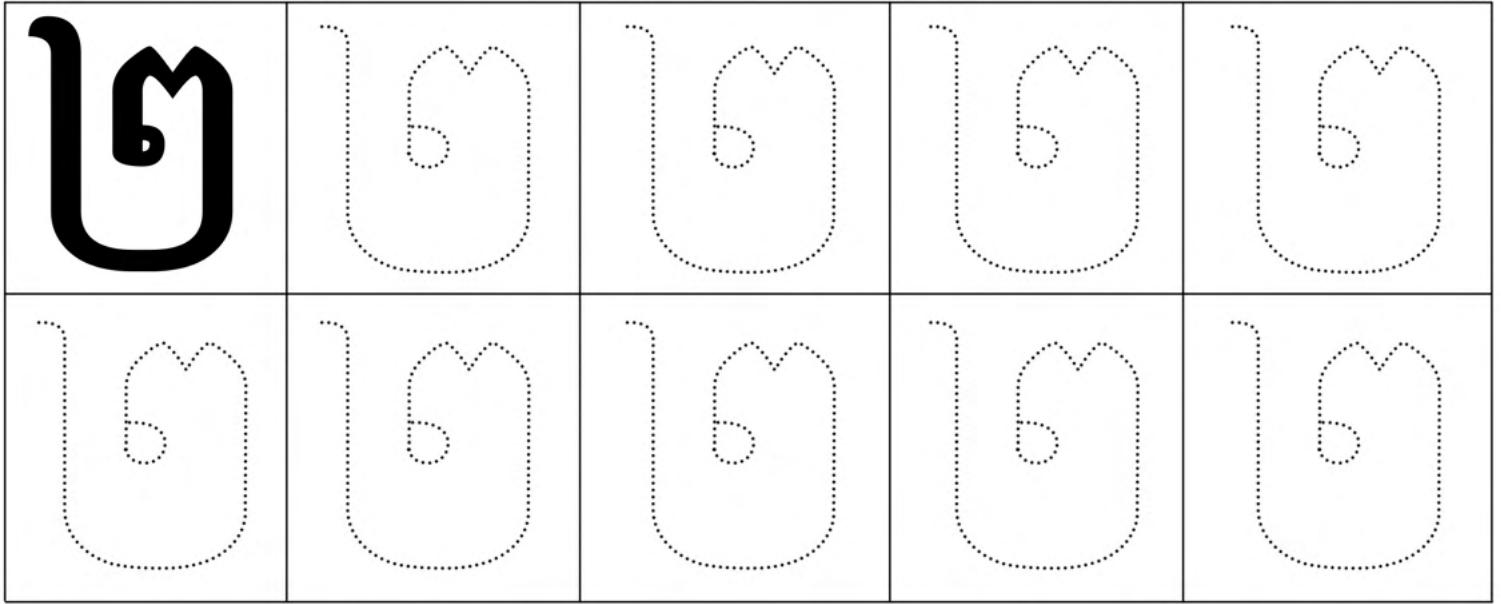
ល្បែងគូសតាមស្នាមចុចលេខ ២ និងដាត់ពណ៌រូបភាព



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខពីរ

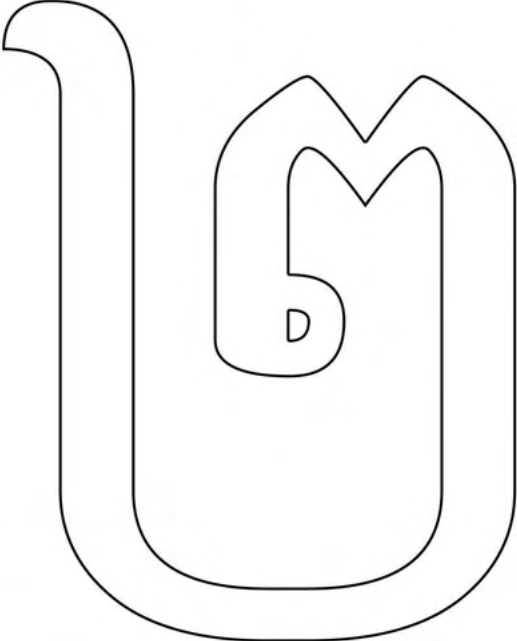
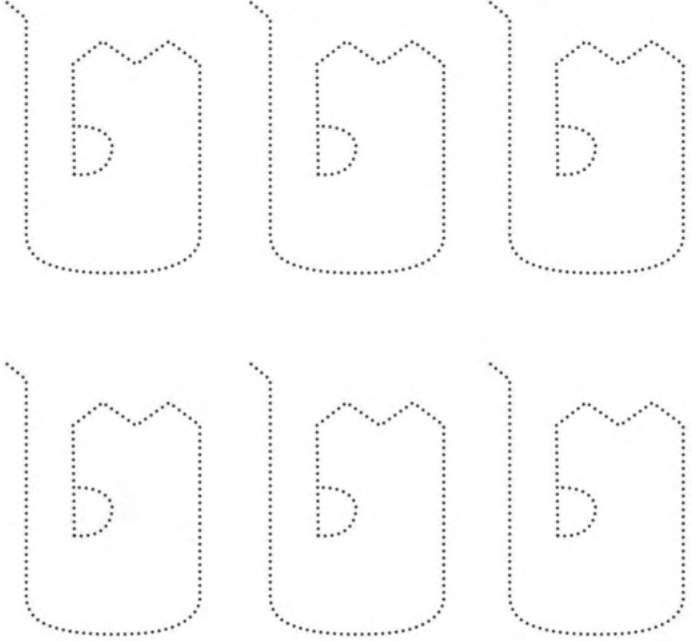
ចំណាងជើង: ស្ថាវលេខ និងចំនួន(២)





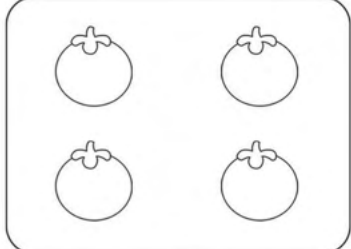
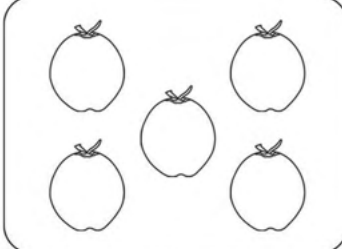
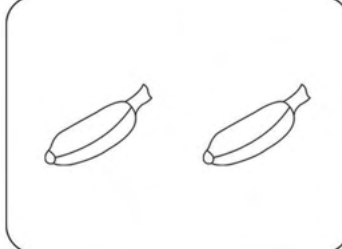
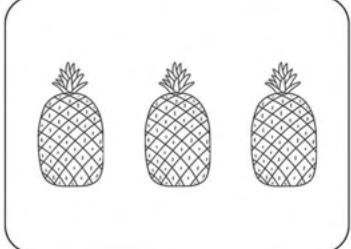
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១ . ដាត់ពណ៌លេខពីរ	២ . គូសតាមដានលេខពីរ
	

៣ . ស្វែងរករូបភាពដែលមានចំនួនពីរ និងគូសរង្វង់លើលេខនោះ:

		
២	១	៤
		
៥	២	៣

ល្បែងបរិមាណ និងចំនួន (២)

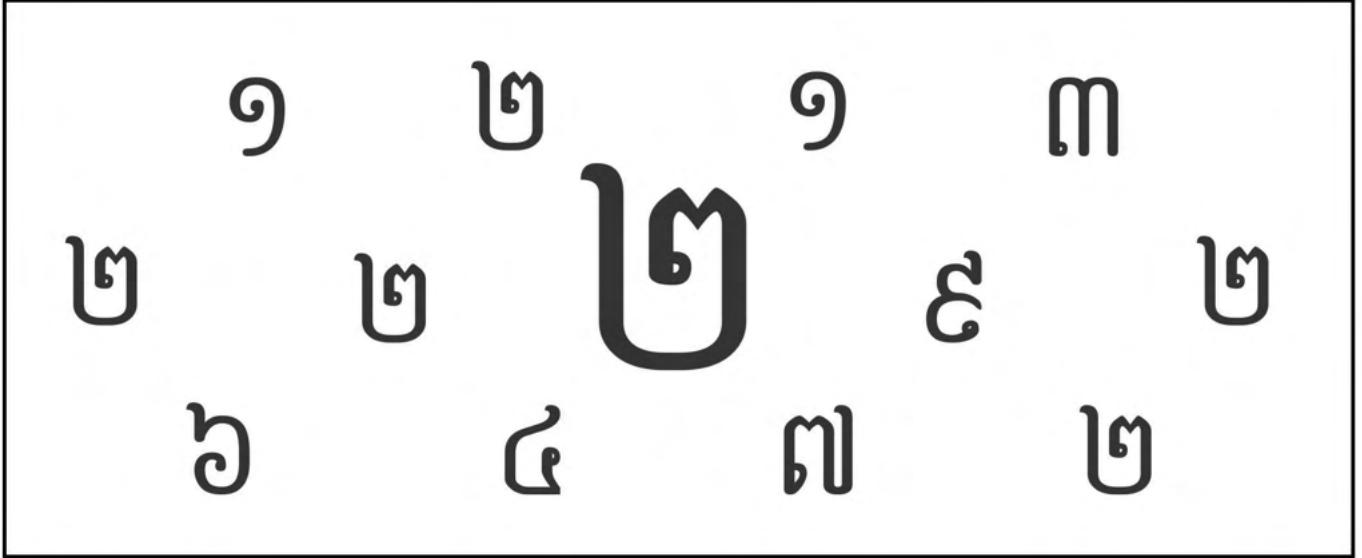


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

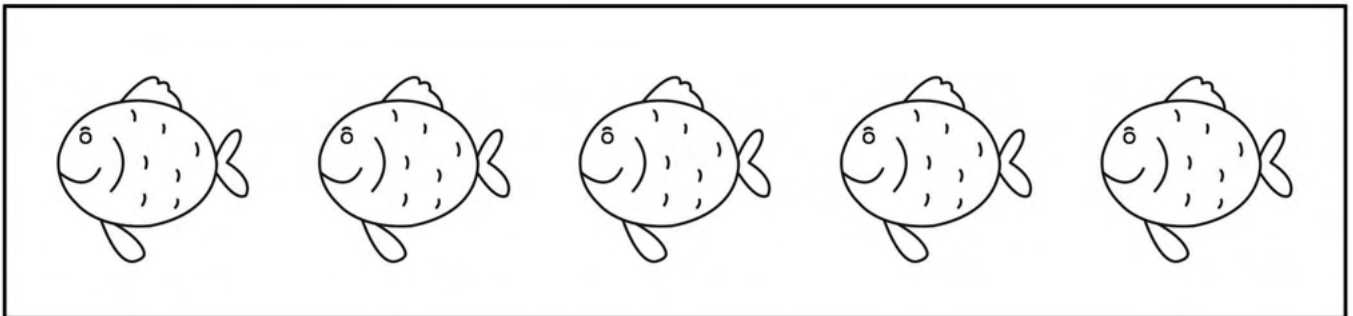
១. រឹងលេខ (២)



២. គូសតាមស្នាមចុចលេខ (២)



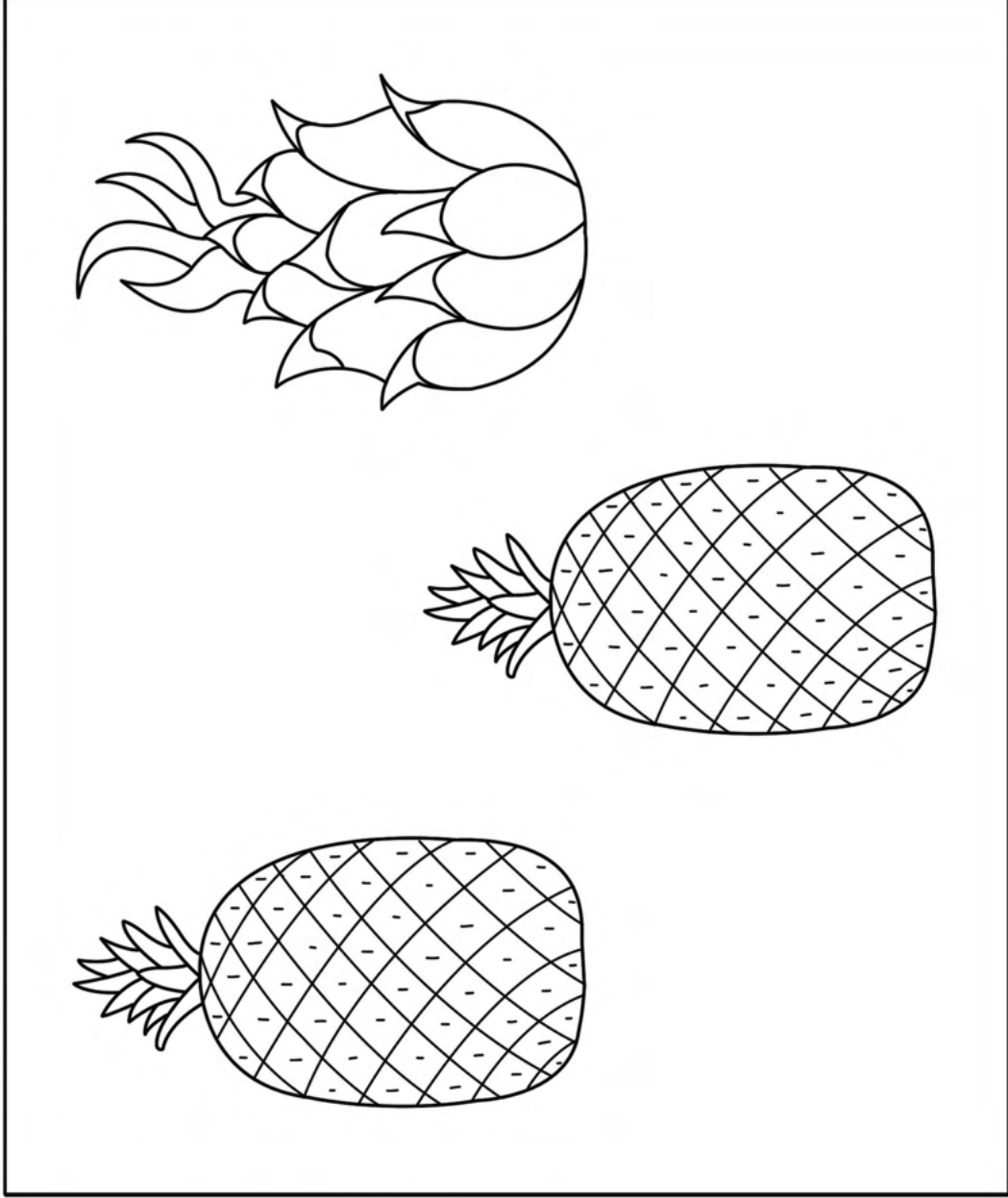
៣. រាប់ចំនួនឱ្យត្រឹម (២) រួចដាត់ពណ៌



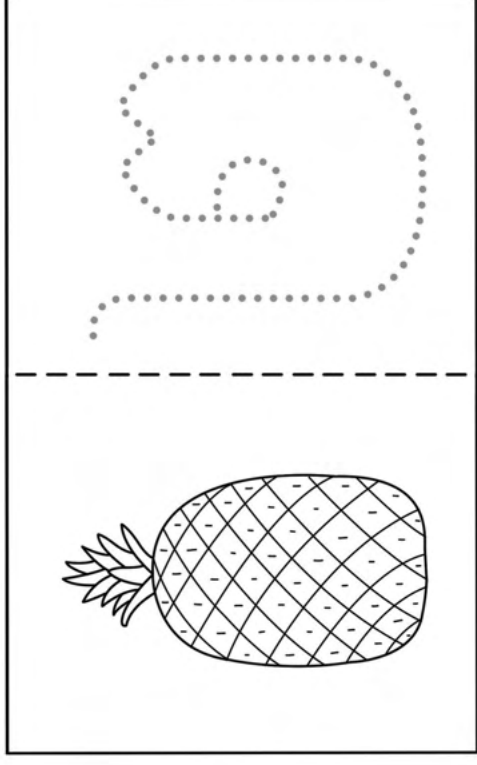
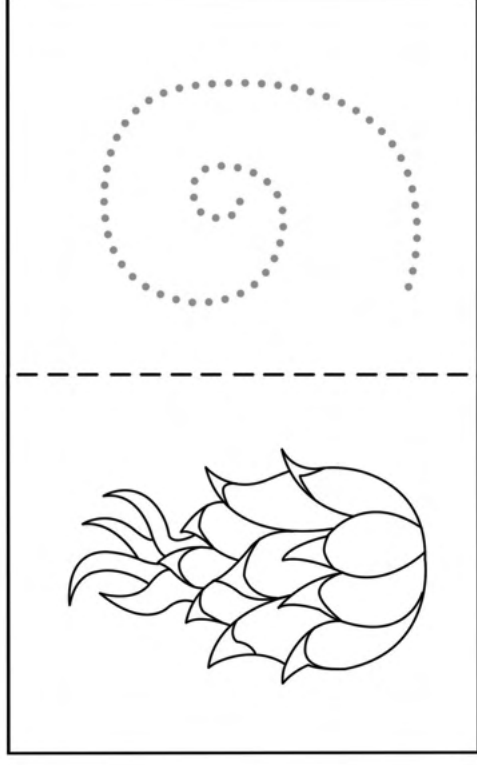
ល្បែងបរិមាណ និងចំនួន (១, ២)

សាលាបង្ហាញ ថ្នាក់កម្រិត
 ឈ្មោះ : កាលបរិច្ឆេទ

១. ដាត់ពណ៌តាមប្រភេទរូបភាព និងរាប់ចំនួន



២. គូសតាមស្នាមចុចលេខ



កូដ QR Code



ស្បែកសត្វសត្វមន្ត្រីមតុចលេខ ៣ និងផ្លាស់ប្តូររូបភាព

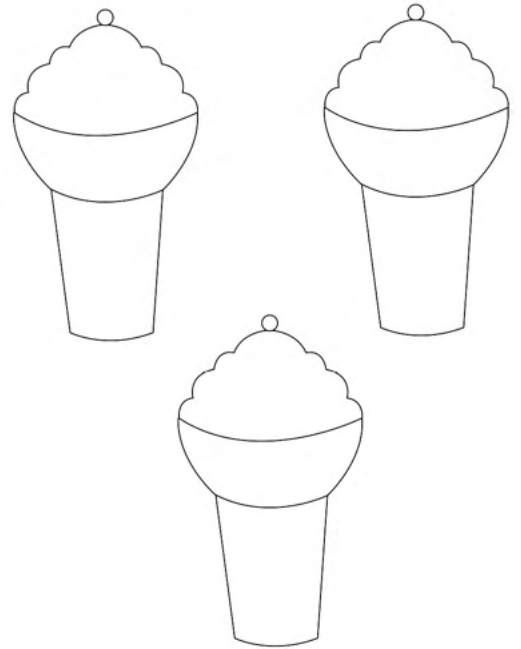


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

1: Vertical line up, 2: Curve down and right, 3: Vertical line down, 4: Curve down and left, 5: Vertical line down.



លេខបី

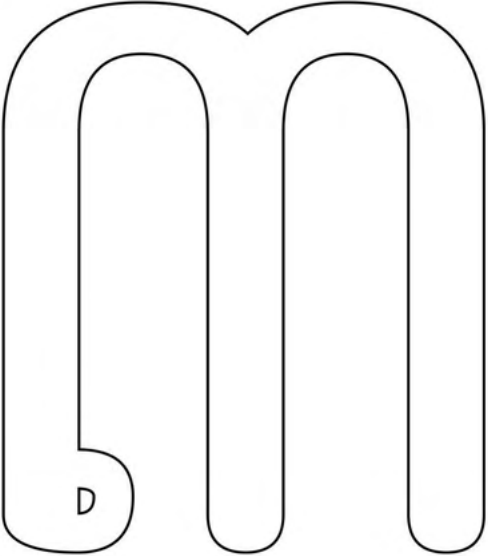
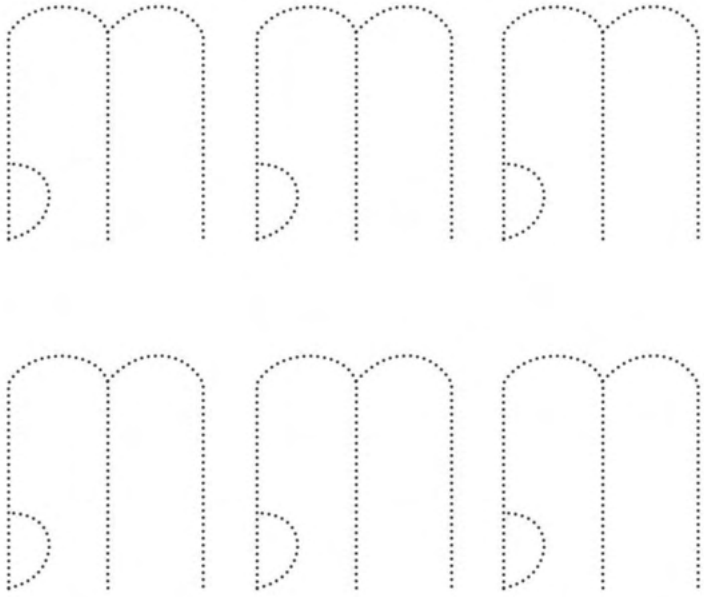
ចំណាងជើង: ស្ថាវលេខ និងចំនួន(៣)



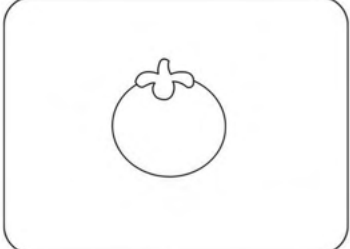
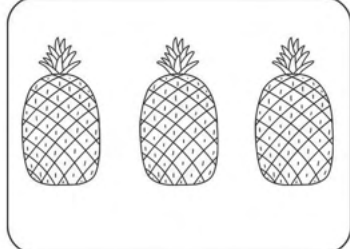

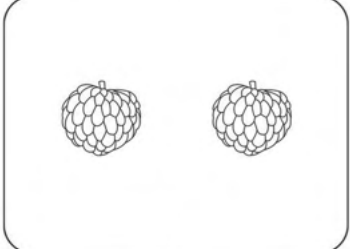
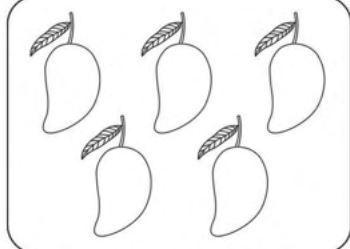
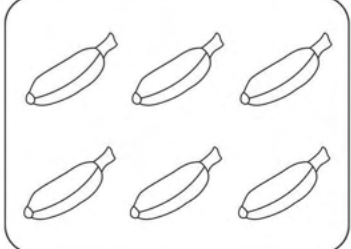
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាត់ពណ៌លេខបី	២ .គូសតាមស្នាមចុចតាមលេខបី
	

៣ .ស្វែងរករូបភាពមានចំនួនលេខបី និងគូសរង្វង់លើរូបភាពនោះ:

 ១	 ៣	 ៣
 ២	 ៥	 ៦

ល្បែងបរិមាណ និងចំនួន (៣)

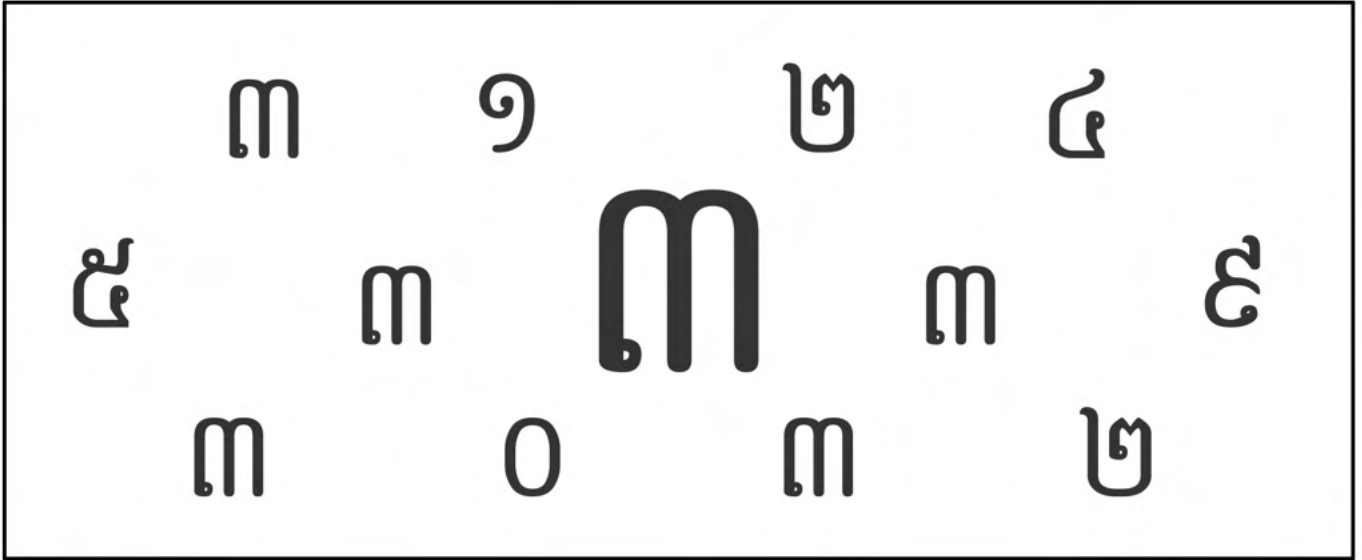


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

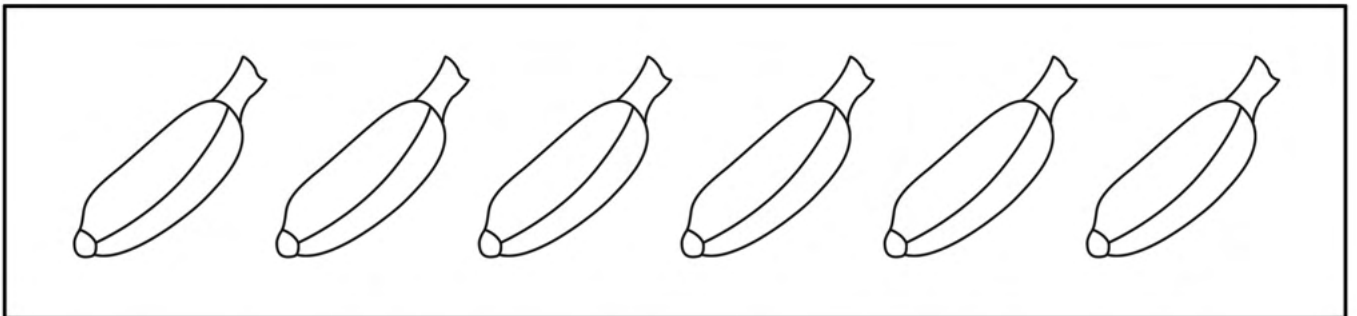
១. រឹងលេខ (៣)



២. គូសតាមស្នាមចុចលេខ (៣)



៣. រាប់ចំនួនឱ្យត្រឹម (៣) រួចដាត់ពណ៌



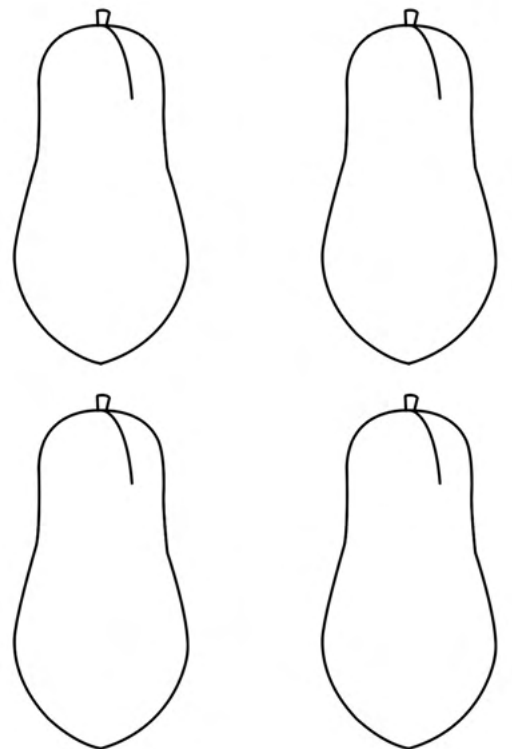
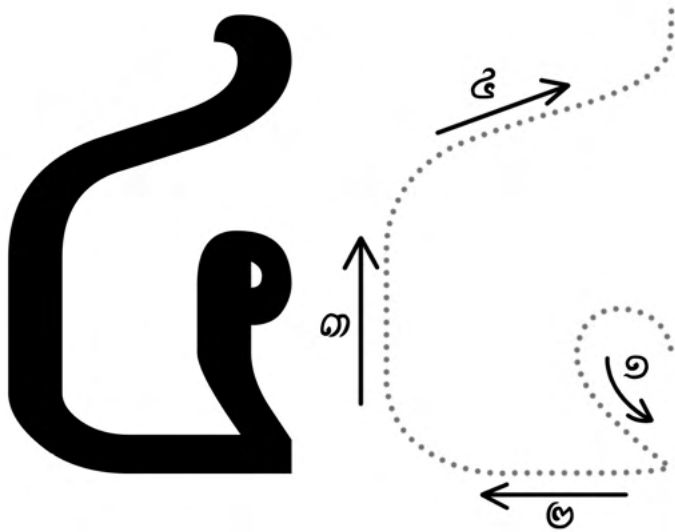
ល្បែងគូសតាមស្នាមចុចលេខ ៤ និងផាត់ពណ៌រូបភាព



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខបួន

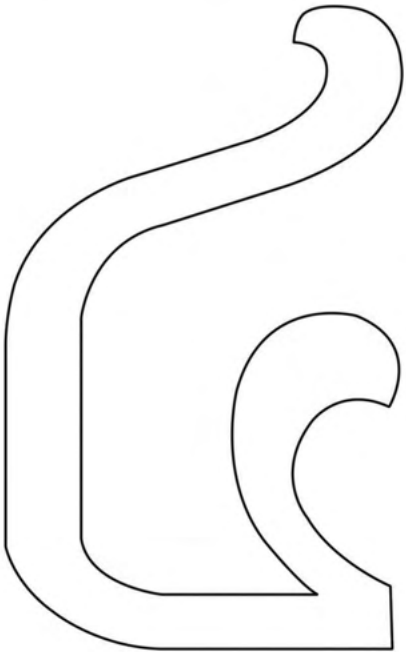
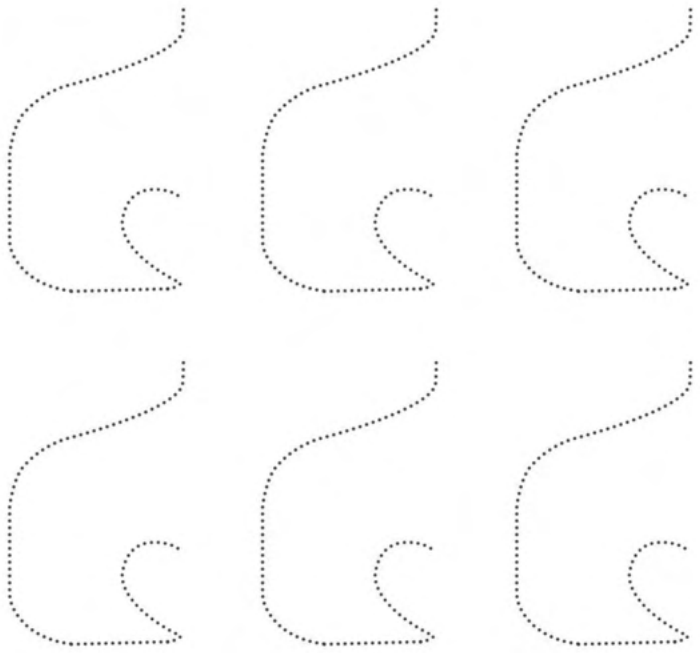
ចំណាងជើង: ស្ពាល់លេខ និងចំនួន(៤)



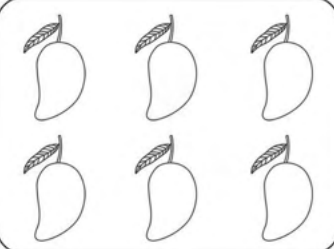
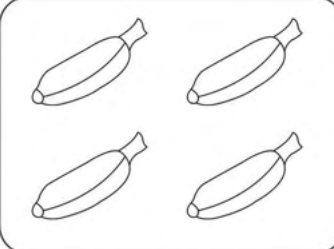


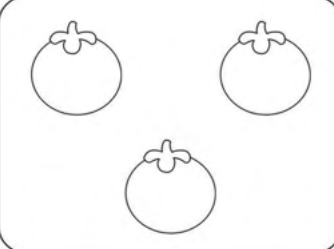
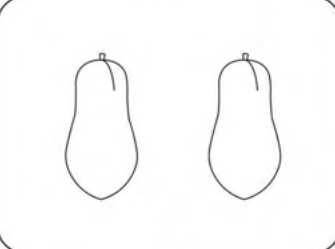
ស្កេន QR Code

សាលាមត្តេយ្យ ផ្ទះកម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាត់ពណ៌លេខបួន	២ .គូសតាមស្ពាមចុចតាមលេខបួន
	

៣ .ស្វែងរករូបភាពដែលមានចំនួនបួន និងគូសរង្វង់លើលេខនោះ:

		
៦	៤	១
		
៤	៣	២

ល្បែងបរិមាណ និងចំនួន (៤)

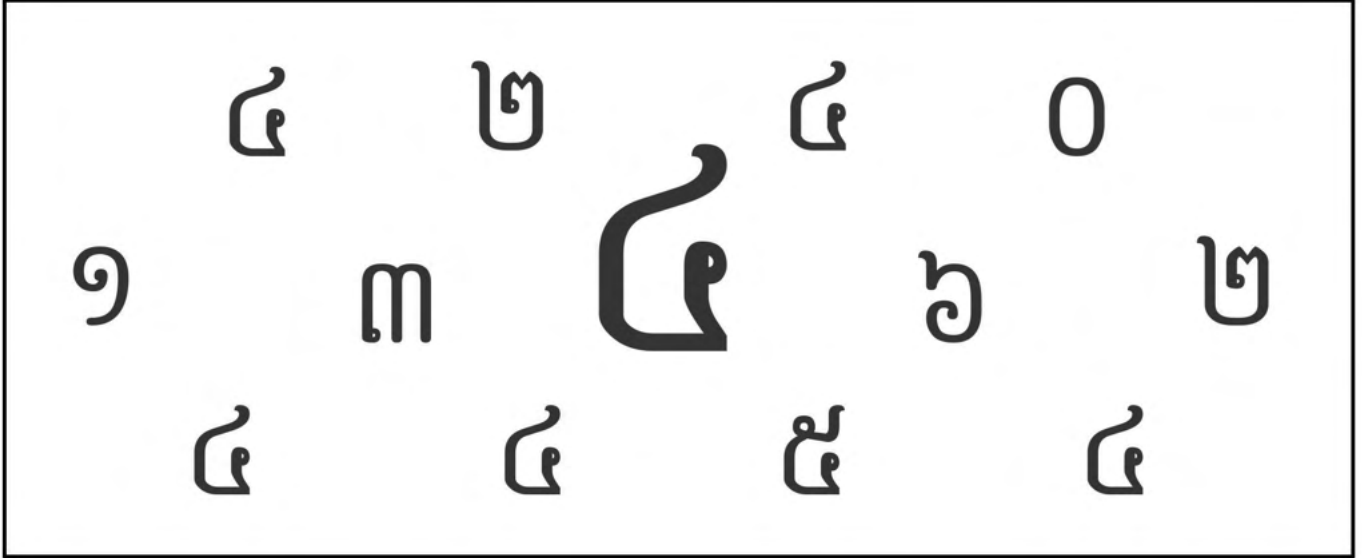


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

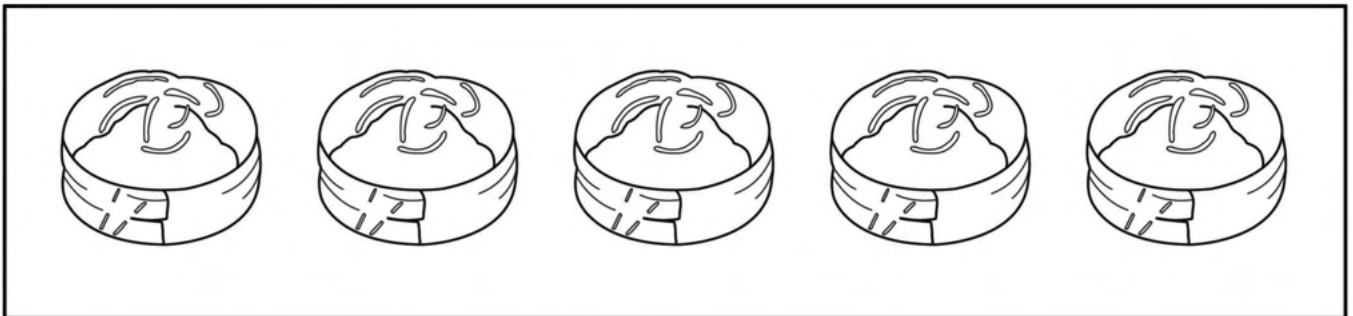
១. រឹងលេខ (៤)



២. គូសតាមស្នាមចុចលេខ (៤)



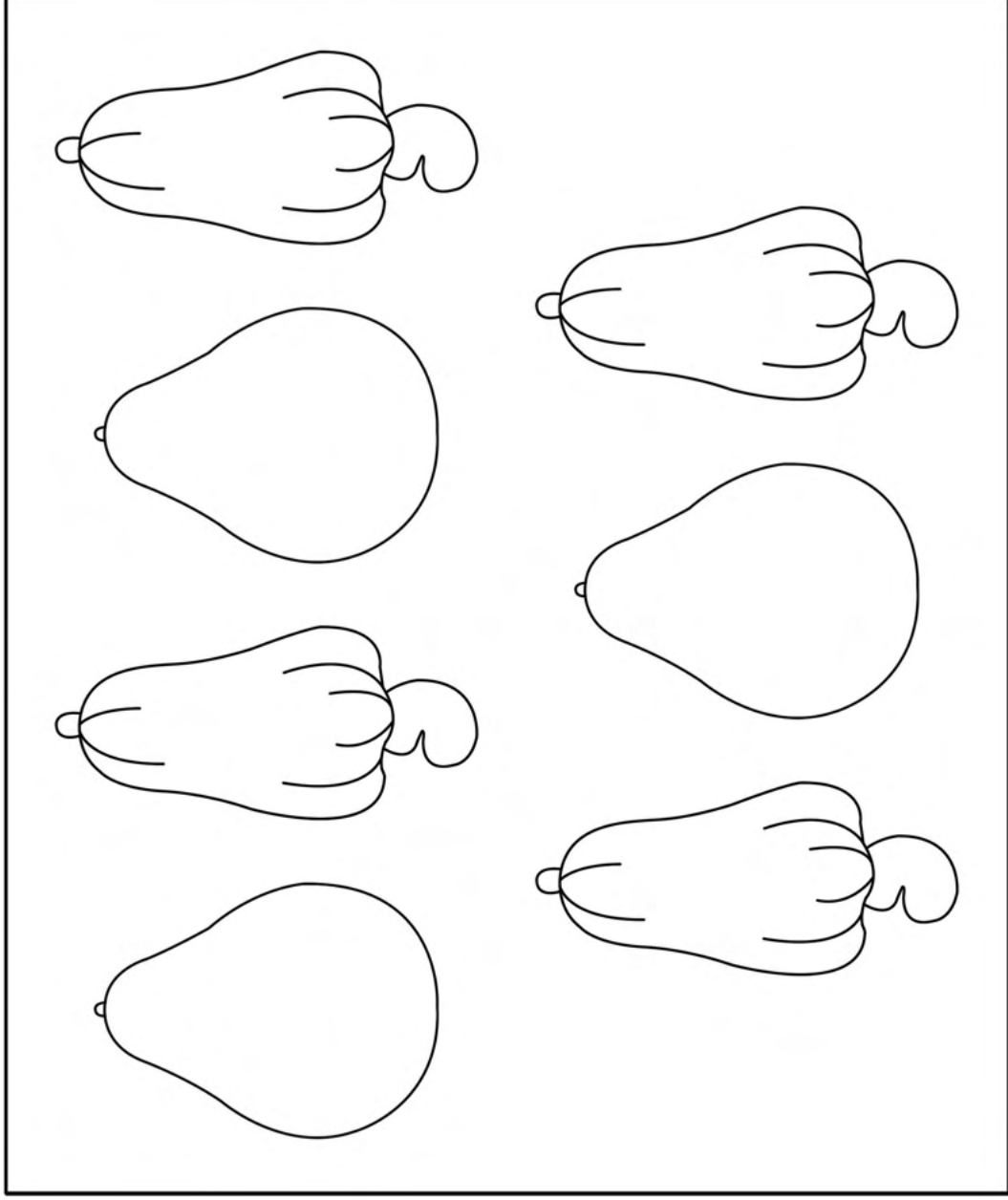
៣. រាប់ចំនួនឱ្យគ្រប់ (៤) រួចដាក់ពណ៌



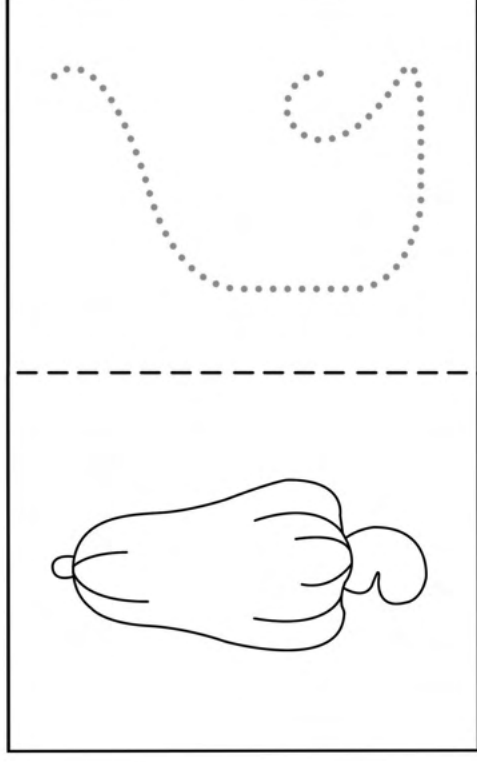
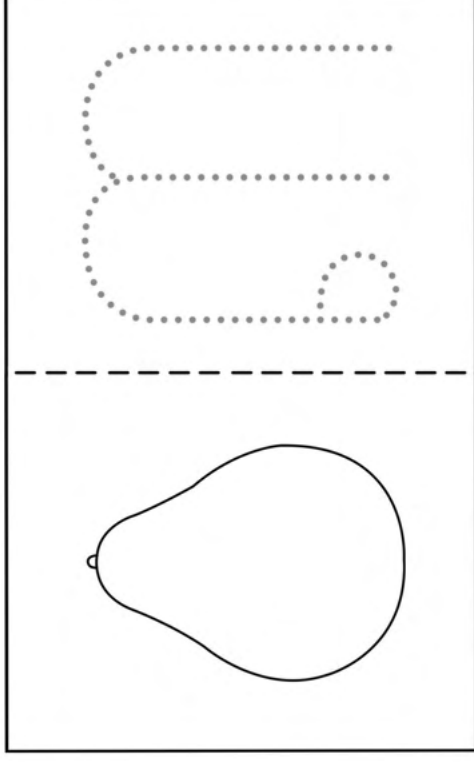
ល្បែងបរិមាណ និងចំនួន (៣, ៤)

សាលាបង្ហាញ ផ្នែកកម្រិត
 ឈ្មោះ: កាលបរិច្ឆេទ

១. ដាត់ពណ៌តាមប្រភេទរូបភាព និងរាប់ចំនួន



២. គូសតាមស្នាមចុចលេខ



កូដ QR



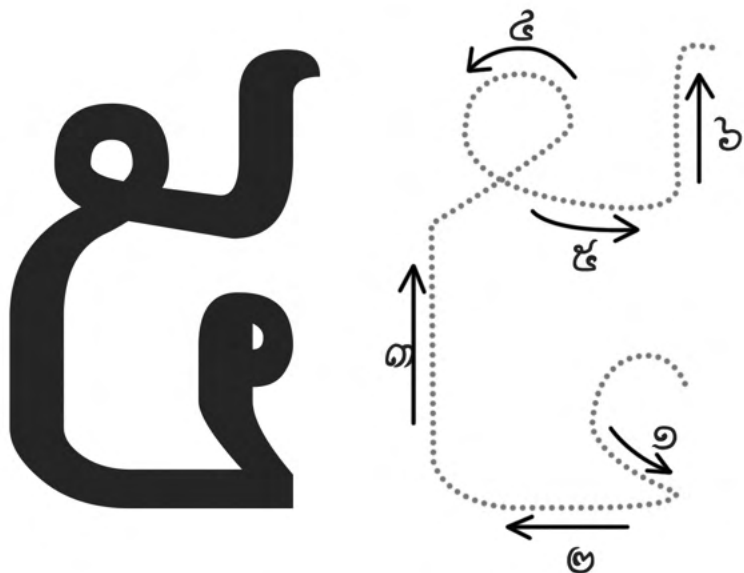
ល្បែងគូសតាមស្នាមចុចលេខ ៥ និងផាត់ពណ៌រូបភាព



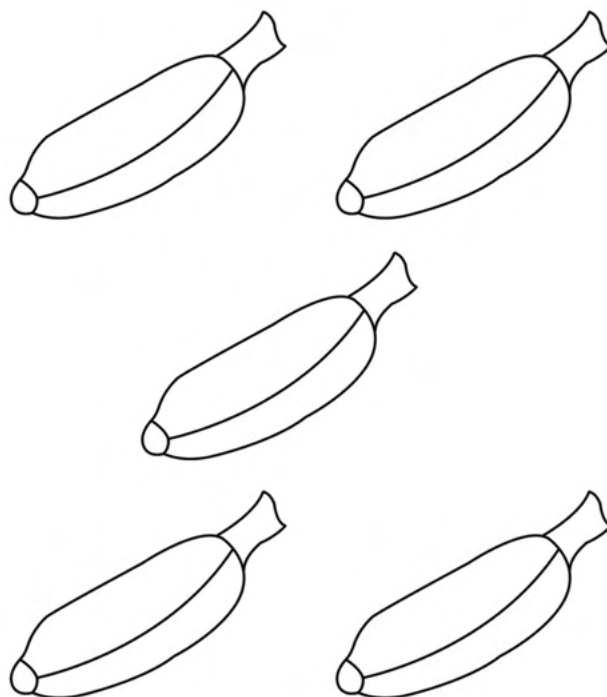
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខប្រាំ



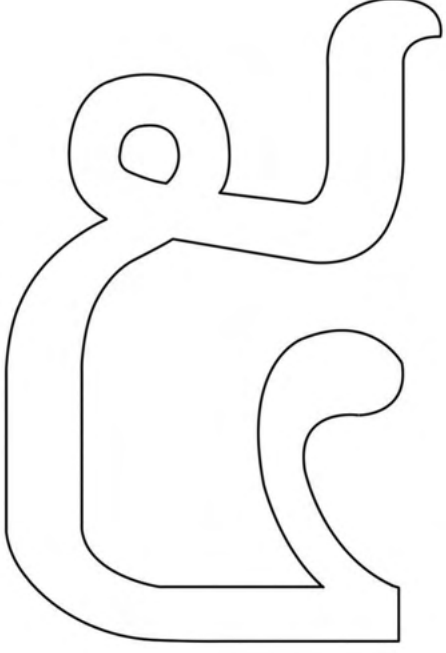
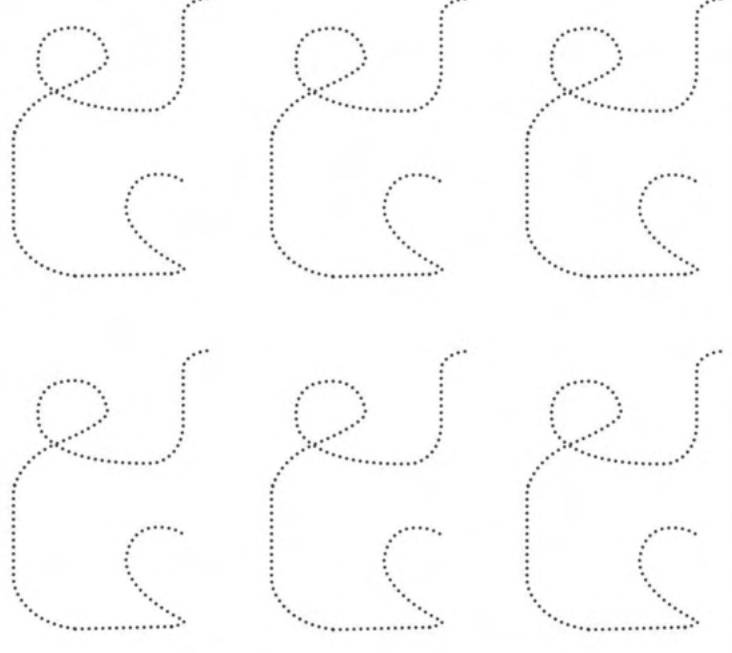
ចំណាងជើង: ស្ថាវលេខ និងចំនួន(៥)



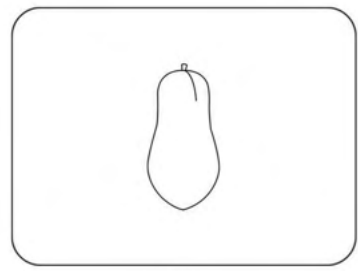
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

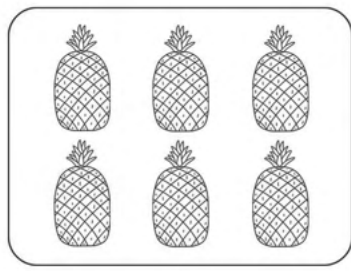
ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាត់ពណ៌លេខប្រាំ	២ .គូសតាមស្នាមចុចតាមលេខប្រាំ
	

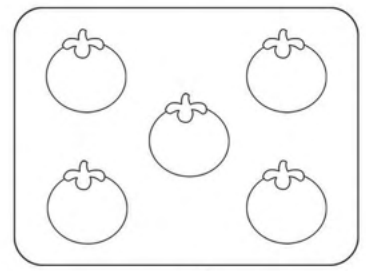
៣ .ស្វែងរករូបភាពដែលមានចំនួនប្រាំ និងគូសរង្វង់លើលេខនោះ:



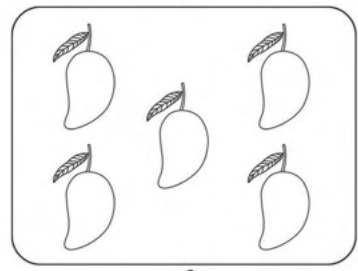
១



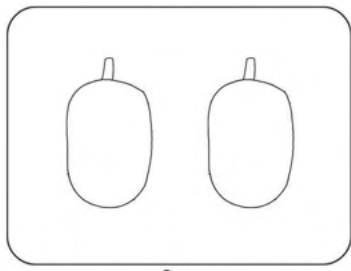
៦



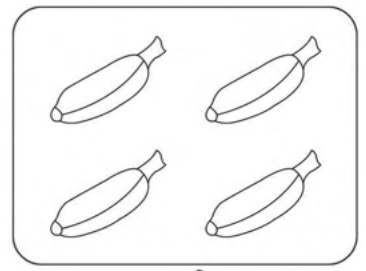
៥



៥



២



៤

ល្បែងបរិមាណ និងចំនួន (៥)

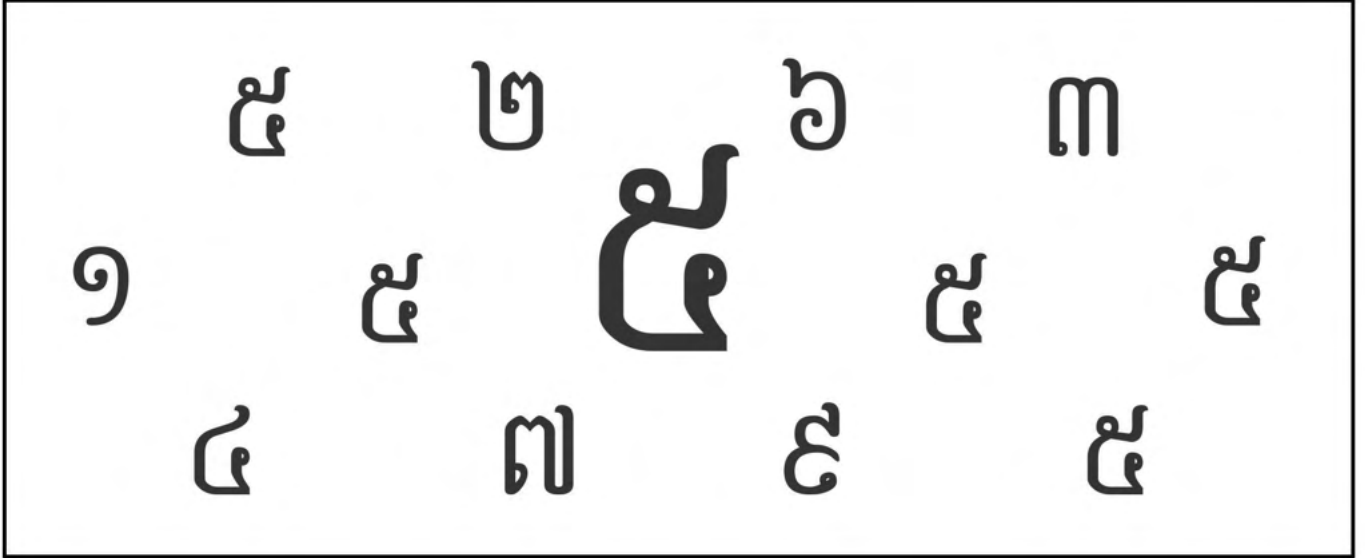


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

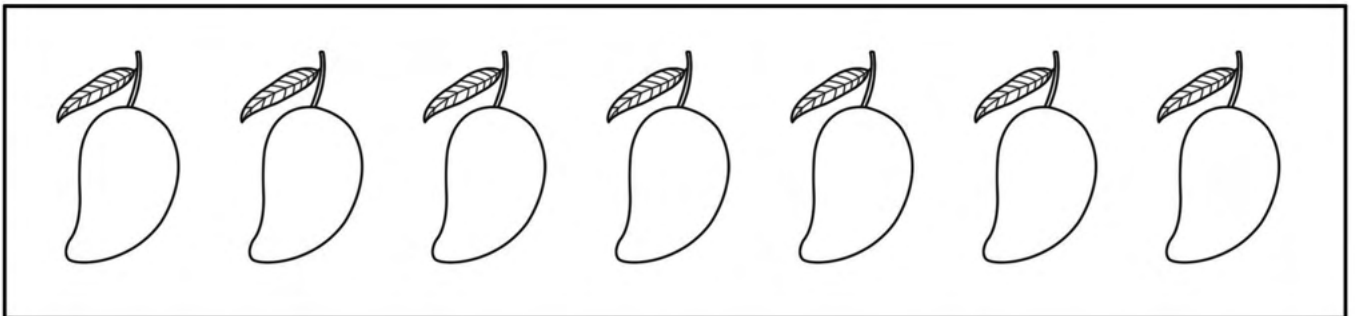
១. រឹងលេខ (៥)



២. គូសតាមស្នាមចុចលេខ (៥)



៣. រាប់ចំនួនឱ្យត្រឹម (៥) រួចដាត់ពណ៌



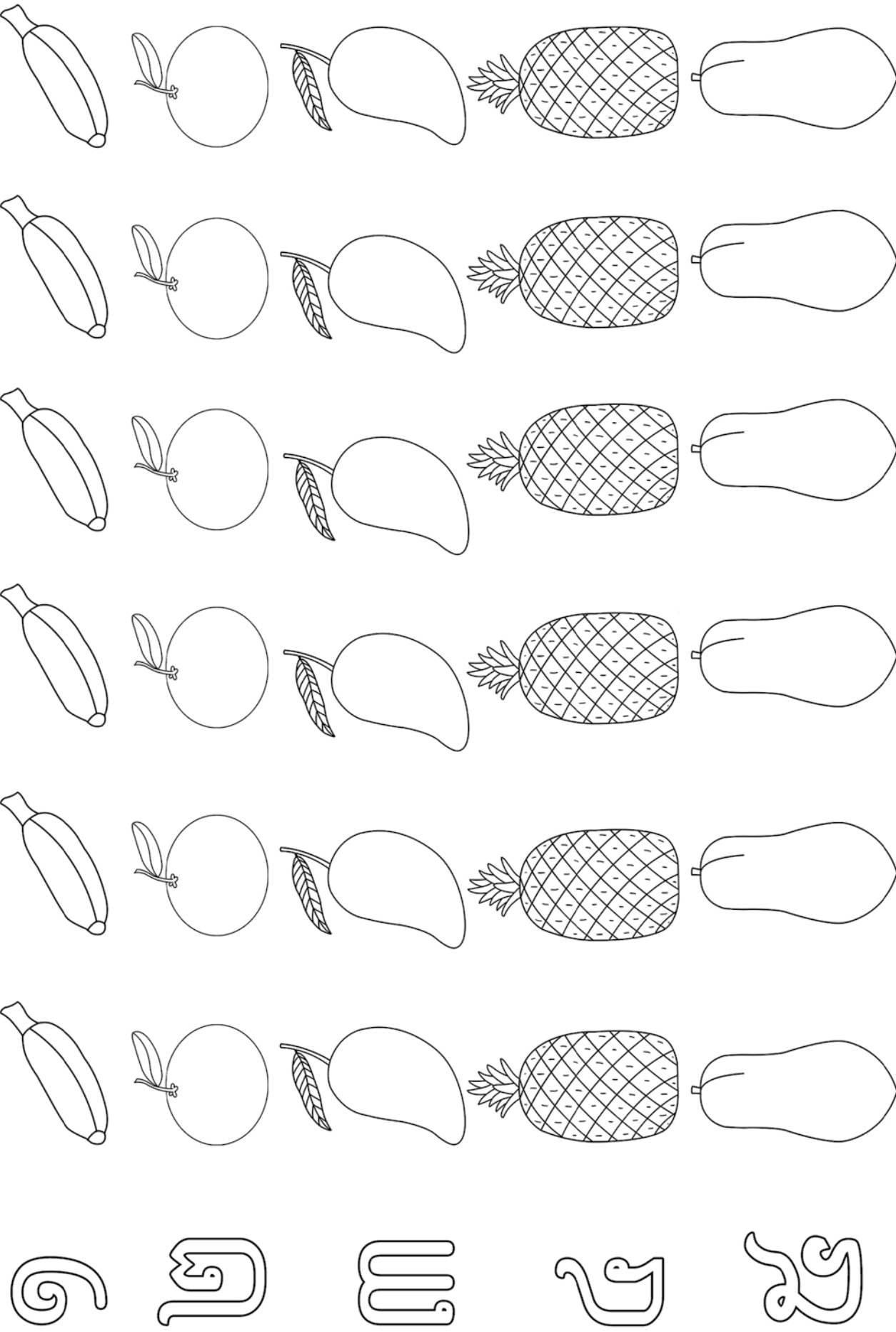
វិធីសាស្ត្រដាក់ពណ៌បូកពណ៌បូក

សាលាមត្តេយ្យ ផ្នែកកម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



សៀវភៅ QR Code



១

២

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៤

៥

ល្បែងរាប់ចំនួនសម្ភារកីឡា

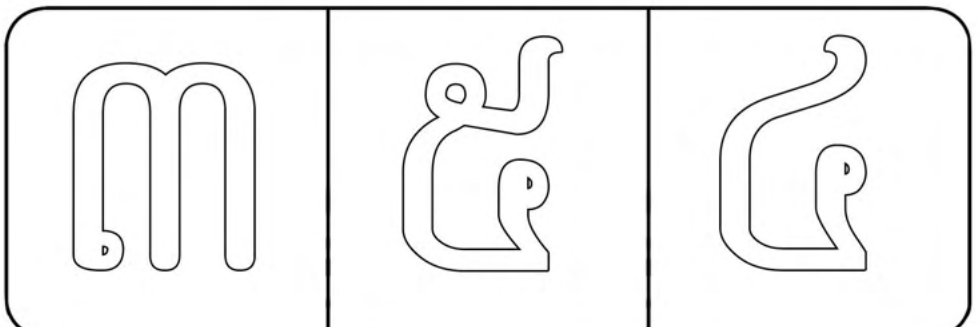
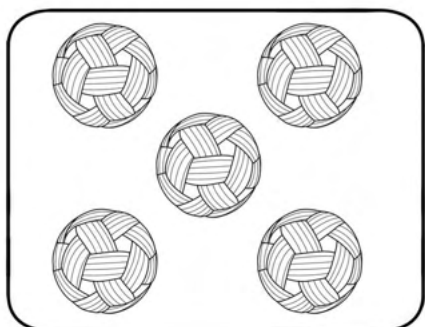
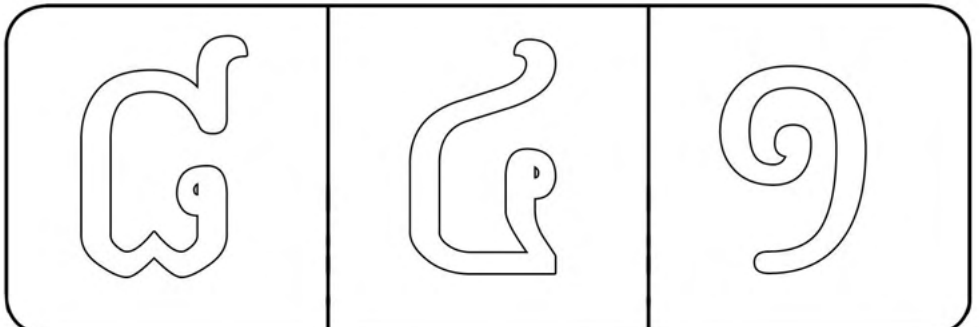
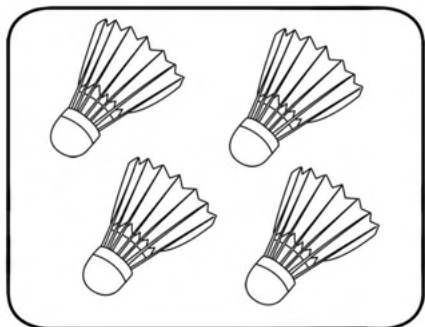
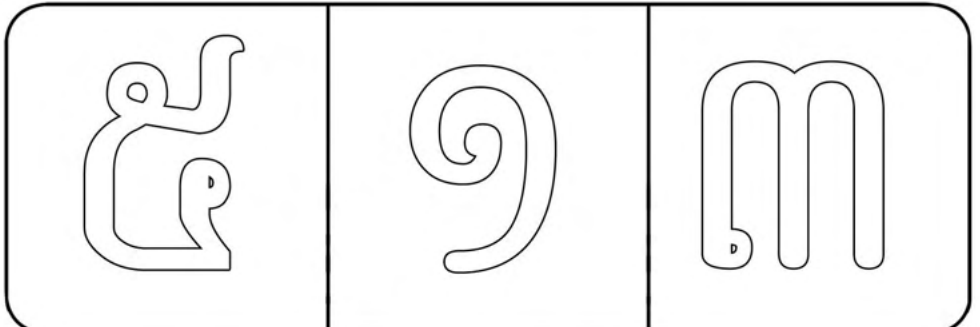
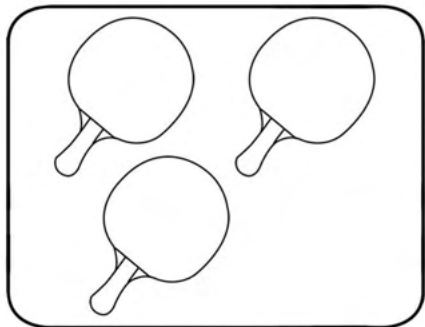
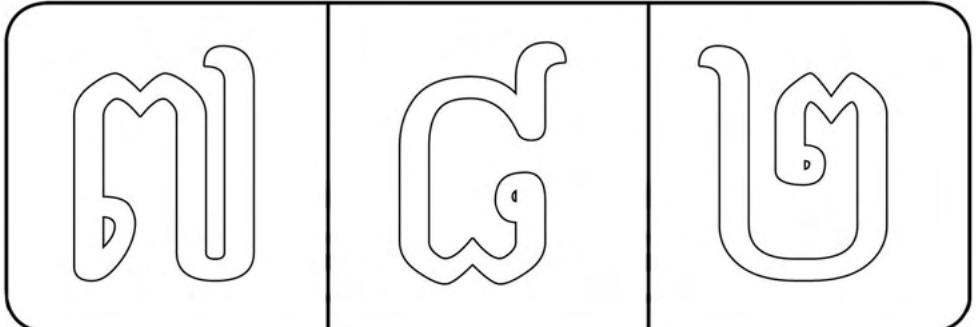
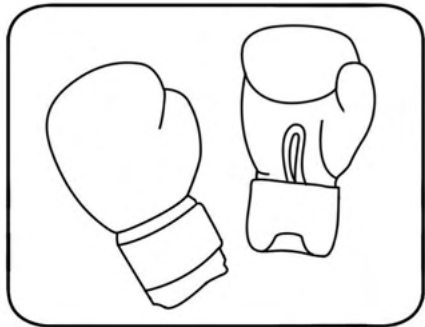
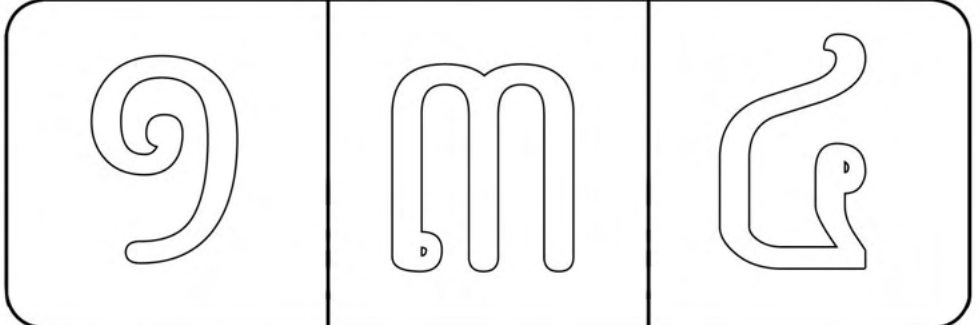
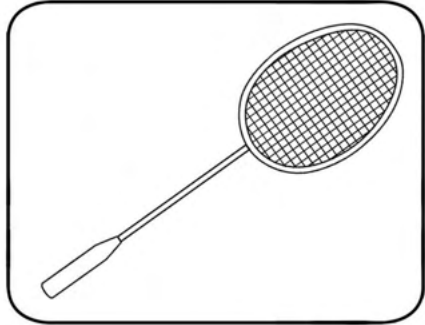
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ស្កេន QR Code

ល្បែងរាប់ចំនួនរូបភាពនិងដាត់ពណ៌លេខត្រូវនឹងចំនួនសម្ភារ



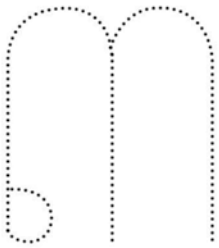
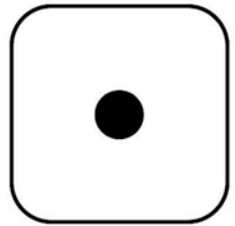
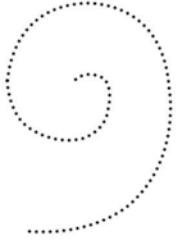
ល្បែងគូសភ្ជាប់លេខទៅនឹងចំនួន ត្រាប់ឡុកឡាវ



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

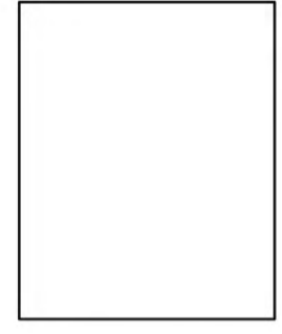
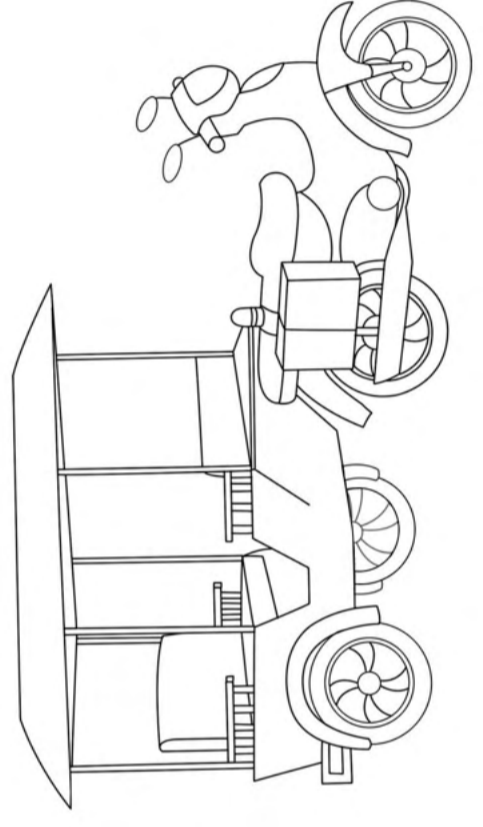
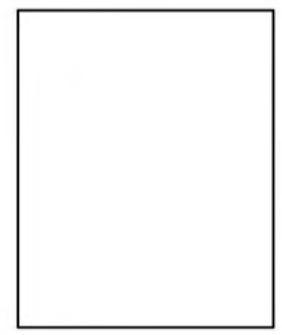
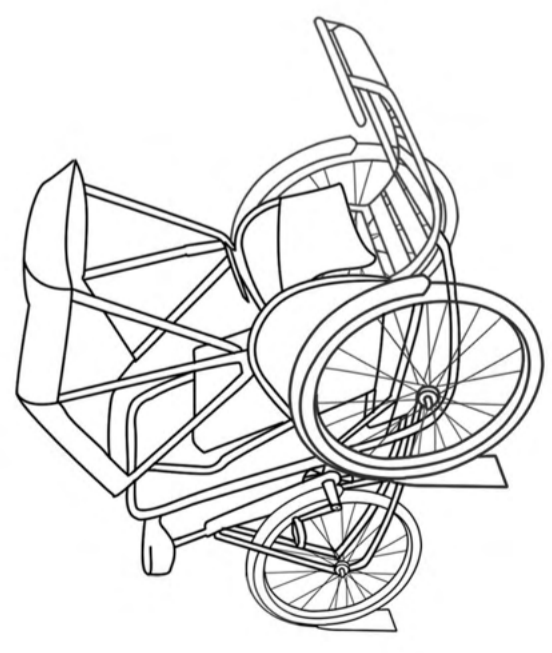
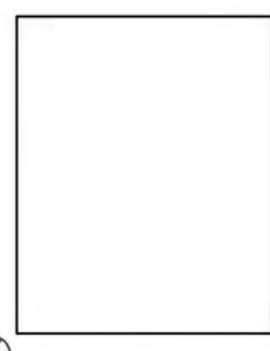
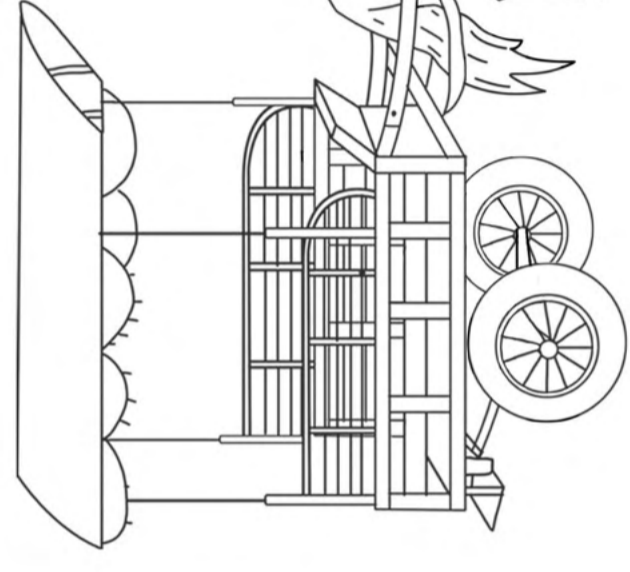
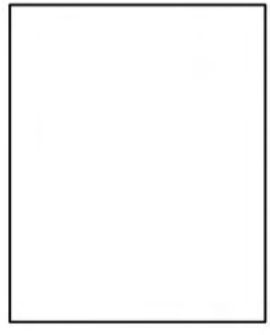
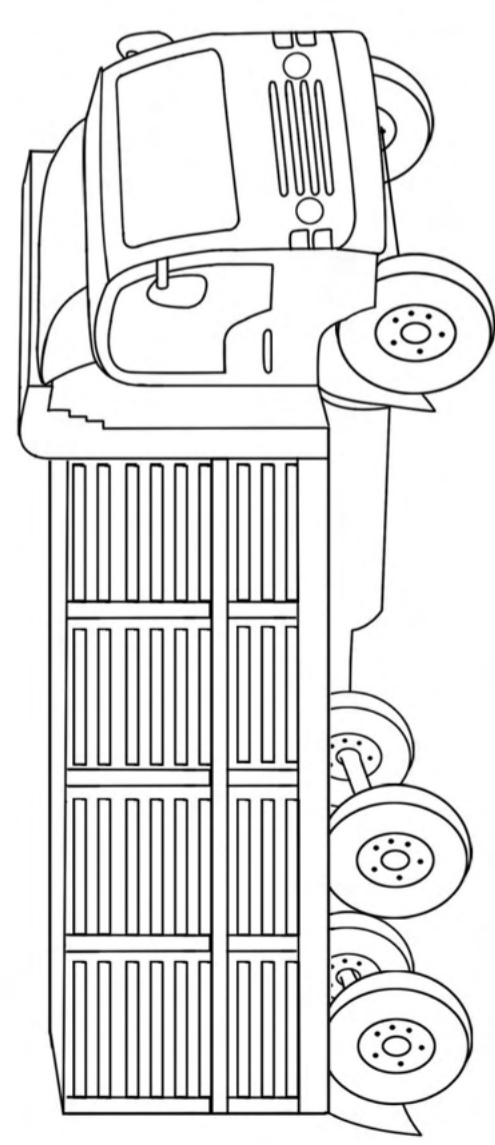
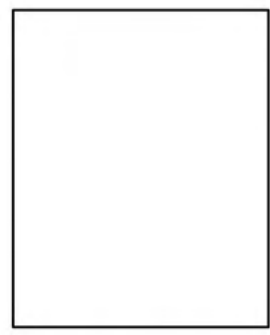
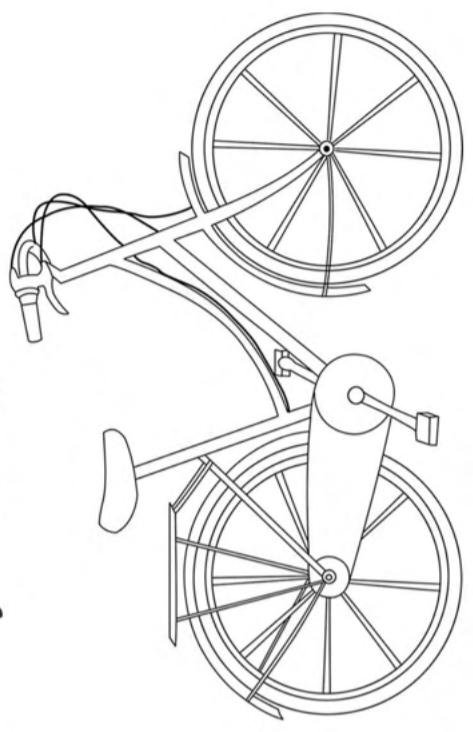
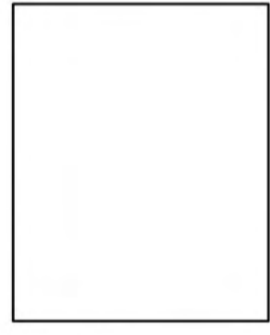
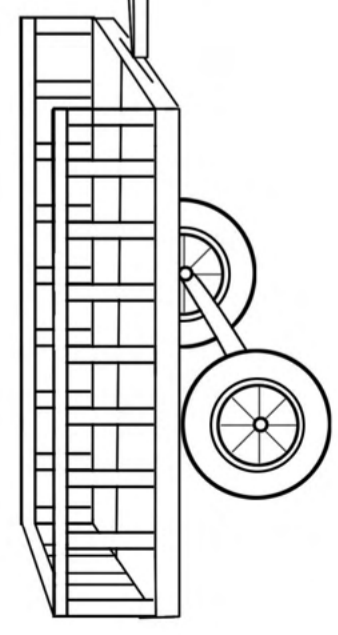


វិទ្យុធាតុដំបូងបំប៉នការយល់ដឹងអំពីយានយន្ត

នាមអ្នកប្រើប្រាស់ ថ្នាក់ទី.....

ឈ្មោះ : កាលបរិច្ឆេទ

ការបំប៉នការយល់ដឹងអំពីយានយន្តដំបូងបំប៉នការយល់ដឹងអំពីយានយន្តដំបូងបំប៉នការយល់ដឹងអំពីយានយន្ត



សៀវភៅ QR Code

ល្បែងរាប់ចំនួនមេរោគ និងសរសេរលេខតាមចំនួន



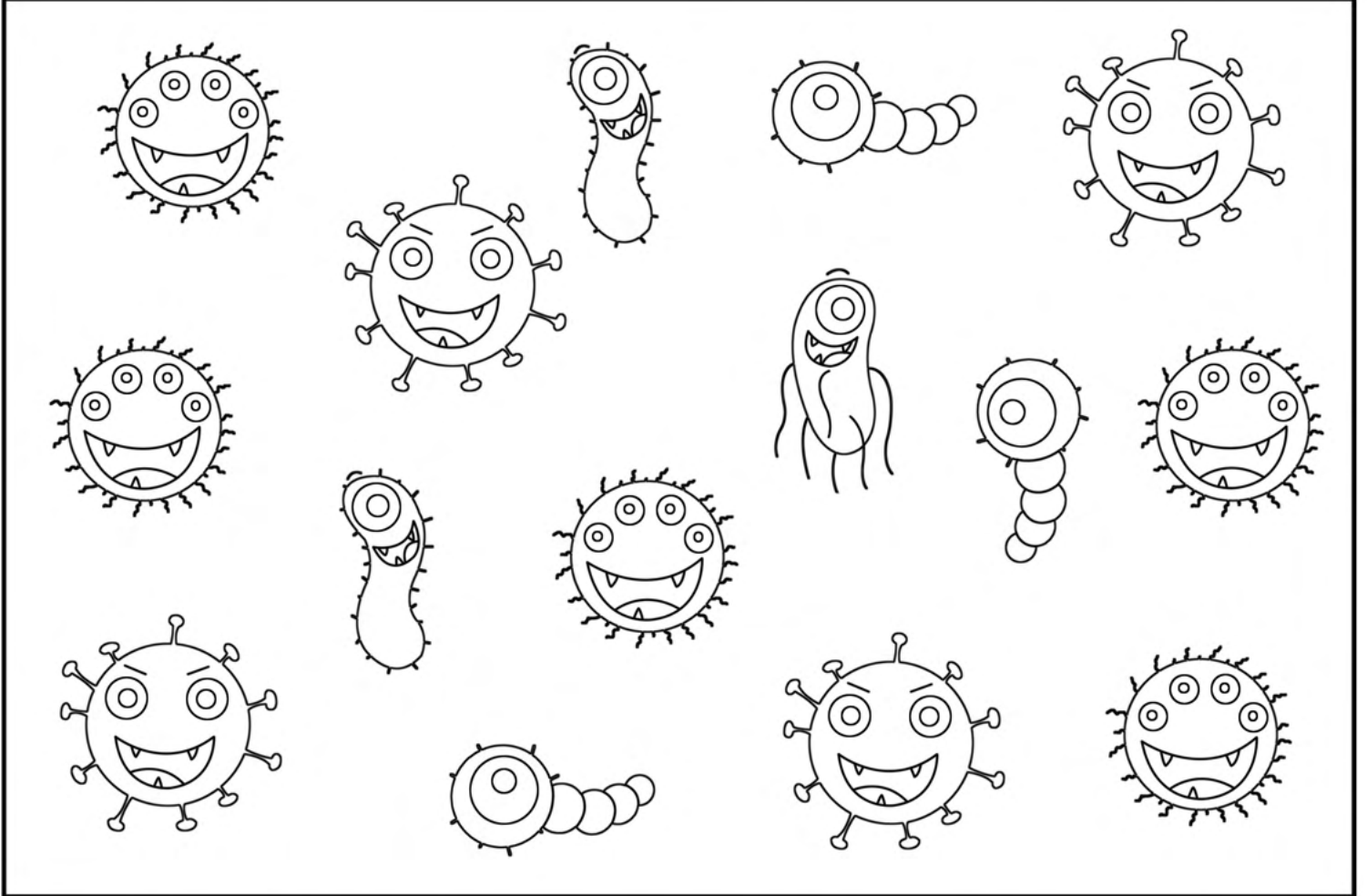
ស្កេន QR Code



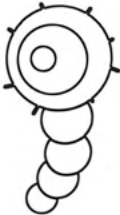
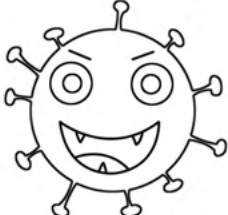
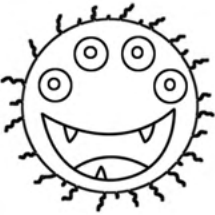
សាលាមត្តេយ្យ

ថ្នាក់កម្រិត

ឈ្មោះ:

កាលបរិច្ឆេទ



ល្បែងរាប់ចំនួនប្រាស់និងផ្ទាំងតំណាង

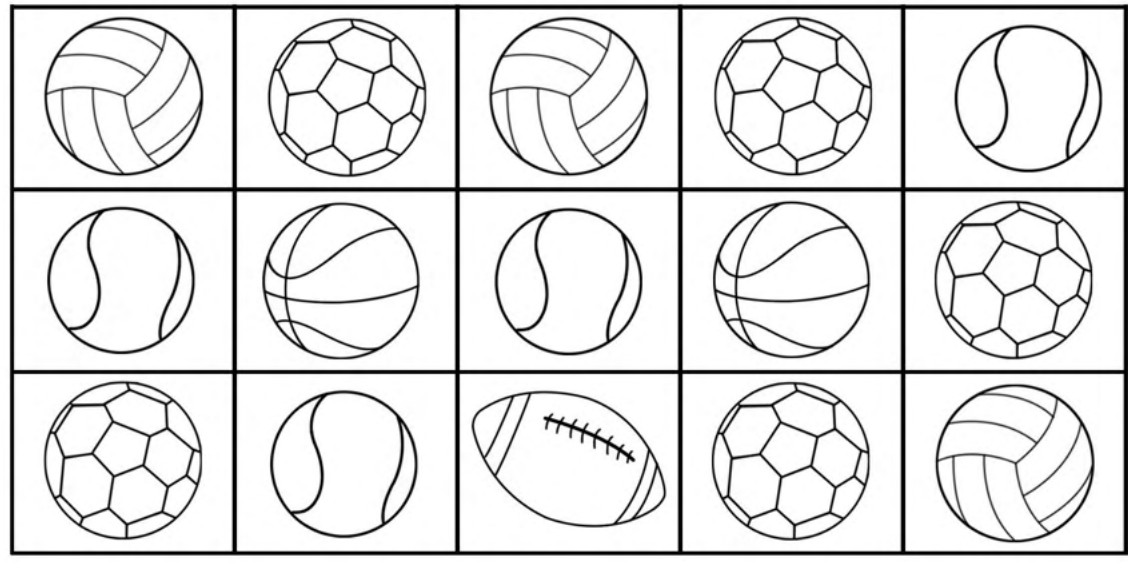
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ស្កេន QR Code

រាប់ចំនួនប្រាស់ រួចផ្ទាំងតំណាងក្នុងប្រអប់តាមចំនួនប្រាស់



៨
៧
៣
២
១



ល្បែងវាស់កម្ពស់

សាលាមត្តេយ្យ

ថ្នាក់កម្រិត

ឈ្មោះ

កាលបរិច្ឆេទ



ស្កេន QR Code

<p>៥</p> <p>៤</p> <p>៣</p> <p>២</p> <p>១</p>		<input type="checkbox"/>
<p>៥</p> <p>៤</p> <p>៣</p> <p>២</p> <p>១</p>		<input type="checkbox"/>
<p>៥</p> <p>៤</p> <p>៣</p> <p>២</p> <p>១</p>		<input type="checkbox"/>
<p>៥</p> <p>៤</p> <p>៣</p> <p>២</p> <p>១</p>		<input type="checkbox"/>

ល្បែងគូសតាមស្នាមចុចលេខប្រាំមួយ និង ចាត់ពណ៌រូបភាព

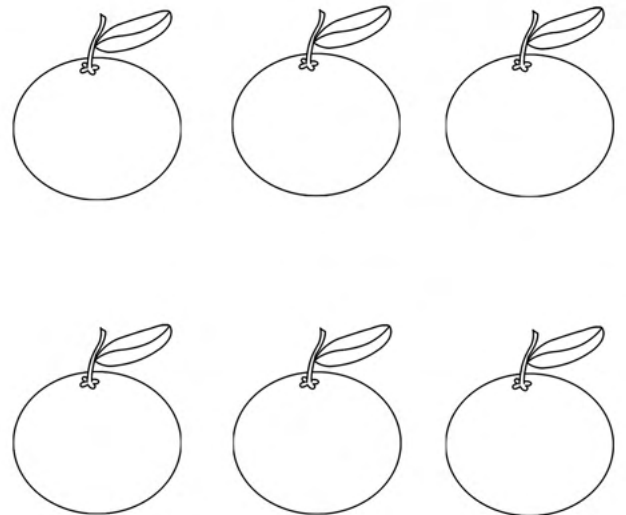


ស្កេន QR Code

សាលាមត្តេយ្យ

ឈ្មោះ: កាលបរិច្ឆេទ

លេខប្រាំមួយ



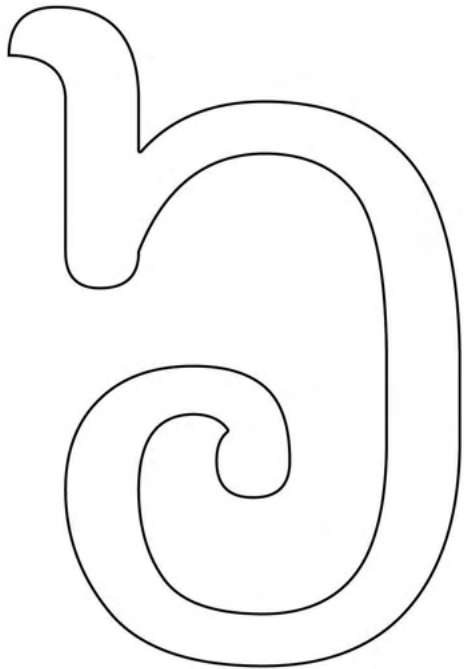
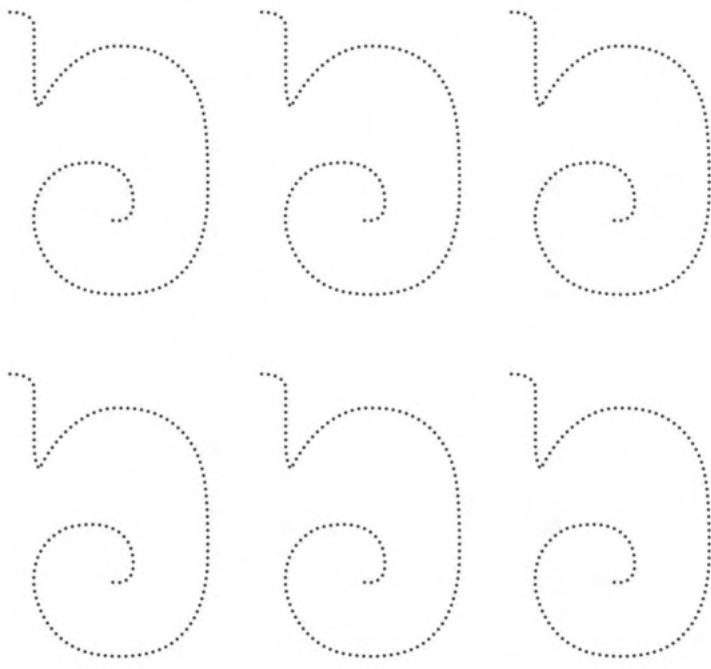
ចំណាងជើង: ស្ថាវលេខ និងចំនួន(៦)



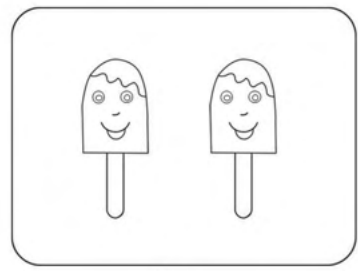
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

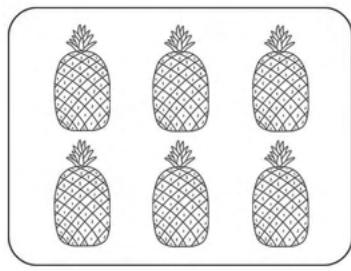
ឈ្មោះ: កាលបរិច្ឆេទ

១ . ដាត់ពណ៌លេខប្រាំមួយ	២ . គូសតាមស្នាមចុចតាមលេខប្រាំមួយ
	

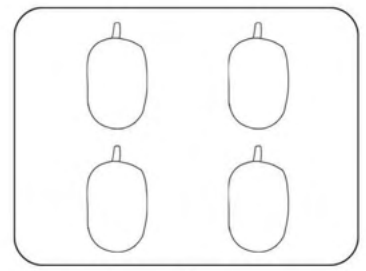
៣ . ស្វែងរករូបភាពដែលមានចំនួនប្រាំមួយ និងគូសរង្វង់លើលេខនោះ:



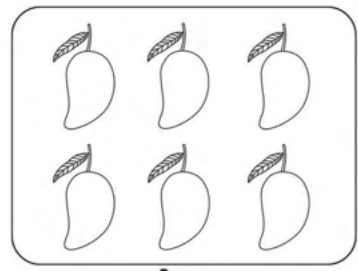
២



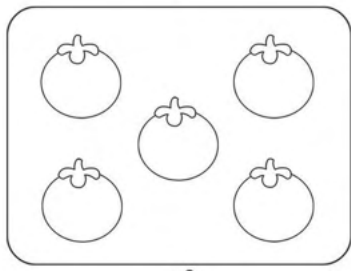
៦



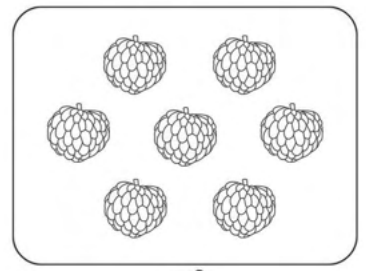
៤



៦



៥



៧

ល្បែងបរិមាណ និងចំនួន (៦)

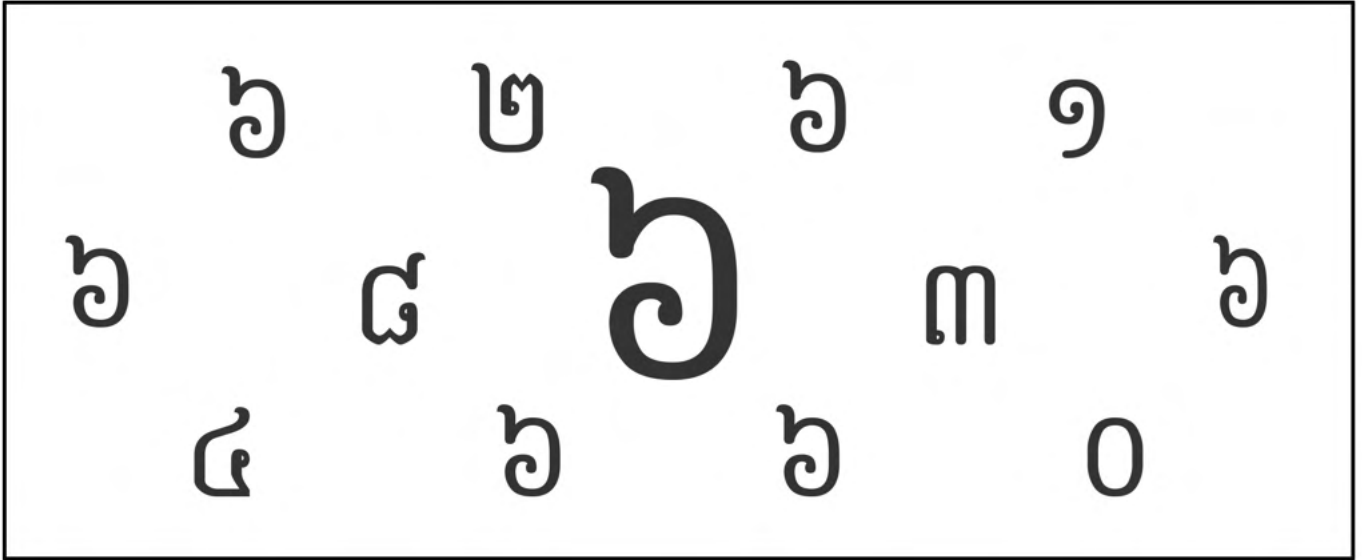


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

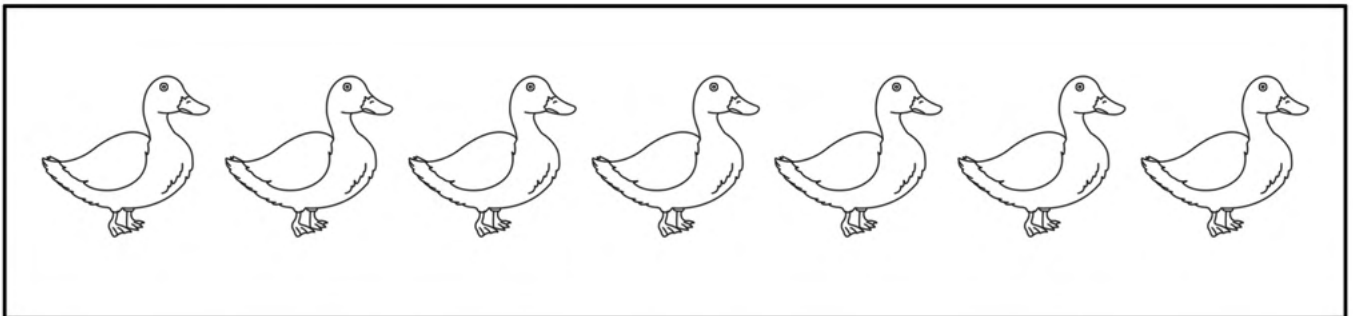
១. រឹងលេខ (៦)



២. គូសតាមស្នាមចុចលេខ (៦)



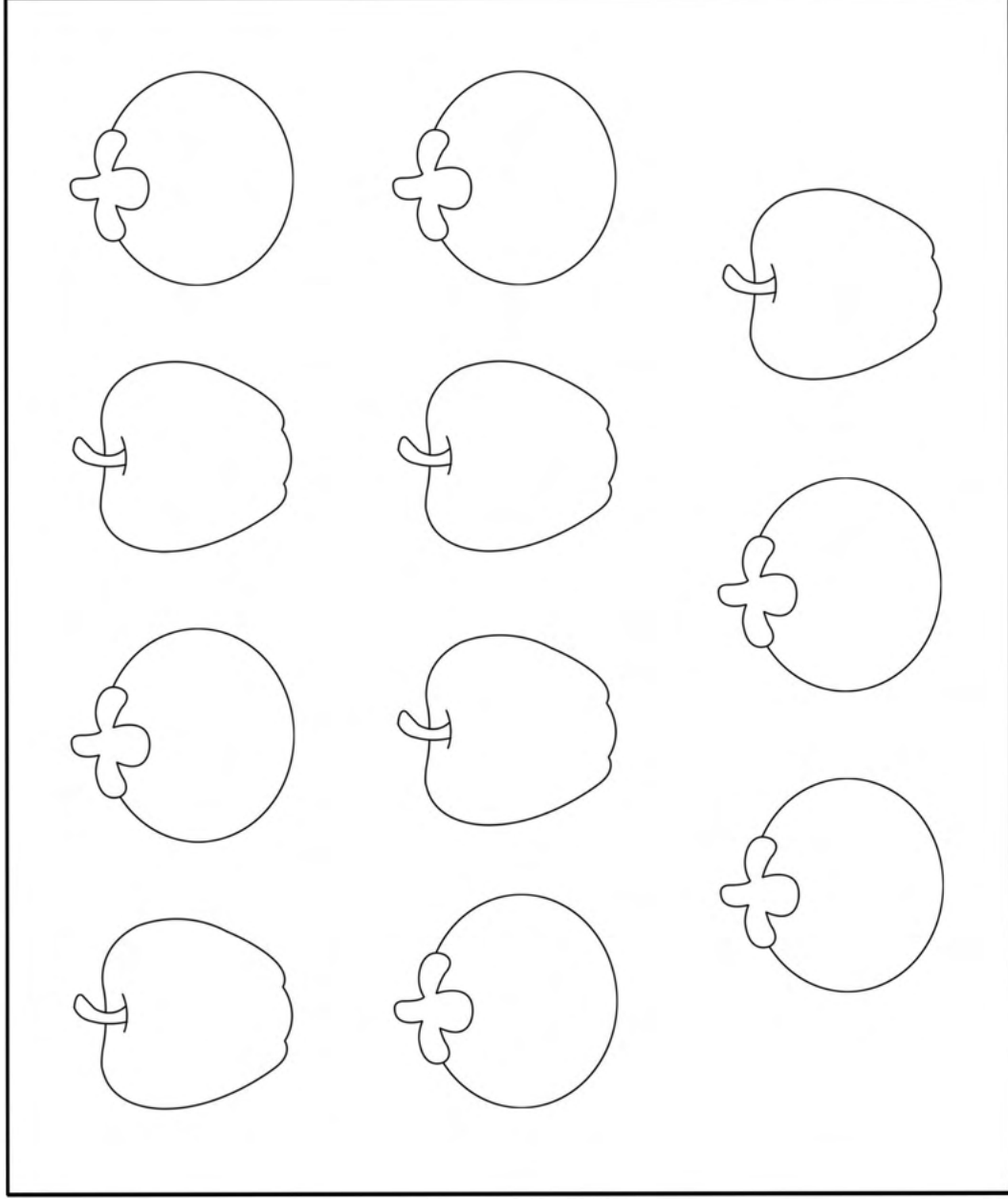
៣. រាប់ចំនួនឱ្យត្រឹម (៦) រួចដាត់ពណ៌



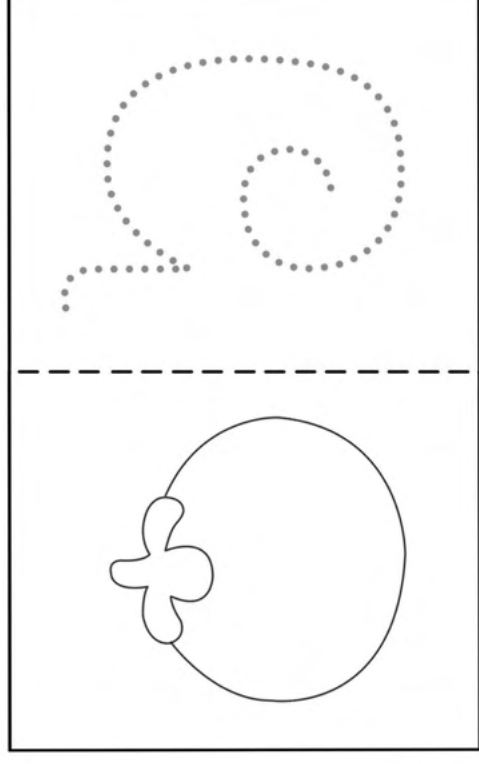
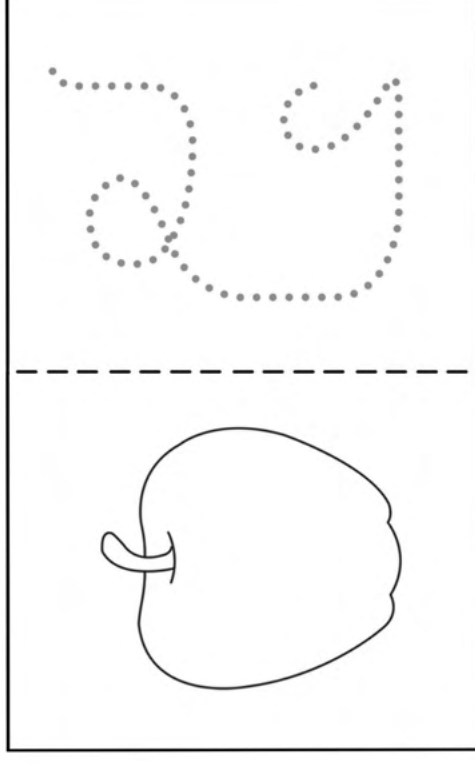
ល្បែងបរិមាណ និងចំនួន (៥, ៦)

សាលាមត្តេយ្យ ថ្នាក់កម្រិត
 ឈ្មោះ: កាលបរិច្ឆេទ

១. ដាត់ពណ៌តាមប្រភេទរូបភាព និងរាប់ចំនួន



២. គូសតាមស្នាមចុចលេខ



កូដ QR Code



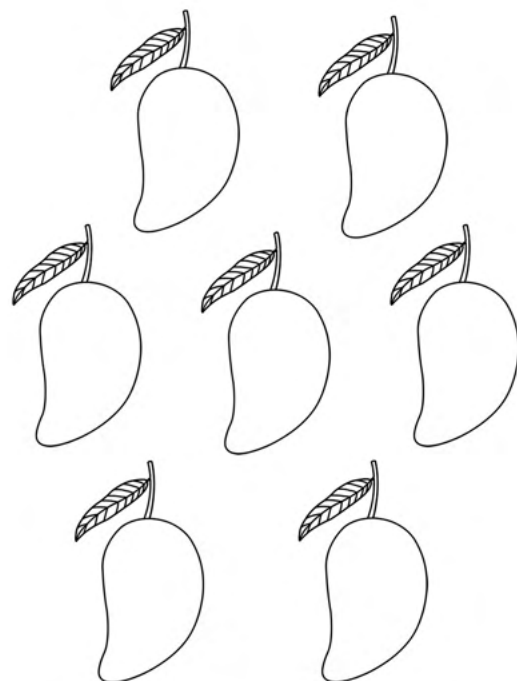
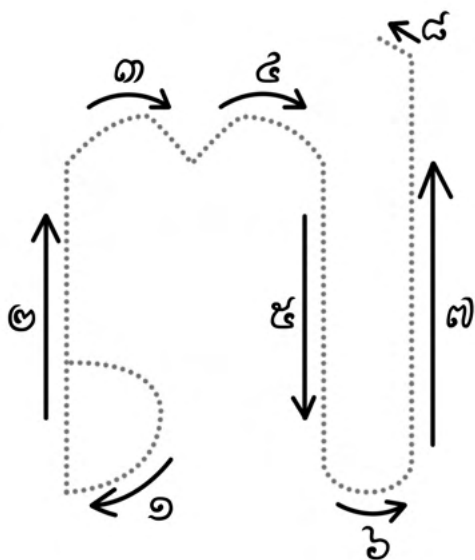
ល្បែងគូសតាមស្នាមចុចលេខ ៧ និងដាត់ពណ៌រូបភាព



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខប្រាំពីរ

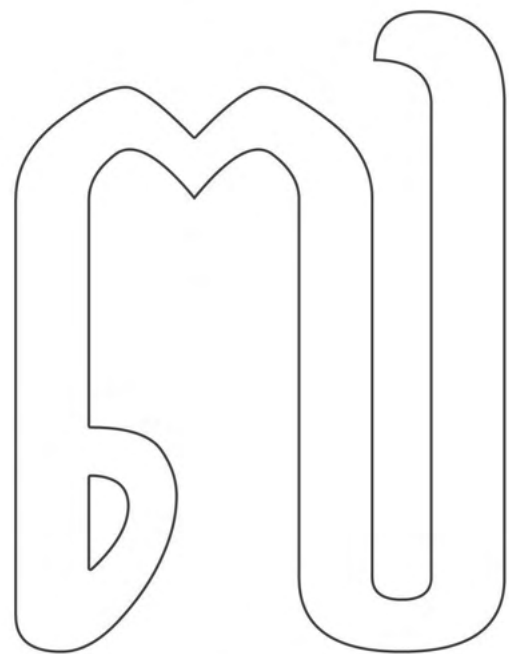
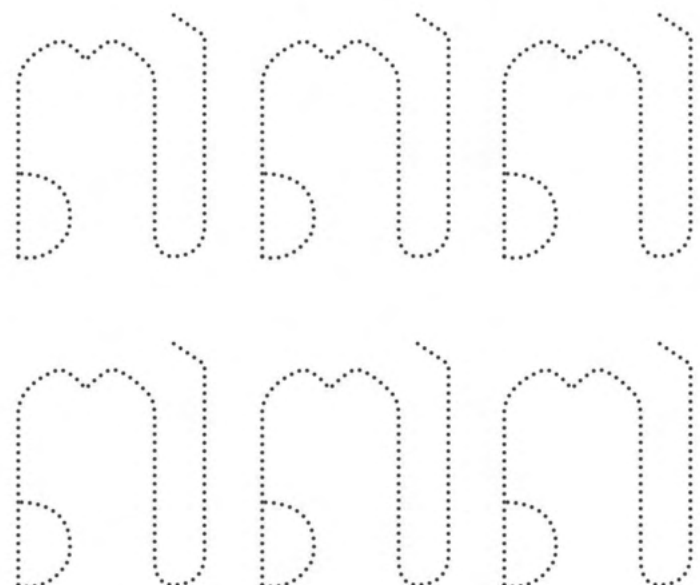
ចំណាងជើង: ស្ថាវលេខ និងចំនួន(៧)



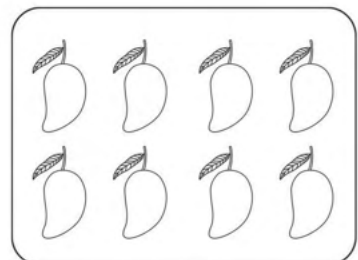
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

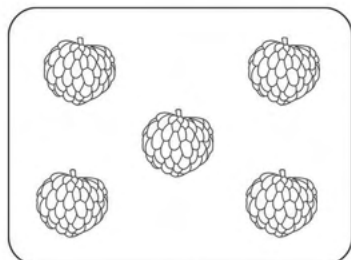
ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាក់ពណ៌លេខប្រាំពីរ	២ .គូសតាមស្នាមចុចតាមលេខប្រាំពីរ
	

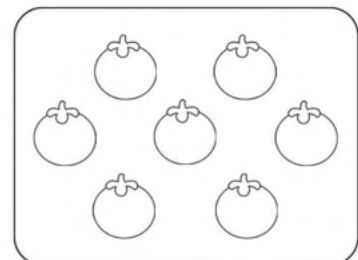
៣ .ស្វែងរករូបភាពដែលមានចំនួនប្រាំពីរ និងគូសរង្វង់លើលេខនោះ:



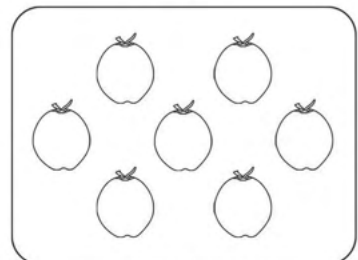
៨



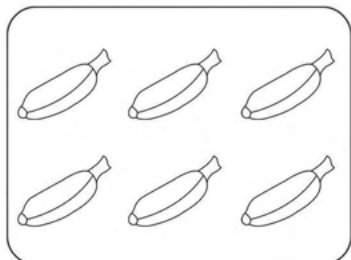
៥



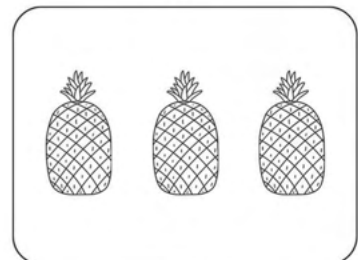
៧



៧



៦



៣

ល្បែងបរិមាណ និងចំនួន (៧)

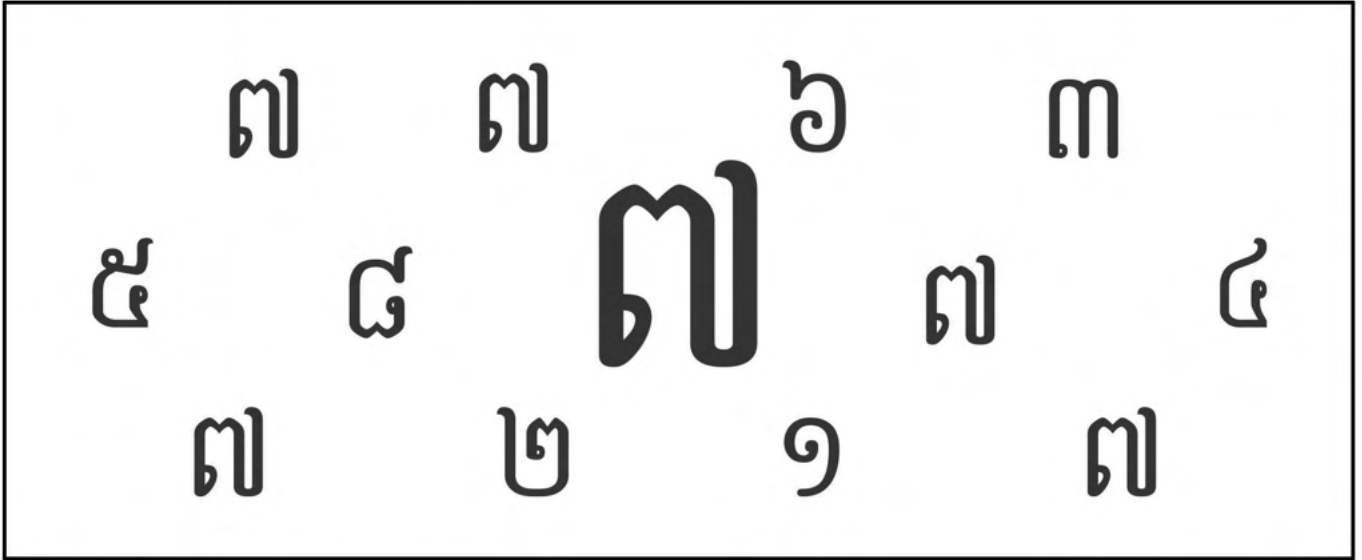
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



ស្កេន QR Code

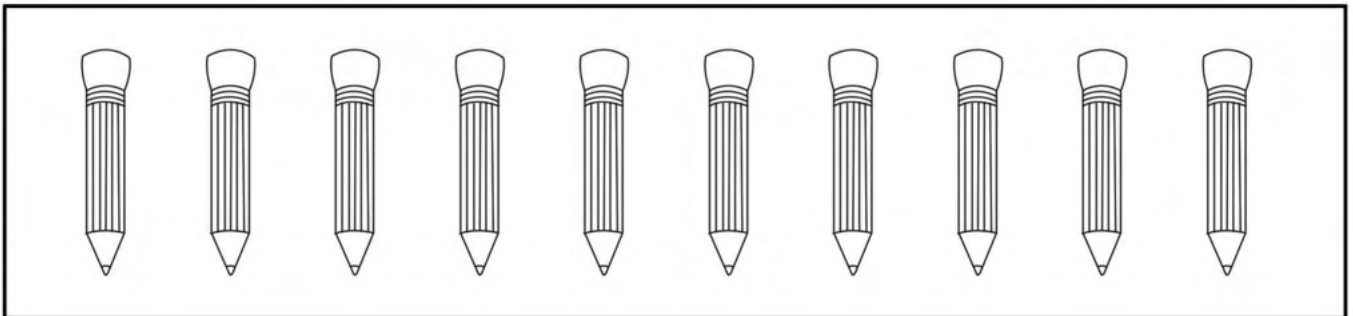
១. រឹងលេខ (៧)



២. គូសតាមស្នាមចុចលេខ (៧)



៣. រាប់ចំនួនឱ្យគ្រប់ (៧) រួចដាត់ពណ៌



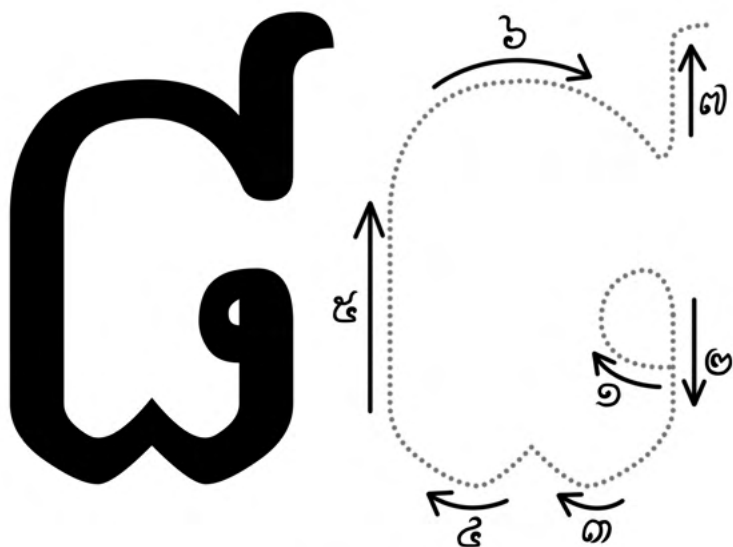
ល្បែងគូសតាមស្នាមចុចលេខ ៨ និងដាត់ពណ៌រូបភាព



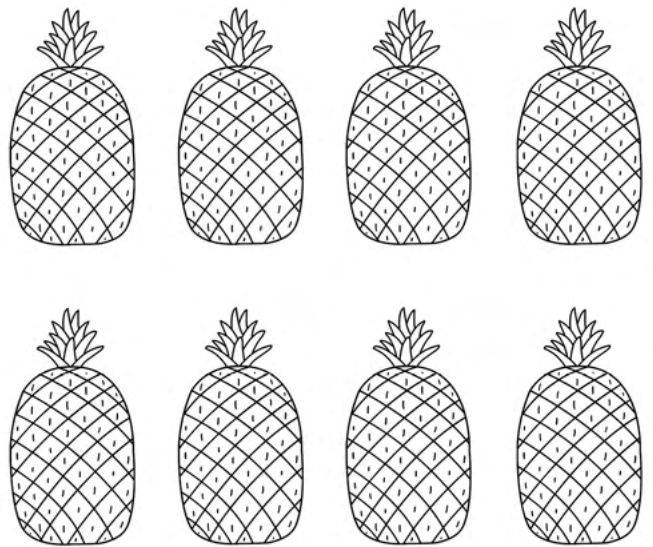
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខប្រាំបី



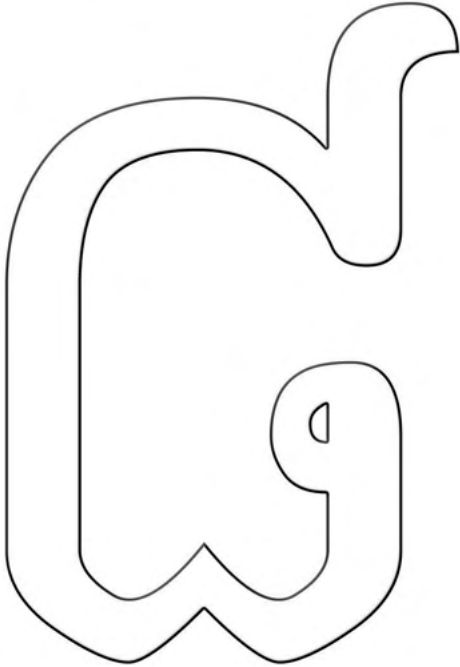
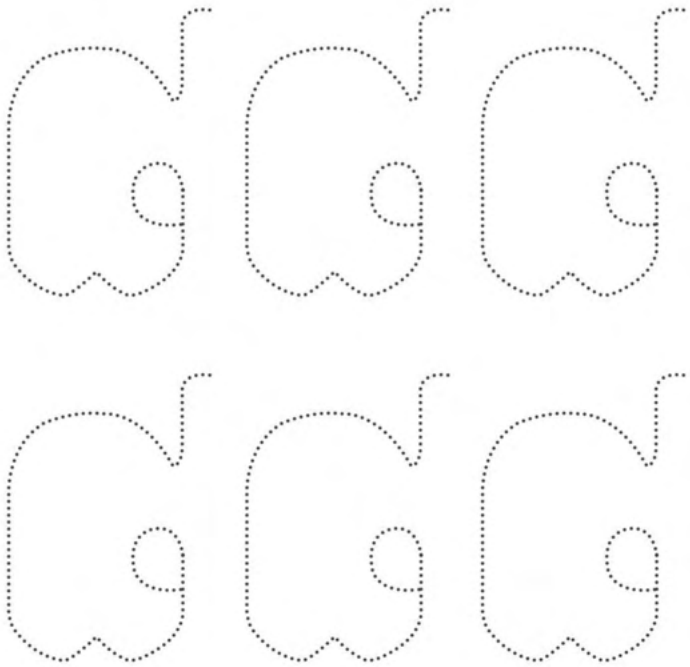
ចំណាងជើង: ស្ថាប័នលេខ និងចំនួន(៨)



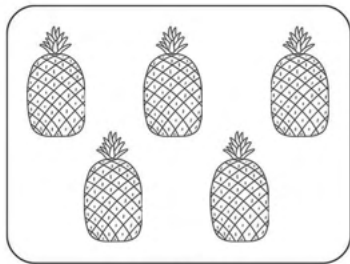
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

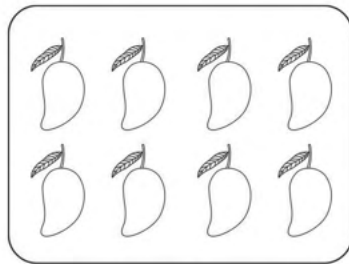
ឈ្មោះ: កាលបរិច្ឆេទ

១ .ដាត់ពណ៌លេខប្រាំបី	២ .គូសតាមស្នាមចុចតាមលេខប្រាំបី
	

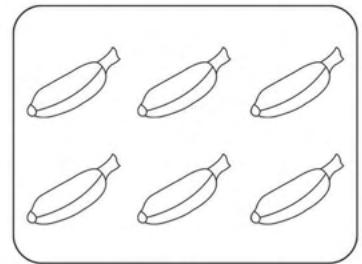
៣ .ស្វែងរករូបភាពដែលមានចំនួនប្រាំបី និងគូសរង្វង់លើលេខនោះ:



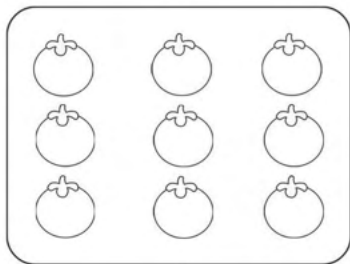
៥



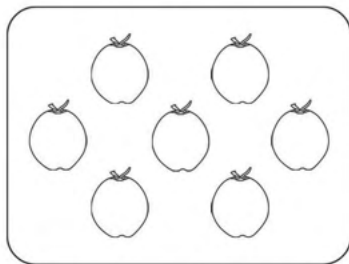
៨



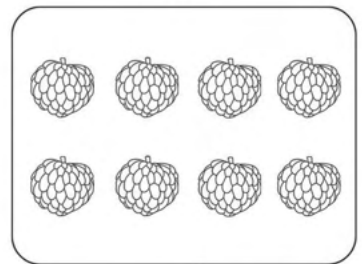
៧



៩



៦



៨

ល្បែងបរិមាណ និងចំនួន (៨)

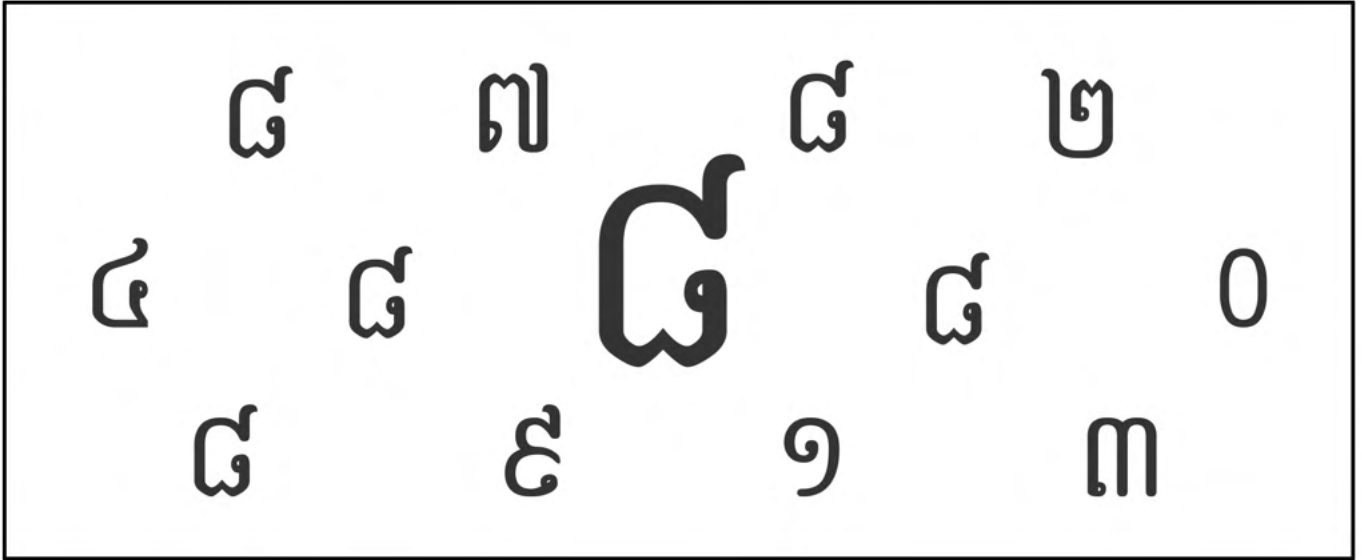


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

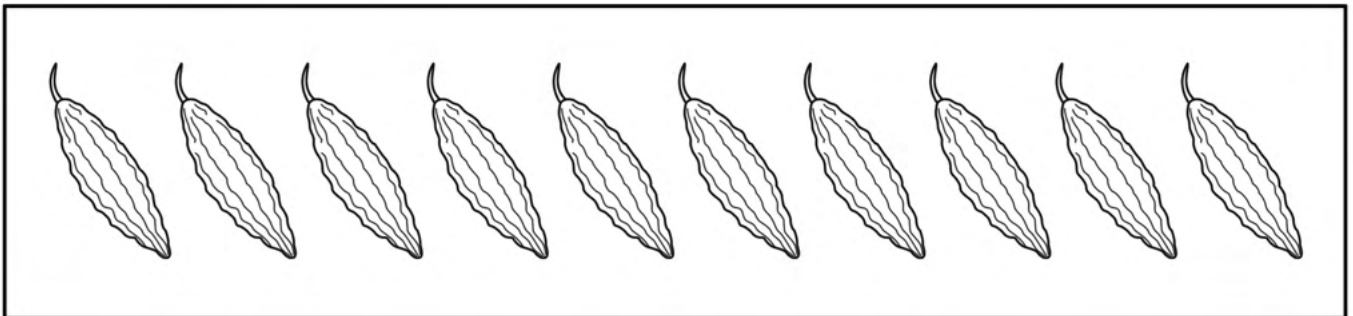
១. រឹងលេខ (៨)



២. គូសតាមស្នាមចុចលេខ (៨)



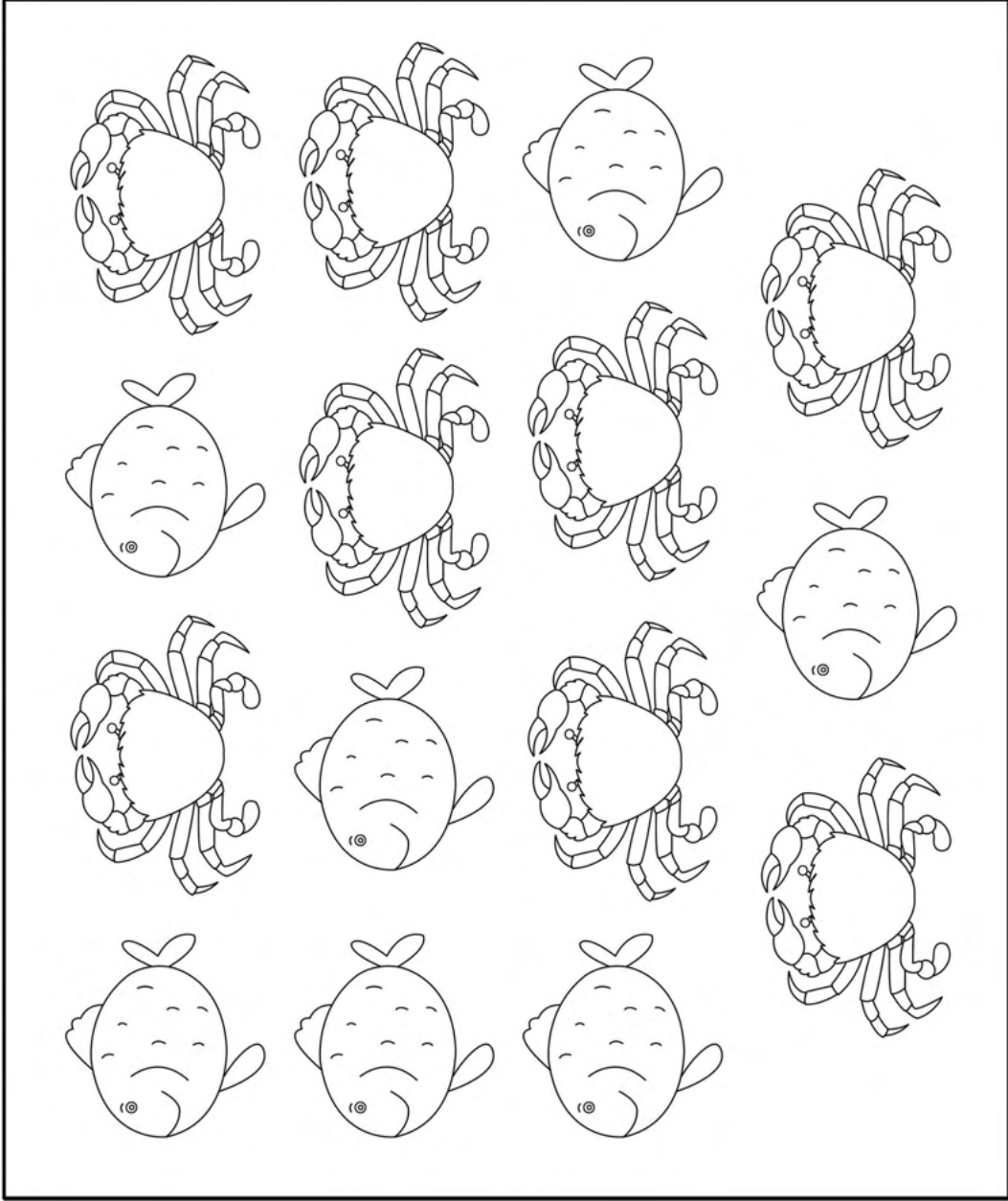
៣. រាប់ចំនួនឱ្យត្រឹម (៨) រួចដាត់ពណ៌



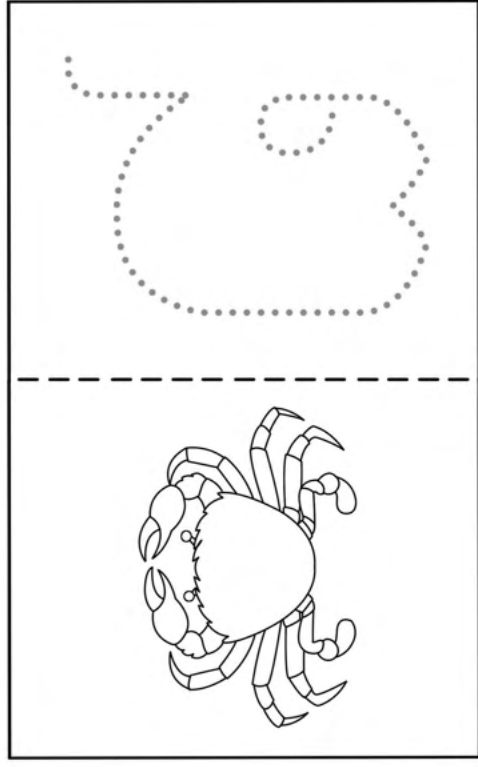
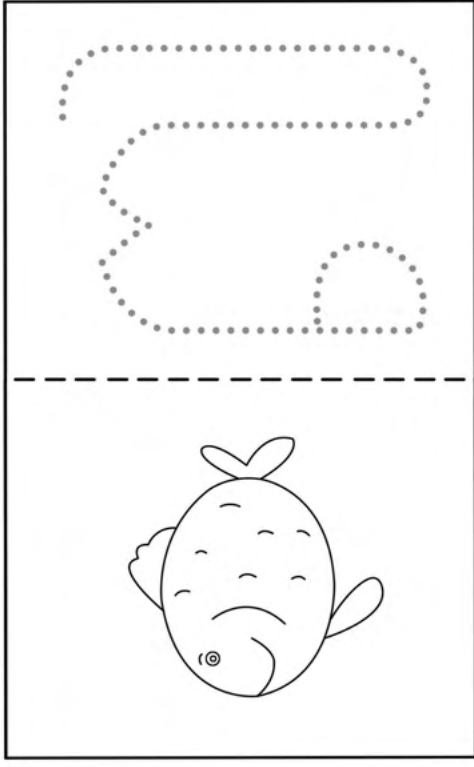
ល្បែងបរិចារណា និងចំនួន (៧, ៨)

សាលាបង្ហាញ ផ្នែកកម្រិត
 ឈ្មោះ: កាលបរិច្ឆេទ

១. ដាត់ពណ៌តាមប្រភេទរូបភាព និងរាប់ចំនួន



២. គូសតាមស្នាមចុចលេខ



កូដ QR Code



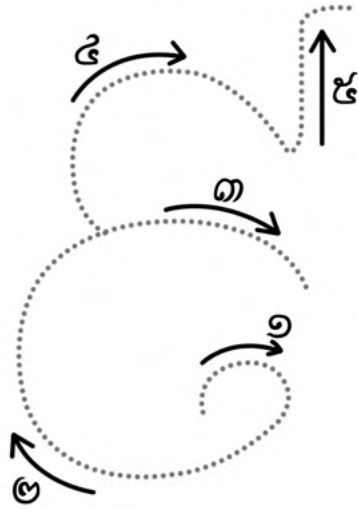
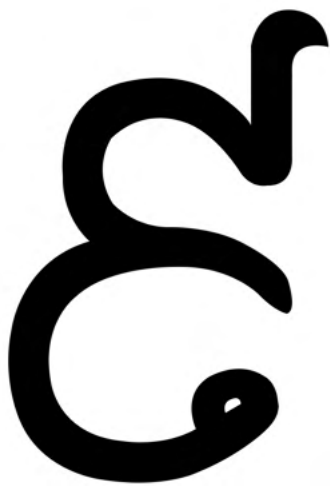
ល្បែងគូសតាមស្នាមចុចលេខ ៩ និងផាត់ពណ៌រូបភាព



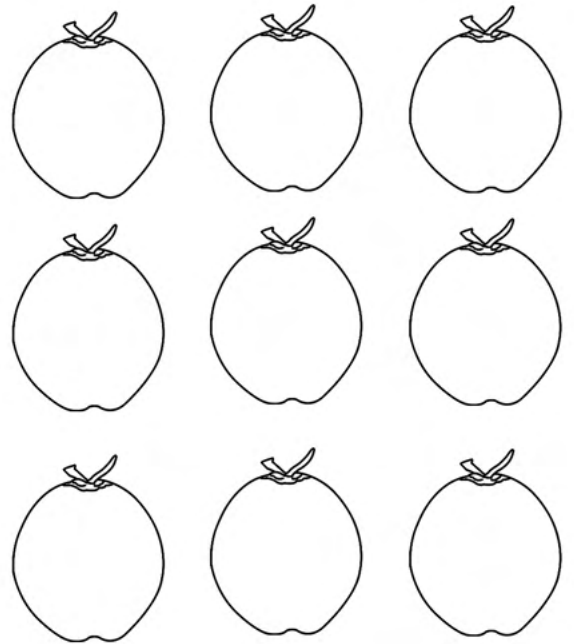
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



លេខប្រាំបួន



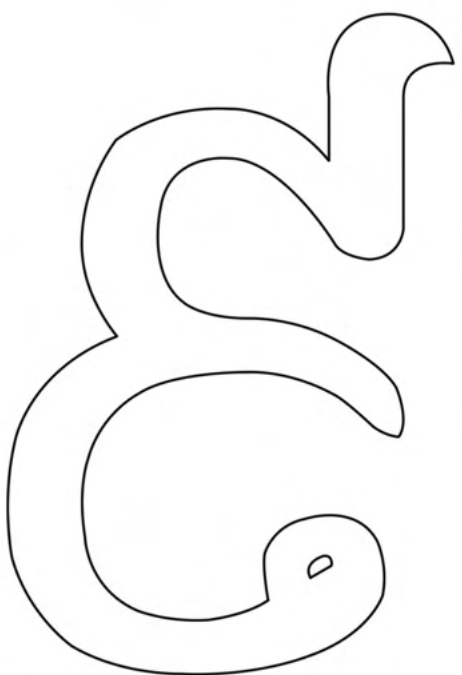
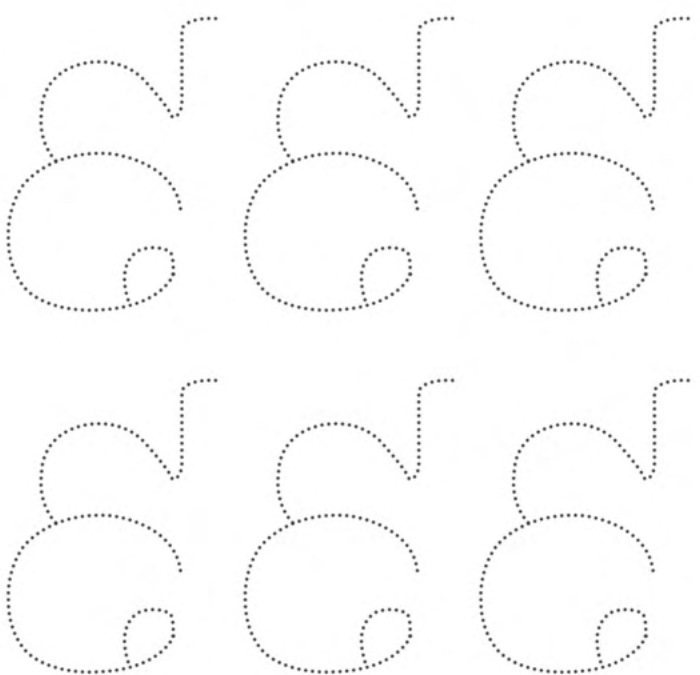
ចំណាងជើង: ស្ពាល់លេខ និងចំនួន(៥)



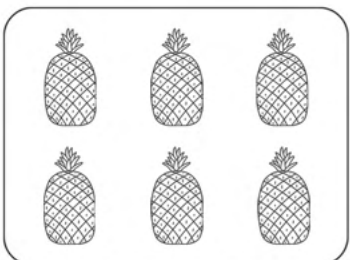
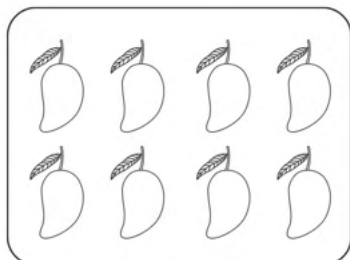
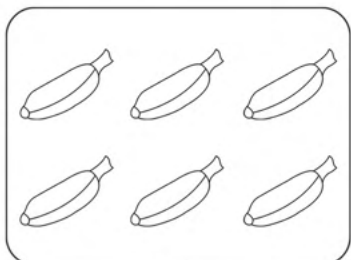
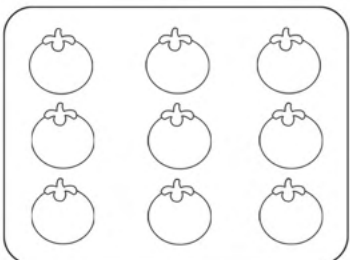
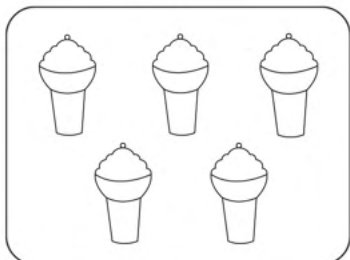
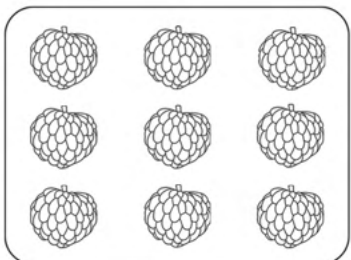
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១ . ដាត់ពណ៌លេខប្រាំបួន	២ . គូសតាមស្នាមចុចតាមលេខប្រាំបួន
	

៣ . ស្វែងរករូបភាពដែលមានចំនួនប្រាំបួន និងគូសរង្វង់លើលេខនោះ:

 <p>៦</p>	 <p>៨</p>	 <p>៦</p>
 <p>៩</p>	 <p>៥</p>	 <p>៩</p>

ល្បែងបរិមាណ និងចំនួន (៥)

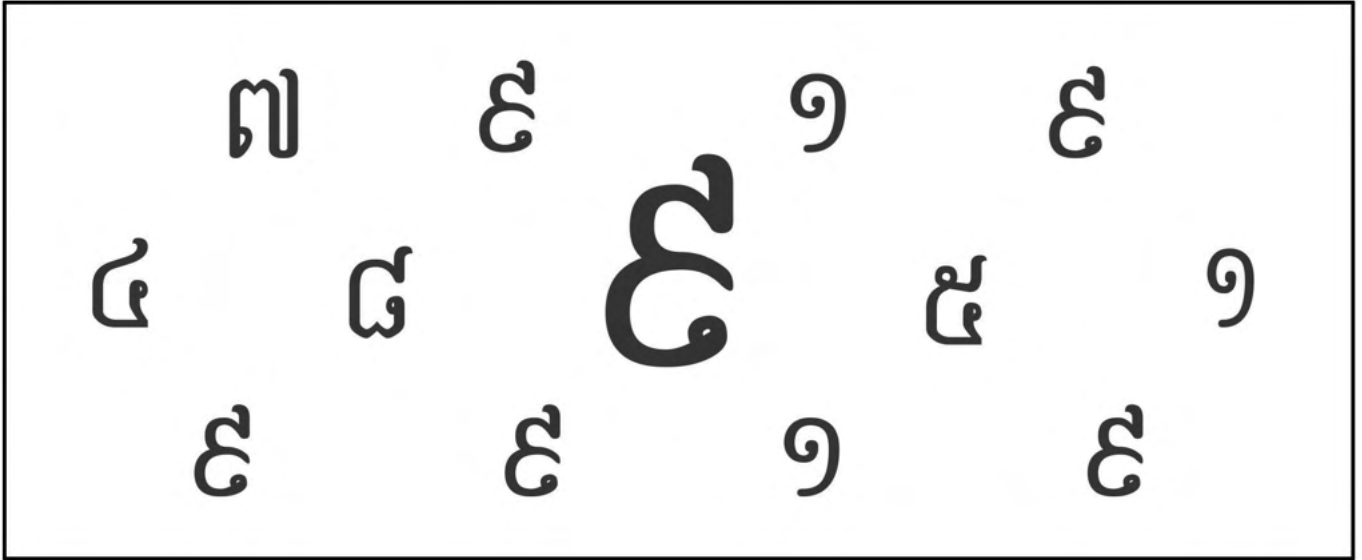
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



ស្កេន QR Code

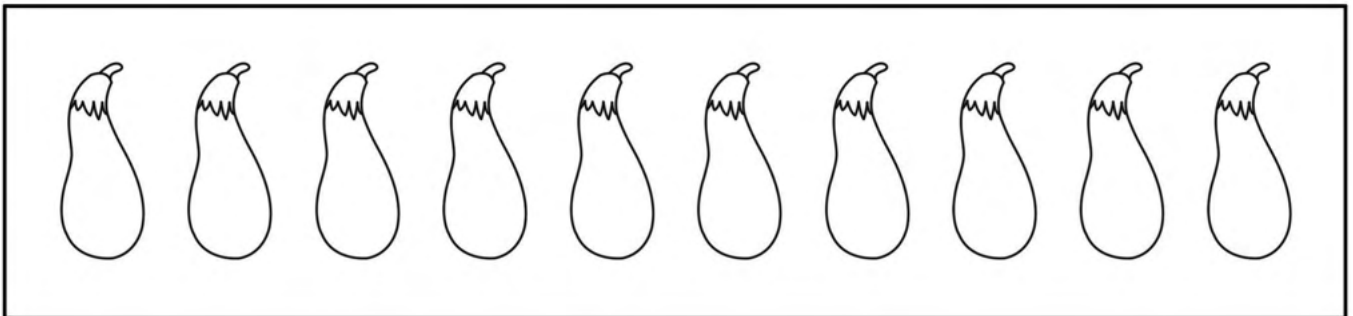
១. រឹងលេខ (៥)



២. គូសតាមស្នាមចុចលេខ (៥)



៣. រាប់ចំនួនឱ្យត្រឹម (៥) រួចដាត់ពណ៌



ល្បែងគូសតាមស្នាមចុចលេខ ១០ និងផាត់ពណ៌រូបភាព

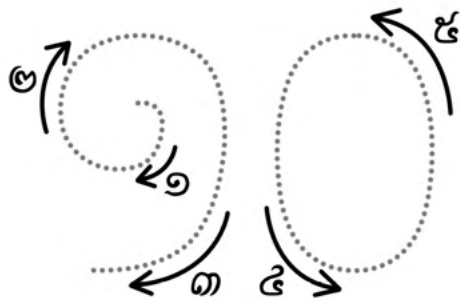
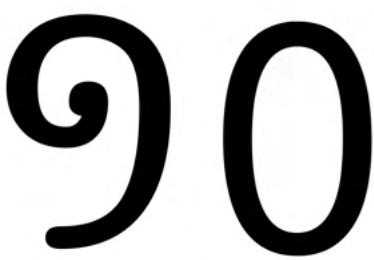


ស្កេន QR Code

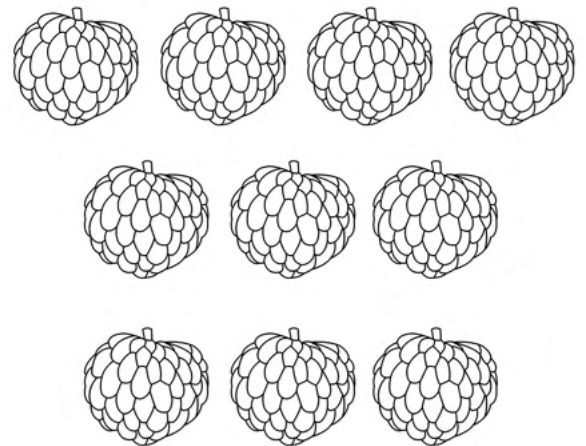
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

១០	១០	១០	១០	១០
១០	១០	១០	១០	១០



លេខដប់



ចំណាងជើង: ស្ថាប័នលេខ និងចំនួន(១០)



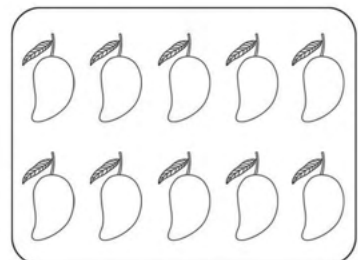
ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

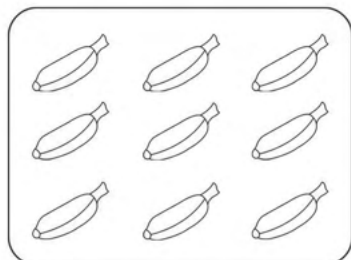
ឈ្មោះ: កាលបរិច្ឆេទ

១ . ដាក់ពណ៌លេខដប់	២ . គូសតាមស្នាមចុចតាមលេខដប់

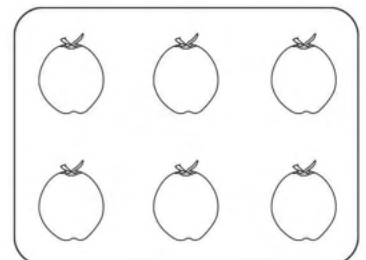
៣ . ស្វែងរករូបភាពដែលមានចំនួនដប់ និងគូសរង្វង់លើលេខនោះ:



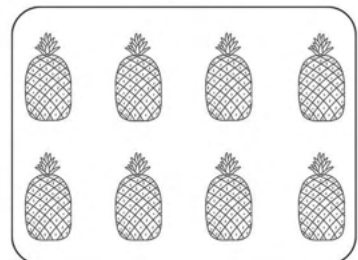
១០



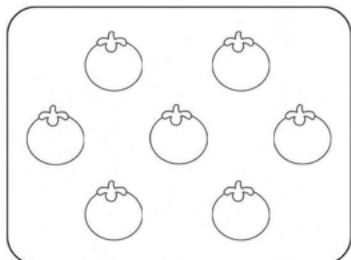
៩



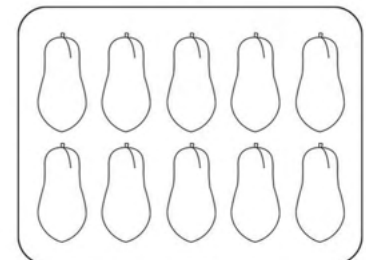
៦



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៧



១០

ល្បែងបរិមាណ និងចំនួន (១០)

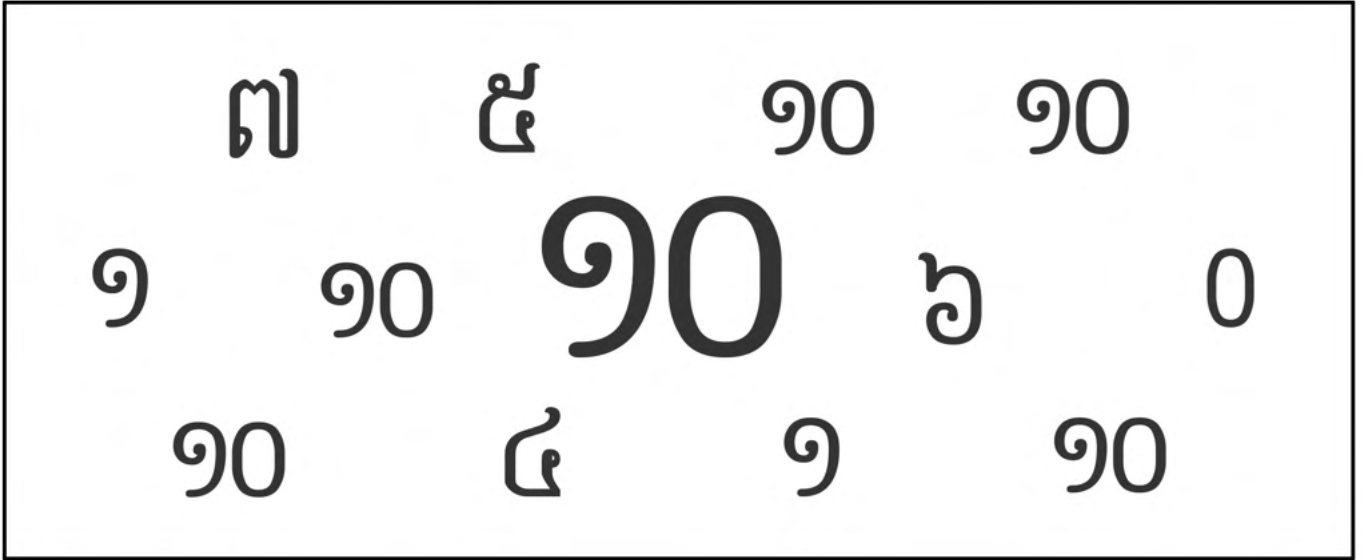


ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

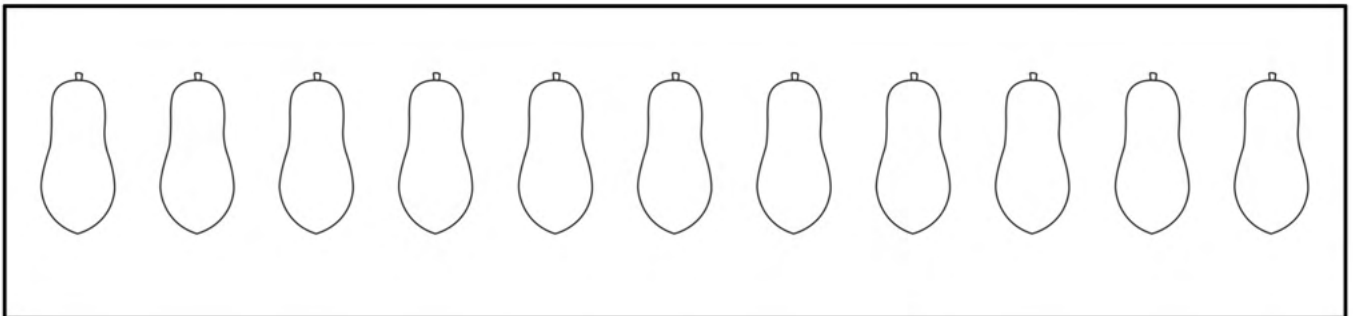
១. រឹងលេខ (១០)



២. គូសតាមស្នាមចុចលេខ (១០)



៣. រាប់ចំនួនឱ្យគ្រប់ (១០) រួចដាក់ពណ៌



ល្បែងបរិមាណ និងចំនួន (៩, ១០)

សាលាមត្តេយ្យ ថ្នាក់កម្រិត
 ឈ្មោះ : កាលបរិច្ឆេទ

១. ដាត់ពណ៌តាមប្រភេទរូបភាព និងរាប់ចំនួន

២. គូសតាមស្នាមចុចលេខ



កូដ QR Code



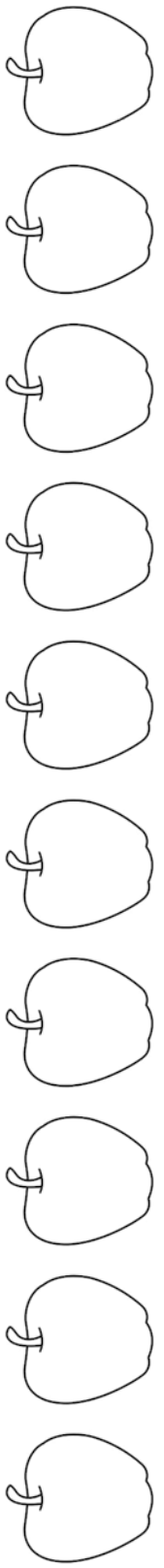
វិទ្យុសម្រាប់កុមារសិស្សបឋមសិក្សា

សាលាមត្តេយ្យ ផ្នែកកម្រិត
ឈ្មោះ : កាលបរិច្ឆេទ :

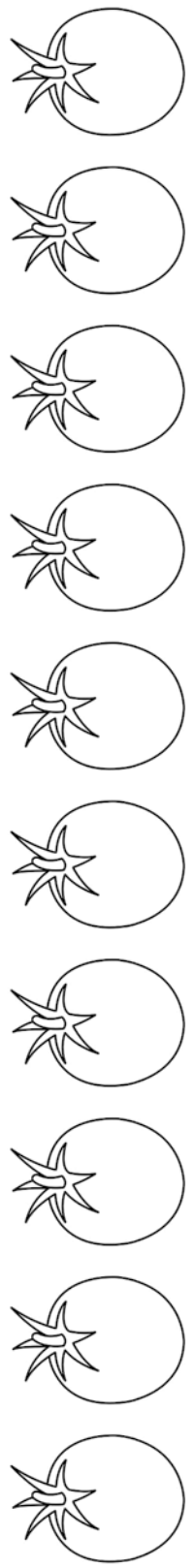


សៀវភៅ QR Code

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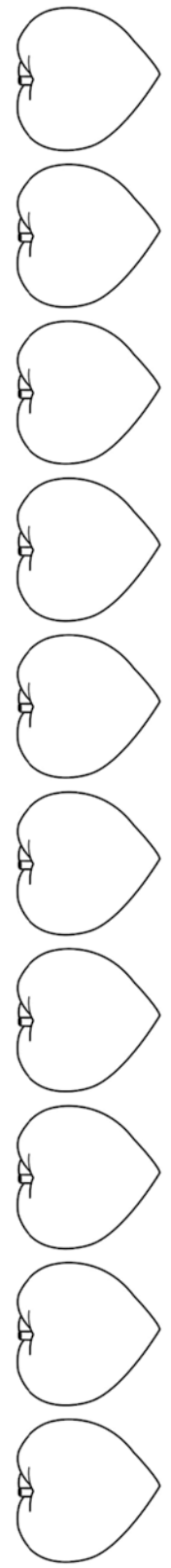
ក



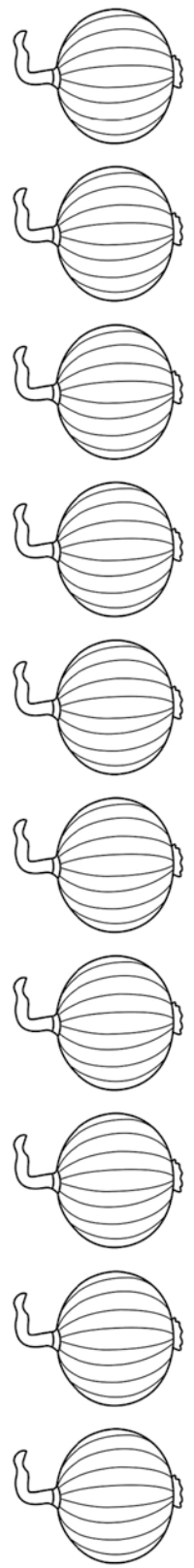
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វិទ្យុសាស្ត្រចំនួនសម្ភារកីឡា

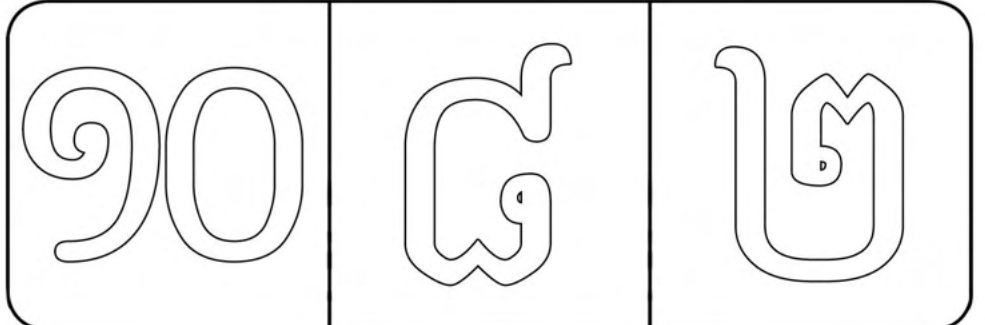
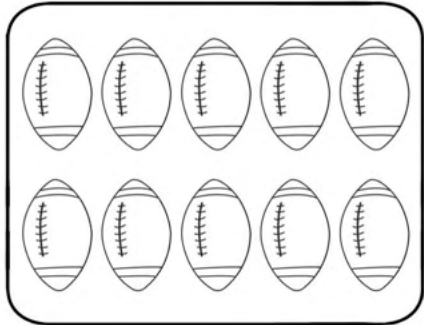
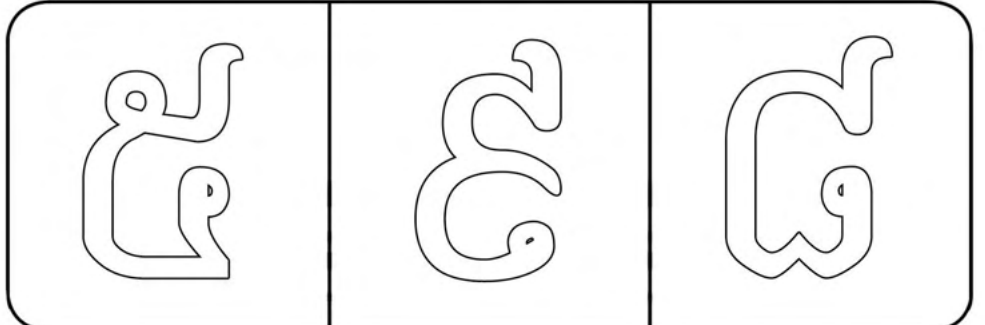
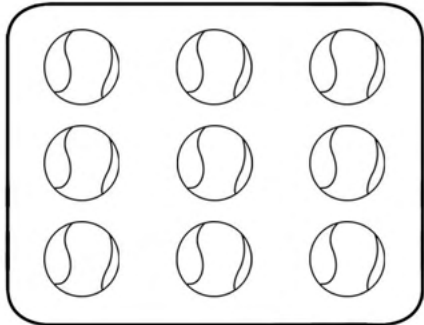
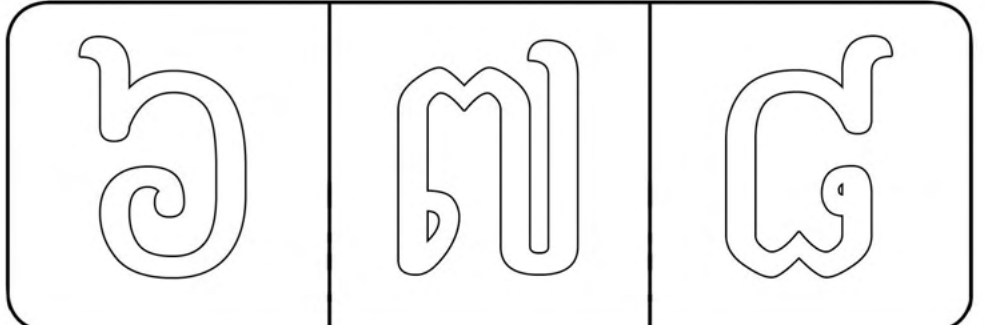
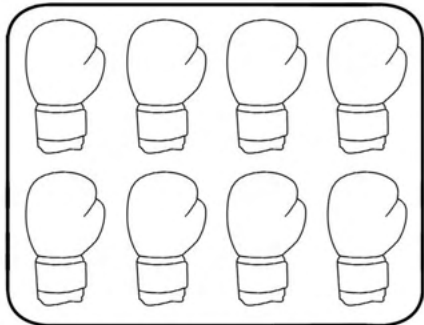
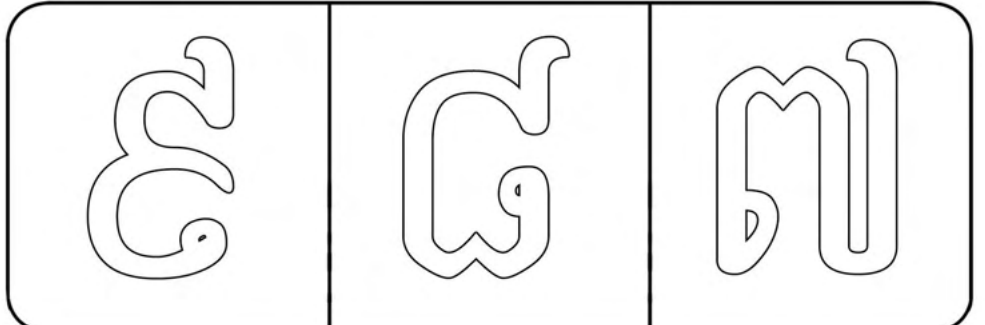
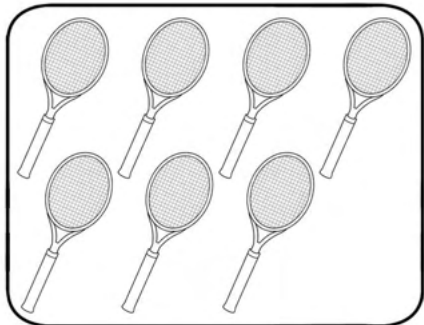
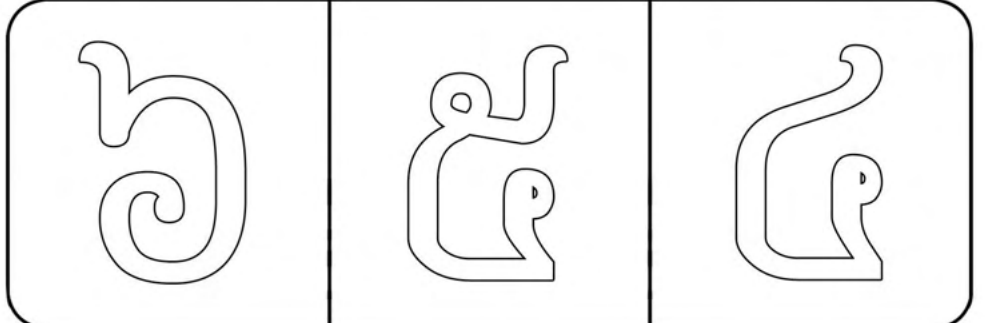
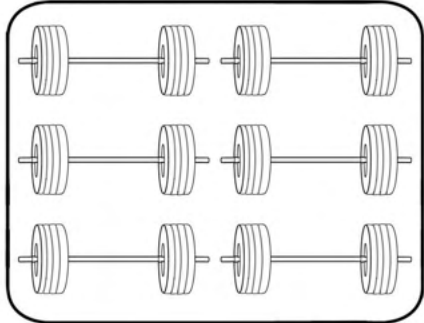
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ស្ត្រី QR Code

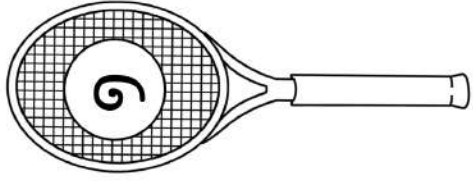
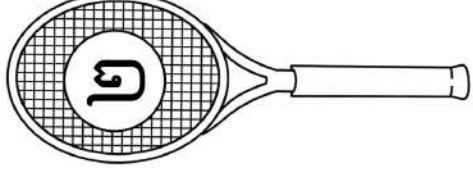
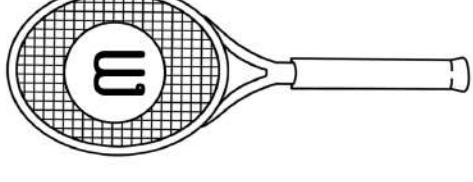
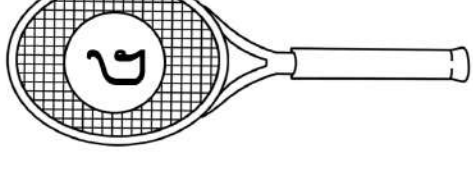
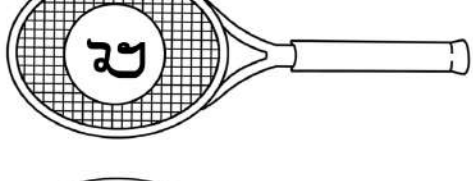
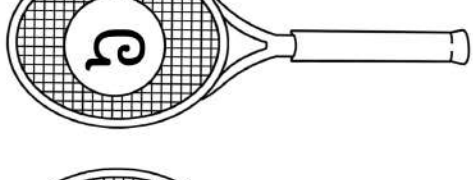
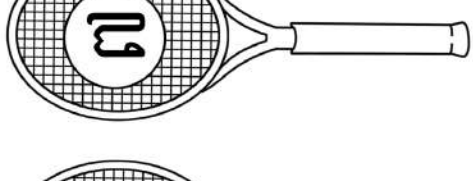
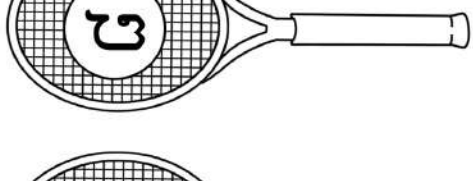
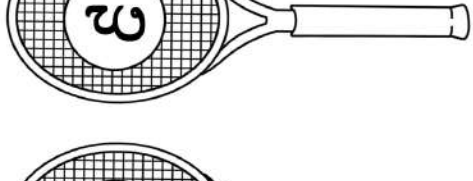
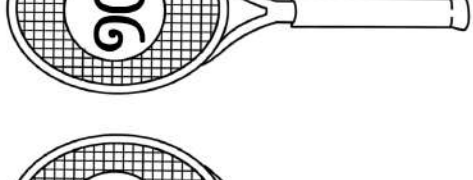
វិទ្យុសាស្ត្រចំនួនរូបភាពនិងជាតំណាលខ្លួននឹងចំនួនសម្ភារ





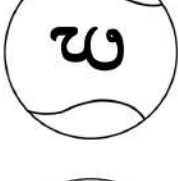
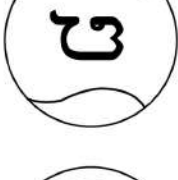
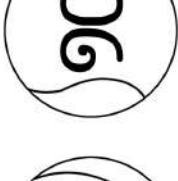
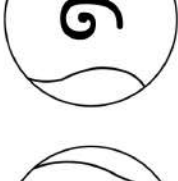
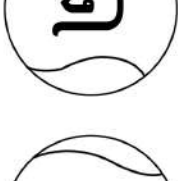
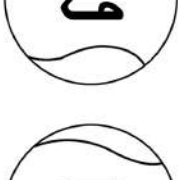
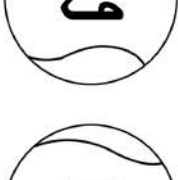


វិល្លេងគុសភ្ជាប់វីកែតទៅនឹងប្រាស់

សាលាបង្កើត យុវ ថ្នាក់កម្រិត
 ឈ្មោះ : កាលបរិច្ឆេទ

វិល្លេងគុសភ្ជាប់លេខវីកែតទៅនឹងលេខប្រាស់ឱ្យបានត្រឹមត្រូវ

									
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សៀវភៅ QR Code



ល្បែងគុសភ្ជាប់លេខទៅនឹងចំនួន ត្រាប់ឡុកឡាវ



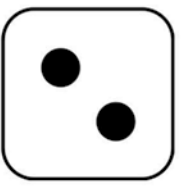
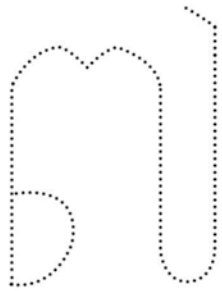
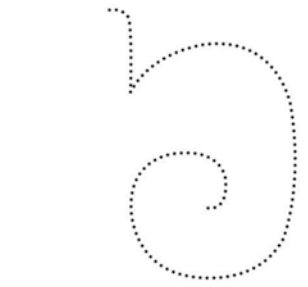
ស្កេន QR Code

សាលាមត្តេយ្យ

ថ្នាក់កម្រិត

ឈ្មោះ:

កាលបរិច្ឆេទ



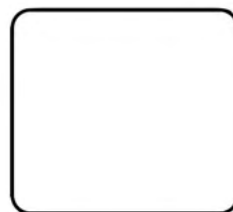
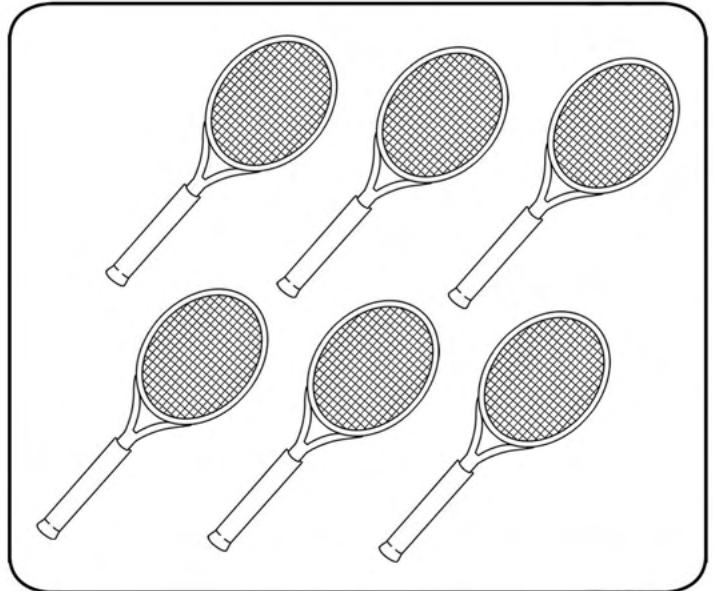
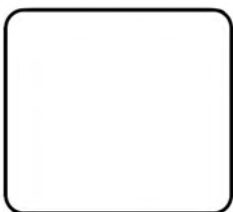
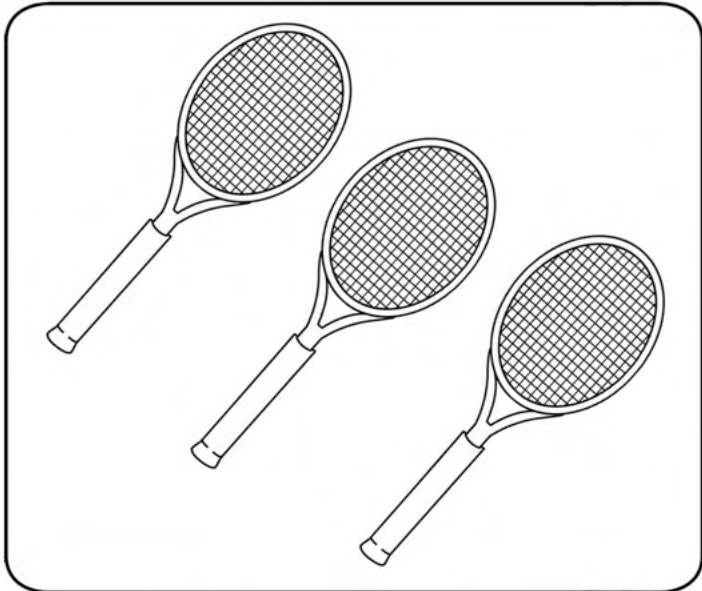
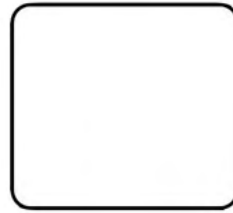
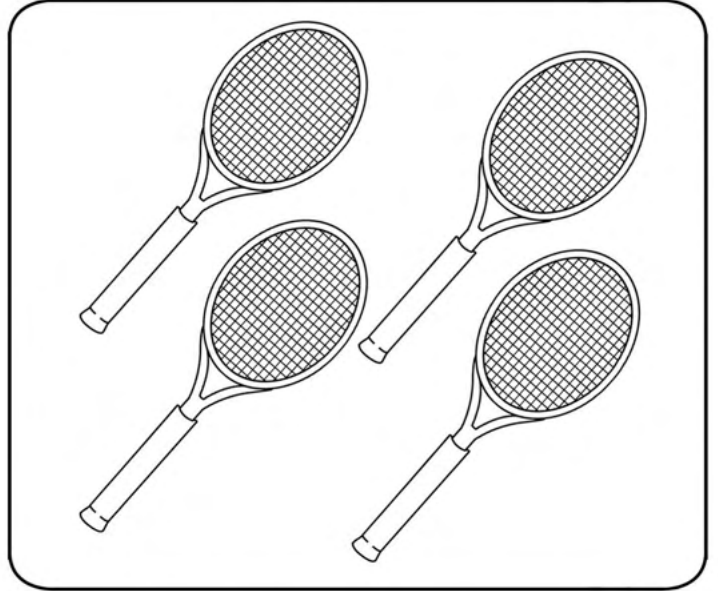
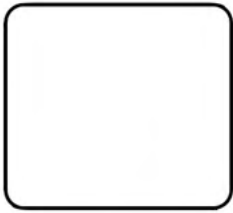
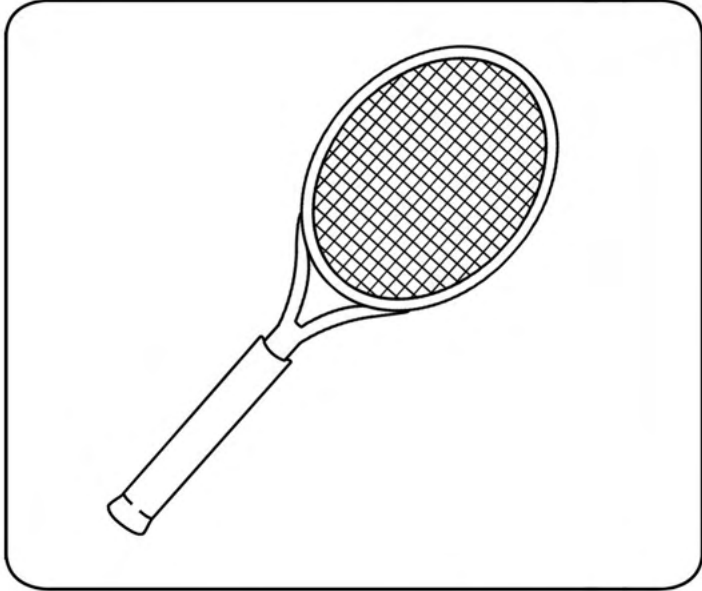
ល្បែងរាប់ចំនួនវ៉ាកែតនិងសរសេរលេខក្នុងប្រអប់



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ

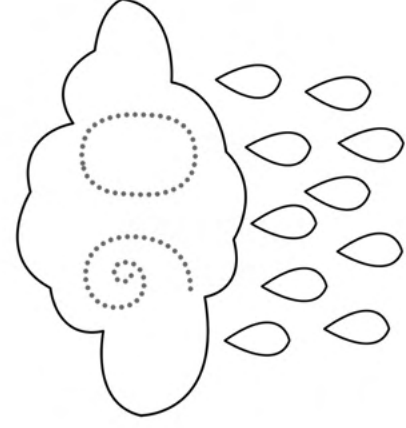
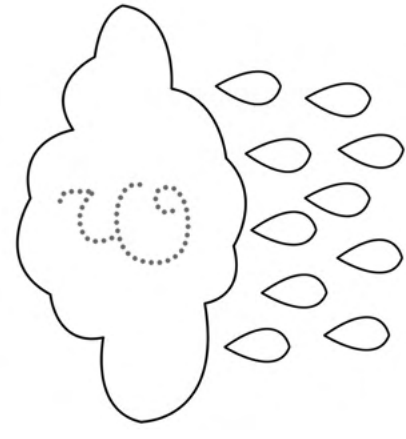
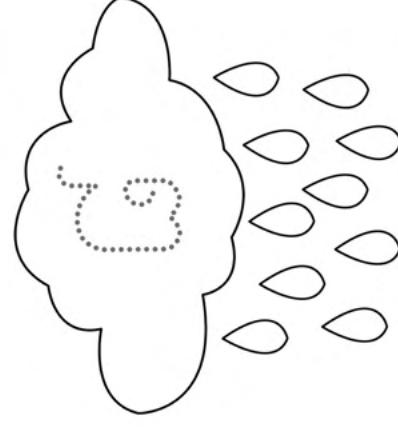
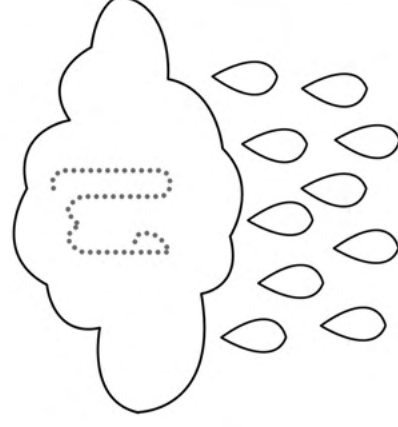
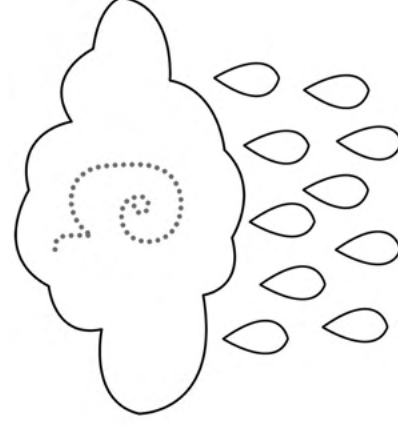
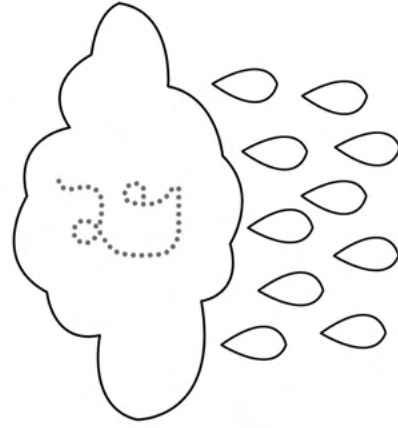
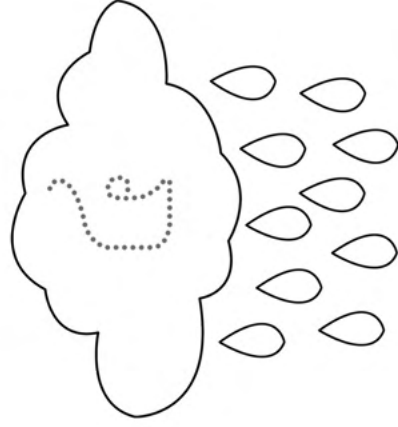
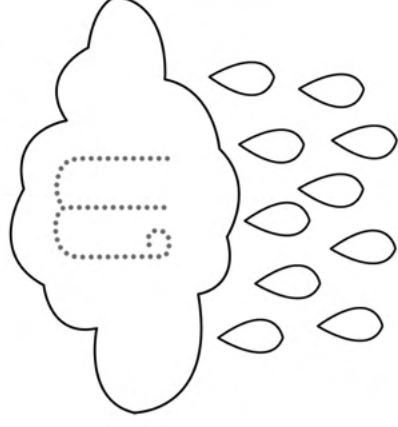
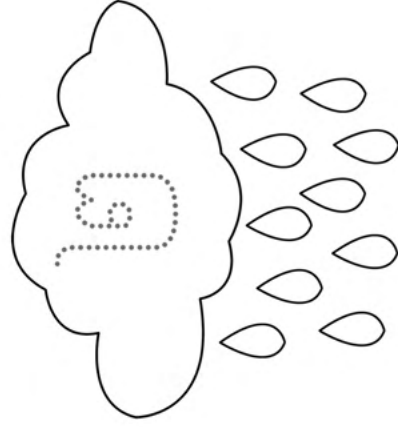
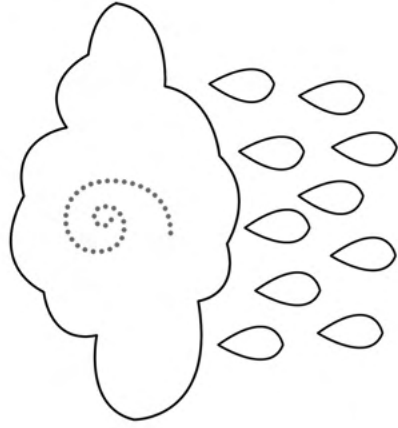


ល្បែងតភ្ជាប់ស្នាមចុះលេខក្នុងពាក្យ និងផាត់ពណ៌ដំណាក់ទឹកភ្លៀង

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ :

ស្កេន QR Code



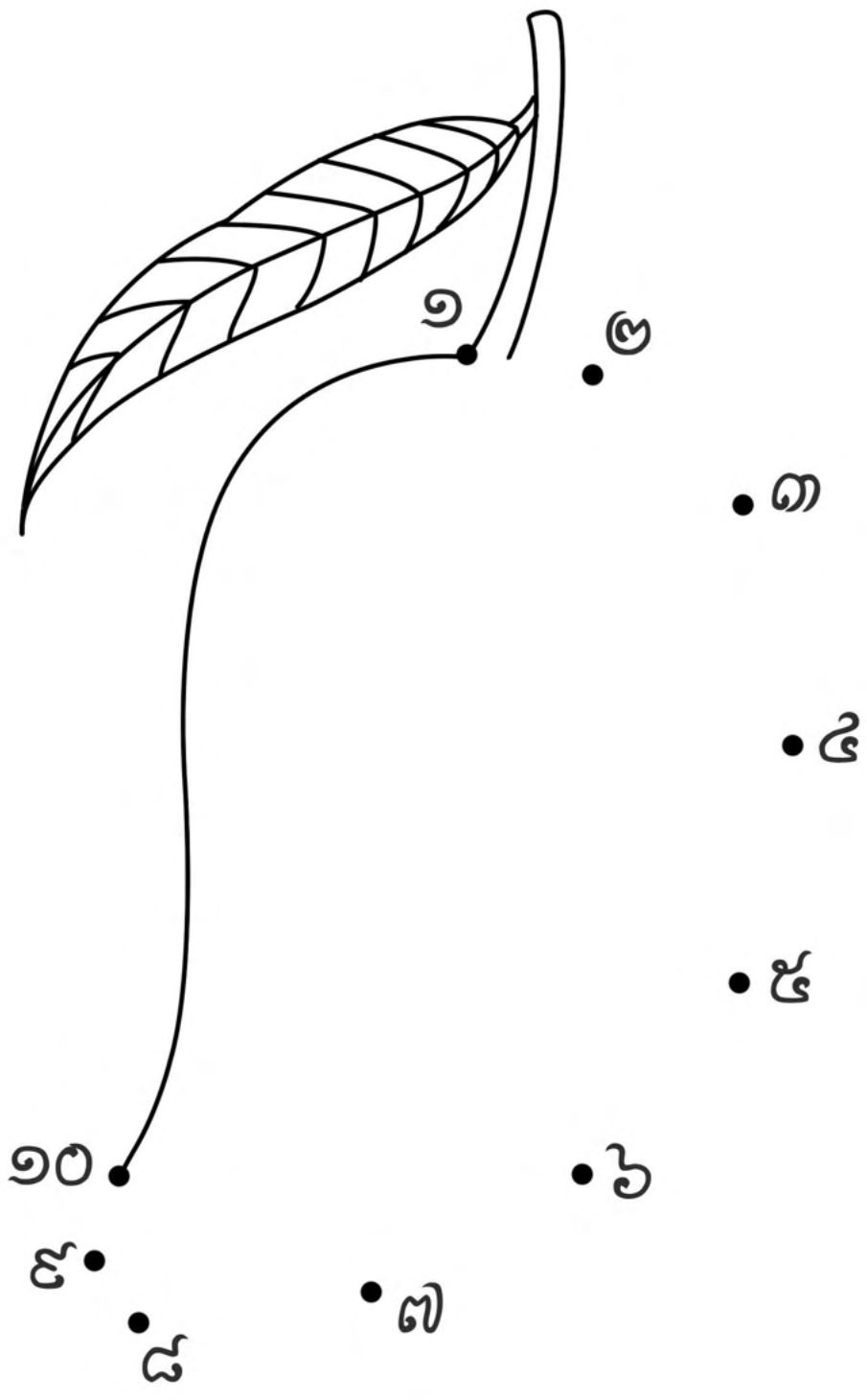
គូសភ្ជាប់តាមស្នាមចុចបង្កើតរូប ផ្លែស្វាយពីលេខ ១ដល់១០



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



គូសភ្ជាប់តាមស្នាមចុចបង្កើតរូប

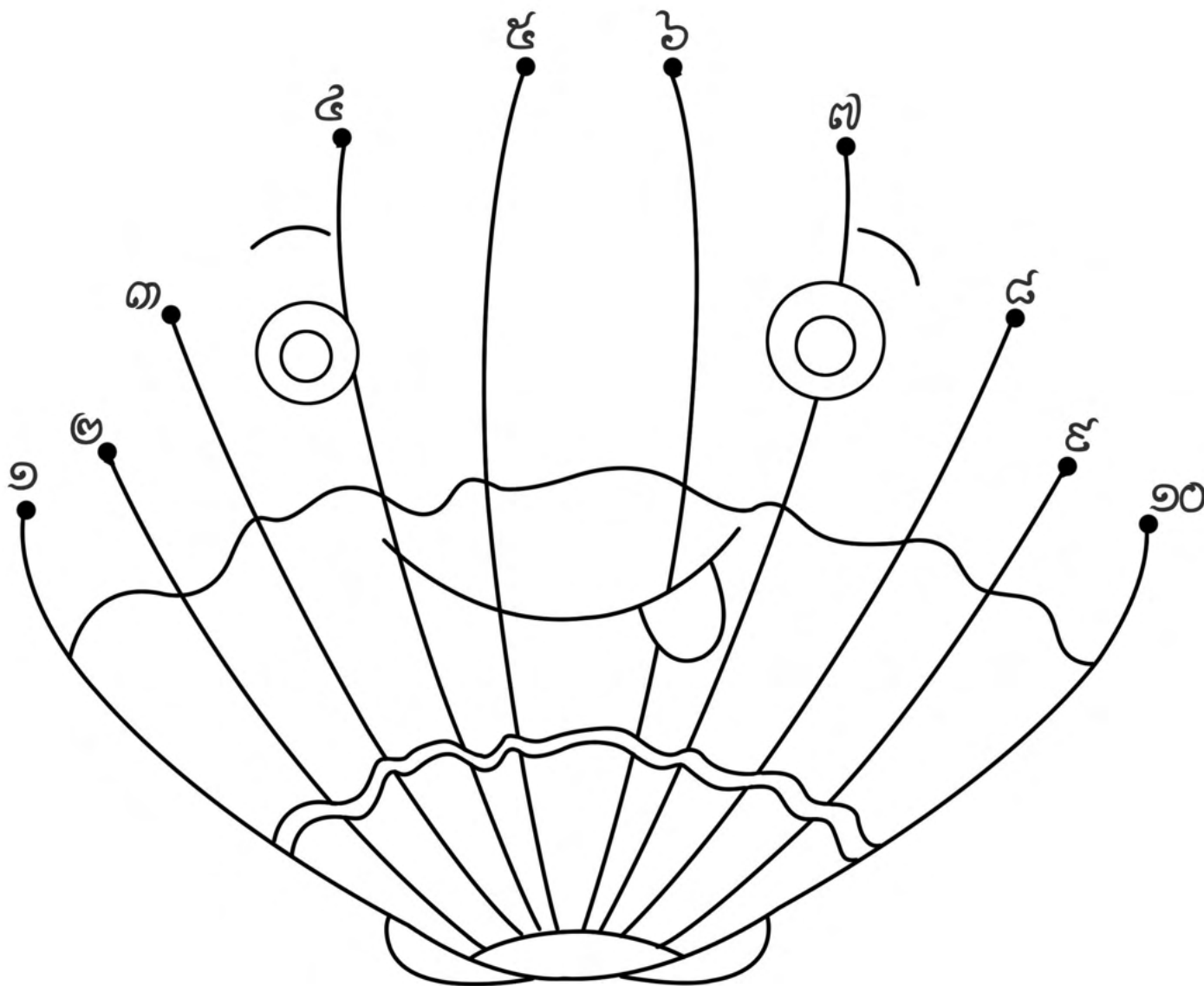
ងារីពីលេខ១ដល់១០



ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ល្បែងរាប់ចំនួនផ្លែដូង និងសរសេរលេខ តាមចំនួនផ្លែដូង



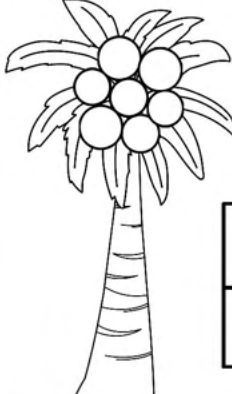
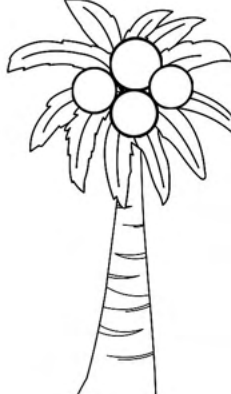
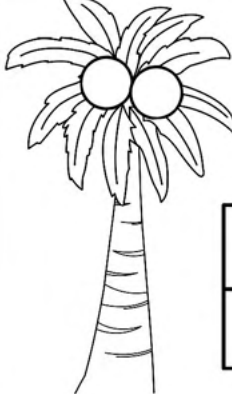
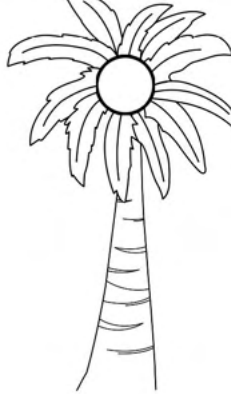
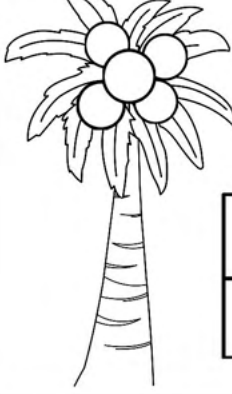

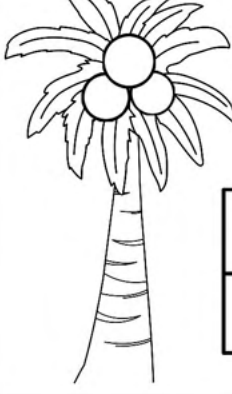
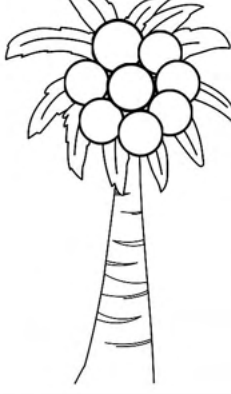
ស្កេន QR Code

សាលាមត្តេយ្យ

ថ្នាក់កម្រិត

ឈ្មោះ:

កាលបរិច្ឆេទ

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ល្បែងដាត់ពណ៌រូបភាព និងចំនួន

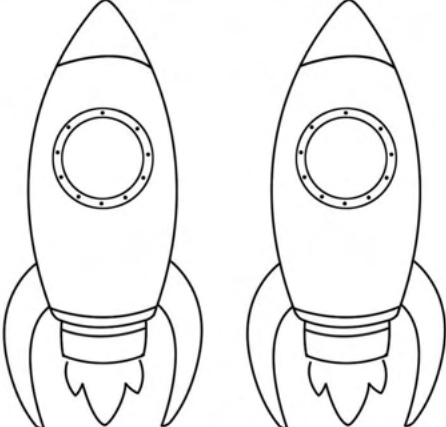
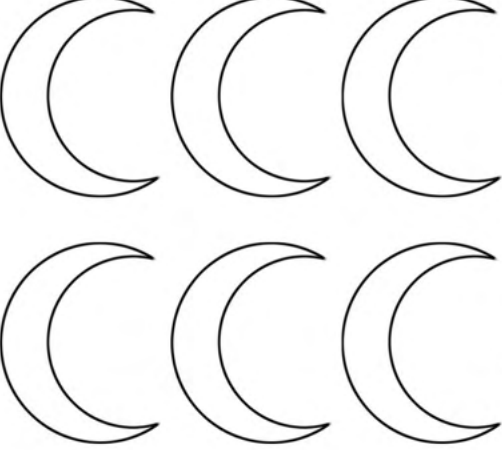
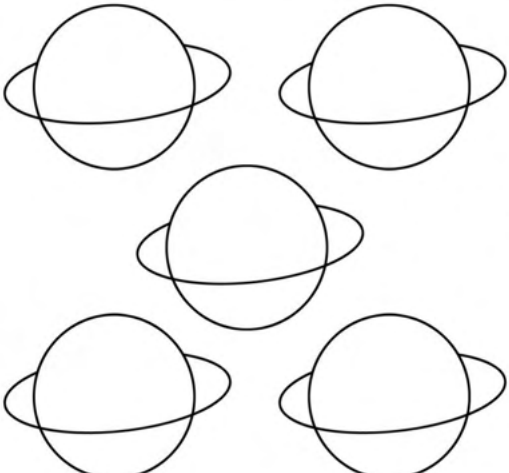

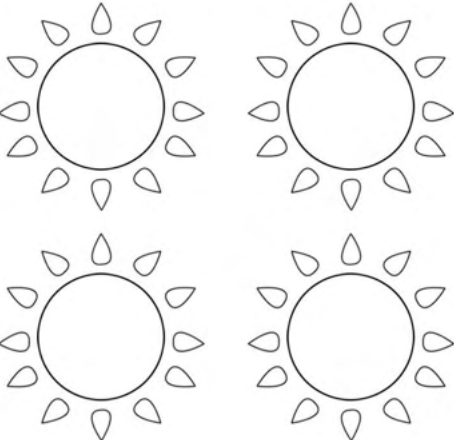

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ស្កេន QR Code

ដាត់ពណ៌ទាំងរូបភាព និងចំនួនឱ្យបានត្រឹមត្រូវ

វិទ្យុជាតិពហុប្រភាពតាមចំនួន និងលេខខាងក្រោម

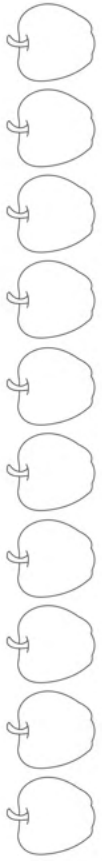


កូដ QR Code

សាលាមត្តេយ្យ ផ្នែកកម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ

២



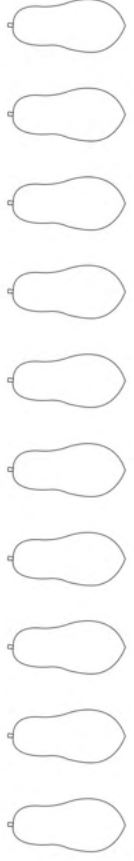
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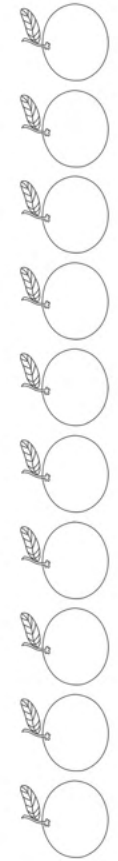
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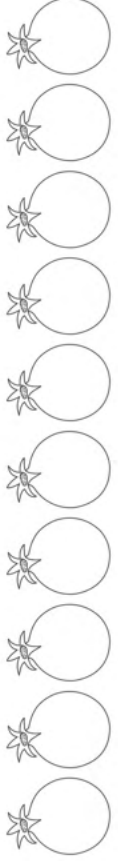
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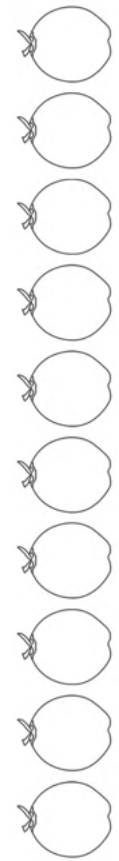
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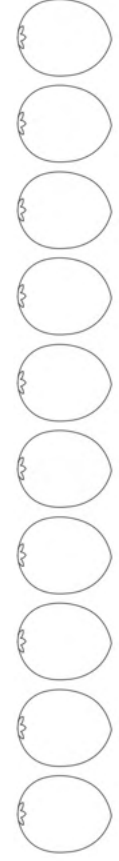
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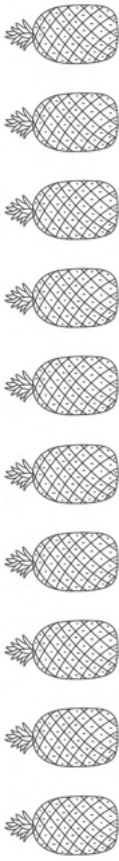
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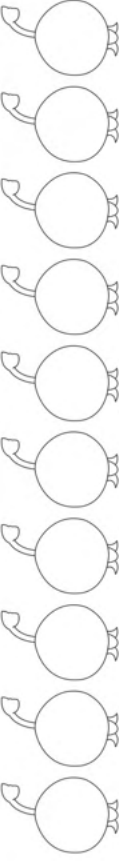
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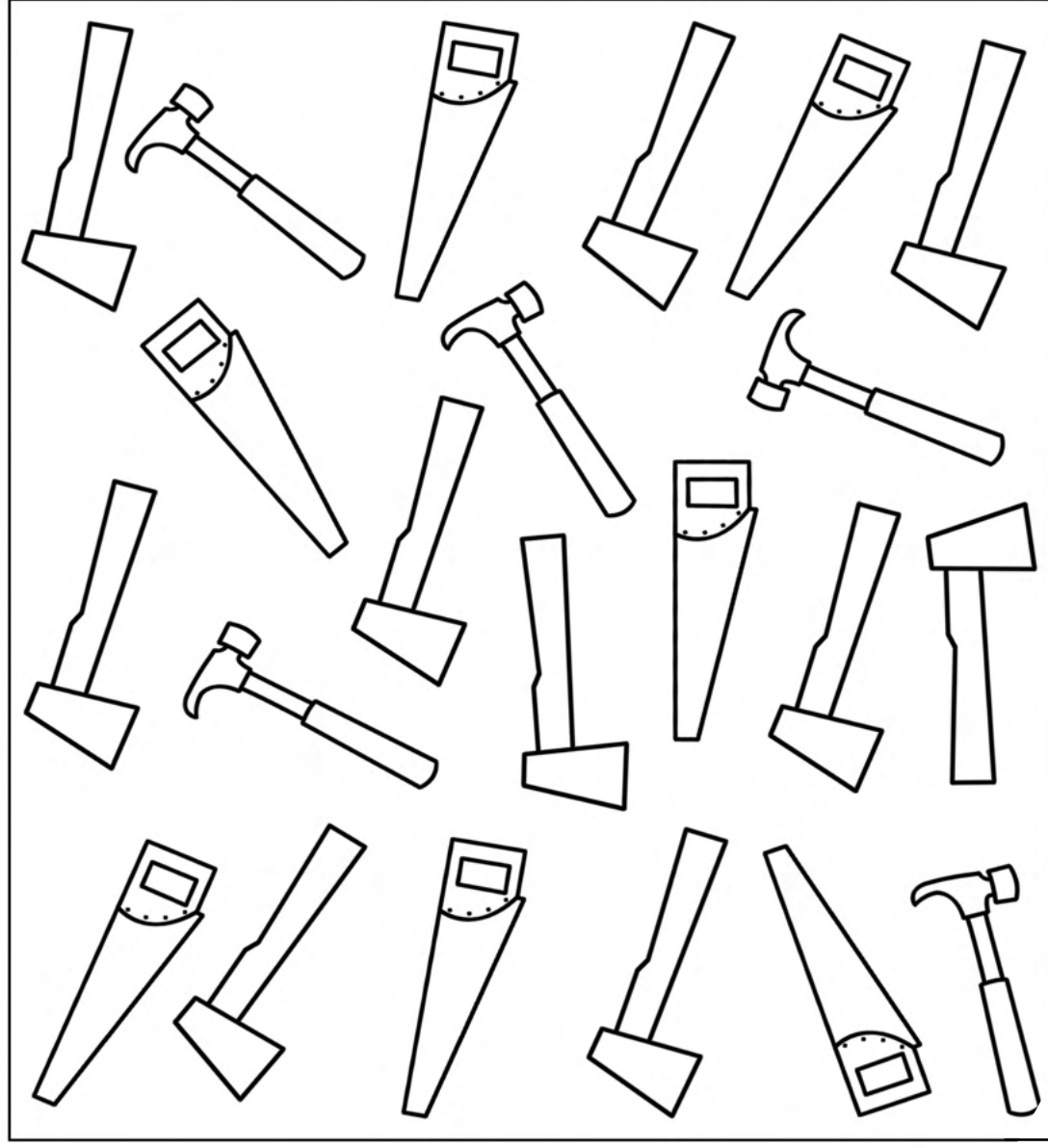
QR Code

ដាត់ពណ៌ ឧបករណ៍ ជាង លើ

សាលា បង្កើត ឡើង កាលបរិច្ឆេទ

ឆ្នាំ ខែ ថ្ងៃ

១. ដាត់ពណ៌ ឧបករណ៍ ជាង លើ



២. ដាត់ពណ៌ តាម ចំនួន ឧបករណ៍

១ ២ ៣ ៤ ៥ ៦ ៧ ៨ ៩ ១០



ល្បែងជាតិពណ៌សម្ភារកីឡាតូចជាងគេ

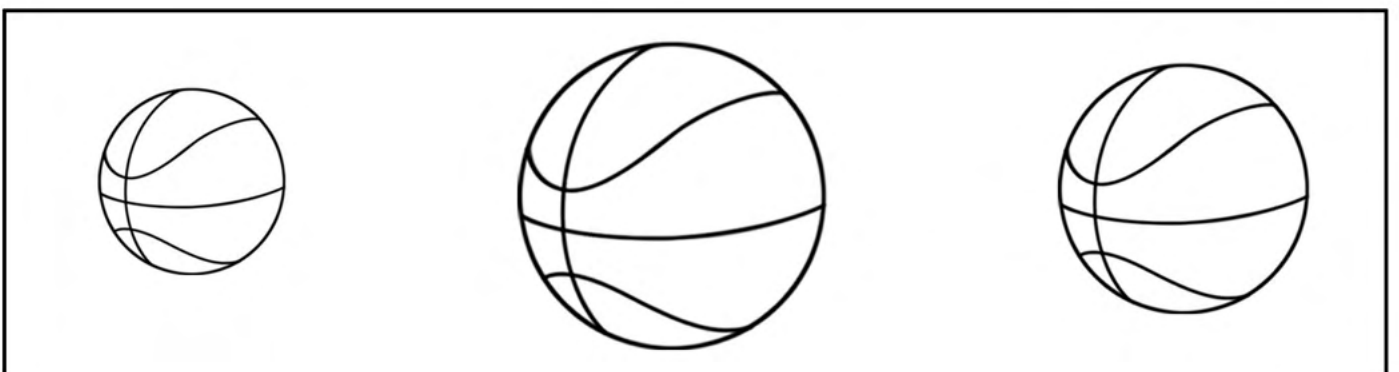
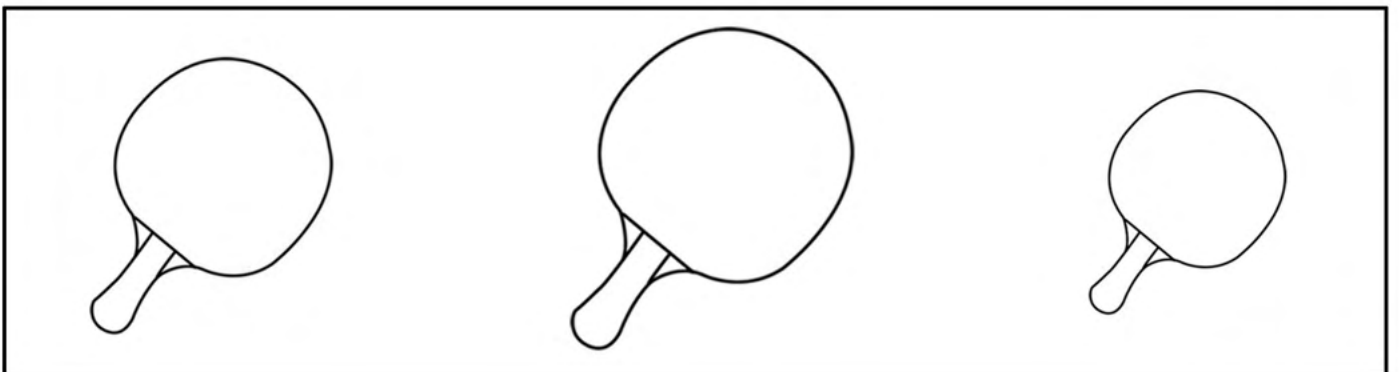
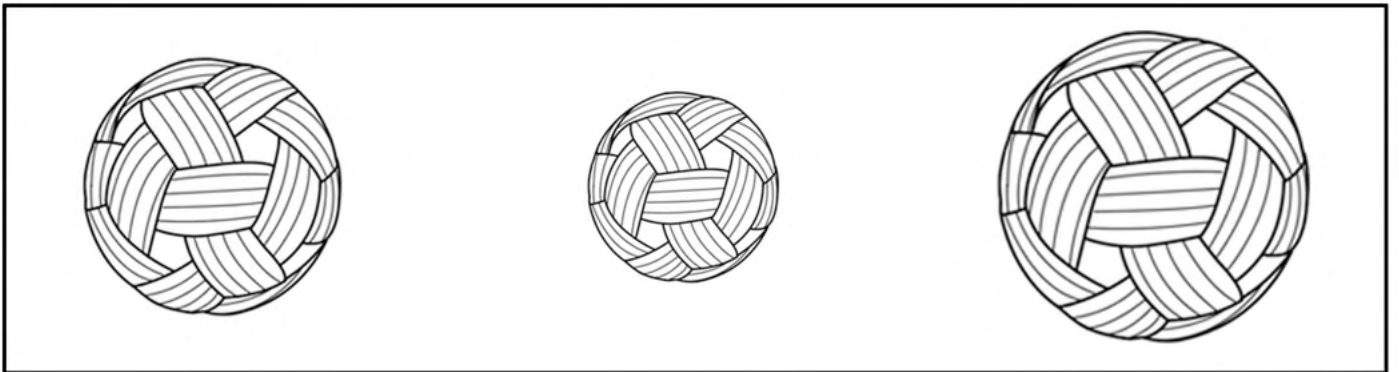
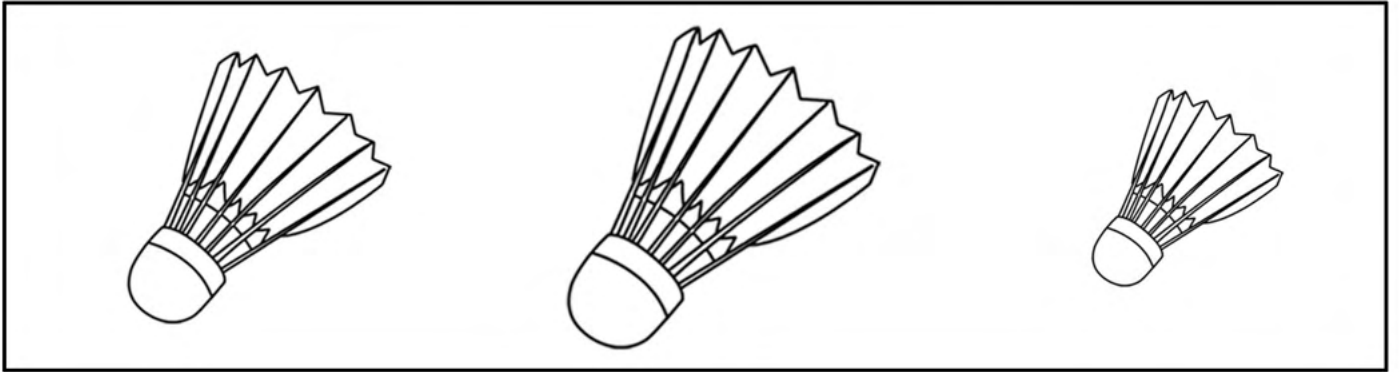
សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



ស្កេន QR Code

ជាតិពណ៌សម្ភារកីឡាដែលតូចជាងគេក្នុងប្រអប់នីមួយៗ



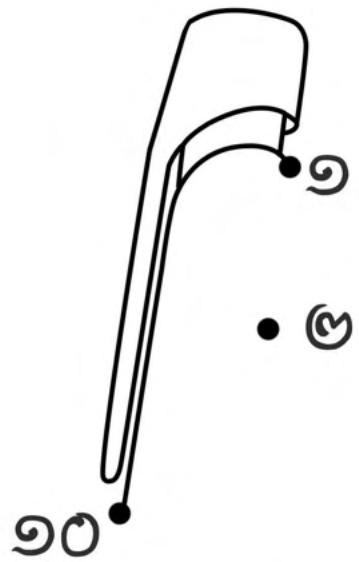
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ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



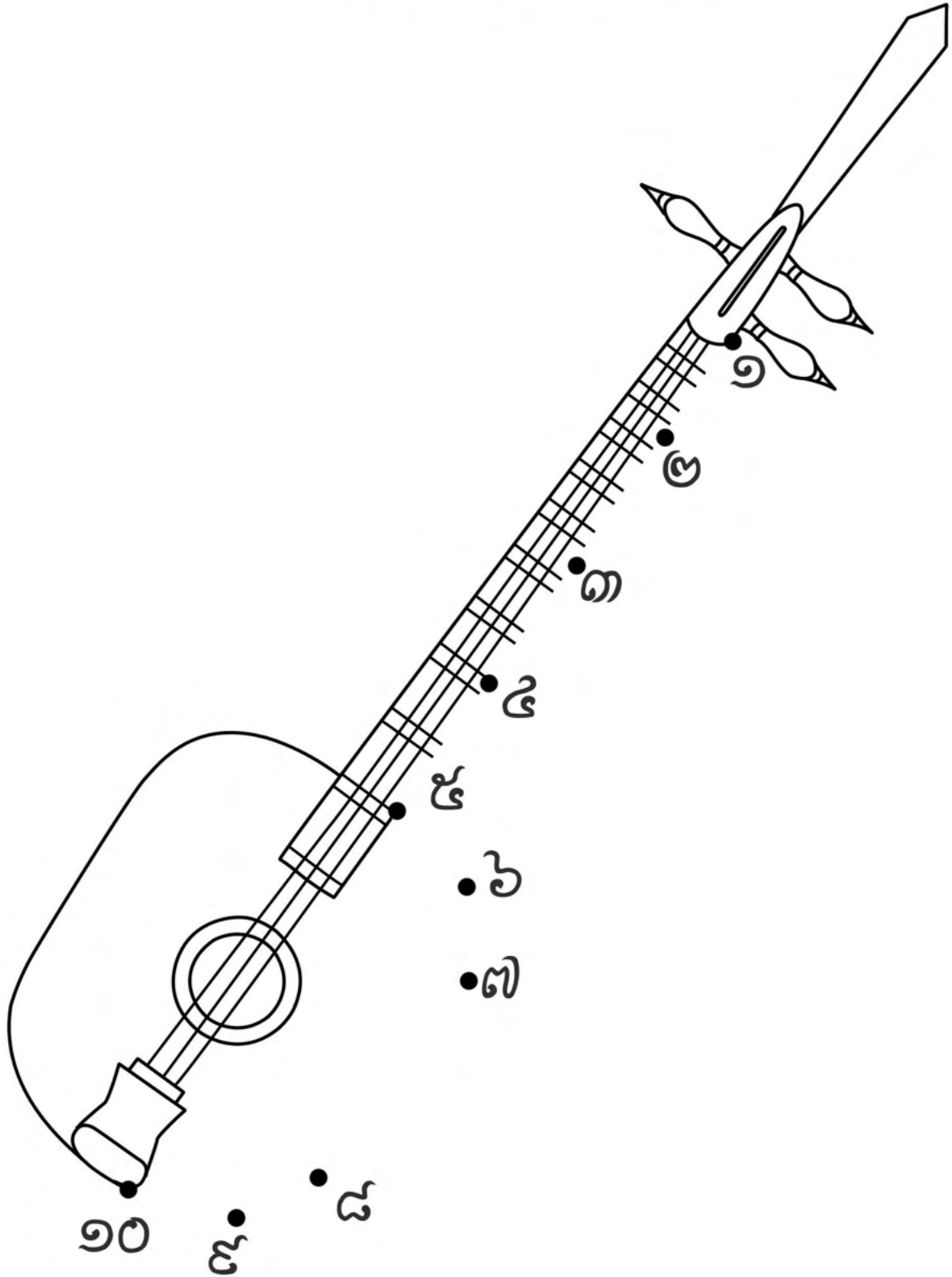
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ស្កេន QR Code

នាមត្រូវយូរ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



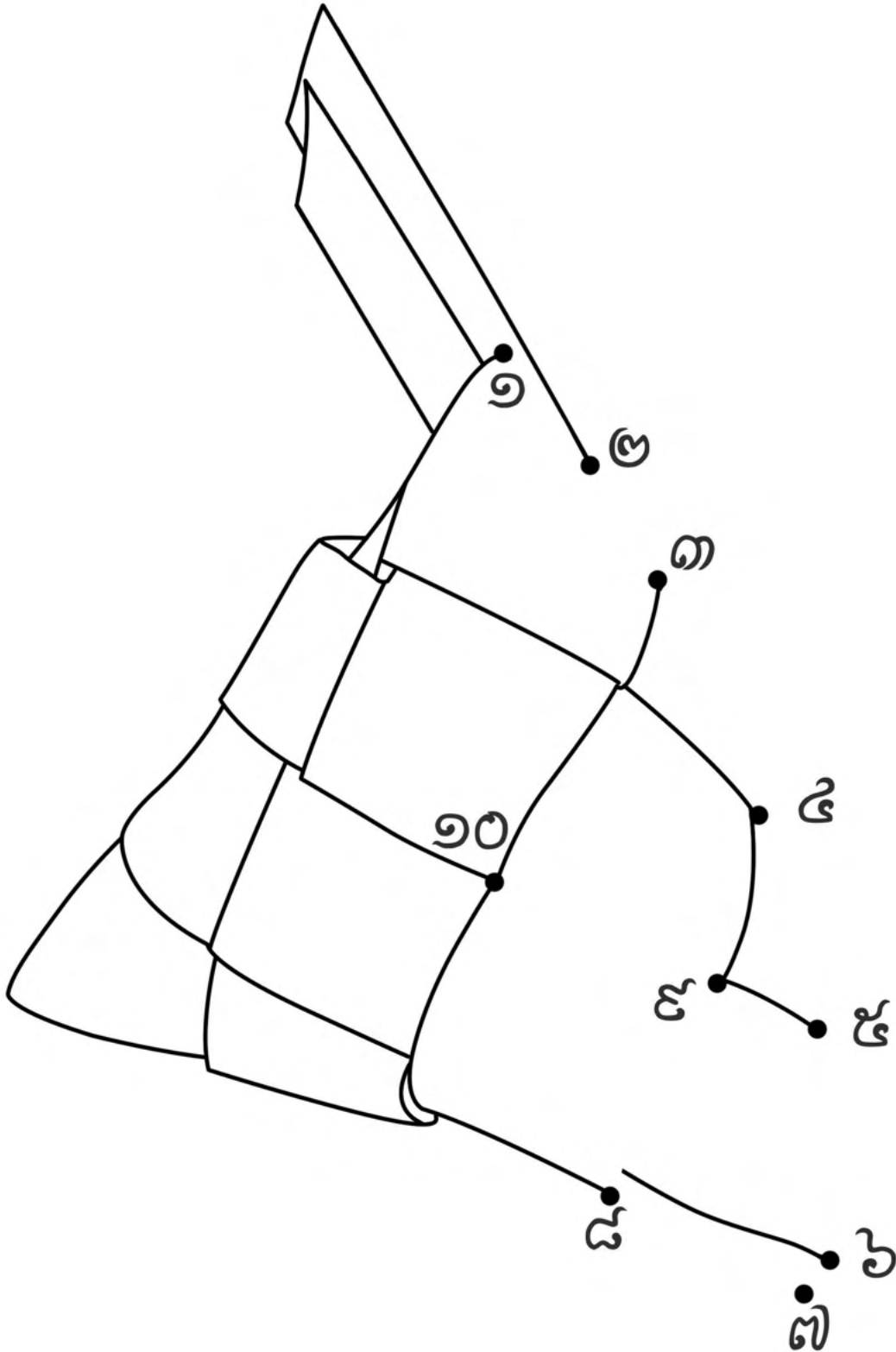
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ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ : កាលបរិច្ឆេទ



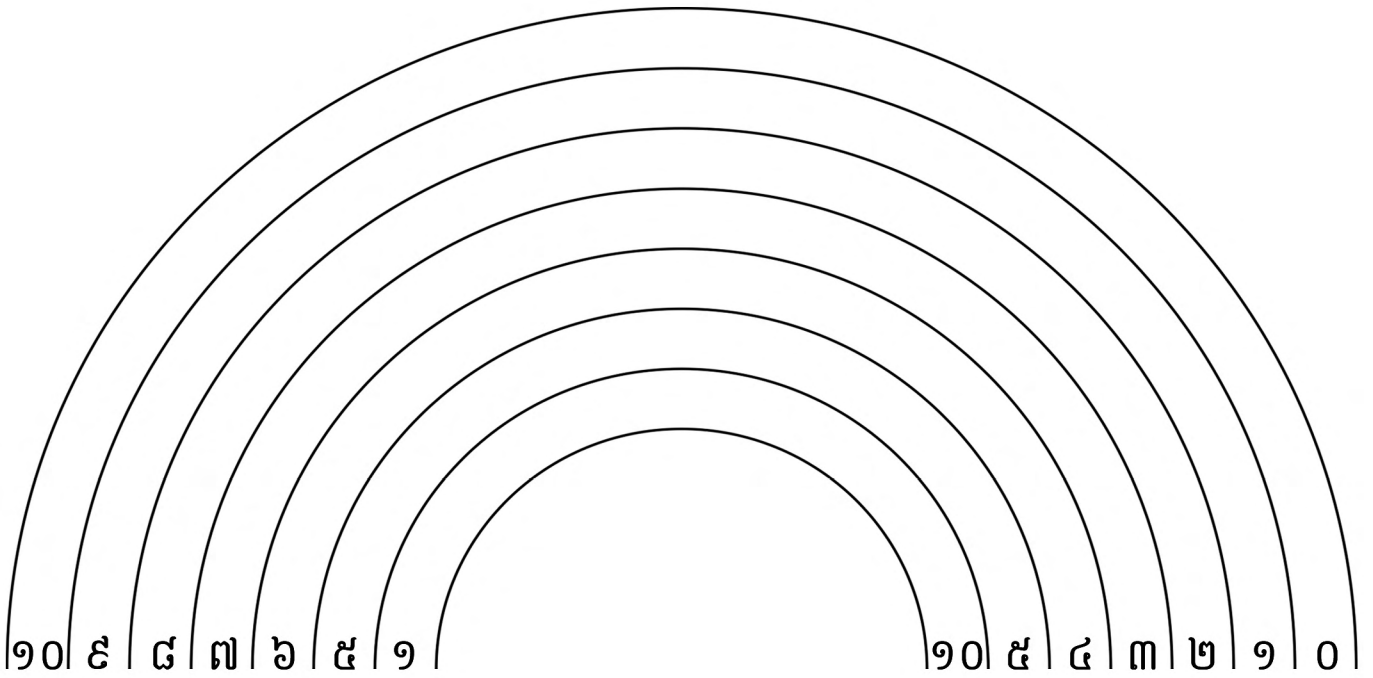
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ស្កេន QR Code

សាលាមត្តេយ្យ ថ្នាក់កម្រិត

ឈ្មោះ: កាលបរិច្ឆេទ



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វិញ្ញាបនបត្រប្រើប្រាស់ និងដាច់ពណ៌



QR Code

សាលាបង្ហាញ ផ្នែកកម្រិត
 ឈ្មោះ: កាលបរិច្ឆេទ:

