

Angelspiel

- Zahlenraum 10 – 20
- Ohne Zehnerüber- und –unterschreitung
- Nur Plus-Rechnungen

Material für die Herstellung des Spiels:

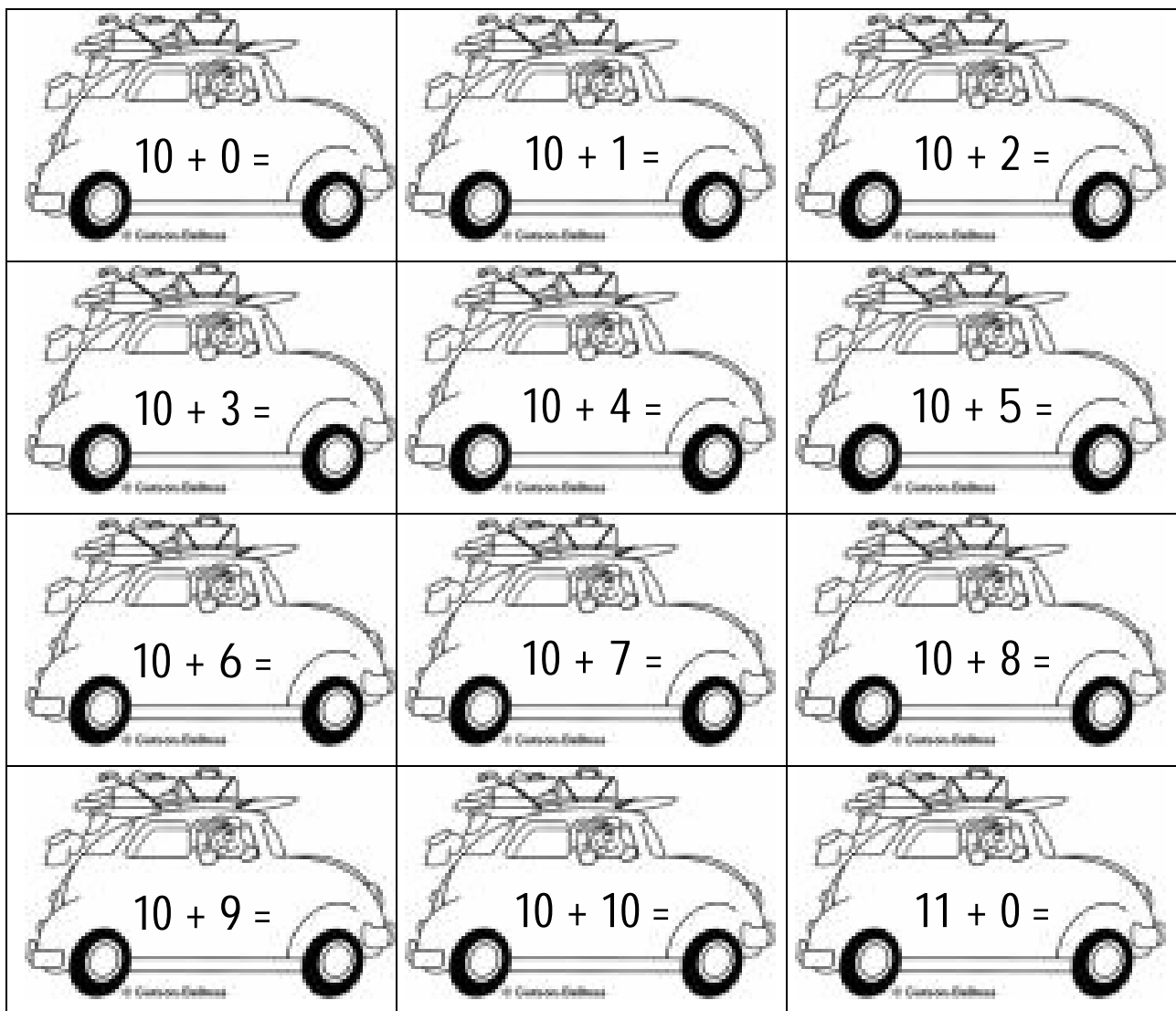
Färbiger Karton

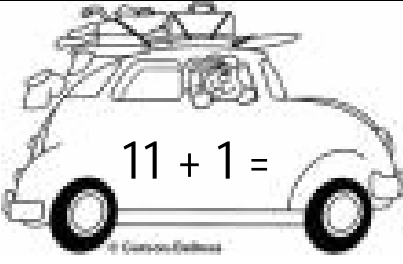
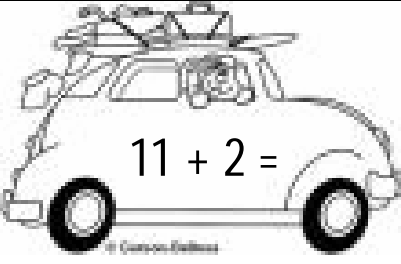
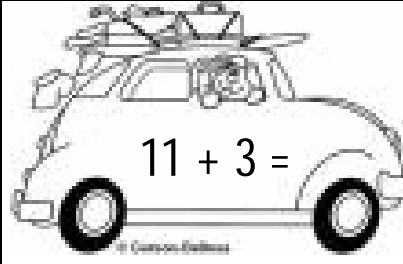
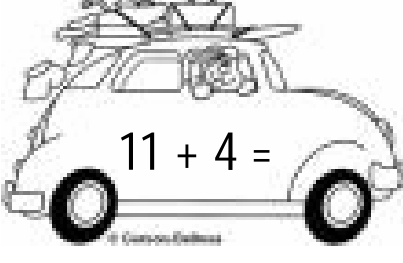
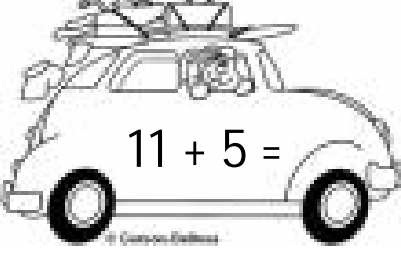
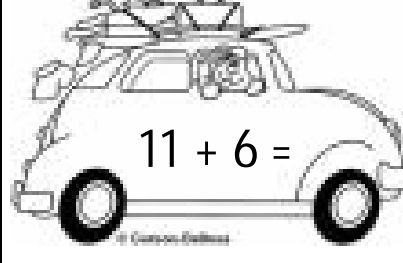
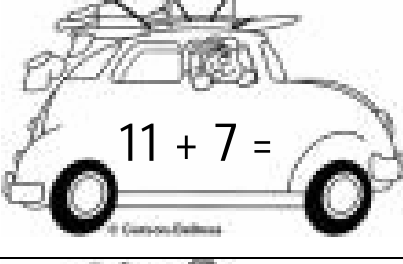
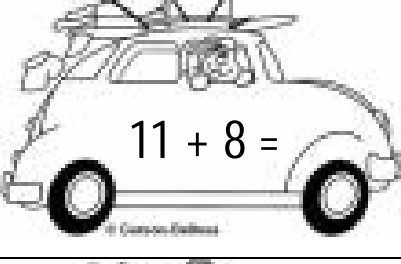
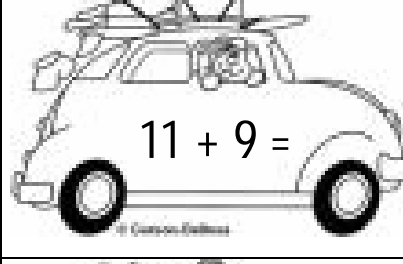
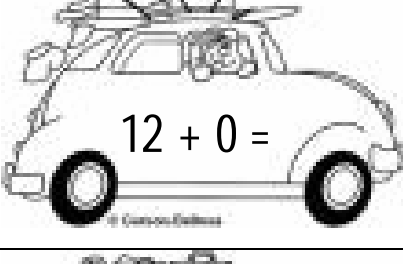
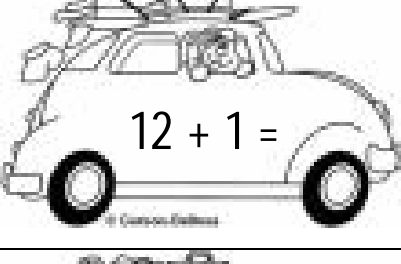
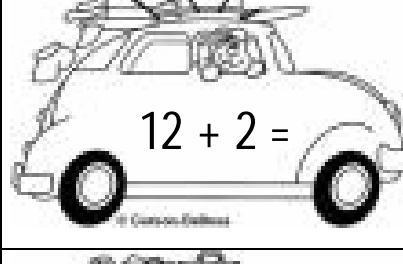
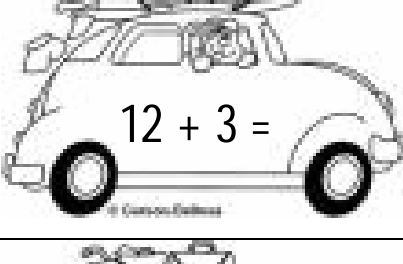
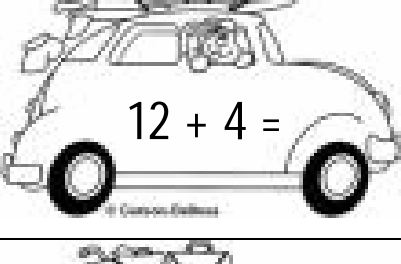
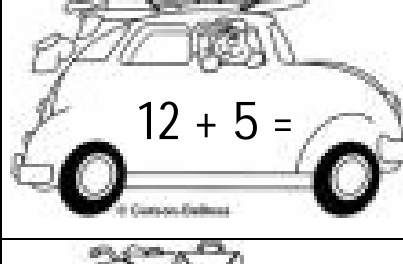
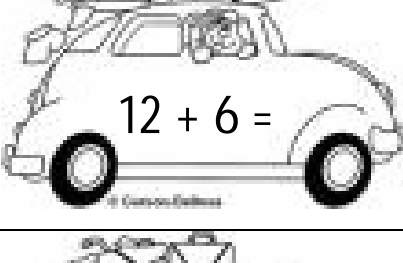
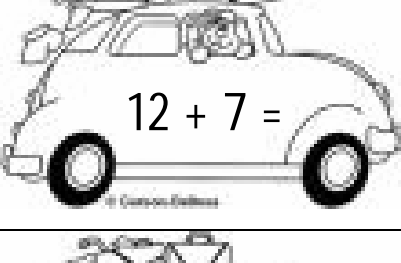
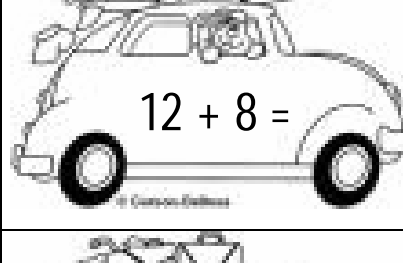
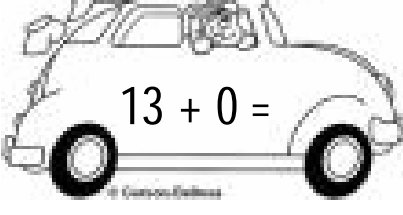
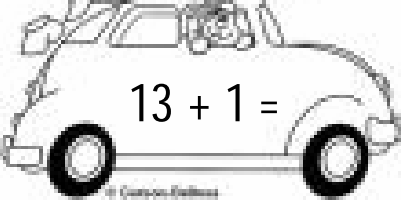
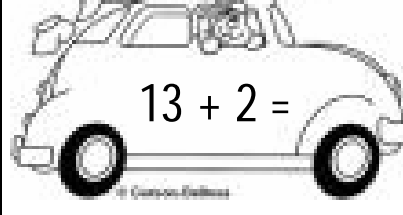
Klammerl

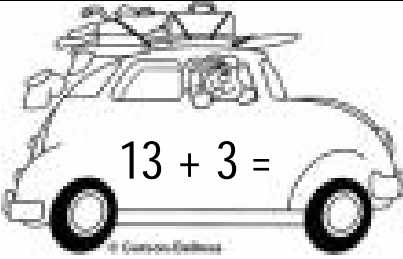
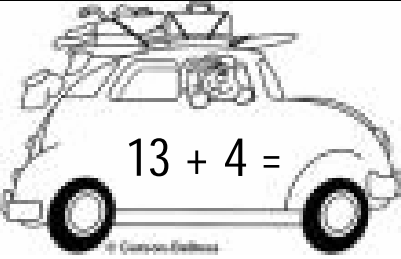
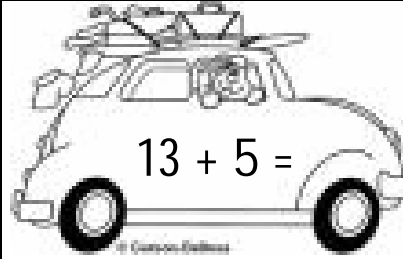
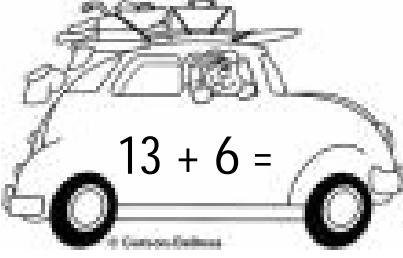
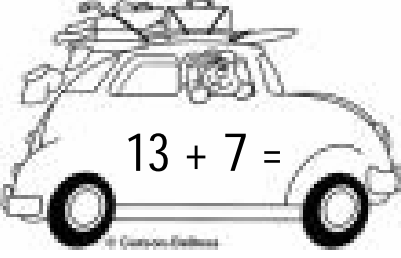
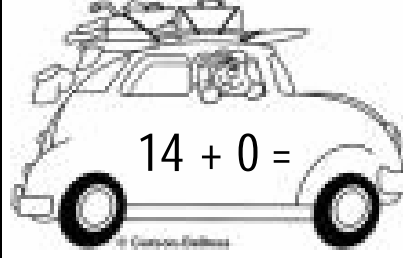
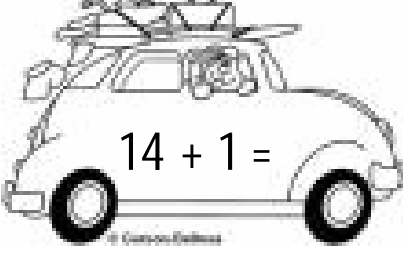
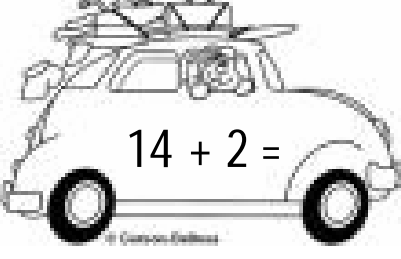
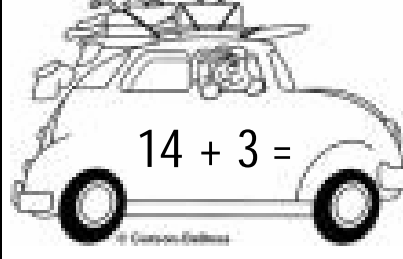
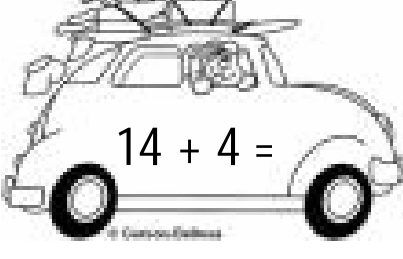
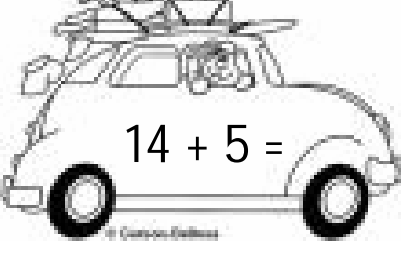
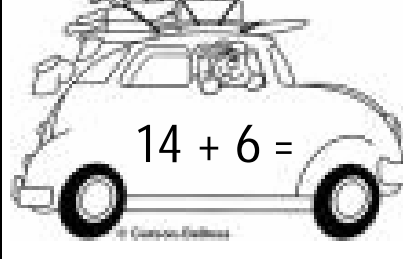
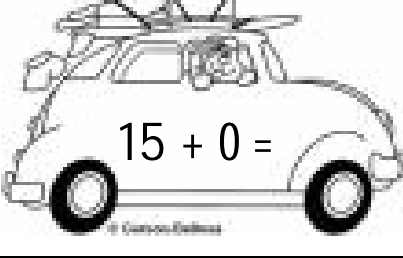
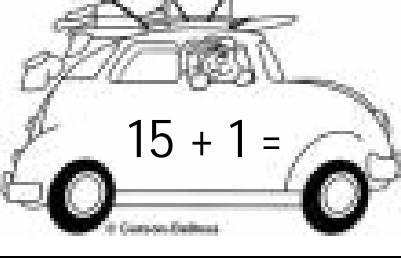
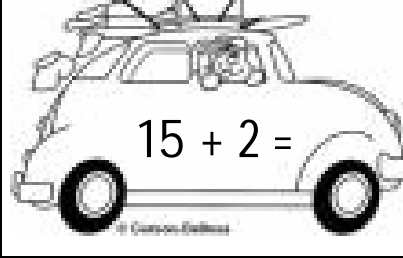
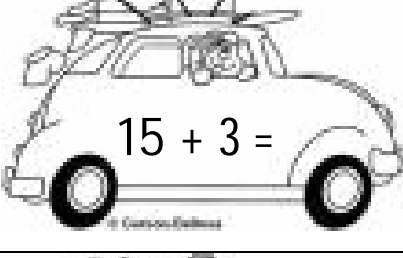
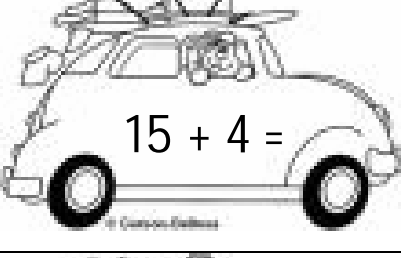
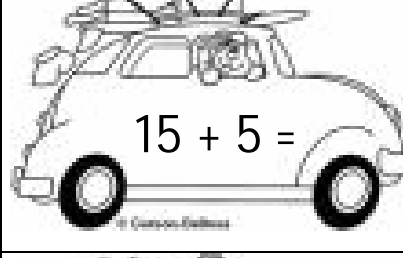
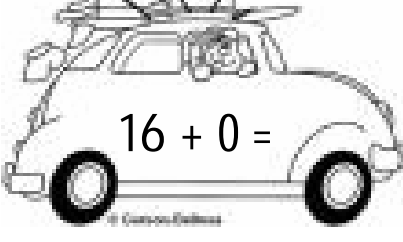
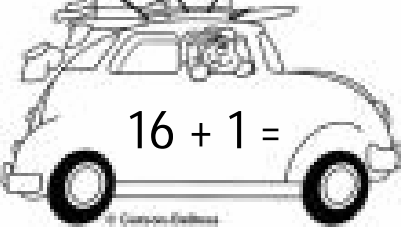
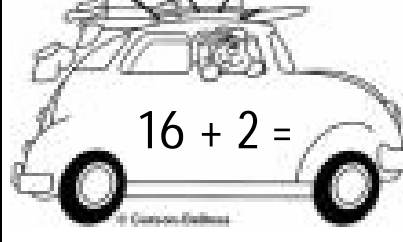
Angel mit Magneten

Arbeitsaufwand für dich:

Ausdrucken – zerschneiden - klammern – fertig!



 $11 + 1 =$	 $11 + 2 =$	 $11 + 3 =$
 $11 + 4 =$	 $11 + 5 =$	 $11 + 6 =$
 $11 + 7 =$	 $11 + 8 =$	 $11 + 9 =$
 $12 + 0 =$	 $12 + 1 =$	 $12 + 2 =$
 $12 + 3 =$	 $12 + 4 =$	 $12 + 5 =$
 $12 + 6 =$	 $12 + 7 =$	 $12 + 8 =$
 $13 + 0 =$	 $13 + 1 =$	 $13 + 2 =$

 $13 + 3 =$	 $13 + 4 =$	 $13 + 5 =$
 $13 + 6 =$	 $13 + 7 =$	 $14 + 0 =$
 $14 + 1 =$	 $14 + 2 =$	 $14 + 3 =$
 $14 + 4 =$	 $14 + 5 =$	 $14 + 6 =$
 $15 + 0 =$	 $15 + 1 =$	 $15 + 2 =$
 $15 + 3 =$	 $15 + 4 =$	 $15 + 5 =$
 $16 + 0 =$	 $16 + 1 =$	 $16 + 2 =$

$16 + 3 =$	$16 + 4 =$	$17 + 0 =$
$17 + 1 =$	$17 + 2 =$	$17 + 3 =$
$18 + 0 =$	$18 + 1 =$	$18 + 2 =$
$19 + 0 =$	$19 + 1 =$	$20 + 0 =$