

Angelspiel

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

Material für die Herstellung des Spiels:

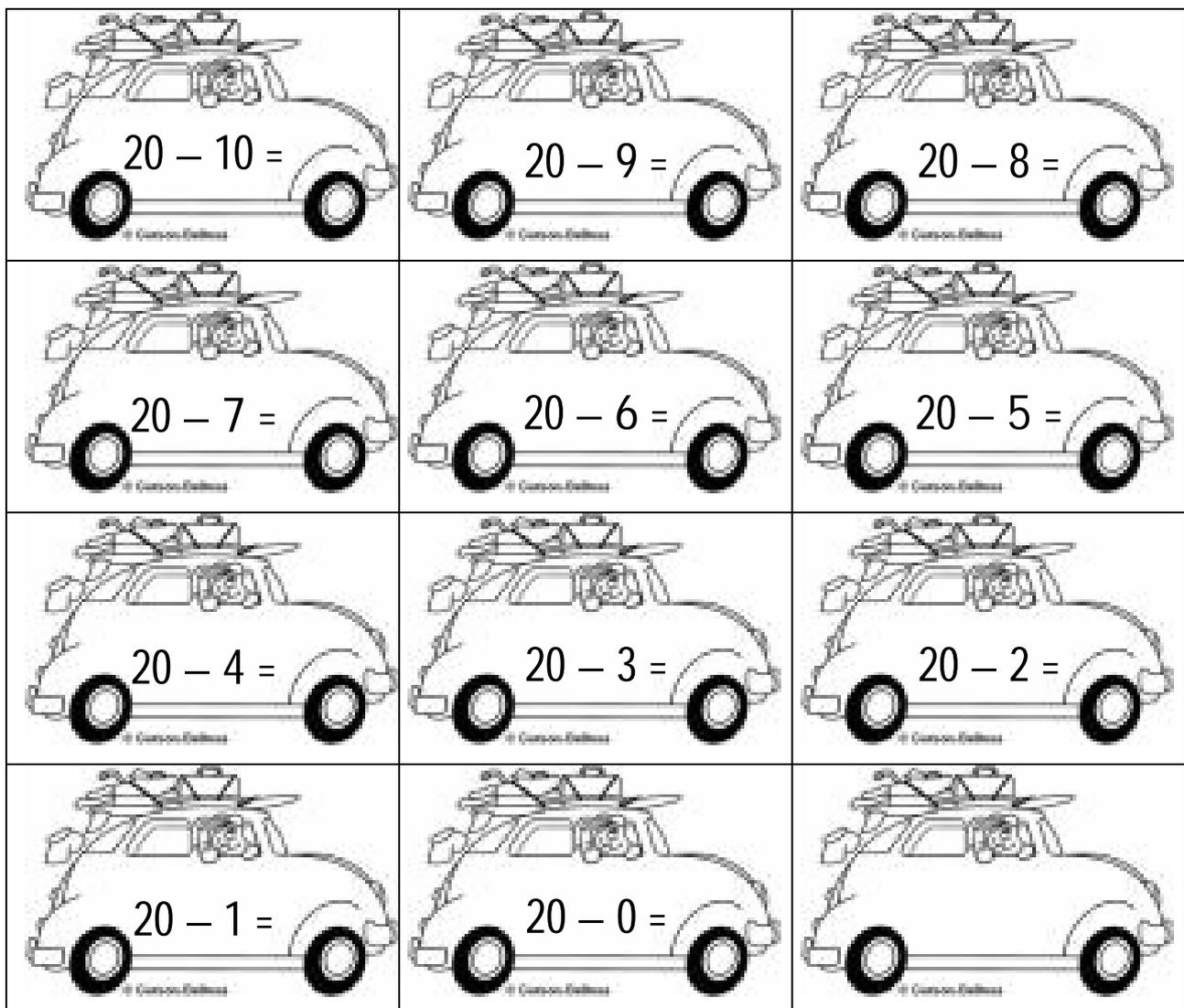
Färbiger Karton

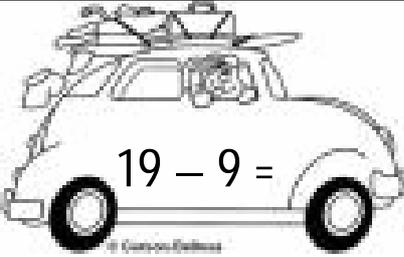
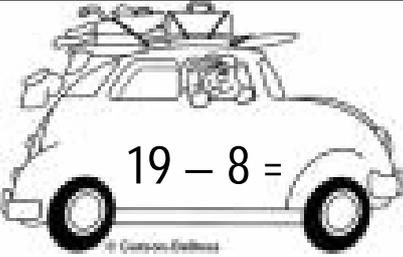
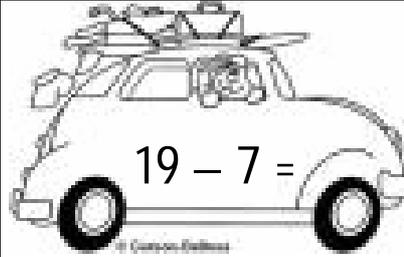
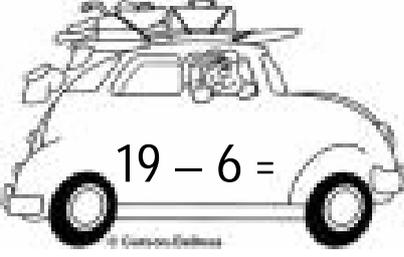
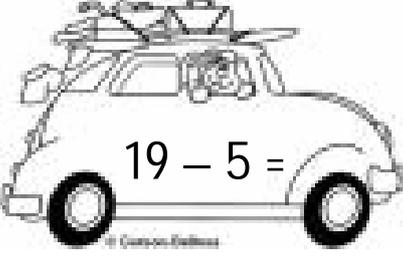
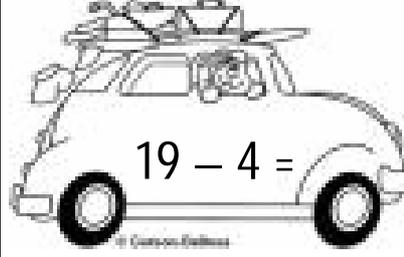
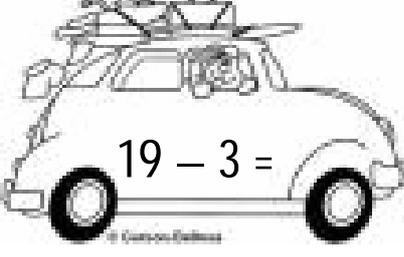
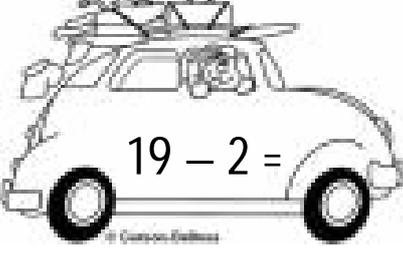
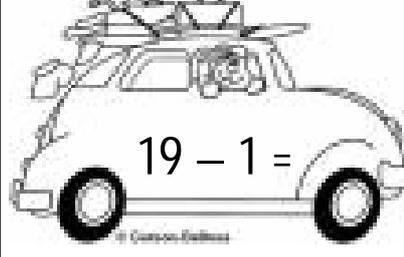
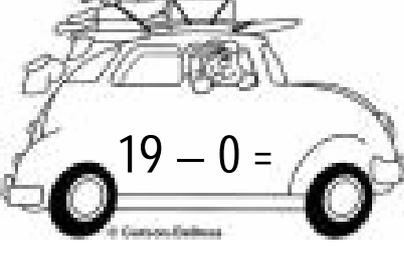
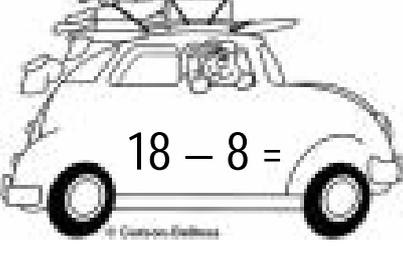
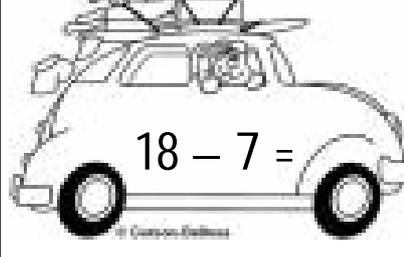
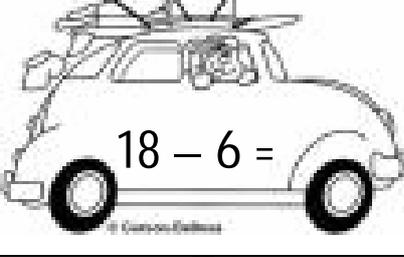
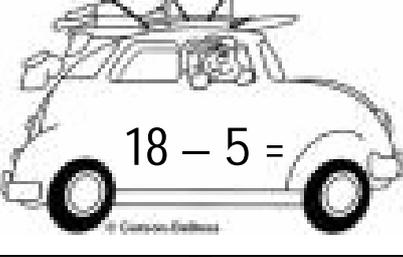
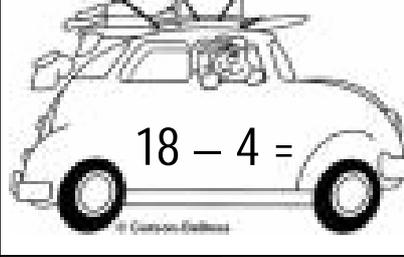
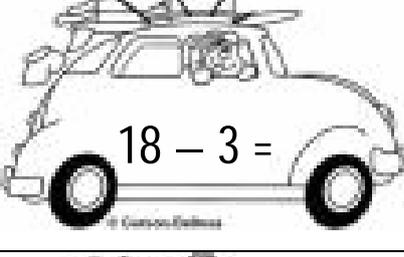
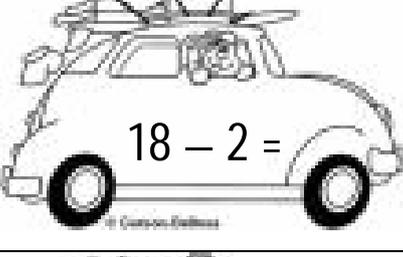
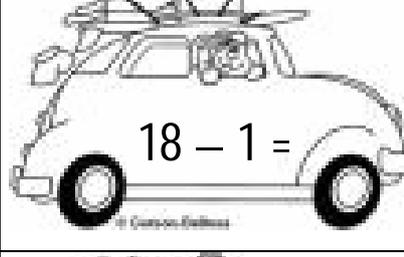
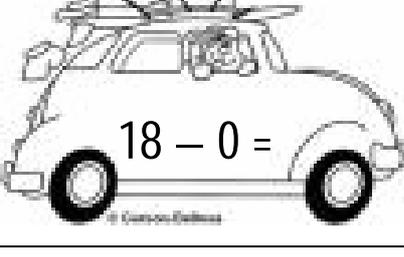
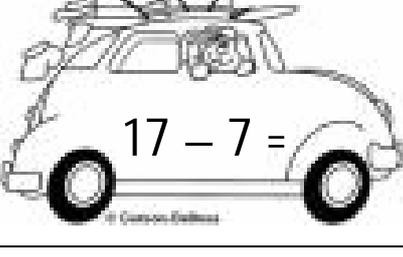
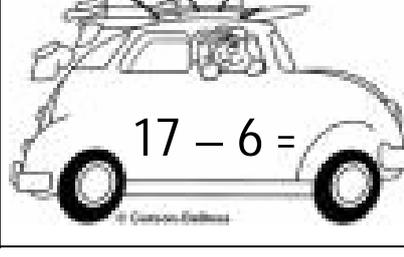
Klammerl

Angel mit Magneten

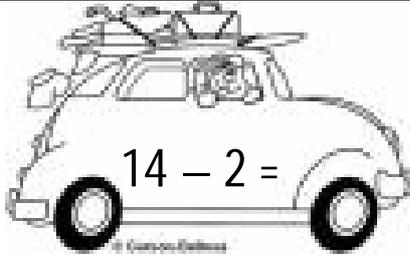
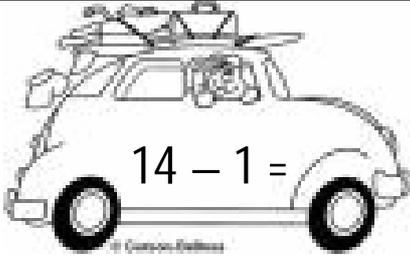
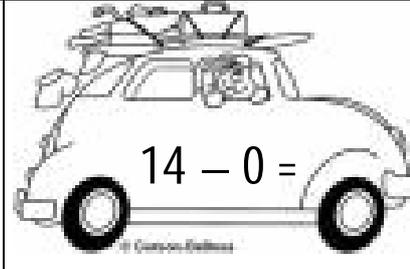
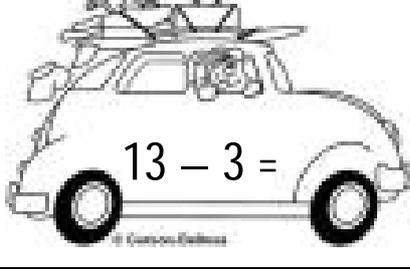
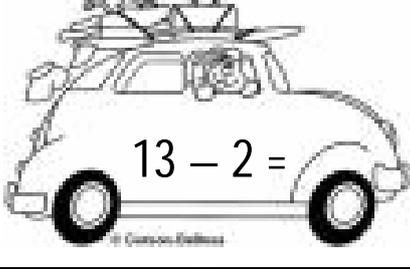
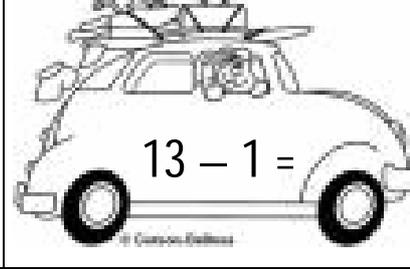
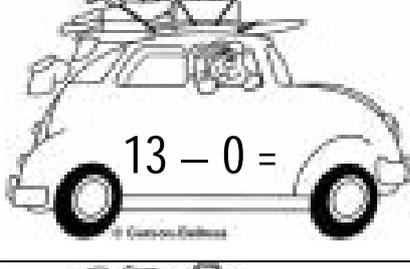
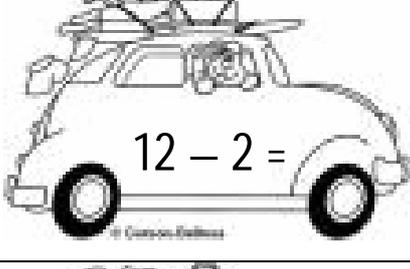
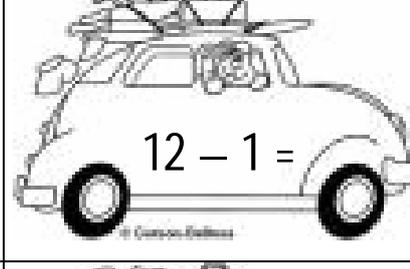
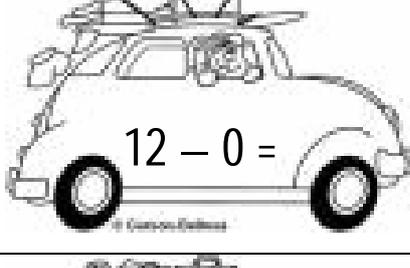
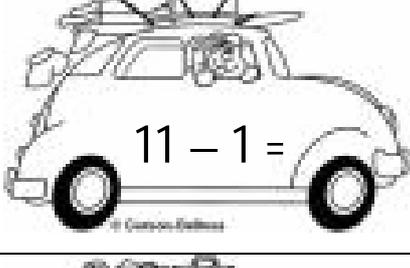
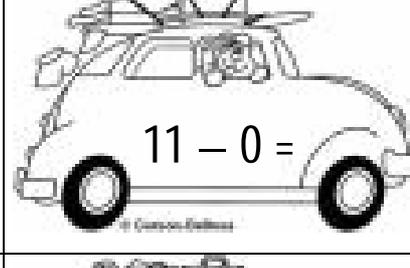
Arbeitsaufwand für dich:

Ausdrucken – zerschneiden - klammern – fertig!



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 $19 - 6 =$	 $19 - 5 =$	 $19 - 4 =$
 $19 - 3 =$	 $19 - 2 =$	 $19 - 1 =$
 $19 - 0 =$	 $18 - 8 =$	 $18 - 7 =$
 $18 - 6 =$	 $18 - 5 =$	 $18 - 4 =$
 $18 - 3 =$	 $18 - 2 =$	 $18 - 1 =$
 $18 - 0 =$	 $17 - 7 =$	 $17 - 6 =$

$17 - 5 =$	$17 - 4 =$	$17 - 3 =$
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 $13 - 0 =$	 $12 - 2 =$	 $12 - 1 =$
 $12 - 0 =$	 $11 - 1 =$	 $11 - 0 =$
		
		
		