

68



34

52



95



39



48



42

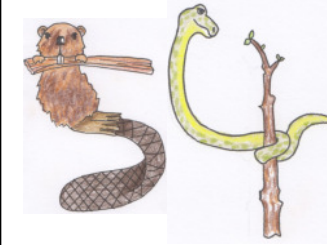
63



54



57



49



97



86

23



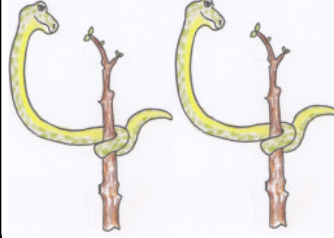
Spielplan links: ZE +/-E // ZE+/-Z // ZE+/-ZE // ZÜ: ZE+/-E bis 100

45



83

44



91



56



72

67



87

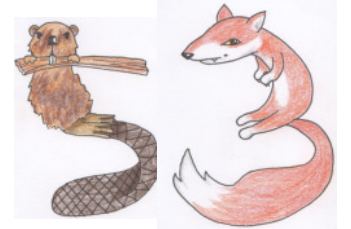


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68

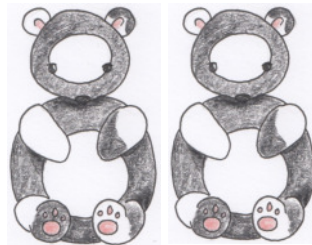
61



53



71



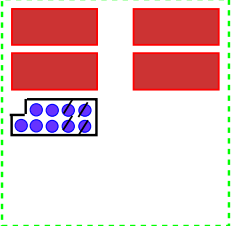
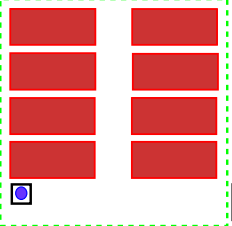
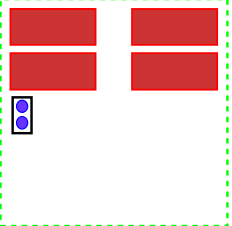
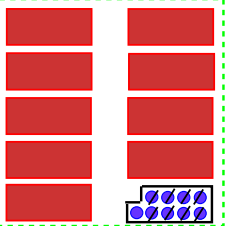
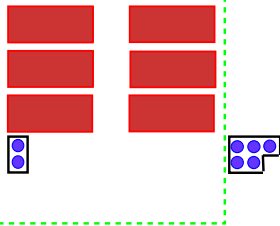
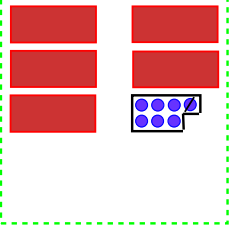
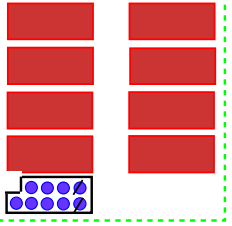
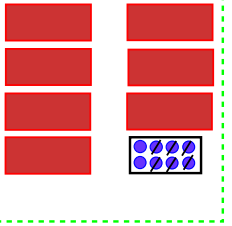
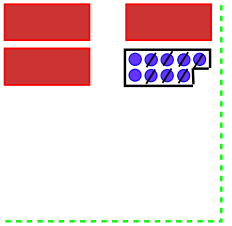
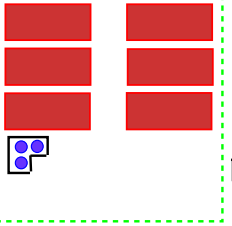

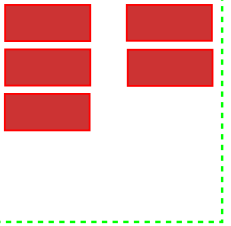
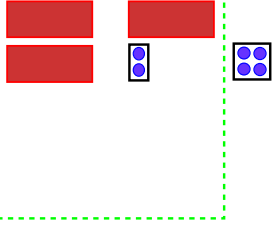
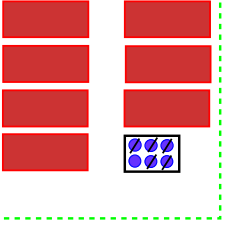
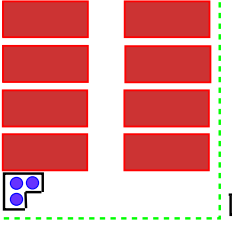
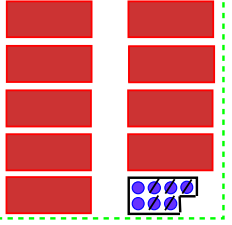
88

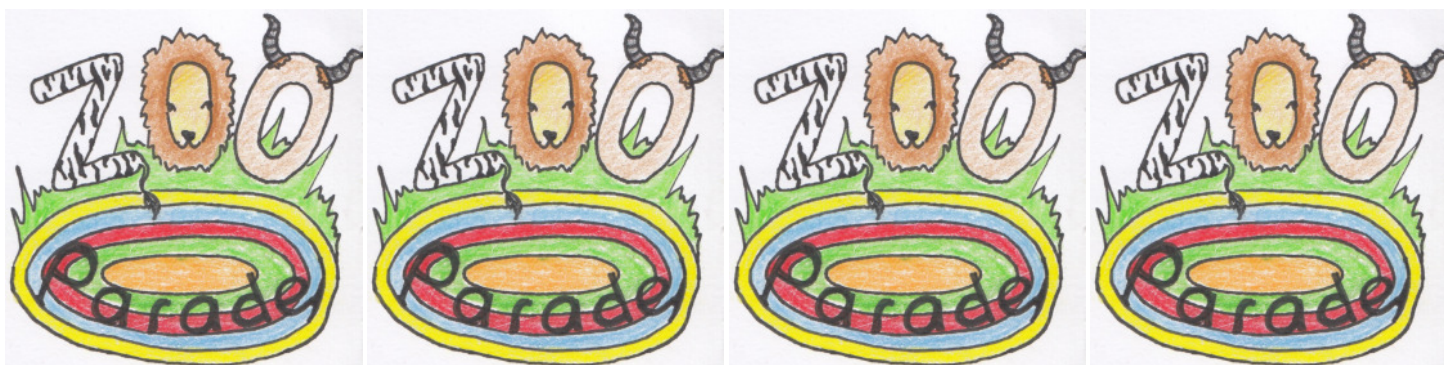
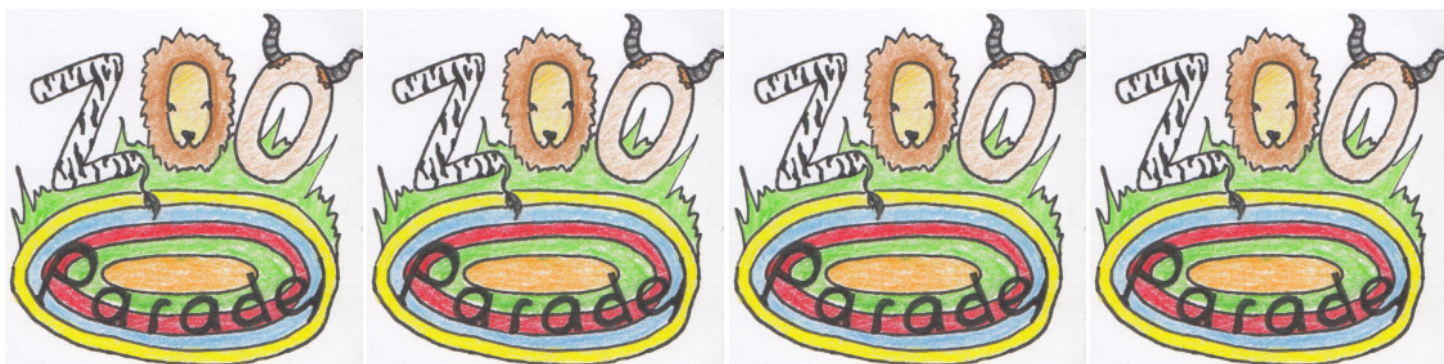
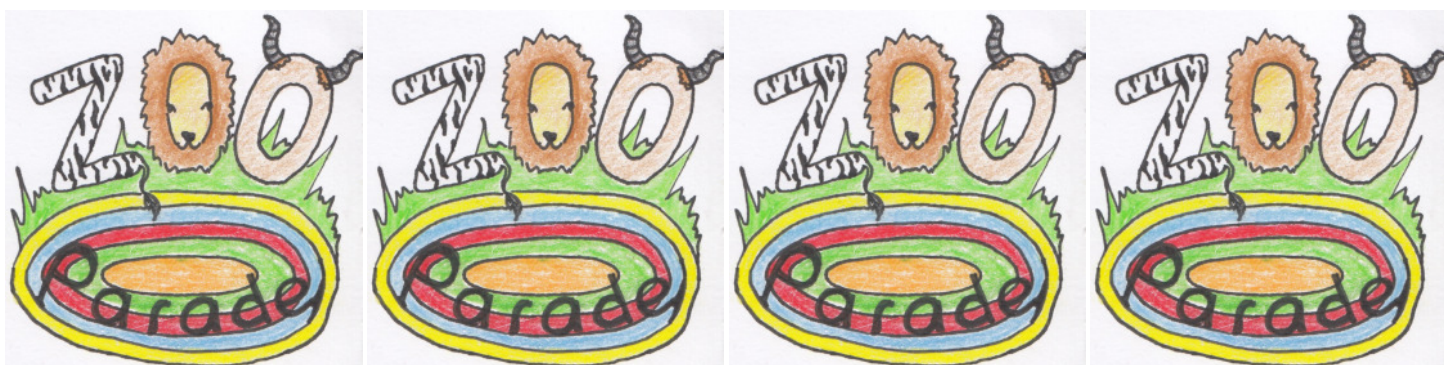
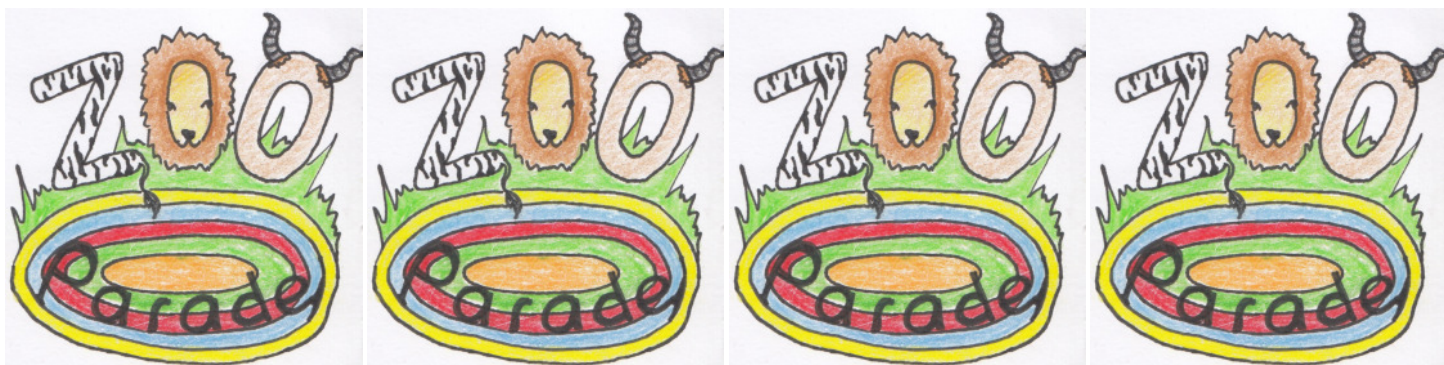


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Spielplan rechts: ZE +/-E // ZE+/-Z // ZE+/-ZE // ZÜ: ZE+/-E bis 100

(c) Kistler, Schneider: Rechnen ohne Stolperstein; Dieses Spiel und seine Teile sind urheberrechtlich geschützt. Jede kommerzielle Nutzung von Teilen oder des Ganzen ist untersagt. Das Material darf aber ausgedruckt und für die Förderung / Therapie von rechenschwachen Kindern benutzt werden.



The image shows a 4x4 grid of 16 cards for a math game. Each card features a green dashed box containing red blocks and blue dice. The dice are numbered 1 through 6. The cards are arranged in a 4x4 grid. The top row has 4 cards, the second row has 3 cards followed by a cartoon character, and the bottom two rows have 4 cards each. The cartoon character is a boy wearing a green cap with 'JOKER' on it, a green striped tank top with 'JOKER' on it, orange pants, and black boots, holding a white bucket.

