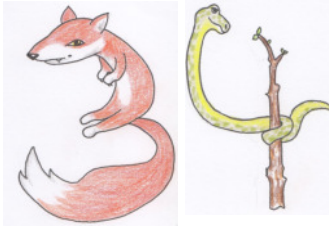


68



34

52



95



42

39



48

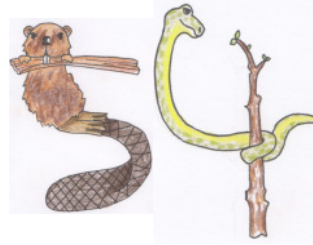


63



57

54



49



75

97



86

23



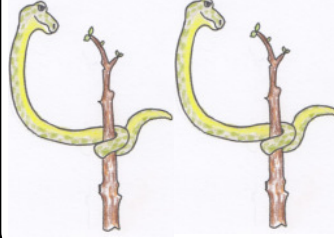
Spielplan links: ZE +/-E // ZE+/-Z // ZE+/-ZE // ZÜ: ZE+/-E bis 100

45



83

44



91



56



72

67



87

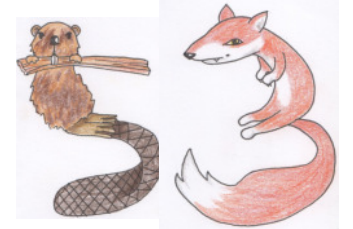


32



68

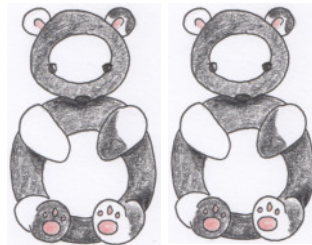
61



53



71



88



92

36

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 grid contains 16 math problems, each in a rounded square frame. Each problem consists of a 2x2 grid of red rectangles (representing 10s) and blue circles (representing 1s). Some circles are crossed out with a diagonal line. A small box of blue circles is shown next to each problem, representing the result.

Row 1:

- Problem 1: 20 + 10 = 30
- Problem 2: 20 + 10 = 30
- Problem 3: 20 + 10 = 30
- Problem 4: 20 + 10 = 30

Row 2:

- Problem 5: 20 + 10 = 30
- Problem 6: 20 + 10 = 30
- Problem 7: 20 + 10 = 30
- Problem 8: Illustration of a boy wearing a green cap with 'JOKER' on it, a green striped tank top with 'JOKER' on it, orange shorts, and black boots. He is holding a white bucket and a pair of keys.

Row 3:

- Problem 9: 20 + 10 = 30
- Problem 10: 20 + 10 = 30
- Problem 11: 20 + 10 = 30
- Problem 12: 20 + 10 = 30

Row 4:

- Problem 13: 20 + 10 = 30
- Problem 14: 20 + 10 = 30
- Problem 15: 20 + 10 = 30
- Problem 16: 20 + 10 = 30

