

Spielvorbereitung: Karten mischen und verdeckt ausbreiten.

Spielziel: Paare finden.

Spielverlauf: Ein Kind dreht zwei Karten um und benennt die Zahlen.

- Bilden sie ein Paar, dann können die Karten behalten werden.
- Das Kind darf noch einmal zwei Karten umdrehen.
- Bilden die Karten kein Paar, dann ist das andere Kind an der Reihe.

QR-Code: Zahl zum Anhören.

التحضير للعبة: اخلط الأوراق ووزعها وجهًا لأسفل.

هدف اللعبة: البحث عن أزواج.

طريقة اللعب: يقلب الطفل بطاقتين ويسمي الأرقام.

إذا كانوا يشكلون زوجًا، فيمكن الاحتفاظ بالبطاقات.

يستطيع الطفل قلب بطاقتين أخريين.

إذا لم تشكل البطاقات زوجًا، فهذا هو دور الطفل الآخر

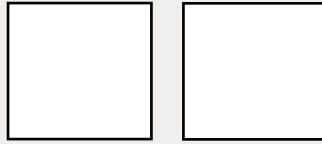
رمز الكود: يمكن الاستماع إلى الرقم



die Karte

بطاقة

[bitaqa]



die Karten

بطاقات

[bitaqat]

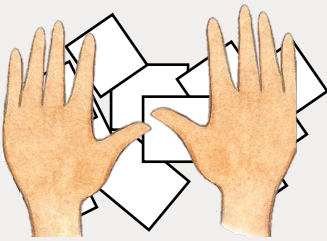
12



das Paar

زوج

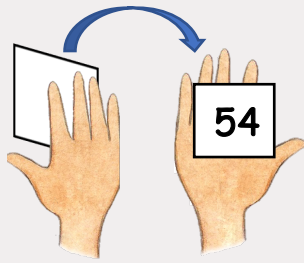
[zawg]



mischen

خلط

[khalt]



umdrehen

اقلب

[aqlib]

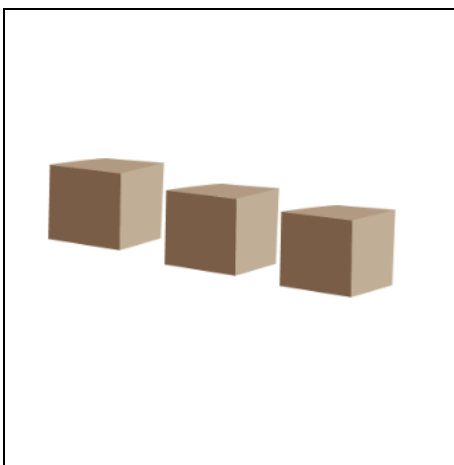
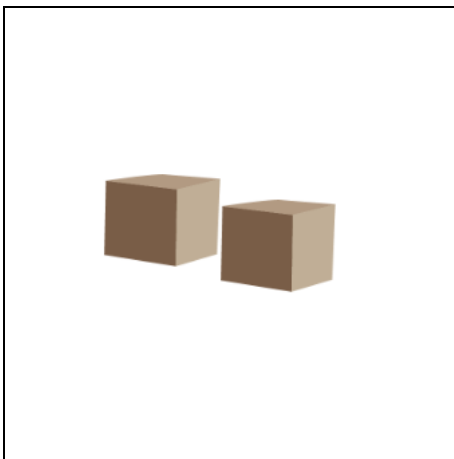
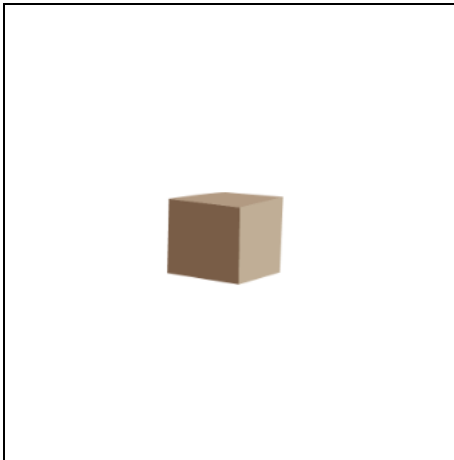


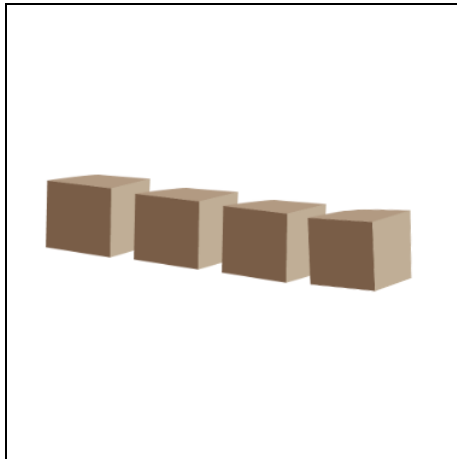
der QR-Code

رمز الكود

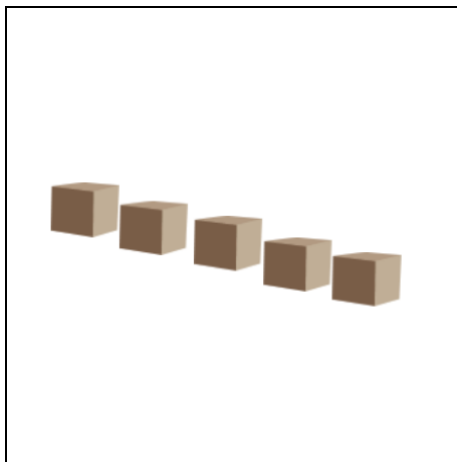
[ramz alkud]

Paare finden „Zahlwort & Würfelmaterial, ZR 20“

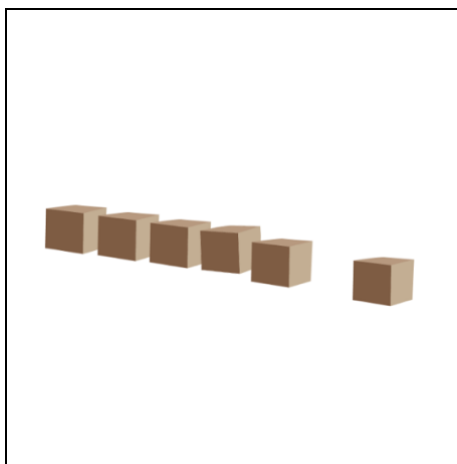




4
vier

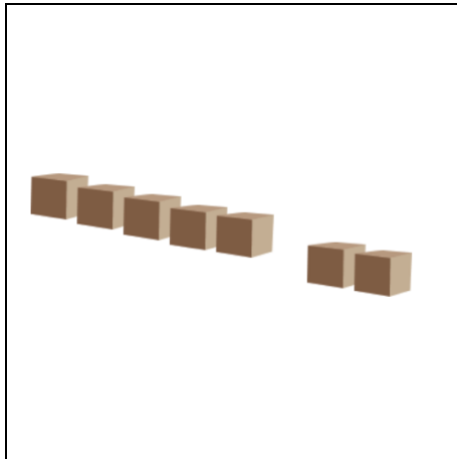


5
fünf

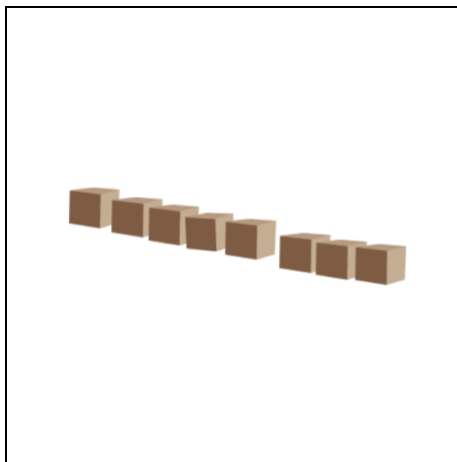


6
sechs

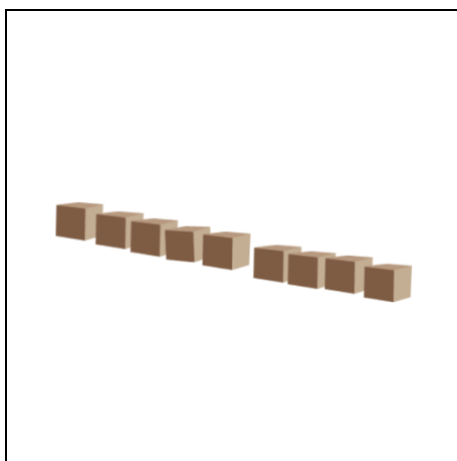




7
sieben

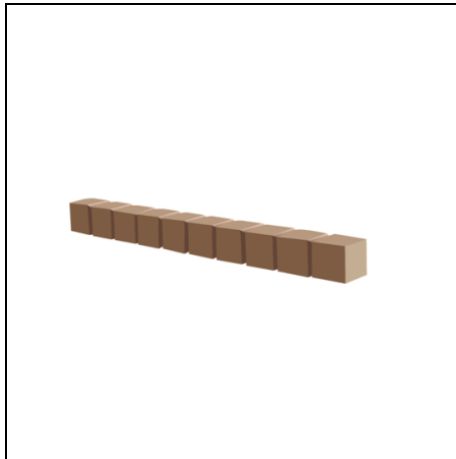
A square QR code located in the bottom right corner of the panel.

8
acht

A square QR code located in the bottom right corner of the panel.

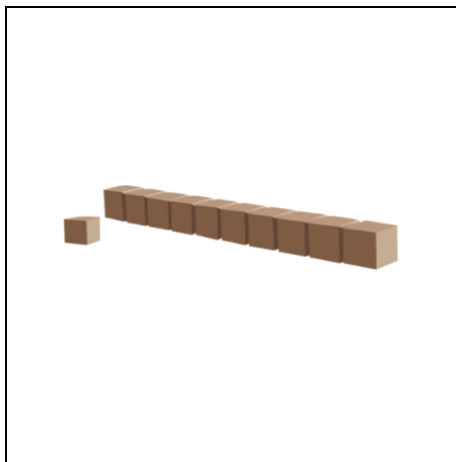
9
neun

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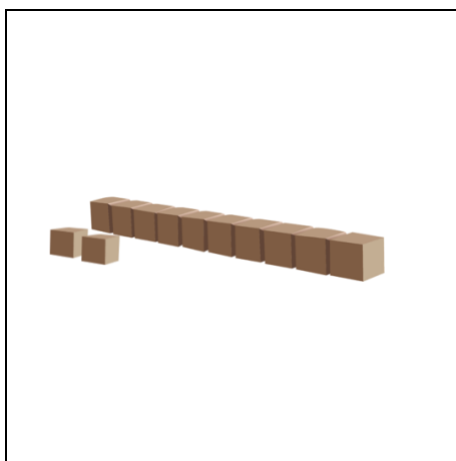
10

zehn



11

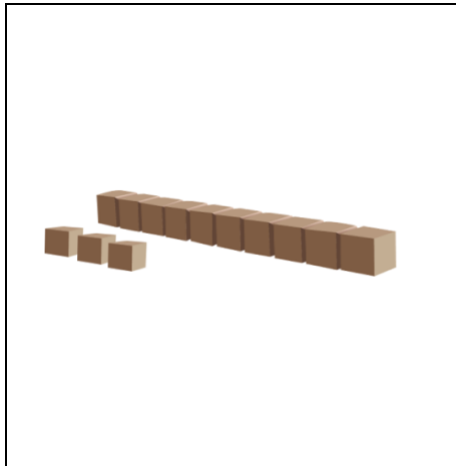
elf



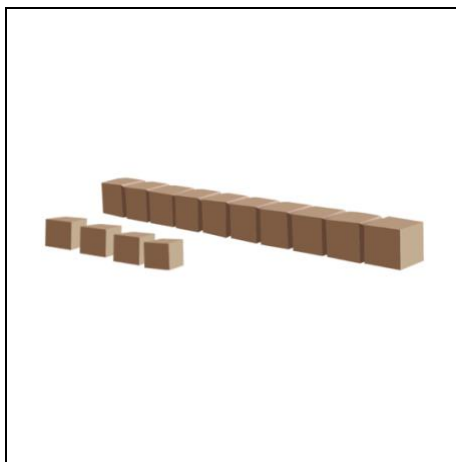
12

zwölf

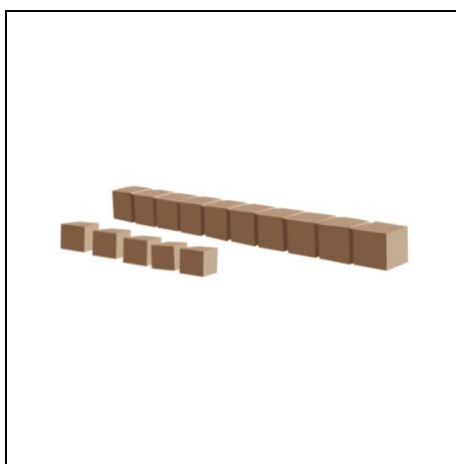




13
dreizehn

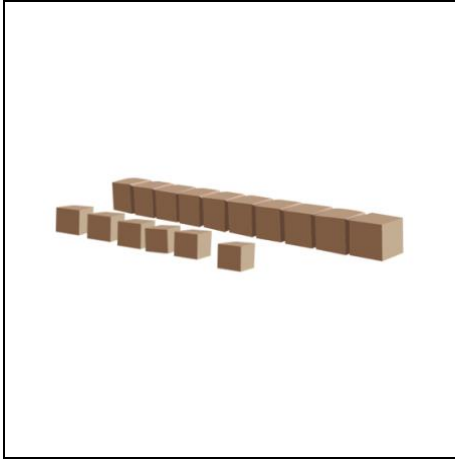


14
vierzehn

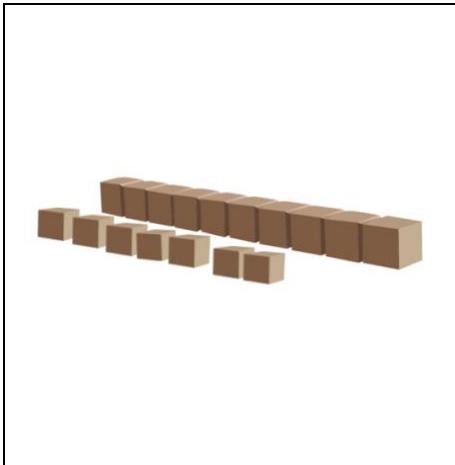


15
fünfzehn

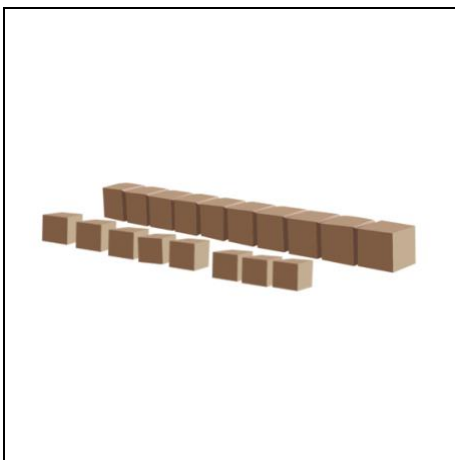




16
sechzehn

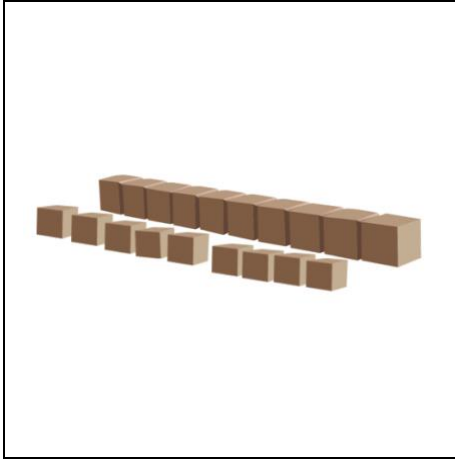


17
siebzehn

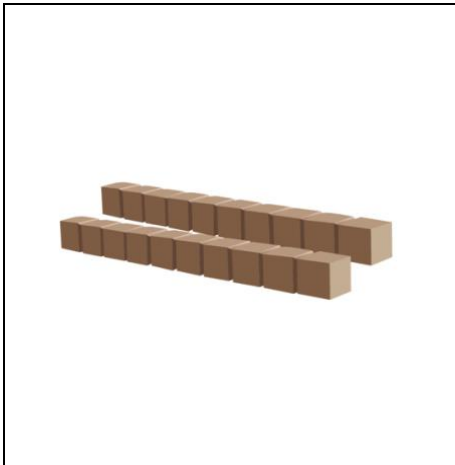


18
achtzehn





19
neunzehn



20
zwanzig

