



Spielvorbereitung: Karten mischen und verdeckt ausbreiten.

Spielziel: Paare finden.

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

- Sind sich die Kinder unsicher, können sie sich die Zahl über den QR-Code vorlesen lassen.
- Bilden die Karten ein Paar, dann können sie behalten werden.
- Das Kind darf noch einmal zwei Karten umdrehen.
- Bilden die Karten kein Paar, dann ist das andere Kind an der Reihe.

Подготовката игра: Разбъркваме картите и ги подреждаме обърнати.

Цел на играта: Да намираме двойки.

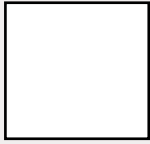
Игра: Едно дете обръща 2 карти и назовава числата.

- Ако децата не са сигурни, могат да чуят числата чрез QR-кода.
- Ако картите образуват двойка, могат да бъдат прибрани.
- Детето може да обърне още 2 карти.
- Ако картите не образуват двойка, тогава следващото дете е наред.

Paare finden

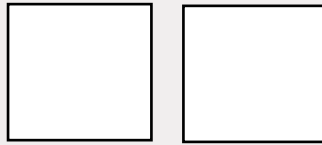


Намиране на двойки



die Karte

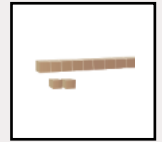
карта
[karta]



die Karten

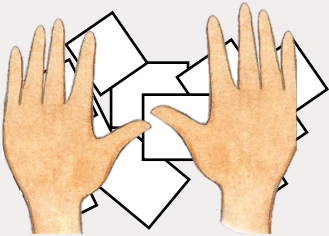
карти
[karti]

12



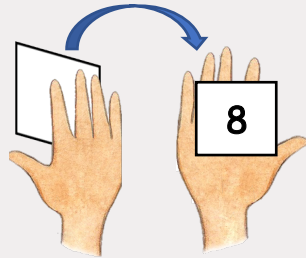
das Paar

двойка
[dvoika]



mischen

разбърквам
[razburkvam]



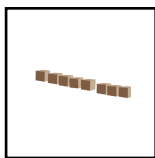
umdrehen

обръщам
[obrushtam]



der QR-Code

QR-код
[kyu ar kod]



Auf dieser Karte sehe ich 8 Würfel.
На тази карта виждам 8 зарчета.

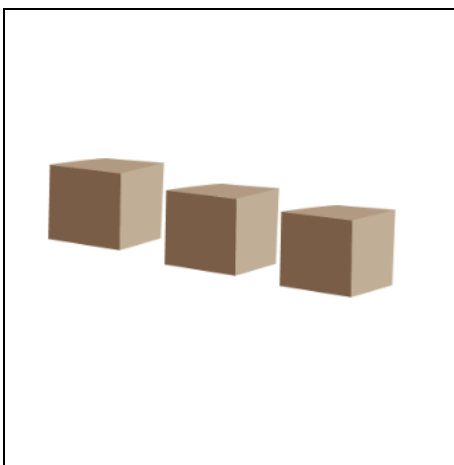
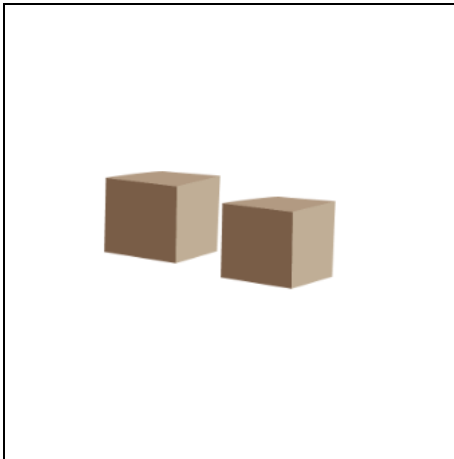
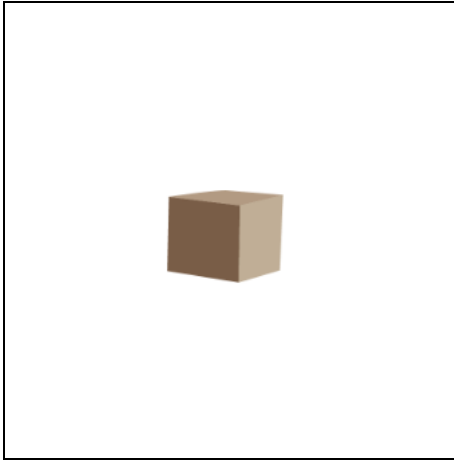


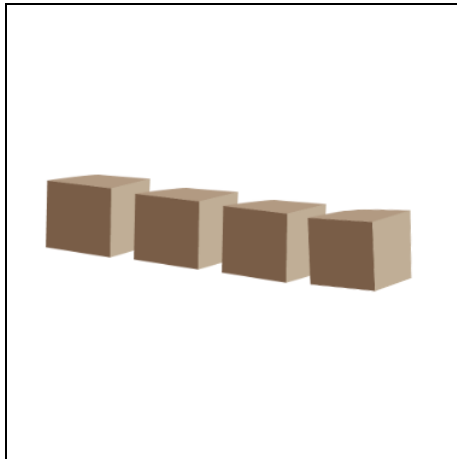
12

Auf dieser Karte sehe ich die Zahl 12.
На тази карта виждам числото 12.



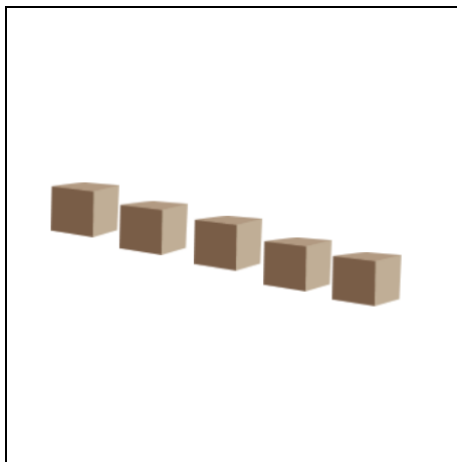
Paare finden „Zahlwort & Würfelmaterial, ZR 20“





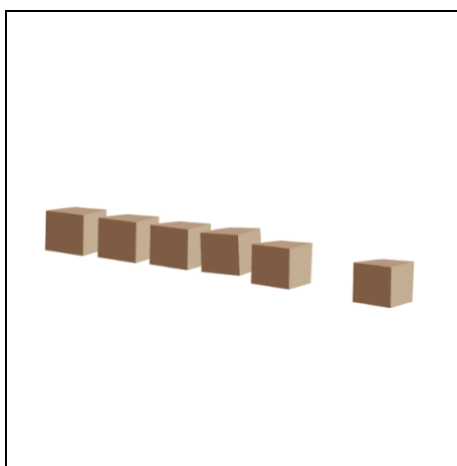
4

vier



5

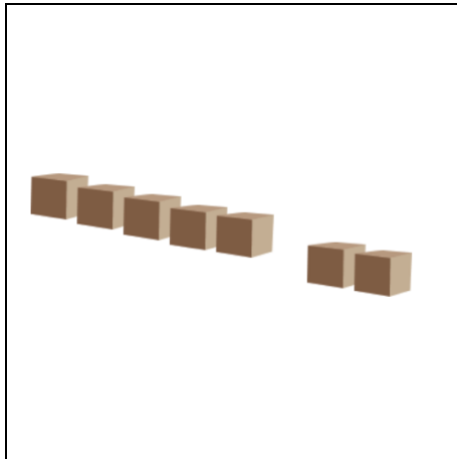
fünf



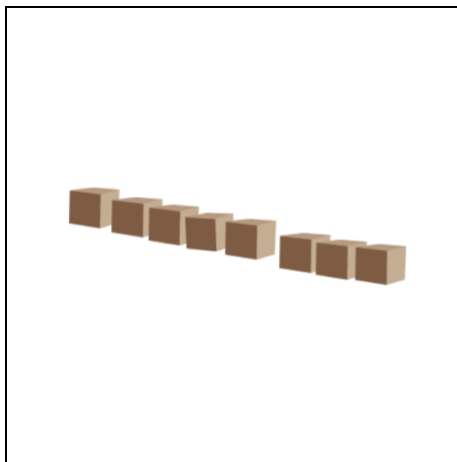
6

sechs

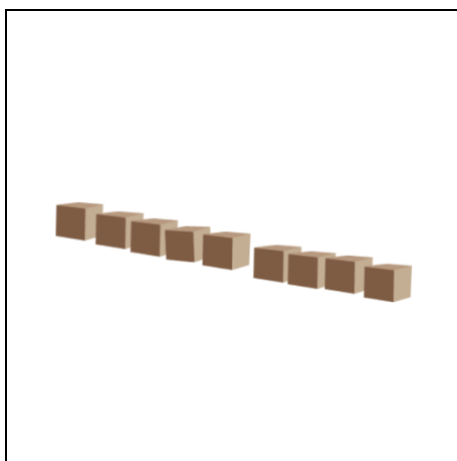




7
sieben

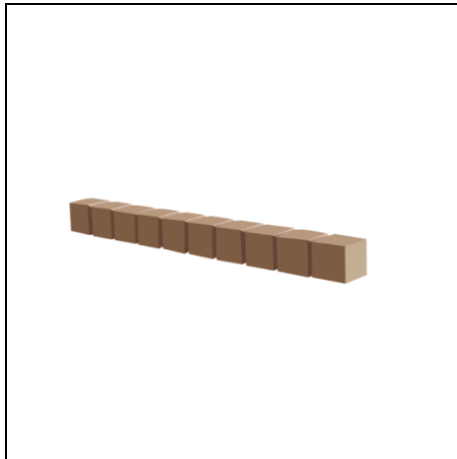


8
acht



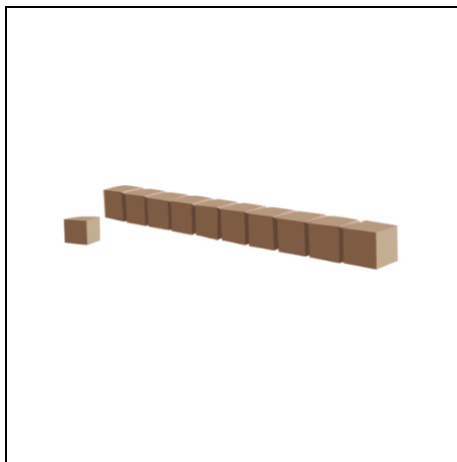
9
neun





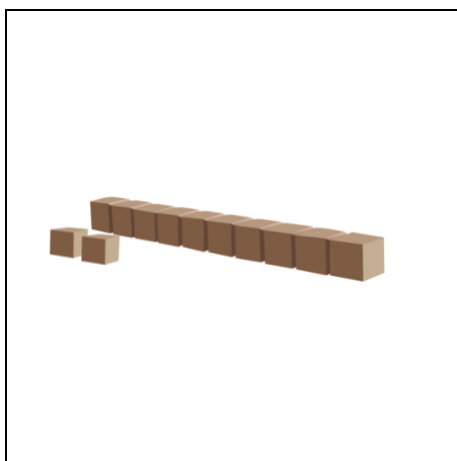
10

zehn



11

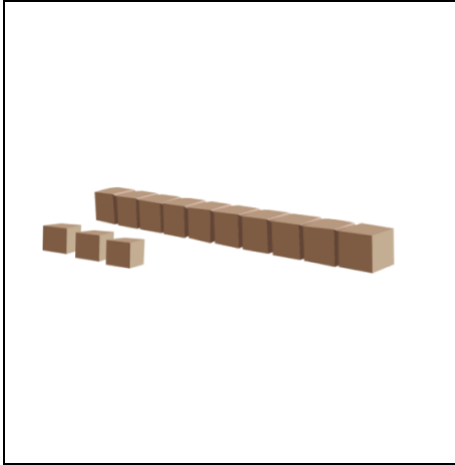
elf



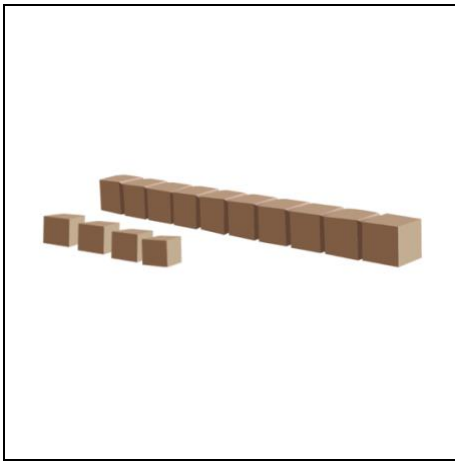
12

zwölf

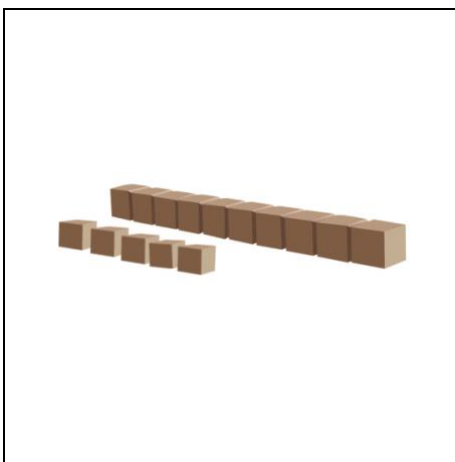




13
dreizehn

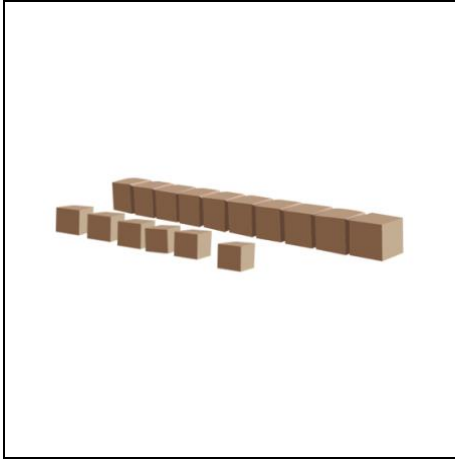


14
vierzehn

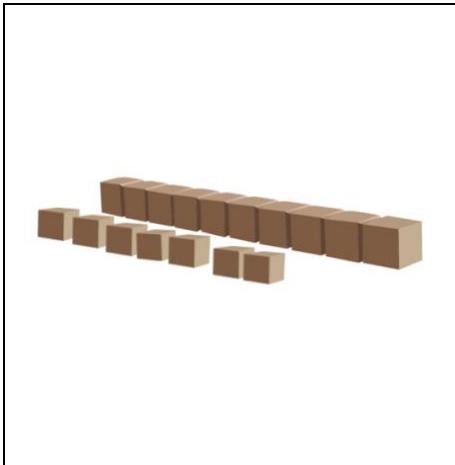


15
fünfzehn

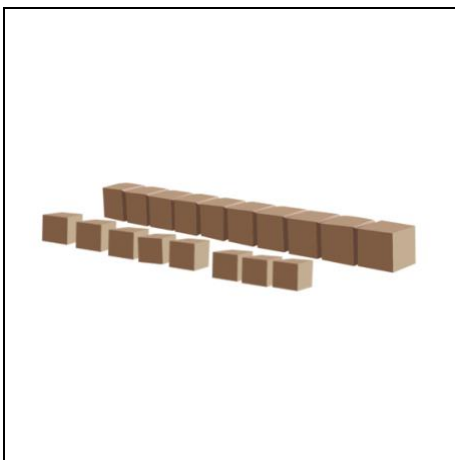




16
sechzehn

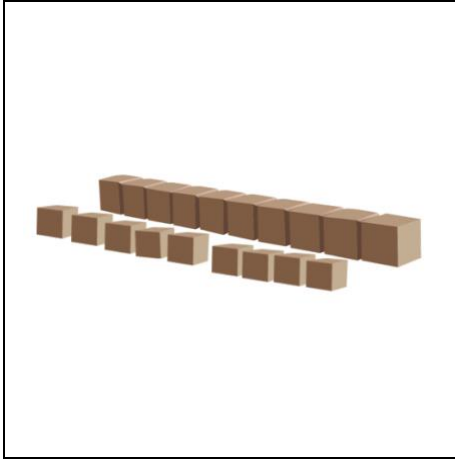


17
siebzehn

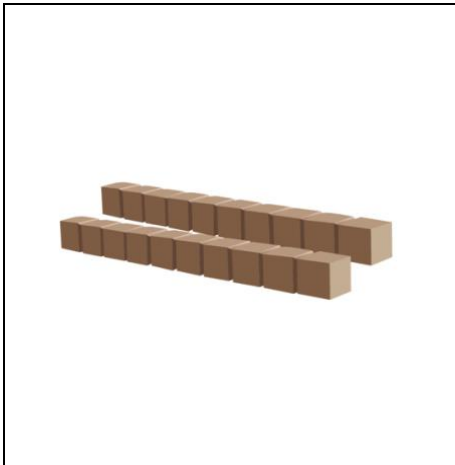


18
achtzehn





19
neunzehn



20
zwanzig

