



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.

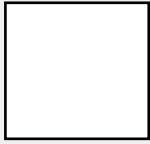
Pregătirea jocului: cărțile se amestecă și întind cu fața în jos.

Scopul jocului: să se găsească perechi.

Cum se joacă: un copil întoarce două cărți și spune numerele.

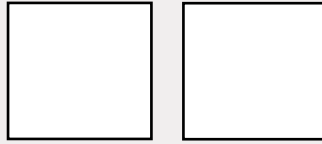
- Dacă ele formează o pereche, se pot păstra.
- Copilul are voie să mai întoarcă două cărți.
- Dacă ele nu formează o pereche, îi vine rândul următorului copil.

Cod QR: pentru ascultat numerele.



die Karte

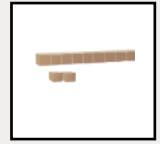
cartea
[kartea]



die Karten

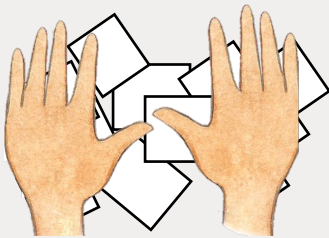
cărțile
[kartzile]

12



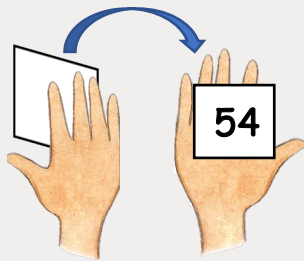
das Paar

perechea
[perechea]



mischen

A amesteca
[a amessteka]



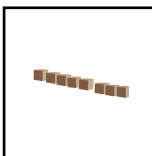
umdrehen

A întoarce
[a intoartsche]



der QR-Code

Codul QR
[kodul QR]



Auf dieser Karte sehe ich 8 Würfel.
Pe cartea aceasta văd 8 cuburi.

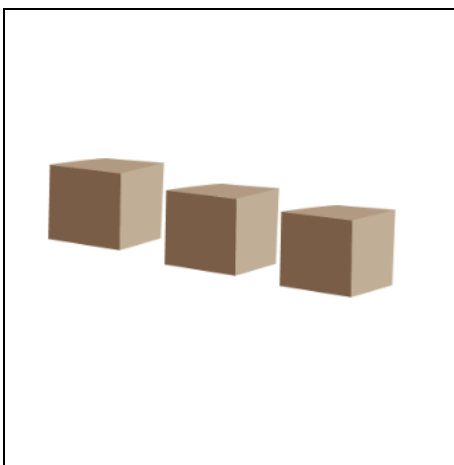
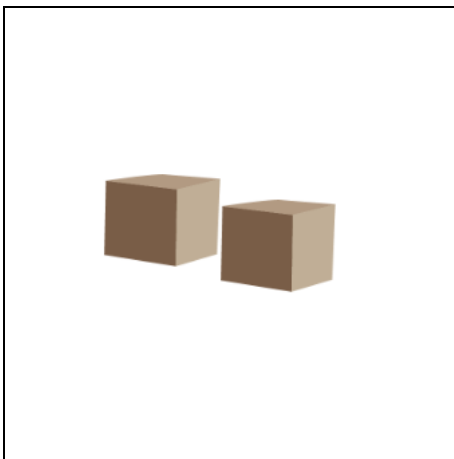
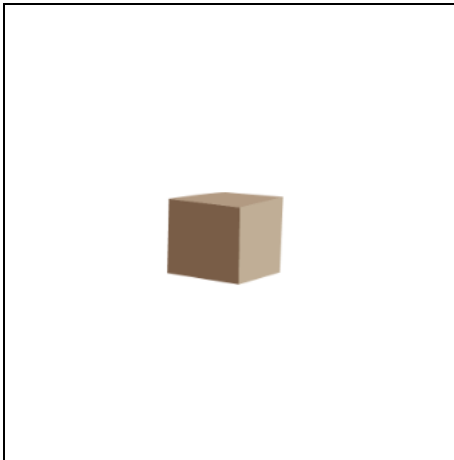


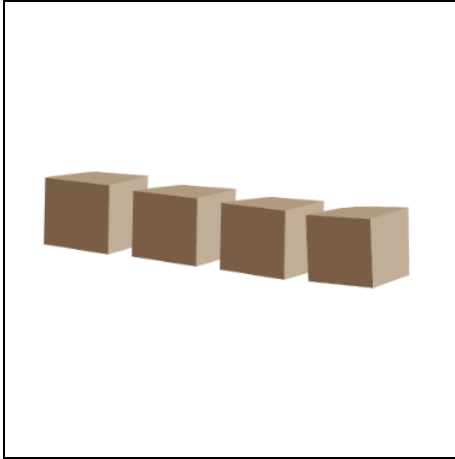
Auf dieser Karte sehe ich die
Zahl 12.
Pe cartea aceasta văd numărul 12.



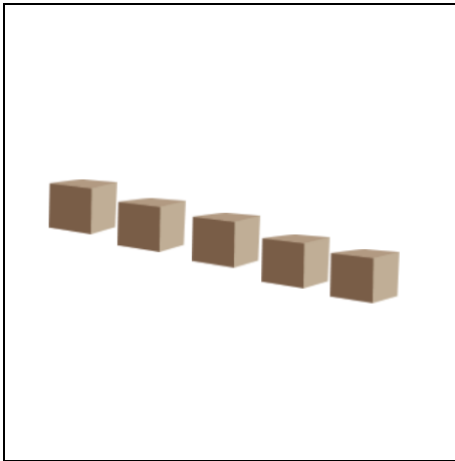
12

Paare finden „Zahlwort & Würfelmaterial, ZR 20“

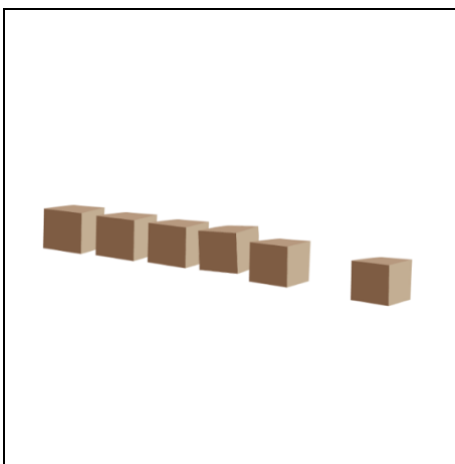




4
vier

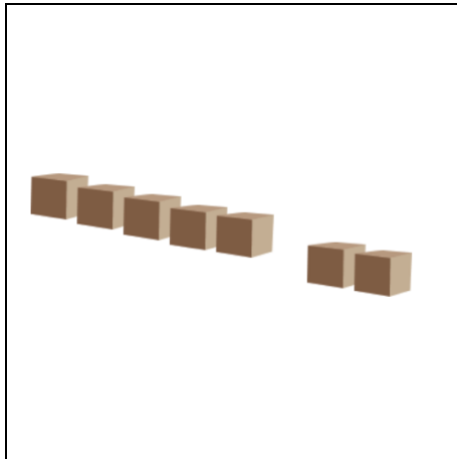


5
fünf

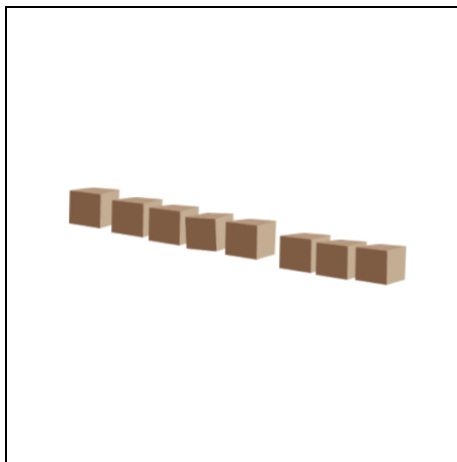


6
sechs

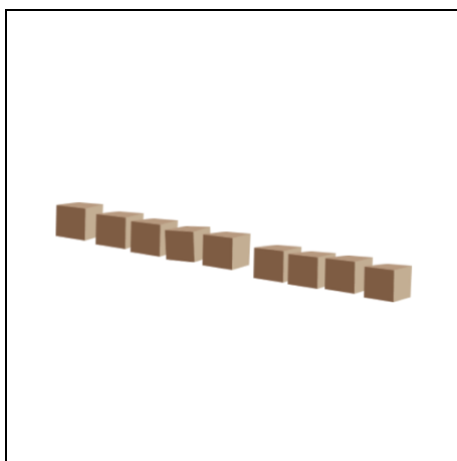




7
sieben

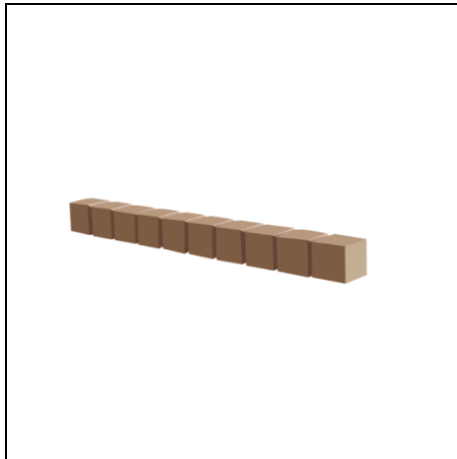


8
acht



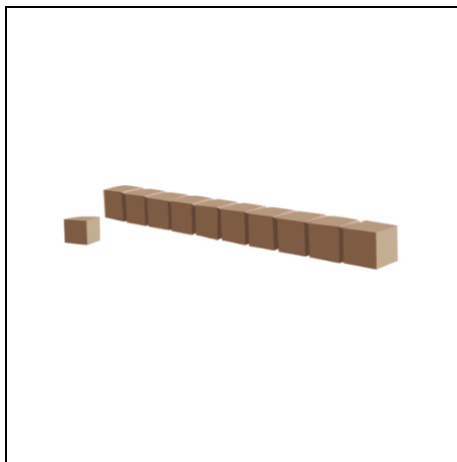
9
neun





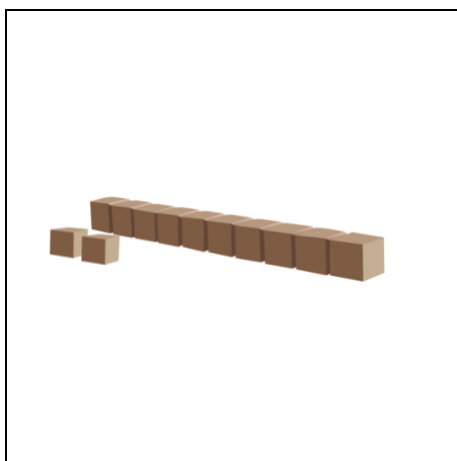
10

zehn



11

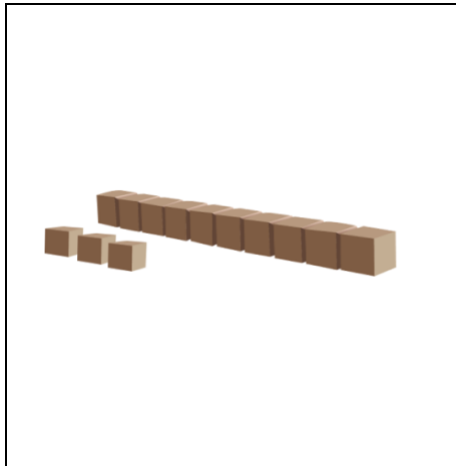
elf



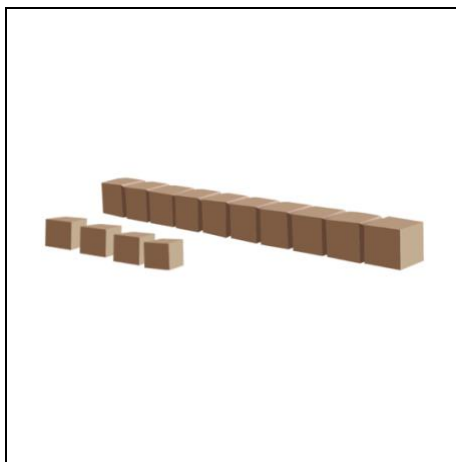
12

zwölf

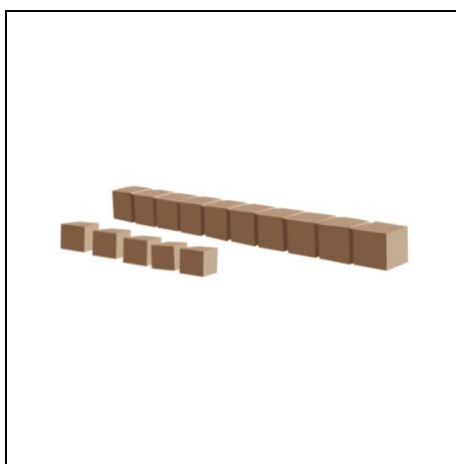




13
dreizehn

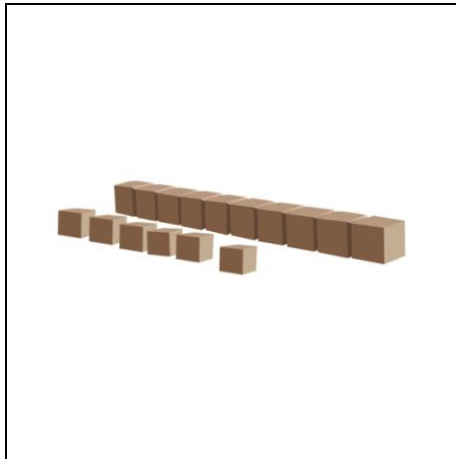


14
vierzehn

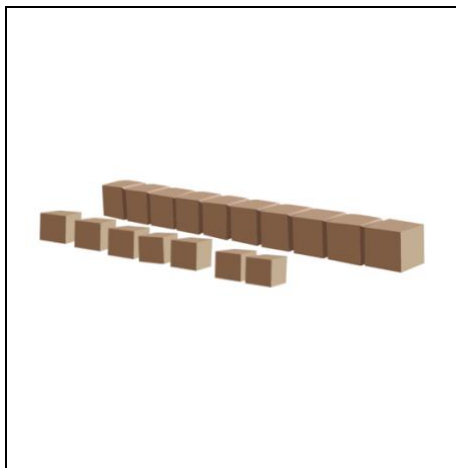


15
fünfzehn

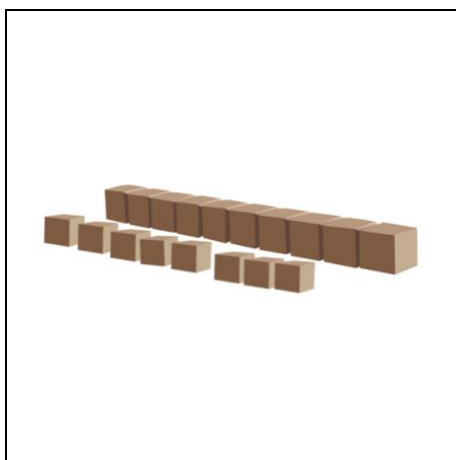




16
sechzehn

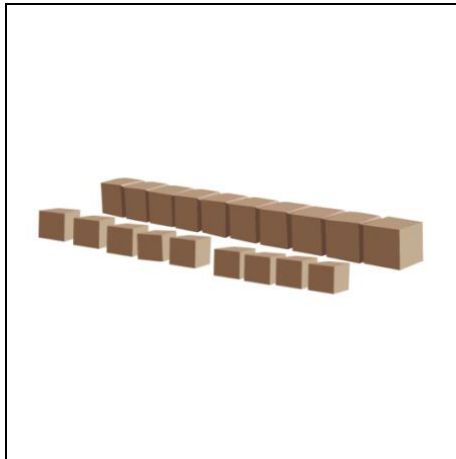


17
siebzehn

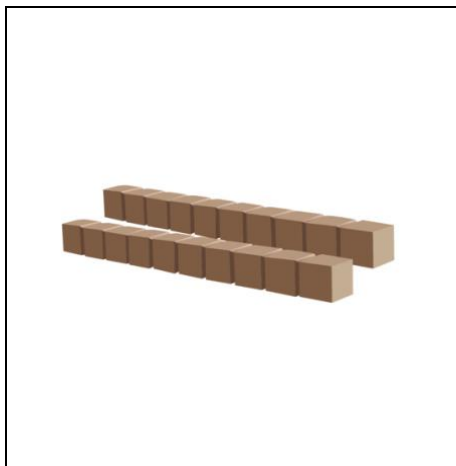


18
achtzehn





19
neunzehn



20
zwanzig

