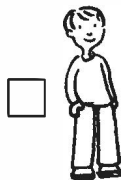
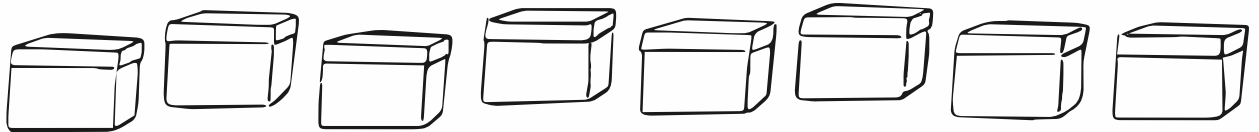
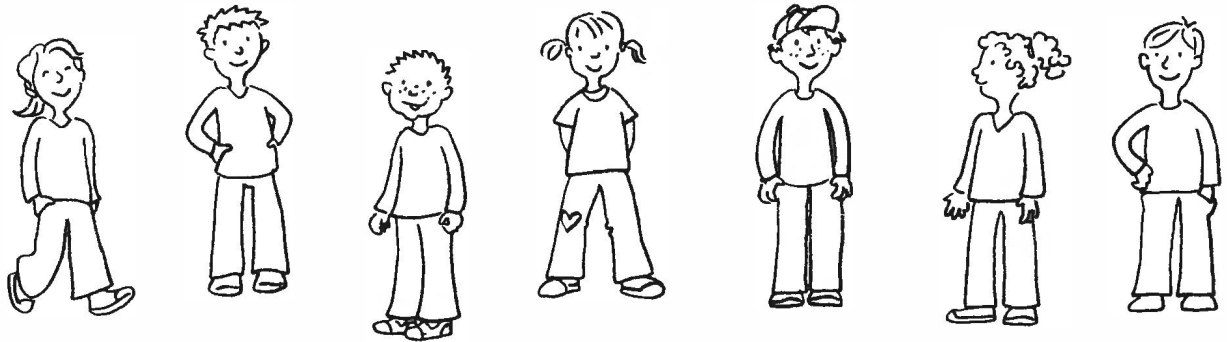
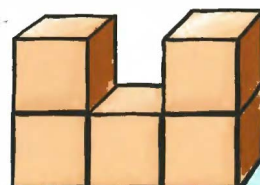
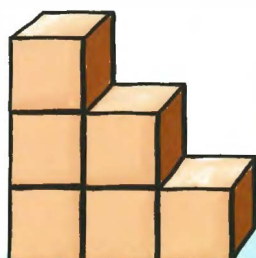
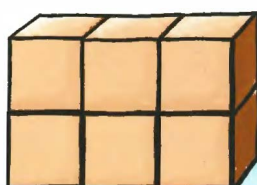
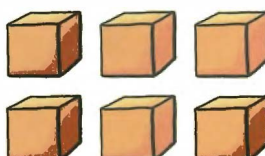
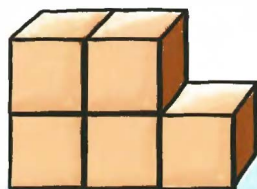
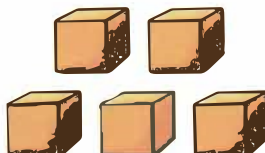
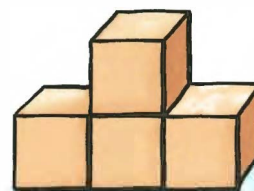
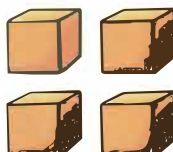
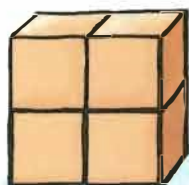
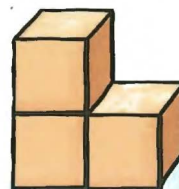
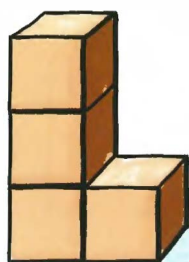


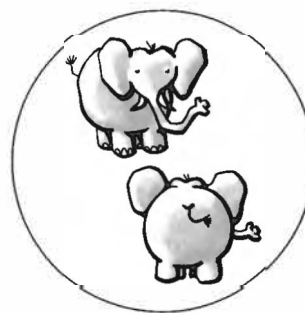
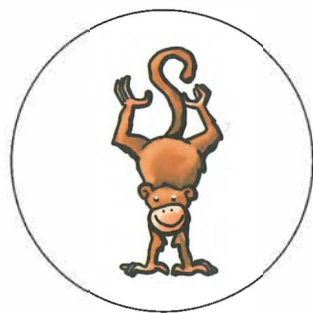
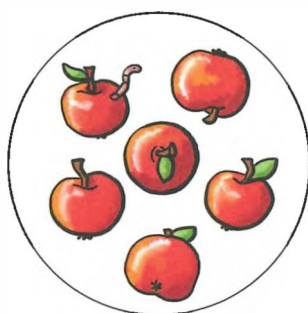
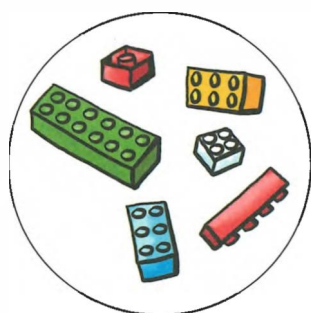
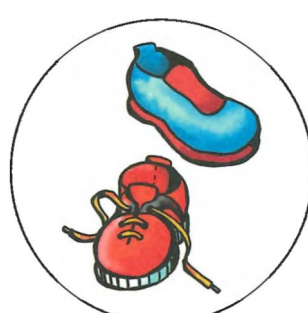
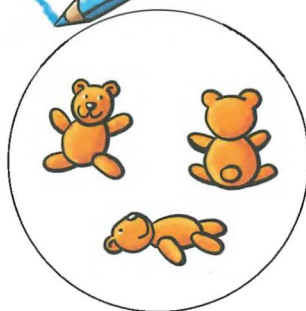
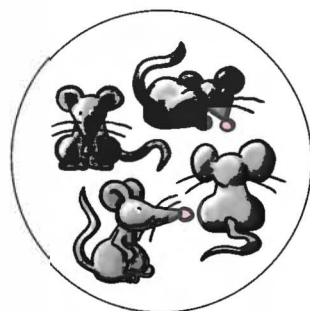
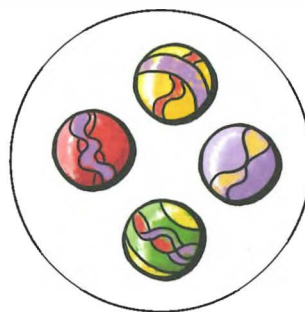
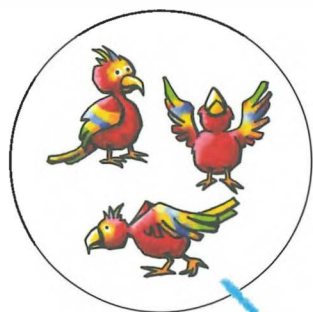
Eins-zu-eins-Zuordnung

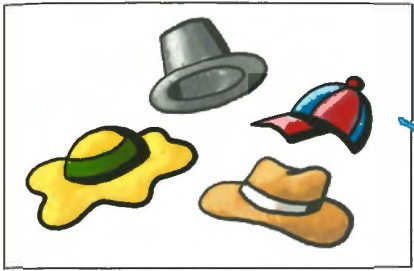


1 Kinder und Kisten verbinden.
Ankreuzen, wovon mehr vorhanden sind.



Geometrische Grundformen





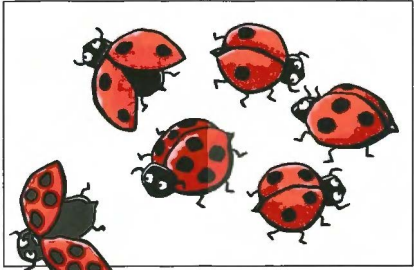
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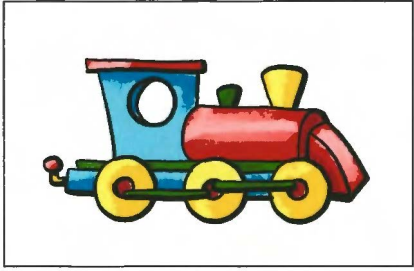
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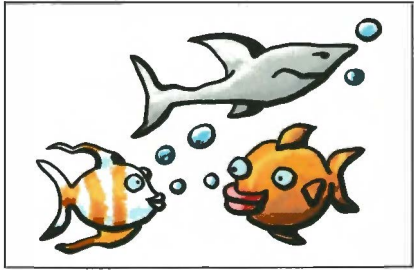
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3



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6



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2

Wo sind gleich viele Gegenstände? Verbinde.

